





Gregory Gay DIT636/DAT560 - February 5, 2024



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.

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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.

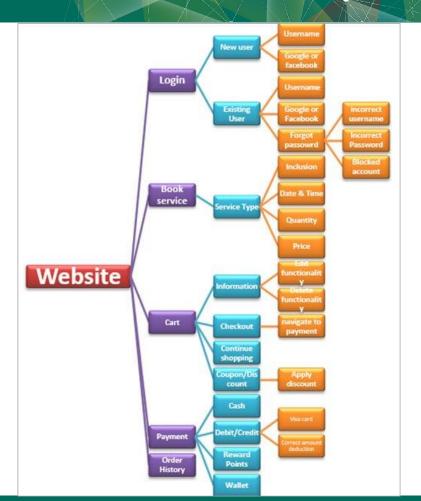
Exploratory Testing

- 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.
 - No e-mail, phone, messaging.
 - Short (60min), Normal (90m), Long (120m)
- Primary components:
 - Mission
 - The purpose of the session, provides focus.
 - Charter
 - Individual testing goals to be completed in this session.
 - 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
- Notes on 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 integration with external applications.
- Check for complex business logic.
- Try to do the ethical hacking of the application.

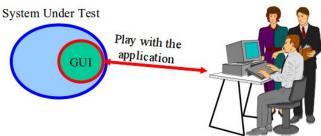


Pair-Based Exploratory Testing

- Two people test together.
 - One uses the computer, the other suggests actions and takes notes.
 - Can train new developers/testers.
- Benefits
 - Increases focus.
 - Leads to more constructive ideas.
 - Avoids biased input selection.

Automating Exploratory Testing

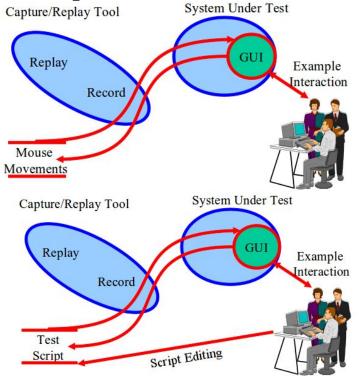
- Use tools to streamline bug reporting and reproduction, snapshots, preparation of executable test suites for future use.
- A tool captures and records the activities performed by the tester.
 - Called capture and replay tools.







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.



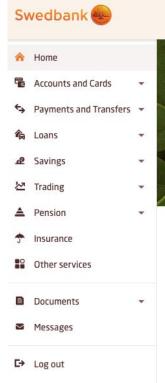
Automating Exploratory Testing

- Provides clear steps to reproduce failure.
- Can also judge performance.
- Often used in pair exploratory testing.
 - Second tester watches replay and extends the tests.
 - First tester watches that replay and extends.
 - Exchange again to confirm results.





Example - Banking App



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



Example - Meeting Planner

Offers the following high-level features:

- 1. Booking a meeting
- 2. Booking vacation time
- 3. Checking availability for a room
- 4. Checking availability for a person
- 5. Printing the agenda for a room
- 6. Printing the agenda for a person



Example - Meeting Planner

Mission: Explore the booking features.

Charter:

- Book a meeting
- Book vacation time
- Check that bookings have been made.



Tours in Exploratory Testing



- A tourist visits 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 give guidelines for exploratory testing.
 - Includes suggestions, based on visiting different "districts", to focus exploration.





Exploratory Tours

- Features split into "districts" based on type and how we test.
 - Business = core functionality
 - Seedy = security aspects
- "Tours" related to each district.
 - Each offers a way of exploring.



1 Business District

- Guidebook tour
- Money tour
- Landmark tour
- Intellectual tour
- FedEx tour
- After-Hours tour
- Garbage Collector tour

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2 Historic District

- Bad-Neighborhood tour
- Museum tour
 - Prior Version tour

3 Entertainment District

- Supporting Actor
- Back Alley
- · All-Nighter or Clubbing tour



4 Tourist District

- Collector tour
- Lonely Businessman
- Supermodel
- Scottish Pub tour



- Rained-Out tour
- Couch Potato tour



- Saboteur tour
- Obsessive-Compulsive tour
- Antisocial tour



Business District

- Most important features.
 - Functionality that will get users to buy software.



- Tours focus on features that are used most often.
 - Guidebook Tour: Common user journeys, covered in user manuals and tutorials.
 - Fed-Ex Tour: 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

- "Blogger's Tour"
 - 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.



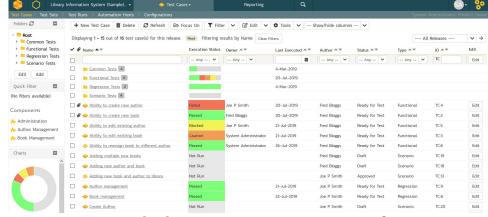
Fed-Ex Tour

- 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.
 - Test cases, bug reports
- Relies on server connection.
 - Many clients can modify same work items concurrently.



Fed-Ex Tour Example

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

Let's take a break.



Historic District

- Historic districts contain important old buildings.
- In software: 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, and ensure oldest elements are retested.
- Such elements often lack tests, are hard to modify, not tested up to current standards.



Entertainment District

- Entertainment districts fill in the gaps in a vacation.
 - In software: supporting features that aren't critical.
 - 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 linked to a core feature.
 - When we search for a product (core feature), we see "reviews" and "similar items" (non-core features).



- Focus on linked features.
 - Will be used often.
 - Make sure they can be accessed from the core feature.



Tourist District

 Visit functions quickly and focus on making a good first impression.



- Souvenir Tour: Run quick tests on functions, examine actions and identify gaps, plan round 2.
- Supermodel Tour: Test the GUI thoroughly, look for GUI errors, inconsistencies, usability errors.



Supermodel Tour

- 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?





Dynamics AX Client

- Resource planning system.
- Shift from APIs to 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.



- Actions that exposed **DynamicAX** issues:
 - Modify brightness/contrast/resolution and verify the elements display properly.
 - 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 impact user perception.

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.

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)
 - Not *serious*, but can harm your reputation.





Hotel District

- Return to hotel to take a break.
- Focuses on doing very little and stopping operations.
 - 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.

Rained-Out Tour Example

- DynamicsAX
- Change the state of the software before cancelling.
 - Opened a pop-up within a form, then closed the form while pop-up 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.



Rained-Out Tour Example

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

Rained-Out Tour Example

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 fields blank, move forward without offering data.



- Ensures software must process blank/partial/default information.
 - We often try complicated scenarios and miss 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, try to play empty playlist, order 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.
 - Fault 1: System crashes if connection to data server is closed at different points.
 - Fault 2: System crashes, restarts, crashes again, etc. if the config file is corrupted.
 - Fault 3: System crashes if config file is too large.
 - (also try making it read-only, changing file type, deleting)



Saboteur Tour Example

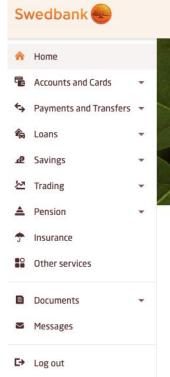
Windows Phone

- 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.





Banking, Meeting Planner Examples



- Anything else you would try?
 - Additional scenarios?
 - Additional focus on certain features?
 - Particular tours?





We Have Learned

- 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.

We Have Learned

- 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



Next Time

- Unit Testing and Test Automation
- Before Thursday's Exercise Session:
 - Install an IDE (IntelliJ, Eclipse) and ensure that JUnit is installed and usable.
- Assignment 1 due February 11
 - Questions?



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