

Qualidade de Software (14450)

Exploratory Testing

(adapted from lecture notes of the "DIT 635 - Software Quality and Testing" unit, delivered by Professor Gregory Gay, at the Chalmers and the University of Gothenburg, 2022)

Today's Goals

♦ Introduce Exploratory Testing

- Human-driven testing of the project, to gain familiarity with the system and conduct high-level testing.
- Often focused on "tours" of the software features.

Exploratory Testing

- ♦ Testers check the system on-the-fly.
 - Guided by scenarios.
 - Often based on ideas noted before beginning.
- ♦ Testing as a thinking idea.
 - About discovery, investigation, and role-playing.
 - Tests end-to-end journeys through app.
 - Test design and execution done concurrently.

Automation vs Human-Driven

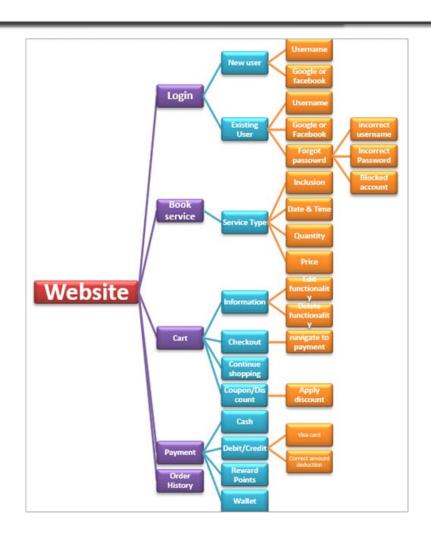
- ♦ Unit/System Testing heavily use automation.
 - Tests written as code.
 - Executed repeatedly, often on check-in.
- ♦ Exploratory/Acceptance Testing often human-driven
 - Humans interact with app.
 - Based on scenarios, without pre-planned input.
 - Some tool support, but not often repeated exactly.

Exploratory Testing

- → Tester write down ideas to give direction, then create tests "live".
 - Tester chooses next action based on results seen.
- ♦ Can find subtle faults missed by formal testing.
 - Allows tester to better learn system functionality, and identify new ways of using features.

Example

- ♦ Start with functionality you know well (Login)
- Examine possible options and list them.
- ♦ Use your findings to plan the next steps.
- As you learn and observe, more test cases will emerge.



Session-Based Exploratory Testing

- ♦ Time-based method to structure exploratory testing.
 - Conducted with no e-mail, phone, messaging.
 - Short (60min), Normal (90m), Long (120m)
- ♦ Primary components:
 - Mission
 - The purpose of the session.
 - Provides focus for the tester.
 - Charter
 - Individual testing goals to be completed in this session.
 - Could be a list of features or scenarios.

Session Report Items

♦ Mission: Overall goal

"Analyze Login Feature on Website"

♦ Charter: Features and scenarios to focus on.

- "Login as existing user with username and password"
- "Login as existing user with Google account"
- "Login as existing user with Facebook account"
- "Enter incorrect username and password to verify validation message"
- "Block your username and verify the validation message"
- "Use Forgot Password link to reset password"

Session Report Items

- **♦ Start and end time of session**
- ♦ Duration of session
- ♦ Testing notes: journal of actions taken
 - Opened login page
 - Verified default screen.
 - Verified that existing and new user account links exist.
 - Opened existing user login
 - Verified successful login with username, Google, and Facebook.
 - Verified validation messages.

Session Report Items

- → Fault Information: Describe each fault. File a bug report, include tracker ID.
- Issues Information: If an issue prevents or complicates testing, describe it.
 - Include data files (screenshots, recordings, files).
- ♦ Set-up Time: % of time required to set-up.
- ♦ Test Design and Execution Time: % of time spent purely on testing

Session Debrief

- ♦ Short meeting between tester and manager to review the findings.
- → Track time spent testing, number of faults reported, time spent on set-up, time spent on testing, time spent analyzing issues, features covered.
- ♦ Allows time management and process observability.

Tips for Exploratory Testing

- ♦ Divide the application into modules or features, then try to further divide.
- Make a checklist of all the features and put a check mark when each is covered.
- ♦ Start with a basic scenario and then gradually enhance it to add more features to test it.

Tips for Exploratory Testing

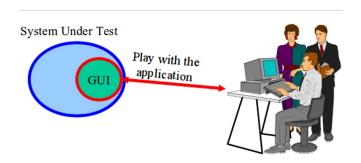
- ♦ Test all input fields.
- ♦ Check for all possible error messages.
- ♦ Test all negative scenarios.
 - Invalid input, mistakes in usage.
- ♦ Check the GUI against standards.
- Check the integration of the application with other external applications.
- ♦ Check for complex business logic.
- ♦ Try to do the ethical hacking of the application.

Pair-Based Exploratory Testing

- ♦ Two people share a computer and test together.
 - One person uses the computer, the other suggests actions and takes notes.
 - Can be used to train new developers or testers.
- ♦ Benefits of pair testing:
 - Increases focus.
 - Leads to more constructive ideas.
 - Avoids biased input selection.

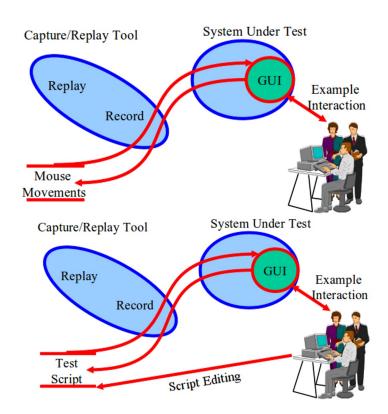
Automating Exploratory Testing

- Use tools to streamline bug reporting and reproduction, snapshots, preparation of executable test suites for future use.
- ♦ A tool captures and records the activities performed by the tester.
 - Called capture and replay tools.



Capture and Replay Tools

- Record input during exploratory testing.
 The "Capture"
- Capture can be replayed to reproduce outcomes.
- Capture scripts can be extended and altered to form new test cases.

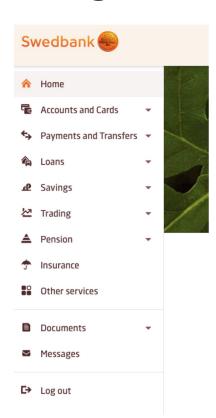


Automating Exploratory Testing

- ♦ Provides clear steps to reproduce failure.
- ♦ Can also judge performance.
- ♦ Often used in pair exploratory testing.
 - Second tester watches replay from first tester.
 - Second tester looks for ways to extend the tests.
 - First tester does the same with second tester's replay.
 - Exchange again at the end to confirm results.

Example System

- ♦ Banking Webapp
- ♦ How would you perform exploratory testing?
 - Scenarios you would try?
 - Features you would focus on?



Using "Tours" in Exploratory Testing

- ♦ A tourist seeks to visit as many districts of a city as possible within the time budget.
 - In software, the "city" is the system, and the "districts" are aspects of the system.
- ♦ A tour is a plan for exploratory testing.
 - Includes a set of objectives, based on visiting different "districts", to focus on during testing.
 - Should take less than four hours.

Exploratory Tours

♦ Features split into "districts" based on type and how we

test.

Business = core functionality

- Seedy = security aspects
- - Each prescribes a way of exploring the software.



Business District

- ♦ Most important features.
 - The functionality that will get users to buy software.
- ♦ Tours focus on features that are used most often.
 - Guidebook Tour: Focuses on common user journeys, covered in user manuals and tutorials.
 - Fed-Ex Tour: Focuses on how data is passed and transformed between these features.

Guidebook Tour

- ♦ Cities advertise top attractions, and ensure they are clean and safe.
- ♦ Software offers user manuals and tutorials, illustrating step-by-step use of features.
 - Follow tutorials and execute each step.
 - Tests both functionality and accuracy of tutorials.
 - If software and tutorial do not match, report an issue.

Guidebook Variants

 Follow guides and scenarios from StackOverflow, blogs, books, other tutorials.

♦ "Pundit's Tour"

- Create tests based on complaints.
- Try to reproduce their issues.

♦ "Competitor's Tour"

- Perform tour on competing products and their guides.
- Identify potential improvements to your system.

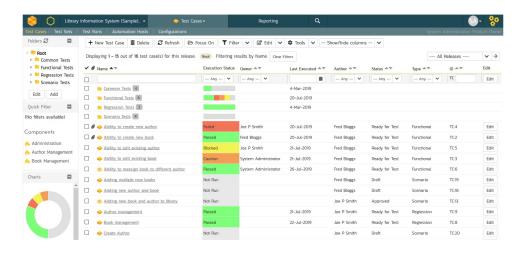
Fed-Ex Tour

- When a package is sent, it is handled by many people and passes through many locations.
 - In software, data is passed, transformed, and passed again before output appears.
- ♦ Examine how data is manipulated.
 - Validate data after operations.
 - Look at serialization/deserialization.
 - (ex: how does shopping site handle mailing addresses?)

Fed-Ex Tour Example

♦ Test Case Management System

- Client app pulls "work items" from a server and displays it in GUI for manipulation.
 - Test cases, bug reports
- Relies on server connection for almost all functionality.



Many clients can modify same work items concurrently.

Fed-Ex Tour Example

♦ Test Case Management System

- ♦ Must keep data items in sync between clients.
 - Bug 1: Modify name of test case, go back to view the plan. Must manually refresh to see the updated name.
 - Bug 2: Modifying the name of a test plan while a second client had it open would crash the app.
 - Bug 3: If a test plan is linked to a deleted CI build, the app will crash when the plan is opened.

Historic District

- ♦ Historic districts contain important old buildings.
- ♦ In software, these are older features still in use.
- ♦ Tours verify that they still work and are fault-free.
 - Bad Neighborhood Tour: Ensure that faulty code now works, and that fixes did not introduce new faults.
 - Museum Tour: Ensure that unchanged code still works as intended.

Bad Neighborhood Tour

- ♦ Complex features may have had many faults fixed over time.
- ♦ Focus on those features and ensure that:
 - Reported faults have actually been fixed.
 - New faults have not been introduced or uncovered.
- ♦ Also check related features for introduced faults.

Museum Tour

- Older features may not have been modified or retested recently.
- ♦ Verify that old code still works in the current system.
 - Check modification dates in repository, and ensure oldest elements are retested.
 - Such elements often lack tests, are hard to modify, not tested up to current standards.

Entertainment District

- - In software, this represents supporting features that aren't part of critical functionality.
 - Word processor: Making document look nice.
- → Tours visit supporting features and ensures they are properly intertwined with core features.
 - Supporting Actor: Features on-screen with core features
 - All-Nighter Tour: Run the software for a long time.

Supporting Actor Tour

- ♦ Many features might be linked to a core feature.
 - When we search for a product (core feature), we see "reviews" and "similar items" (non-core features).
- ♦ Focus testing on features that share the screen with core features.
 - Will be used often.
 - Make sure they can be accessed from the core feature.

Tourist District

- Captures the experience of being a tourist visit functions quickly and avoid deep inspection of individual features.
- ♦ Souvenir Tour: Run quick tests on functions, examine actions and identify gaps, plan round 2.

Supermodel Tour

- ♦ Ignore the functionality and focus on the GUI.
- ♦ As you try different functions:
 - Does GUI render properly and quickly?
 - Are transitions clean?
 - Are colors and styles used consistently?
 - Is GUI usable and accessible by those with dyslexia or colorblindness?



Supermodel Tour Example

♦ Dynamics AX Client

- Resource planning system acquired by Microsoft.
- Shift from APIs to heavy GUI development.
- Led to take-up of exploratory testing.
 - Found MANY bugs missed by API tests.
 - Many new scenarios and interactions not considered before.
 - Testers learned that they knew very little about their own app.
 - Now: exploratory testing before new features merged.

Supermodel Tour Example

- ♦ Actions that exposed **DynamicAX** issues:
 - Modify OS settings (brightness/contrast/resolution) and verify the elements display properly.
 - Access remotely and look for flickering or bad rendering.
 - Run with multiple monitors.
 - Combine with Supporting Actor Tour:
 - Open pop-up, but look for GUI issues around pop-up.
- Appearance faults often have major impact on user perception of the program.

Supermodel Tour Example

♦ Windows Phone

- Mobile OS
- Always connected, supports mobile, bluetooth, WiFi
- Must consider memory, battery life, CPU speed, bandwidth.
- Anyone can release apps that can cause potential issues on a device.



Supermodel Tour Example

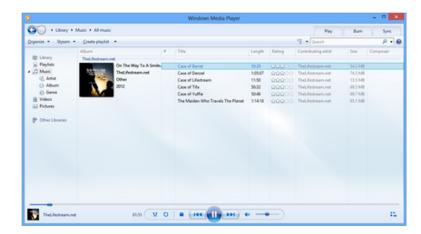
♦ Windows Phone

- Set to an uncommon screen resolution.
 - Navigated to different calendar views.
 - When selecting a month, the month "view" was centered when it should have been top-justified.
 - Missing flag for screen resolution in this view.
- Usability of Maps application.
 - Device knows current location, but does not use it as default when "Location A" field left blank.
 - Not a bug, but fixing would improve user experience.

Supermodel Tour Example

♦ Windows Media Player

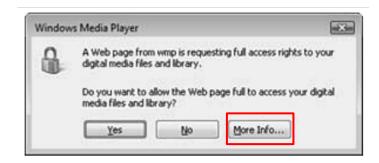
- Media player.
- Sync, burn, rip, play many media types.
- UI-centric application.
 - Inputs are text, check boxes, option icons, disc icons.
 - Output is audio, video, dialog boxes.



Supermodel Tour Example

♦ Windows Media Player

- Supermodel tour gave most rapid results to testers.
- Many typographical mistakes found early in development.
 - Look at text and read slowly.
 - (count to two before going to the next word)
 - These faults are not *serious*, but will harm your reputation if there are many of them.



Hotel District

- ♦ Return to hotel to take a break.
- ♦ Focuses on secondary and supporting usage scenarios.
 - Software "at rest" can be very busy.
 - Rained Out Tour: Cancel running operations and see if problems are caused.
 - Couch Potato Tour: Leave fields blank and use default values to assess ability to process partial information.

Rained-Out Tour

- ♦ Look for operations that can be cancelled.
 - Cancel midway through, see if everything still works.
- ♦ Good for finding failures related to the program's inability to clean up after itself.
 - Open files, corrupted memory or state.
- → Even if there is no cancel button, can click back button or close entirely.

- ♦ Change the state of the software before cancelling.
 - E.g., open a form and enter information, then close it.
 - Opened a pop-up within a form, then closed the form while popup was open.
 - App crashed because pop-up was still open.
 - After opening "User Setup" form, they left it open and switched to a different module.
 - Crash when they clicked Setup form's cancel button.

- ♦ Reattempt scenario after cancelling.
 - New feature ensures that creates/updates/deletes for joined data occur within a single operation.
 - Cancel changes by clicking "Restore" button on toolbar.
 - Changes discarded and replaced by values in database.
 - Reattempted to update same record, leading to crash.

♦ Test Case Management System

- Interrupted server requests and refresh actions can lead to issues.
 - Bug 1: Canceled initial connection to project. No longer able to manually connect to it.
 - Bug 2: Switching test suites during loading does not stop loading of the original suite.
 - Bug 3: Clicking refresh button several times causes slowdown, as each refresh is handled (not just the latest).

♦ Windows Phone

- Search for contact
 - Loaded > 4000 contacts. While searching, they changed the search string.
 - Changed filter clashed with original filter, incorrect results.
- Bluetooth Connection
 - If focus shifts while connecting to device, can try to connect again
 - Multiple connection requests will be sent.
 - Device functions once connected, but multiple failure notices come back.

Couch Potato Tour

- ♦ Tester does least interaction possible.
 - Leave default values in place, leave input fields blank, try to move forward without offering much data.
- Ensures software must execute code for processing blank or partial information and defaults.
 - We try so many complicated scenarios that we can miss or forget the defaults.

Seedy District

- ♦ Focused on attacking and breaking the system.
 - Saboteur Tour: Directly attack software via malformed input or resource manipulation.
 - Antisocial Tour: Try unlikely input or perform actions in the wrong order.
 - (add 10000 songs instead of one, try to play an empty playlist, order 0 or 10000000 pairs of shoes)

Saboteur Tour

- ♦ Force the software to act.
- ♦ Understand the resources it requires to successfully act.
- ♦ Remove of restrict those resources.
 - Use corrupt input data, limit network connectivity, allow too little RAM, run many other apps at the same time.
- ♦ Think of ways to creatively disrupt operations and try them out.

Saboteur Tour Example

♦ Test Case Management System

- ♦ Change or remove necessary resources.
 - Bug 1: System crashes if connection to data server is closed at different points.
 - Bug 2: System crashes, restarts, crashes again, etc. if the config file is corrupted.
 - Bug 3: System crashes if config file is too large.
 - (also try making it read-only, changing file type, deleting)

Saboteur Tour Example

♦ Windows Phone

- Contact lists linked to call history, speed dial, texts, etc.
 - Delete linking database between contacts and speed dial.
 - Contacts still on device, so phone thinks data is synced.
 - However, speed dial is empty.
- Airplane mode may not be accounted for.
 - IM client loses connection when airplane mode turned on.
 - However, does not realize it was disconnected.
 - User can still attempt to use client when nothing will work.

Revisiting the Example System

- ♦ Banking Webapp
- ♦ How would you perform exploratory testing?
 - Scenarios you would try?
 - Features you would focus on?
 - Particular tours?

Key Points (1 of 2)

♦ Exploratory Testing

- Tests are not created in advance.
- Testers check the system on-the-fly,
 - Often based on ideas noted before beginning.
- Testing as a thinking idea.
 - About discovery, investigation, and role-playing.
- Test design and execution done concurrently.
 - Often by directly using the software and its user interfaces

Key Points (2 of 2)

- ♦ Tours apply different focus areas to exploration
 - Business District: Core features
 - Historic District: Legacy code and old software versions
 - Entertainment District: Supporting functionality, long execution sessions
 - Tourist District: Looks for gaps in the experience, iterative fast rounds of exploration.
 - Hotel District: Focuses on supporting functionality
 - Seedy District: Attacks and misuse of software

Practice time – Office360 (Excel, Powerpoint, Word)

♦ How would you perform exploratory testing?

- Scenarios you would try?
- Features you would focus on?
- Particular tours?

