

Triona Workshop  
Mainz, September 2014

# Thomas Wehrspann

Consultant

TRIONA

INFORMATION UND TECHNOLOGIE

Wilhelm-Theodor-Römheld-Str. 14  
55130 Mainz

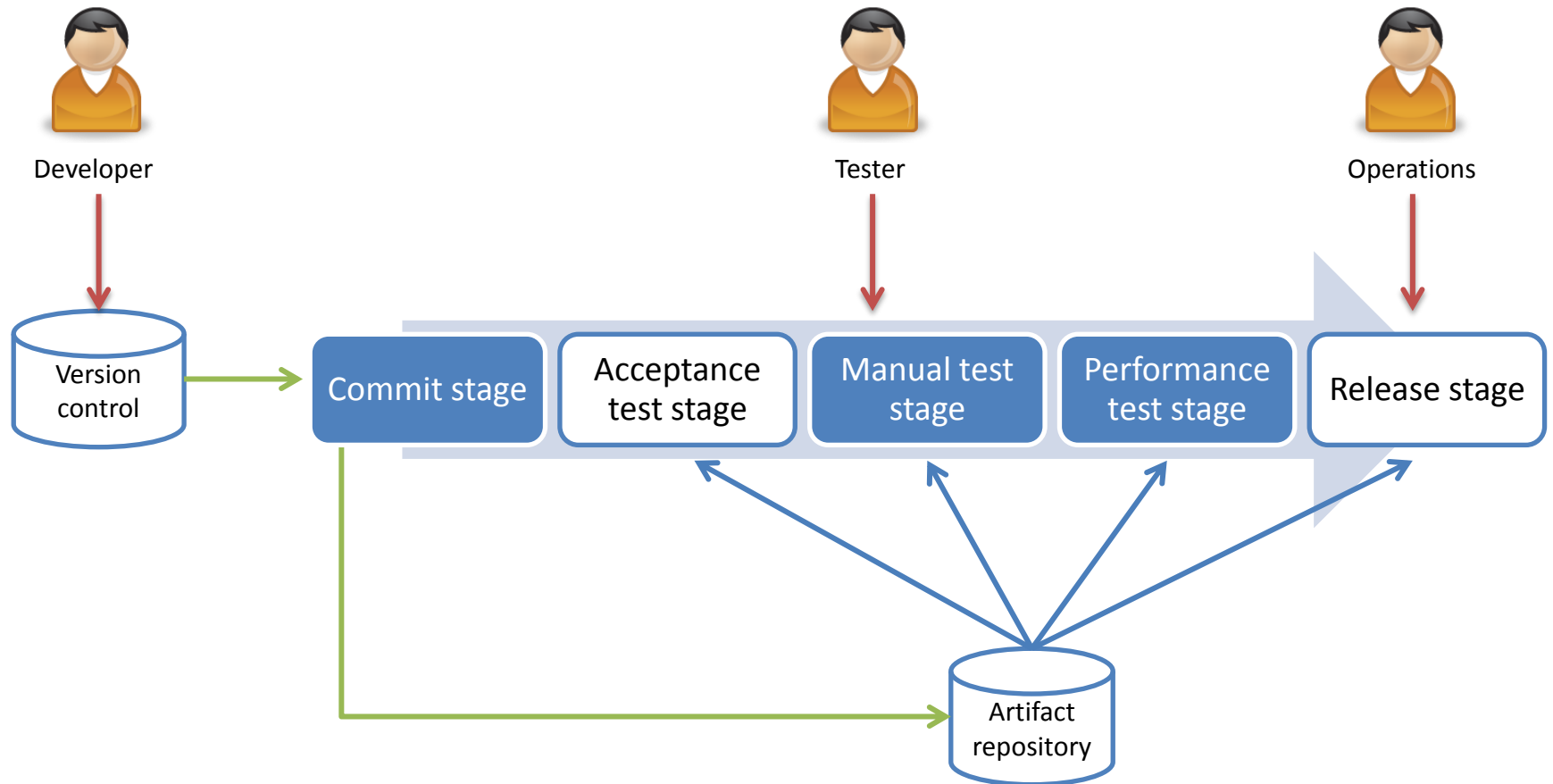
[thomas.wehrspann@triona.de](mailto:thomas.wehrspann@triona.de)

Rückblick

Akzeptanztests

Monitoring

# Rückblick...



... Continuous Delivery



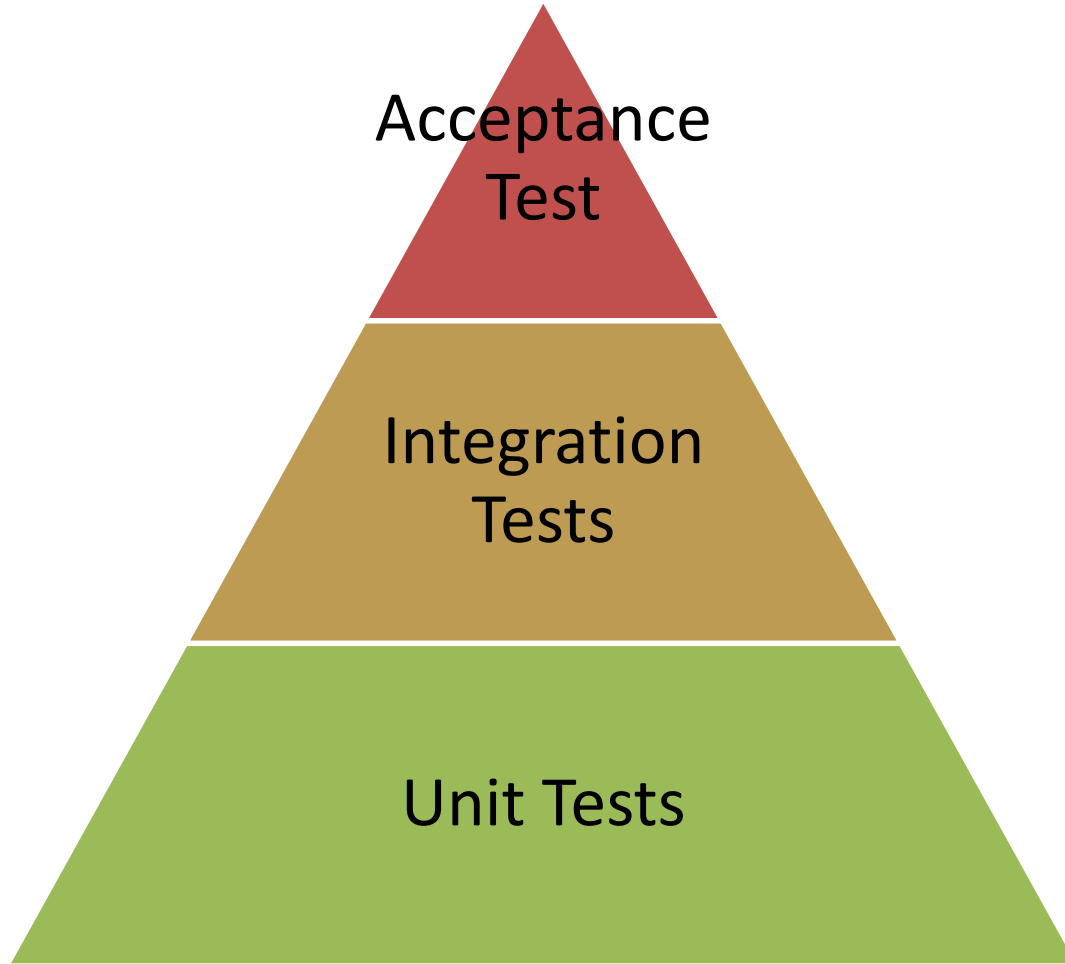
# Introduction to User Acceptance Testing

Thomas Wehrspann  
Mainz, September 2014

# What are acceptance tests

- User's point of view
- External view of a system
- Examine externally visible effects
  - Inputs and outputs
  - State changes
  - External interfaces
- Implementation independent

# Testing strategies



# What are acceptance/functional tests

Unit testing makes sure you are using quality ingredients. Functional testing makes sure your application doesn't taste like crap.

# Behavior-Driven Development

- Based on Test-Driven Development
- Behavioural specifications

**Title: The story should have a clear, explicit title.**

## **Narrative**

A short, introductory section that specifies

- who (which business or project role) is the driver or primary stakeholder of the story (the actor who derives business benefit from the story)
- which effect the stakeholder wants the story to have
- what business value the stakeholder will derive from this effect

## **Acceptance criteria or scenarios**

a description of each specific case of the narrative. Such a scenario has the following structure:

- It starts by specifying the initial condition that is assumed to be true at the beginning of the scenario. This may consist of a single clause, or several.
- It then states which event triggers the start of the scenario.
- Finally, it states the expected outcome, in one or more clauses.



# Where are acceptance tests used

As documentation for analysts/business people

As documentation for the developers

As documentation for the testers

As documentation for the project

# Test Frameworks

- JBehave
- Cucumber
- FitNesse
  
- xUnit

 Cucumber

 jbehave

 FitNesse

 JUnit  
Testing Framework

# Test Frameworks

- Technical Requirements
- Functional Requirements
- Test Data
- Company Requirements

# How to create Acceptance Test

**I**ndependent

**N**egotiable

**V**aluable

**E**stimable

**S**mall

**T**estable

*Valuable to  
the end user*

# How to create Acceptance Test

## Acceptance Criteria

**Given** some initial context,  
**When** an event occurs,  
**Then** there are some outcomes.

## Test Implementation

Code uses domain language; no reference to UI elements

## Application Driver

Understands how to interact with the application to perform actions and return results

# Testing against the GUI



- Same as user interaction
- Same code path

- Rapid change
- Complex scenario setup
- Access to test results
- Untestable GUI technologies

Alternative:

by-passing display-only GUI layer and directly using the business layer

# Structuring Tests

- Separate the specification of a test, or its intent, from the execution mechanics
- Your framework should help you create and maintain this separation
- The steps/concepts in your specifications are your unit of maintenance

# Maintaining Tests

- Tests as documentation
- Simplify tests as much as possible



# Example: JBehave

```
Scenario: trader is not alerted below threshold
```

```
Given a stock of symbol STK1 and a threshold of 10.0
```

```
When the stock is traded at 5.0
```

```
Then the alert status should be OFF
```

```
Scenario: trader is alerted above threshold
```

```
Given a stock of symbol STK1 and a threshold of 10.0
```

```
When the stock is traded at 11.0
```

```
Then the alert status should be ON
```

```
public class TraderSteps { // look, Ma, I'm a POJO!!
    private Stock stock;

    @Given("a stock of symbol $symbol and a threshold of $threshold")
    public void aStock(String symbol, double threshold) {
        stock = new Stock(symbol, threshold);
    }

    @When("the stock is traded at $price")
    public void theStockIsTradedAt(double price) {
        stock.tradeAt(price);
    }

    @Then("the alert status should be $status")
    public void theAlertStatusShouldBe(String status) {
        ensureThat(stock.getStatus().name(), equalTo(status));
    }
}
```

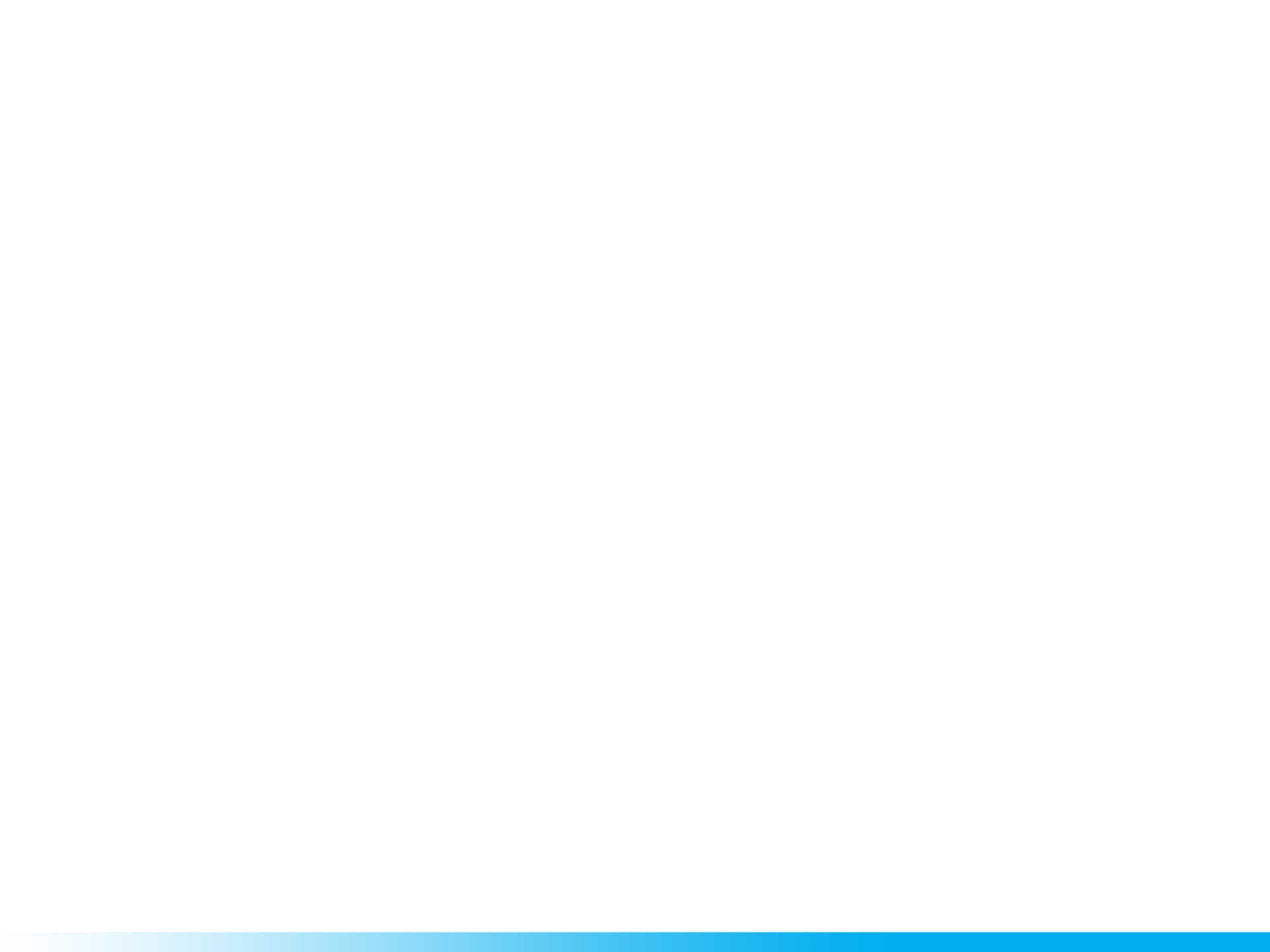
# Acceptance Testing with PhantomJS and CasperJS

## CasperJS

- Javascript
- Defining & ordering browsing navigation steps
- Filling & submitting forms
- Clicking and following links
- Capturing screenshots

## PhantomJS

- Headless web testing
- Javascript API
- Page automation
- Screen capture
- Network monitoring





# Einführung ins Monitoring

Thomas Wehrspann  
Mainz, September 2014

# Was ist Monitoring

Protokollierung

Beobachtung

Überwachung

- Regelmäßig
- Feedback
- Warnungen

# Warum ist Monitoring wichtig

- Schnelle Entdeckung von **Ausfällen** und **Störungen**
- Erhöhte Server, Service und Anwendungs-**Verfügbarkeit**

# Warum ist Monitoring wichtig

- **Verbesserung** der technischen Umgebung
- Verbesserung der Softwarearchitektur
- Erkennung von fachlichen/geschäftlichen **Problemen**
- Erkennung von fachlichen/geschäftlichen **Möglichkeiten**

# Wem nutzt Monitoring

- Betriebsführung
- Entwickler
- Geschäftsanalytiker/Marketing



# Beispiel: Elite: Dangerous Newsletter

Its great to see the lengths that you will go to when **helping us develop** the game - 4.2 million light years travelled in Beta 1 so far, to be precise!

You are also an accurate bunch – almost 75% of the 65,000 heat seeking missiles fired have found their target...

9.5% of ship hard points have missile racks equipped, but Pulse Lasers continue to be the preferred weapon of choice during Beta 1, accounting for a little over 40% of available hard-points.

It seems you like a fair fight, too, as just 0.2% of weapons are the powerful Plasma Accelerators.

# Wann sollte Monitoring verwendet werden

- Entwicklung
- Test
- Produktion
- **Immer**

- Alle Server monitoren
- Alle Dienste monitoren
- In kurzen Intervallen prüfen
- HTTP Inhalte prüfen
- Timeouts richtig setzen

# Was sollte überwacht werden

- System Metriken
- Betriebssystem Metriken
- Anwendungs Logs
- Geschwindigkeit und Verfügbarkeit

# Monitoring Anwendungen

- Nagios
- Cacti
- Splunk
- NewRelic
- AppDynamics
  
- Elasticsearch/Logstash/Kibana



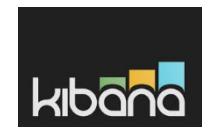
**Nagios®**

**splunk™**



 AppDynamics

**elasticsearch.**



- ElasticSearch (Search and analytics engine)
- Logstash (managing events and logs)
- Kibana (visualization of logs and time-stamped data)

## Der Server/OS

- CPU
- Disk I/O und Speicher
- Swap
- Arbeitsspeicher (System, Anwendungen, ...)
- Netzwerk (Verbindungen, Verkehr, ...)
- Prozesse/Threads Zähler

## Die Anwendung

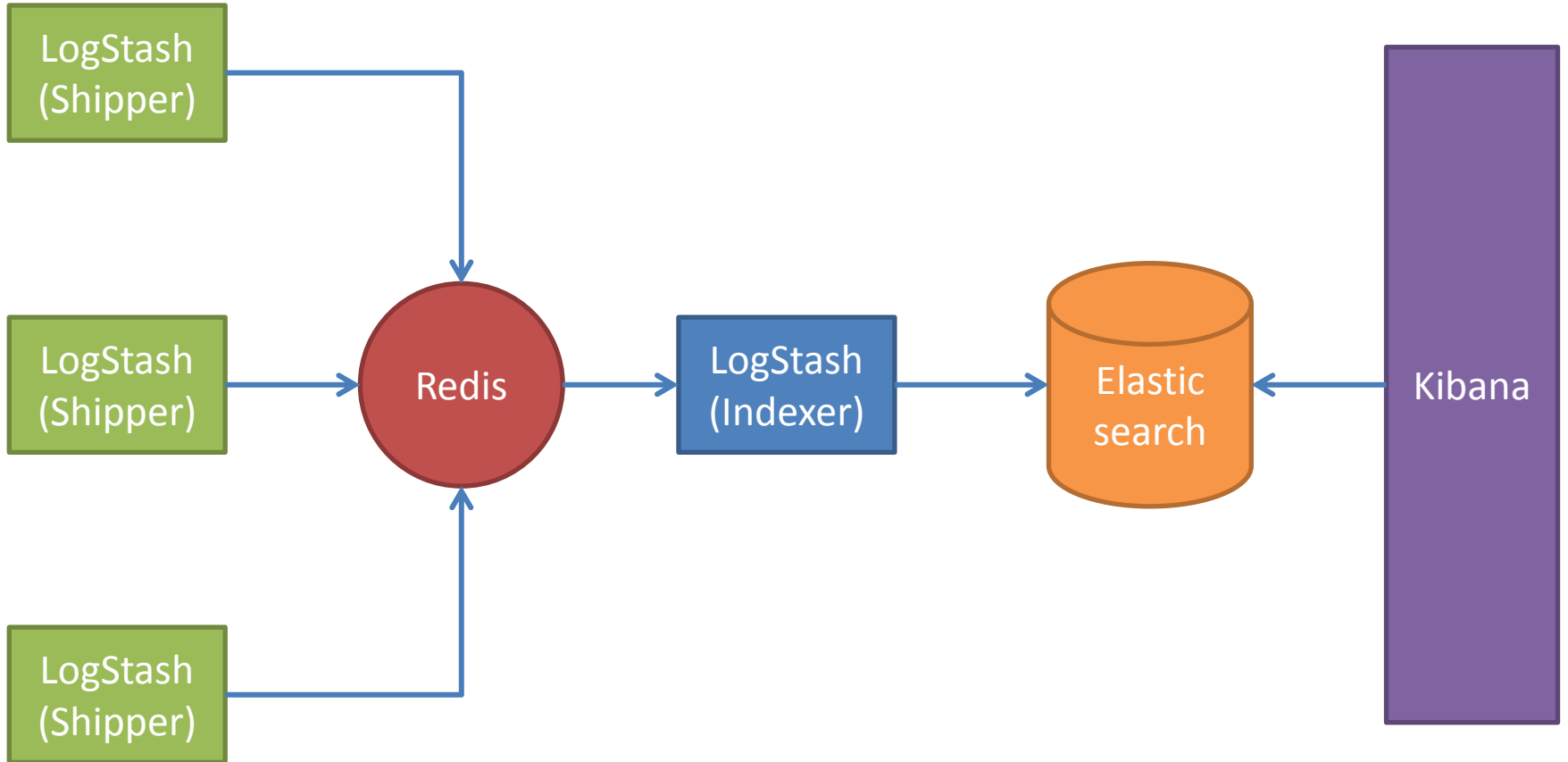
- Heap
- Status
- Fehler und Exceptions
- Funktionale Daten



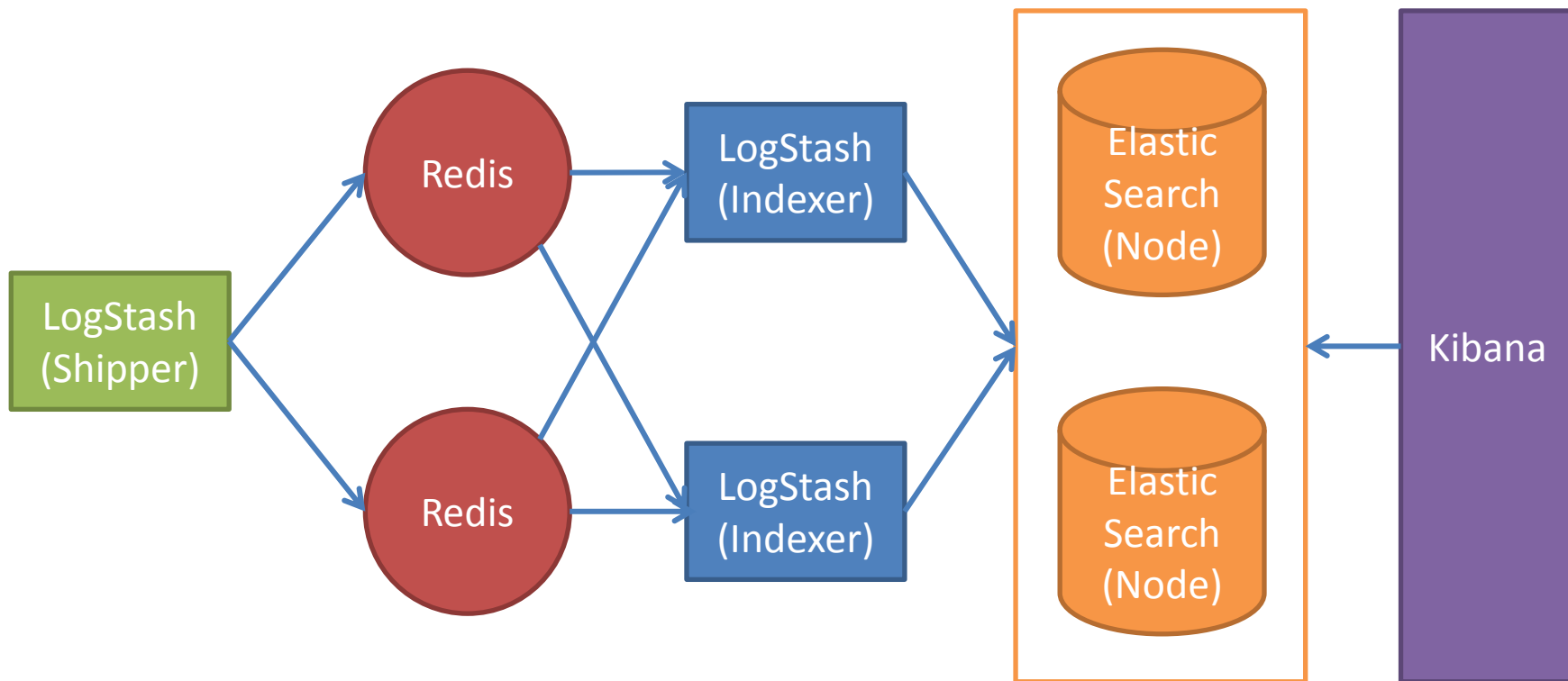
## Abhängigkeiten

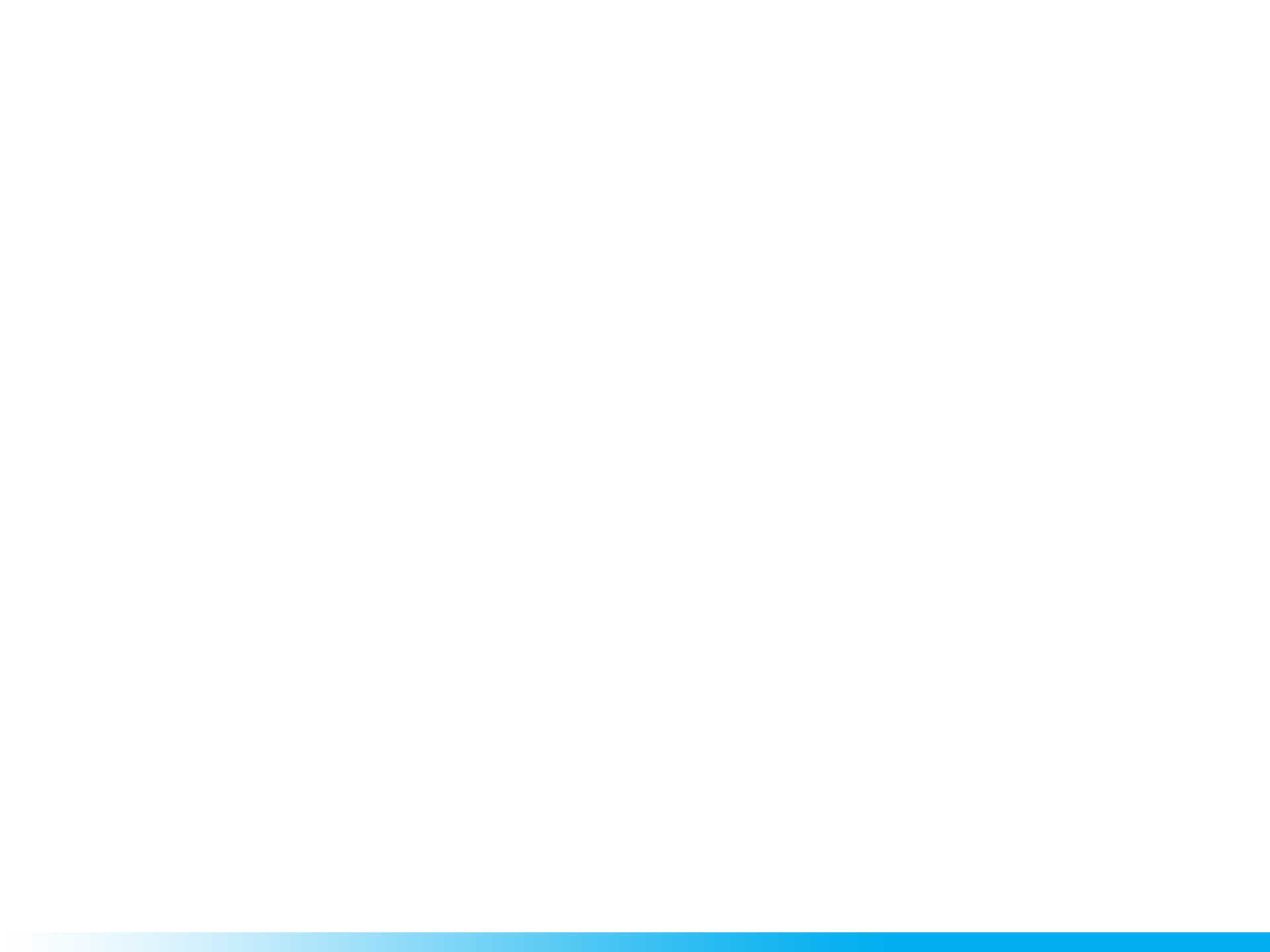
- Datenbanken
- Webserver
- Firewall
- Andere Dienste

# ELK-Stash



# ELK-Stash (Scaling)







# Thanks

Wilhelm-Theodor-Römheld-Str. 14  
55130 Mainz

[thomas.wehrspann@triona.de](mailto:thomas.wehrspann@triona.de)