Web testing at Corporama

30 / 11 / 2012

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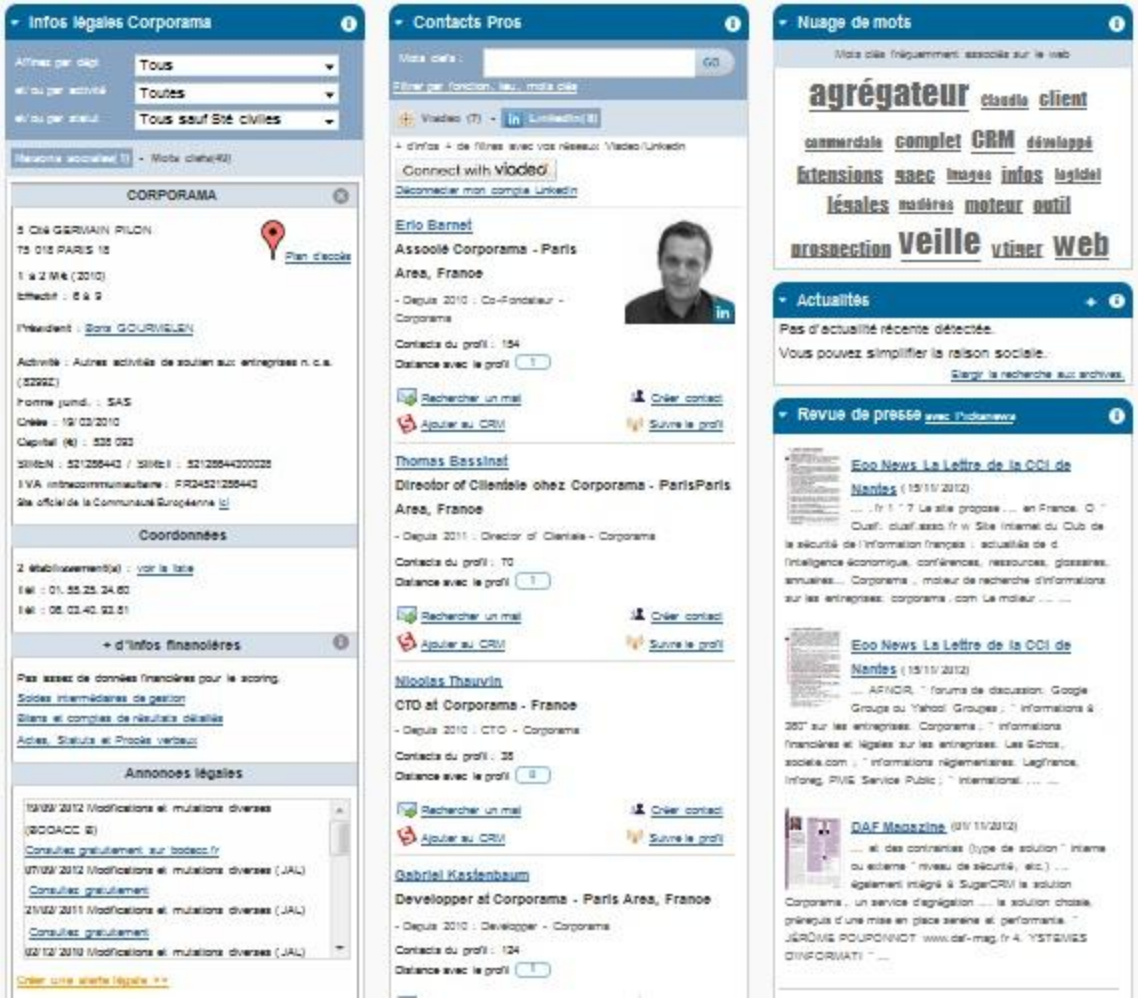
Agenda

1. Why GUI tests / the needs
2. Initial version
3. Current version
4. Demo
5. Conclusion / what's next

Why GUI tests / The needs

- A lot of 'widgets'
- User specific
- External sources
- DB/CPU intensive
  (600k visits/month)
- A lot of Ajax

- Things behind the scene



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Features of our GUI tests system (version 1.Myriad)

- A GUI test = a set of actions in a browser, the automated way.

- We want to test Ajax, so we need to control browsers.

- We use Selenium and https://github.com/charpi/erl_selenium (old RC API, not WebDriver).

- An erlang module per feature to be tested. Automated detection with *_gui suffix

Features of our GUI tests system (version 1.Myriad)

What *gui_tests.sh "<tests to launch>"* does:

1. Define a few variables for the tests (to be read with os:getenv/1) : Host, Port, browser to be used...
2. Compile code, restart yaws test node
3. Start Selenium in a VNC instance or on display (Debug) using a custom profile
4. Fill database using our production import scripts
5. Create tests users (one per offer)
6. Start tests (sequencially) with subsystems (like fake SMTP server, mock_internet)

Intercept external calls : data:api/2

* Intermediate layer between code and data (ie: external store)
* eunit tests declare their own data_fun with expected clauses

```
api (http_request, {Method, URL, Headers, Body, Timeout, Options}) ->
...
{Host, Port, Path} =
    case application:get_env(www, http_proxy) of
        {ok, {Proxy_host, Proxy_port}} -> {Proxy_host, Proxy_port, URL};
        _ -> ...
    end,
lhttpc:request(Host, Port, ....).
```

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We mock the Internet

mock_internet is a process that runs as a proxy and matches the longest URL prefix in an ETS table -> we can pass the tests without an internet access

the *_gui:mocks/1 Callback :

```
mocks () ->
 [{"crm.zoho.com/crm", "<html><body>OK</body></html>"},
  {"crm.zoho.com/crm/WebToLeadForm##actionType=social_pro12345a",
  fun () ->
   someone ! got_zoho_request,
   mock:http_reply("../fxt/zoho_reply.html")
  end}].
```

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GUI test sample

Sample from social_pro_gui.erl:

```
test_not_logged(Session) ->
    ok = gui_tests:logout(Session),
    ok = gui_tests:search(Session, "Apple"),
    Xpath = "//div[@id='social_pro']/div/b/text()",
    Text = "Tous les profils Viadeo et Linkedin"
        " de la société à filtrer et exporter",
    gui_tests:check_text(Session, Xpath, Text),
    Teaser_x = "//a[@id='social_pro-teaser']",
    {ok, none} = selenium:cmd(Session, click, [Teaser_x]),
    Teaser_png_x = "//img[@src='/images/social_pro_teaser.png']",
    {ok, none} = selenium:cmd(Session, waitForElementPresent, [Teaser_png_x]),
    ?assertEqual(1, gui_tests:close_dialog_boxes(Session)).
```

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What's wrong with version 1

- Selenium (old RC) is slow, as it relies on a JS interface.

- In some browsers, the JS *itself* is slow (Ajax in IE..., various initializations).

- Very long time to start a browser session

- Duration (**50 tests**): **20min**.

- Incompatible with a reactive continuous integration system and a growing test set.

- Order matters. Tests pass when user A is used in test 1 then in test 2. Not test 2 then test 1

- Things to optimize in the tests sequence

- Some random timeouts in Ajax calls. Use *waitForElementPresent, waitForTextPresent* & al.

Version 2

- Make it distributed (Erlang's way !)

A new callback function: *index/0*

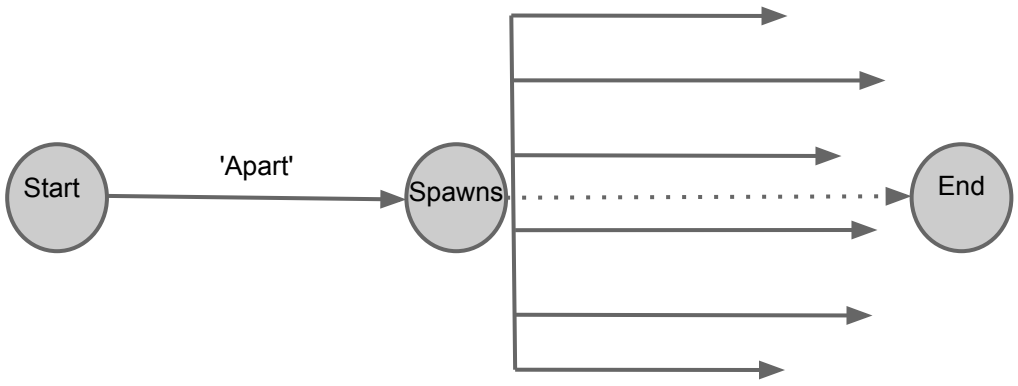
```
index () ->
    [{test_coupon_from_freemium_then_renew, [{user, "freemium"}]},
     {test_error, [{user, anonymous}, apart]},
     {test_offer_after_trial, [{user, anonymous}]},
     {test_defered, [{user, "freemium"}, {search, "Apple"}]}].
```

- One user per test (or anymous).
- DB creation on GUI tests startup + automatic login at the beginning of test. Prevents bad profile reutilisation
- selenium_pool to (re)allocate sessions (similar to Selenium Grid).
- selenium_pool can also be used during development in an erlang Shell.

Version 2 : queues

Test queues : A single "apart" then $((`grep -c vendor_id /proc/cpuinfo`))" concurrent processes

* A browser instance per queue (one per visible processor)
* Record test durations in a DETS table. Used for next run distribution order



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Version 2 : debug

* Distributed tests often mean 'messy log files' or one log per test

* We use the messy one, tagged with the queue Pid (easier to spot interactions)

* When a test fails, it generates a screenshot of the browser view with the test name as file name

* export Debug=true :

 - Runs browsers on current X server

 - Keep mock_internet running at the end

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Good enough ?

Latest duration: 9min

(including 164 GUI tests)

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Conclusion / What's next

- Good speed up and catches major regressions
- On our staging server, GUI tests act as a load tester (while running eunits in parallel)
- Selenium approach is ok for functional testing, but is not efficient to spot browser-specific bugs
  * bugs are likely to be catched by JS Lint or similar
  * CSS / layout issues are very hard to detect (screenshot comparison tend to result in false positives and easily misses real problems)
- We may release parts of our code on github... yet the system is built-in for Corporama use

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Merci !

Questions ?