Functional Testing Swing User Interfaces with Frankenstein

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Agenda

- Why a new tool?
- Introduction to Frankenstein
- Demo
- Q & A

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Why?

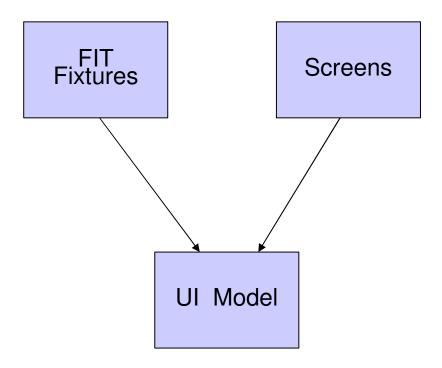
Swing Client, pre-existing FIT scripts

Needed to write fixtures for new screens

Did not test actual UI

Tested UI model layer

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No Swing driver

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Duplication

```
Enter UserName foo
Enter Password bar
Initiate Login
```

Navigate Create>Blog Entry

• • •

```
Enter UserName foo
Enter Password bar
Initiate Login
Navigate Edit>Blog Entry
```

Not easy to create fixtures

Writing fixtures slowed down development

Additional features

Record & Play

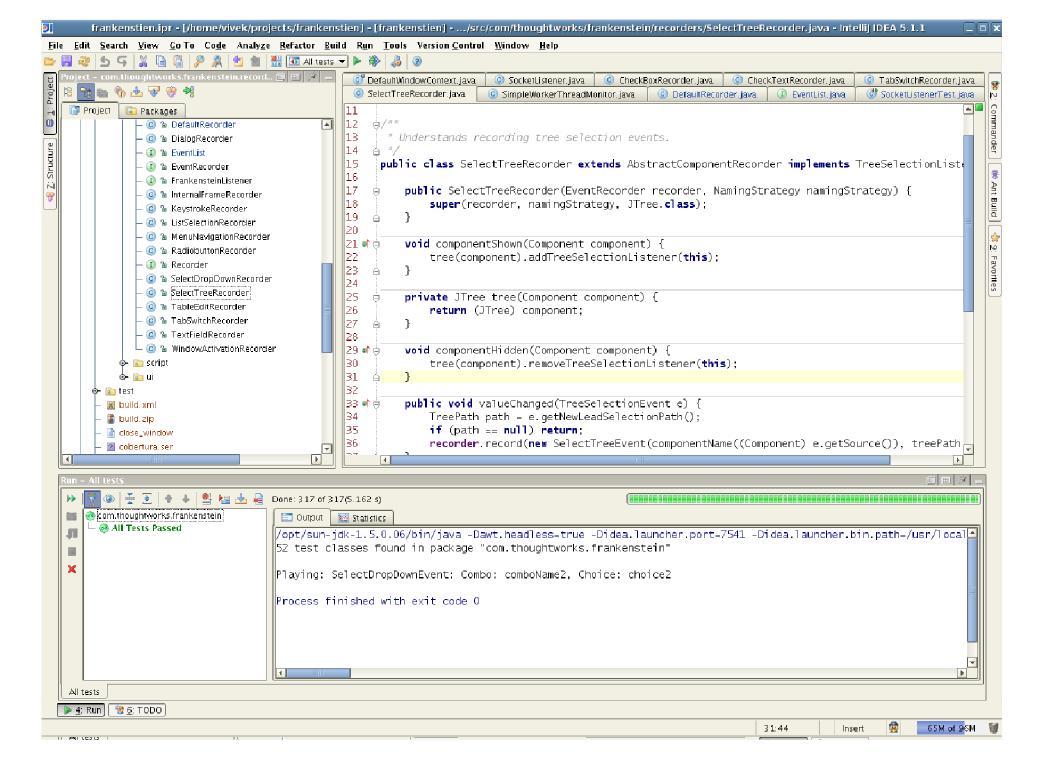
Multithreaded apps?

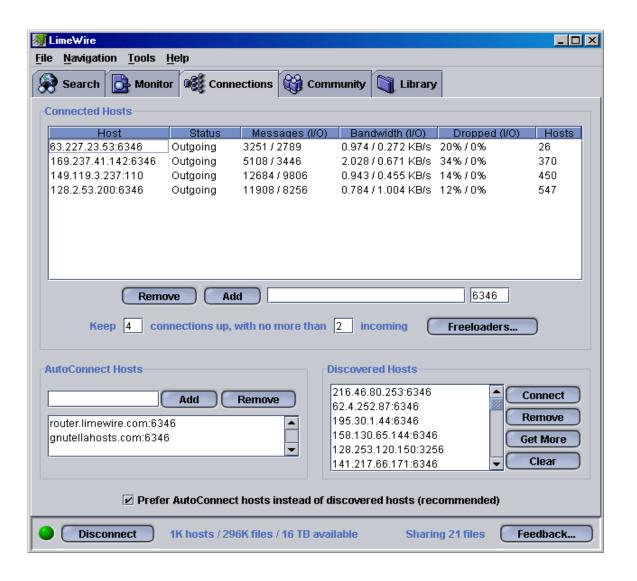
Swing is single threaded

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but

Serious Swing apps use worker threads





What's the problem?

Tests with arbitrary waits

```
click_button("connect")
wait(20) //Pray!
do_something_else
```

Fragile, slow tests

Explicit Synchronization

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Verbose tests

```
upload_file("file")
wait_for_text("done")
```

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Obscures intent

Custom components?

Evaluated Abbot, Marathon

Didn't quite have what we'd wanted

'Let's write it!'
-Chris Stevenson

Introducing Frankenstein



FIT like scripts

Navigate Create>Blog
EnterText post *my blog text*
SelectDropDown time now
ClickButton Post

Plain text

Easy to write, Human Readable





Understood (and shared) by the whole team

Record & Playback

..useful for reproducing bugs

No arbitrary waits

Works with JDK 1.4+

Code changes?

Name components with component.setName()

Works with applications where codebase cannot be modified

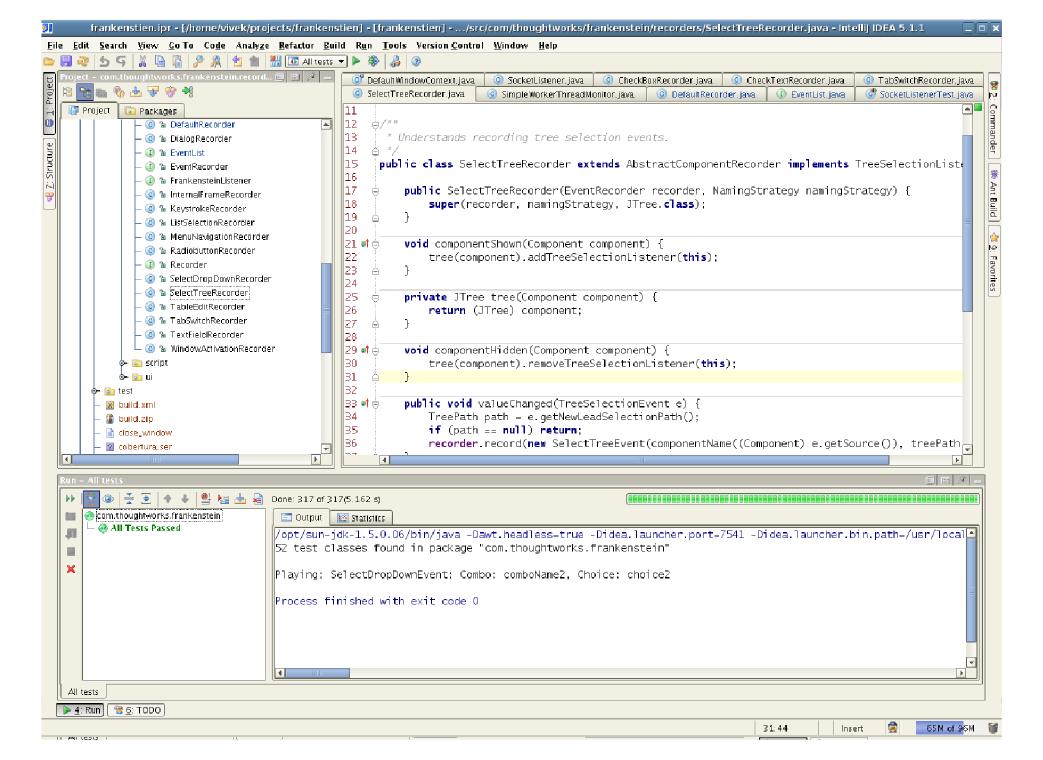
... with a few limitations

Not easy record custom components

i18n

Test multithreaded apps via WorkerThreadMonitor

```
public interface WorkerThreadMonitor {
    public void start();
    public void waitForIdle();//blocking
}
```



How is the WorkerThreadMonitor used?

Wait for all Swing events to be completed

Wait for all worker threads to complete

Easy to extend test vocabulary

Add assertions

Easy integration

java com.yourapp.MainClass args...

```
java com.thoughtworks.frankenstein.application.PipingMain com.yourapp.MainClass args...
```

..or write your own main class

Custom recorders for custom components

Ruby driver

Variables, functions

Keep tests DRY

Other language drivers easy to add

~ 1500 LOC



Packages

com.thoughtworks.frankenstein.application com.thoughtworks.frankenstein.common com.thoughtworks.frankenstein.events com.thoughtworks.frankenstein.naming com.thoughtworks.frankenstein.playback com.thoughtworks.frankenstein.recorders com.thoughtworks.frankenstein.script com.thoughtworks.frankenstein.ui

Coverage Report - All Packages

Package 🗸	# Classes	Line Coverage	Branch Coverage	Complexity
All Packages	88	98%	100%	1.427
com.thoughtworks.frankenstein.application	9	92%	100%	1.326
com.thoughtworks.frankenstein.common	6	100%	100%	2.5
com.thoughtworks.frankenstein.events	23	99%	100%	1.387
com.thoughtworks.frankenstein.naming	11	100%	100%	1.552
com.thoughtworks.frankenstein.playback	4	99%	100%	2.381
com.thoughtworks.frankenstein.recorders	28	98%	100%	1.256
com.thoughtworks.frankenstein.script	3	100%	100%	1.167
com.thoughtworks.frankenstein.ui	4	100%	100%	1.833

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All Packages

Classes

AbstractCheckRecorder (100%)

AbstractComponentNamingStrategy (100%)

AbstractComponentRecorder (100%)

AbstractFrankensteinEvent (100%)

ApplicationLauncher (N/A)

ButtonClickRecorder (100%)

ButtonNamingStrategy (100%)

CancelTableEditEvent (100%)

CheckBoxRecorder (100%)

CheckTextEvent (100%)

CheckTextRecorder (100%)

ClickButtonEvent (100%)

ClickCheckboxEvent (100%)

ClickRadioButtonEvent (100%)

ComponentFinder (N/A)

ComponentHierarchyWalker (100%)

ComponentMatchingRule (N/A)

ComponentName (100%)

ComponentNameMatchingRule (100%)

ComponentNamingStrategy (N/A)

ComponentPositionComparator (100%)

ComponentRecorder (N/A)

ComponentVisibility (N/A)

CounterBasedNamingStrategy (100%)

DefaultComponentFinder (98%)

DefaultComponentVisibility (100%)

DefaultEventRegistry (100%)

DefaultFileDialogLauncher (100%)

Done

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Demo

How does it work?

Recorders hook onto Swing Event Queue

Add component-specific listeners

Create Events when listeners are triggered

Events know how to replay themselves

IOC + PicoContainer

What's missing?

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More assertions

Support for relatively less used components

Open Sourcing soon

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Thank You

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