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**AUTOMATED COMPARATIVE REPORT GENERATION FROM
THE TEST AUTOMATION RESULT**

AUTOMATED COMPARATIVE REPORT GENERATION FROM THE TEST AUTOMATION RESULT

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ABSTRACT

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This thesis was a development project commissioned by Profilence Oy for creating a web application. The application required to show an Automated comparative report from the company's pre-existing software Tau.

The aim of this thesis was to get the test automation results from Tau efficiently and make a web application from the retrieved data. The web application needed to provide users with a dashboard that had a comparative report generator. The application processed the analytical data from physical test stations connected to a data server and from the devices which were already deployed and used by a testing team.

During the thesis, many new user interfaces for the user were created. The user interfaces and new features were added to the Tau web application. The new features and user interface was successfully used to create automated comparative report from test automation results.

The development was done by using Angular (version 6 and above), with UI library: Primeng and customized charting library: Highcharts. The primary testing browsers were Google Chrome and Firefox. Most of the data coming from Database from Tau was managed as JSON (JavaScript Object Notation) and protocol buffers. The application had a responsive view which could be viewed on a larger display such as a big screen or smaller tablets and pc as required by developers and stakeholders.

Keywords: test automation, report generation, user interface

TABLE OF CONTENTS

ABSTRACT	3
TABLE OF CONTENTS	4
VOCABULARY	5
1 INTRODUCTION	6
2 GENERAL THEORY	7
2.1 Test automation and its importance	7
2.2 Tau – Test automation software by Profience	8
2.3 Overview on Angular	9
2.4 Overview on Highcharts	9
2.5 Overview on Prime ng	11
2.6 Overview on JSON and Protobuf	12
2.7 Overview on RxJS	13
2.8 Overview of Visual Studio Code	15
2.9 Overview on Postman	16
3 UI DEVELOPMENT	18
3.1 UI development for Telemetry	18
3.1.1 UI development for analytics	19
3.1.2 UI development for history	22
3.2 UI development for Test runs	23
3.2.1 UI development for Issue list	24
3.2.2 UI development for test runs	28
3.2.3 UI development for requirements	31
3.3 UI development for Devices	32
4 CONCLUSION	34
REFERENCES	35

VOCABULARY

ABBREVIATIONS	EXPLANATION
ADB	Android Debug Bridge
API	Application Program Interface
HTML	Hypertext Markup Language
Js	Java Script
JSON	JavaScript Object Notation
OEM	Original Equipment Manufacturer
PC	Personal Computer
Protobuf	Protocol buffers
Rx	Reactive Extension
RxJs	Reactive Extension for Java Script
TS	TypeScript
UI	User Interface
VS code	Visual Studio Code

1 INTRODUCTION

This thesis is related to Profidence Oy's request for a web application that could be used by developers and stakeholders to keep track of different software build versions and their test results from the Profidence's Tau software.

Profidence is a software company founded by veteran test automation and profiling tool developers specializing in solutions for embedded systems. Profidence's Tau has been designed for Android OEMs, carriers, and app developers alike who need to make sure their product worked as expected. Tau Tests on real devices without any modifications to source code. The entire Android operating system was managed by the software and not bound to a single application. Multiple devices were supported in one test case; for example, testing of phone calls or messaging features between those devices.

Tau is a desktop application made in *.NET* and it mostly held massive logs of data from the test runs that go through the devices. As Tau was being used by developers, a need for the developers arose to get an overview of the test run. A simplified view of the analytics of the test runs rather than rows of data was needed; such simplified analysis could also be shared with stakeholders for various managerial purposes.

Furthermore, having a web application opened new possibilities to use the data in various devices ranging from a small handheld device to keep track of data to huge display screens that are viewable by all developers in real-time in a development or a conference room.

2 GENERAL THEORY

2.1 Test automation and its importance

Test automation is the automation of tasks that are repetitive but necessary tasks in a testing process. A lot of time and resources are taken by manual testing hence it would be inefficient and resource intensive. Test automation is critical for a continuous delivery and continuous testing. An Android system like any other operating system or software comes with an iterative development process which comes with a series of updates and versions.

Android devices are manufactured by different companies and all of them have their own Android versions that differ from the stock Android. Hence, a lot of customized testing is involved for each of these manufacturers which is eased with test automation.

Developing a bug-free software is often impossible; even with a series of manual testing and an iterative development process, the delivered software has some defects and bugs. Test Automation software is the best way to increase the effectiveness, efficiency, and coverage of software testing to minimize bugs.

Manual software testing is performed mostly by a human sitting in front of a computer or a test device carefully going through application screens, trying various usage and input combinations, comparing the results to the expected behavior, and recording their observations.

Manual tests are often repeated during development cycles for source code changes and other situations, e.g. multiple operating environments and hardware configurations. More constraints are added eventually, such as bandwidth, battery percentage and this makes data collection tedious and massive.

An automated testing tool can playback pre-recorded and predefined actions, compare the results to the expected behavior and report the success or failure of these manual tests to a test engineer. Once automated tests are created,

they can easily be repeated, and they can be extended to perform tasks that otherwise are impossible with manual testing.

2.2 Tau – Test automation software by Profidence

Tau was developed by Profidence Oy, Oulu Finland. Tau was purposefully designed to be able to run tests unsupervised for days to model how software really behaves eventually.

Real life events on a device such as recovery from device failures, connection issues, handling pop-up events are monitored and logged as closely as possible and hence the data collected is more accurate and usable for testing real-life events in Tau.

Tau consists of two components – the PC side Tau client and the lightweight Tau service inside the Android device. Once a device is connected to a PC running the Tau client, it automatically sets up the Tau service on the device through the ADB (Android Debug Bridge) and starts collecting data. Whereas the devices that are already deployed to send data through the Tau service running as a background service remotely.

The image below (FIGURE 1.) shows a basic diagram of how a device is connected to the Tau software.

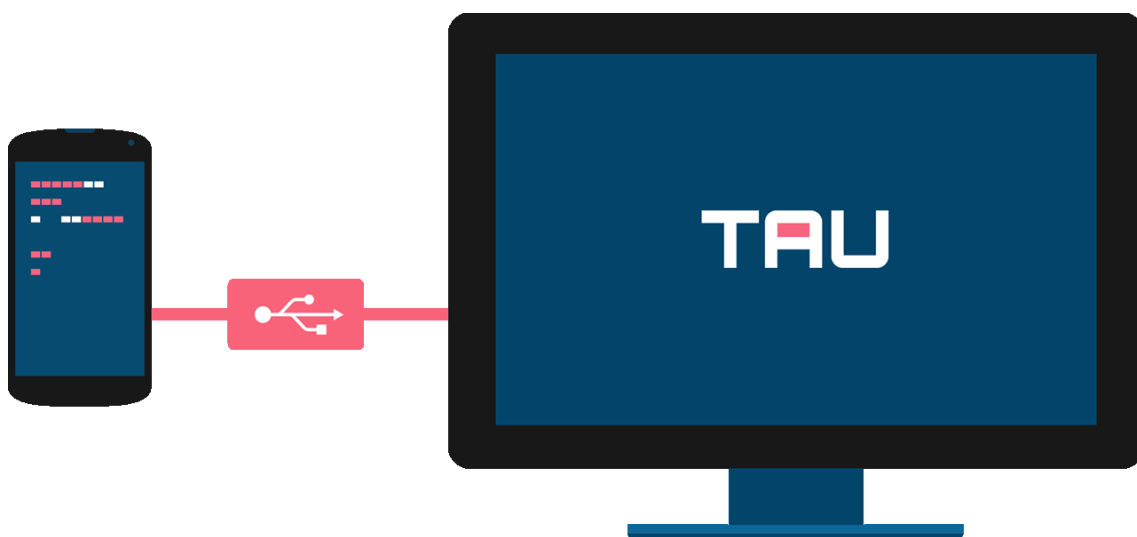


FIGURE 1. The Tau software by Profidence

2.3 Overview on Angular

Angular is a platform and framework for building client applications in HTML and TS (TypeScript). Angular code is mostly written in TypeScript. It implements core and optional functionality as a set of TypeScript libraries that can be imported into the web app.

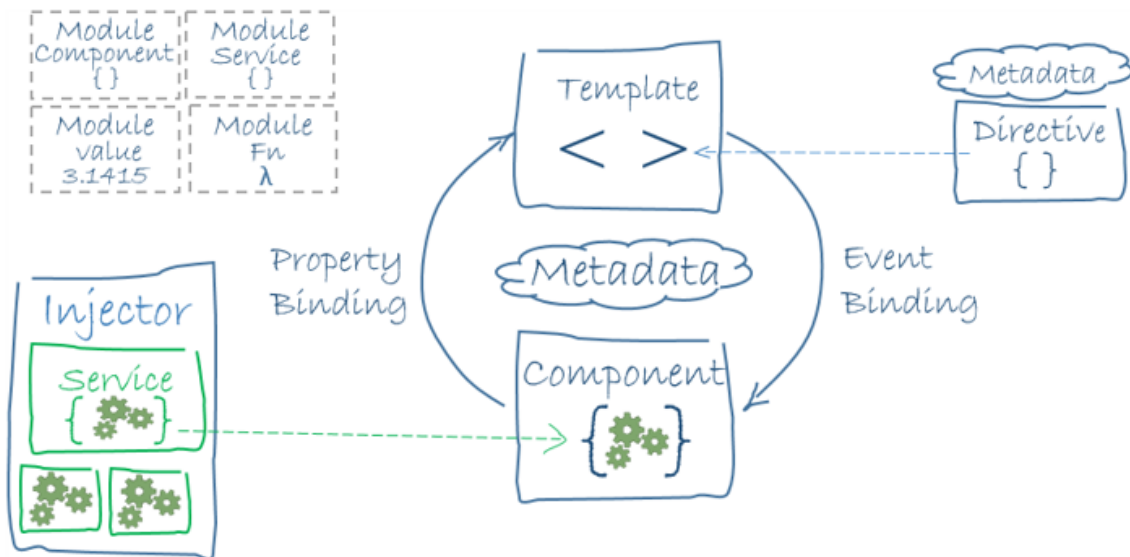


FIGURE 2. The Architecture of an Angular application (5).

The diagram above (FIGURE 2.) shows the architecture of an angular application. The angular application consists of main components written in typescript which is later converted to plain JavaScript by angular and deployed to the client.

2.4 Overview on Highcharts

Highcharts is a library written in pure JavaScript. It was developed by Highsoft, Norway, and is a globally used as a charting library. Highcharts is lightweight and has a huge customer base.

Highcharts comes with a series of updates that are managed by the open-source community. A few bugs were encountered during the development phase of the project but they were easily resolved by communicating with the developer's community.

```

Highcharts.chart('container', {
  chart: {
    type: 'line'
  },
  title: {
    text: ' Demo Monthly Average Temperature'
  },
  subtitle: {
    text: 'Source: WorldClimate.com'
  },
  xAxis: {
    categories: ['Jan', 'Feb', 'Mar', 'Apr', 'May', 'Jun', 'Jul',
'Aug', 'Sep', 'Oct', 'Nov', 'Dec']
  },
  yAxis: {
    title: {
      text: 'Temperature (°C)'
    }
  },
  plotOptions: {
    line: {
      dataLabels: {
        enabled: true
      },
      enableMouseTracking: false
    }
  },
  series: [{
    name: 'Tokyo',
    data: [7.0, 6.9, 9.5, 14.5, 18.4, 21.5, 25.2, 26.5, 23.3, 18.3,
13.9, 9.6]
  }, {
    name: 'London',
    data: [3.9, 4.2, 5.7, 8.5, 11.9, 15.2, 17.0, 16.6, 14.2, 10.3, 6.6,
4.8]
  }]
});

```

FIGURE 3. A Highcharts code sample

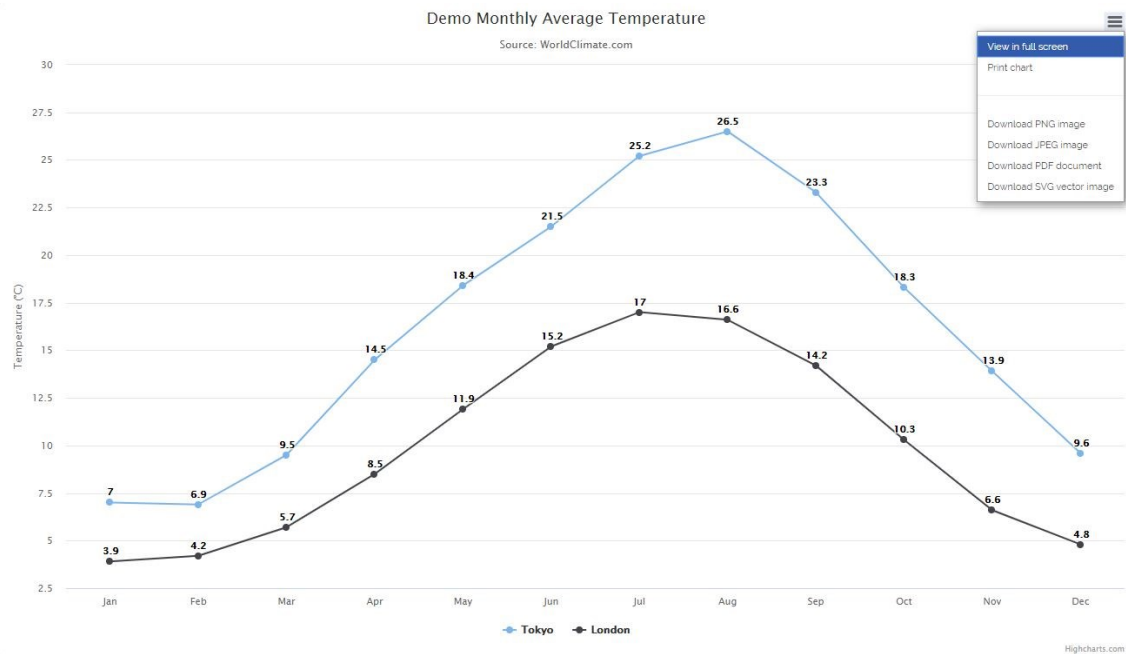


FIGURE 4. A generated sample chart by highcharts library

The code sample above (FIGURE 3.) shows how easily the code for generating a chart is shown and the chart generated by the code is presented in the chart (FIGURE 4.). The chart can be made so that the chart is responsive. The chart also offers custom features, such as exporting and printing.

2.5 Overview on Prime ng

It is vital for web developers today to develop web applications that run seamlessly across iOS, Android devices, Windows, and countless web browsers they come with. This challenge requires developers to develop a user interface that can be used across all platforms while supporting the right look and feel. Making cross-platform UI components that work on all platforms is difficult and resource-consuming, therefore, using a third-party UI library is effective.

UI libraries today come with patterns that a developer can follow; these patterns can be compared to Legos. Legos are little plastic shapes that can be manipulated into a wide variety of forms and objects. The same little block of Lego can be put into multiple contexts to mean something different. It can make up part of a dinosaur or the roof of a car.

Prime ng is a UI library with rich UI components for Angular. All widgets are open source and free to use under the MIT License. Prime ng is currently as of August 2019 running on the version 8.0.2 and has other versions under development. It has a good developer support and plenty of users and global community support. Hence, Prime ng was used as a primary UI library for this project.

2.6 Overview on JSON and Protobuf

JSON (JavaScript Object Notation) is a lightweight data-interchange format. It is based on a subset of JavaScript. JSON is a text format that is completely language independent, hence it is often used to send and receive data for client-server communication and it is applicable for the project.

```
{
  "first_Name": "Jane",
  "last_Name": "Doe",
  "is_Verified": true,
  "membership_Date": "Sunday, 18-Aug-19 09:32:37"
  "sex": "female",
  "age": 27,
  "address": {
    "street_Address": "Sample Road 10",
    "city": "Sample City",
    "state": "Sample State",
    "postal_Code": "0000-1111"
  },
  "phone_Numbers": [{
    "type": "Home",
    "number": "111 123-4567"
  }, {
    "type": "Office",
    "number": "222 123-4567"
  }, {
    "type": "mobile",
    "number": "333 123-4567"
  }
  ]
}
```

FIGURE 5. JSON data sample

The code sample (Figure 5.) shows an example of JSON. JSON defines only two data structures: objects and arrays. An object is a set of name-value pairs

while an array is a list of values. JSON defines several value types: string, number, object, array, Boolean and null.

Like JSON, Protobuf (Protocol buffers) are language-neutral and platform-neutral data interchangers. In Protobuf the data is in a serialized structured. Serialization is the way of translating data structures or object state into a format that can be stored, transmitted, and reconstructed again. Google describes Protobuf as “You define how you want your data to be structured once, then you can use special generated source code to easily write and read your structured data to and from a variety of data streams and using a variety of languages.” (1)

```
member {  
  name: "Jane Doe"  
  email: "janedoe@example.com"  
}
```

FIGURE 6. A Protobuf data sample

The code sample above (FIGURE 6.) shows a simple code sample of a Protobuf. The Protobuf is transferred as binary data and reconstructed again later. Sending and receiving in binary is much faster and efficient.

2.7 Overview on RxJS

RxJS (Reactive Extensions for JavaScript) is a library for reactive programming. Reactive programming is a programming way where the program reacts to data changes and self-updates whenever there is a change in data or user events.

In Reactive programming, data flows emitted by one component and the structure provided by the Rx libraries such as RxJS will propagate those changes to another component, which receives those data changes and react accordingly. Using RxJS, developers represent asynchronous data streams with Observables, query asynchronous data streams using many operators, and parameterize the concurrency in the asynchronous data streams using Schedulers. Simply put, RxJS = Observables + Operators + Schedulers. (2)

Observable: represents the idea of an invoke collection of future values or events, they listen to changes.

Observer: is a collection of callbacks that knows how to listen to values delivered by the Observable.

Subscription: represents the execution of an Observable, is primarily useful for canceling the execution.

Operators: are pure functions that enable a functional programming style of dealing with collections with operations such as map, filter, etc.

Subject: is the equivalent to an Event Emitter, and the only way of multicasting a value or event to multiple Observers.

Schedulers: are centralized dispatchers to control concurrency, allowing users to coordinate when computation happens on, e.g. "setTimeout()" (3)

```
//with plain js code
let click_Count = 0;
let rate = 1000;
let lastClick = Date.now() - rate;
document.addEventListener('click', () => {
  if (Date.now() - lastClick >= rate) {
    console.log('User has Clicked ${++count} times');
    lastClick = Date.now();
  }
})
```

FIGURE 7. Sample code to count user clicks with plain javascript

```
// with rxjs
import { fromEvent } from 'rxjs';
import { throttleTime, scan } from 'rxjs/operators';

fromEvent(document, 'click')
  .pipe(
    throttleTime(1000),
    scan(count => count + 1, 0)
  )
  .subscribe(count => console.log('User has Clicked ${count} times'));
```

FIGURE 8. Sample code to count user clicks with rxjs

The code sample (FIGURE 7.) shows a sample code to count user clicks written in plain JavaScript and a similar functioning code sample is also written with the RxJs library and presented in code sample (FIGURE 8.).

2.8 Overview of Visual Studio Code

Visual Studio Code is a code editor developed by Microsoft for Windows, Linux, and macOS. VS code has a good support for debugging, embedding version control tools, such as GitHub, and it comes with an easier syntax highlighting, intelligent code completion, snippets, and code refactoring. It is also highly customizable, allowing users to change the theme, keyboard shortcuts, preferences, and install extensions that add added functionality. The source code for VS code is free and open-source and released under the permissive MIT License. The UI of VS code is familiar, and it is also popular with the members of the development team in Profience. Hence, the VS code was used as the primary code editor for this project.

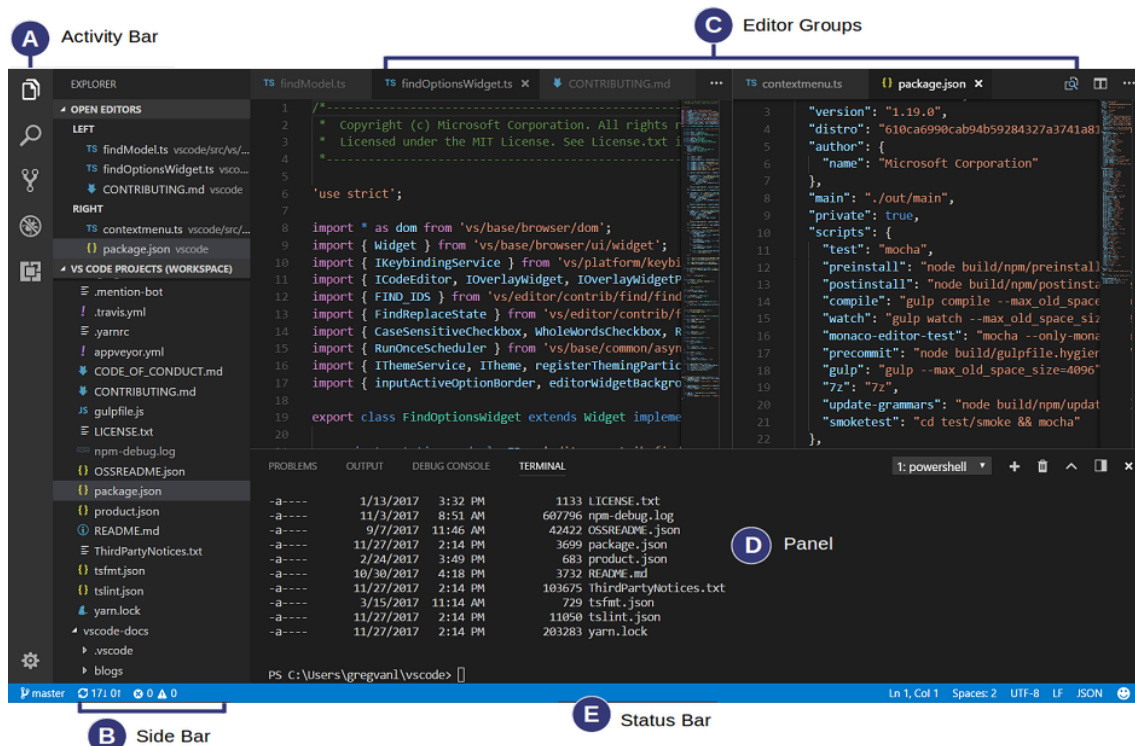


FIGURE 9. The Visual Studio Code UI (6)

The image above (FIGURE 9.) shows UI for visual studio code. The UI has various user-customizable components and can be tailored to meet the specification of a specific programming language.

2.9 Overview on Postman

Postman is a development tool used to get results from RESTful APIs. It offers a user-friendly user interface which makes HTML requests easily, without having to deal with the hassle of writing a bunch of code just to test the functionality of an API.

For instance, if a GET request to get was to be made to get Twitter feeds from twitter with all Tweets made with a hashtag #Oulu. To test a GET request against this API without using Postman, would take a lot of time just to set the environment and then writing code which would make the API request, but with Postman, such a test is much more streamlined and easily done. The image below (FIGURE 10.) shows a screenshot of the UI for Postman.

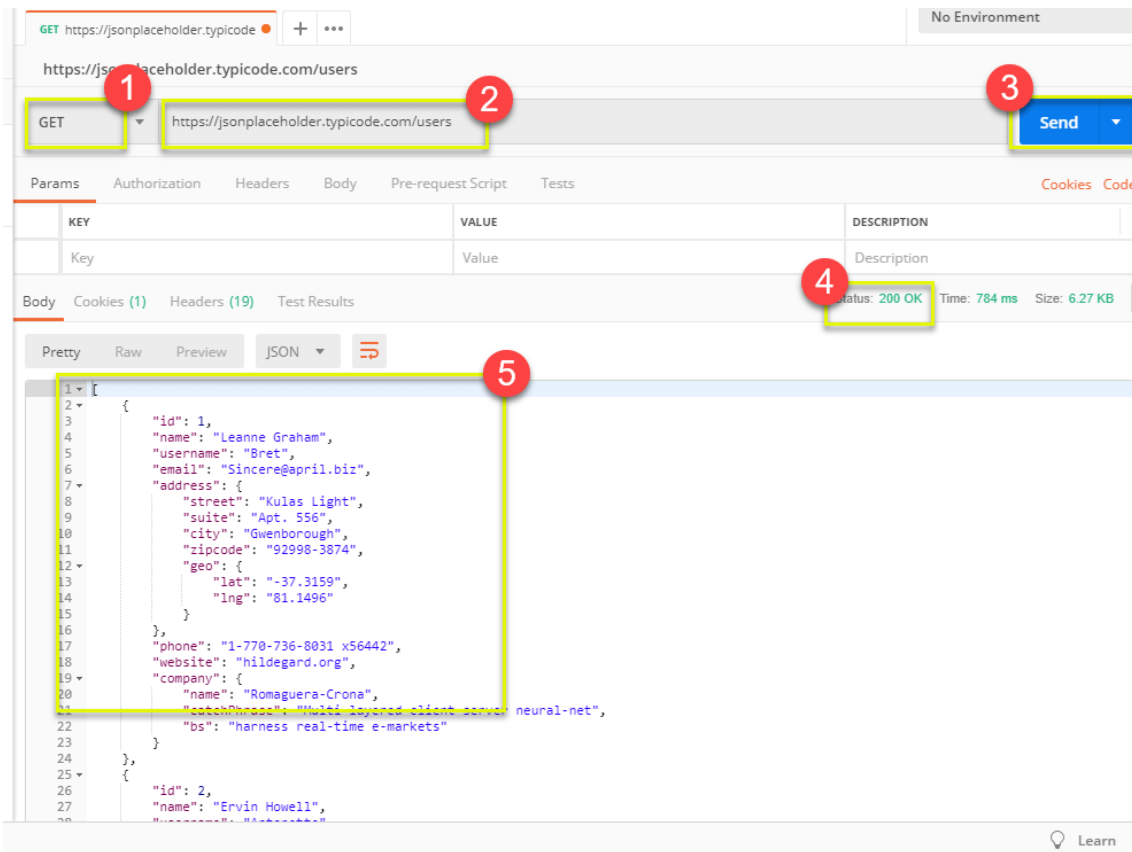


FIGURE 10. The Postman UI (3)

1. Set your HTTP request to GET.
 2. In the request URL field, input link
 3. Click Send
 4. You will see 200 OK Message
 5. There should be 10 user results in the body which indicates that your
- (3)

3 UI DEVELOPMENT

The UI development in the project was focused on simplifying the data as much as possible. Getting meaningful data with minimal information, yet having all the necessary information was the main goal.

The best way to represent data is by graphs and charts. There is magic in graphs. The profile of a curve reveals in a flash a whole situation -the life history of an epidemic, a panic, or an era of prosperity. The curve informs the mind, awakens the imagination and convinces. (4)

The UI was designed in such that results are separated into 3 main views: Telemetry, Test runs analysis and Devices.

3.1 UI development for Telemetry

The telemetry view has the reports for the software versions of devices that have already been deployed and are under testing by a testing team. The devices have an Android app which collects log data running as a background application on an Android device and it sends the crash and log data to the remote data server.

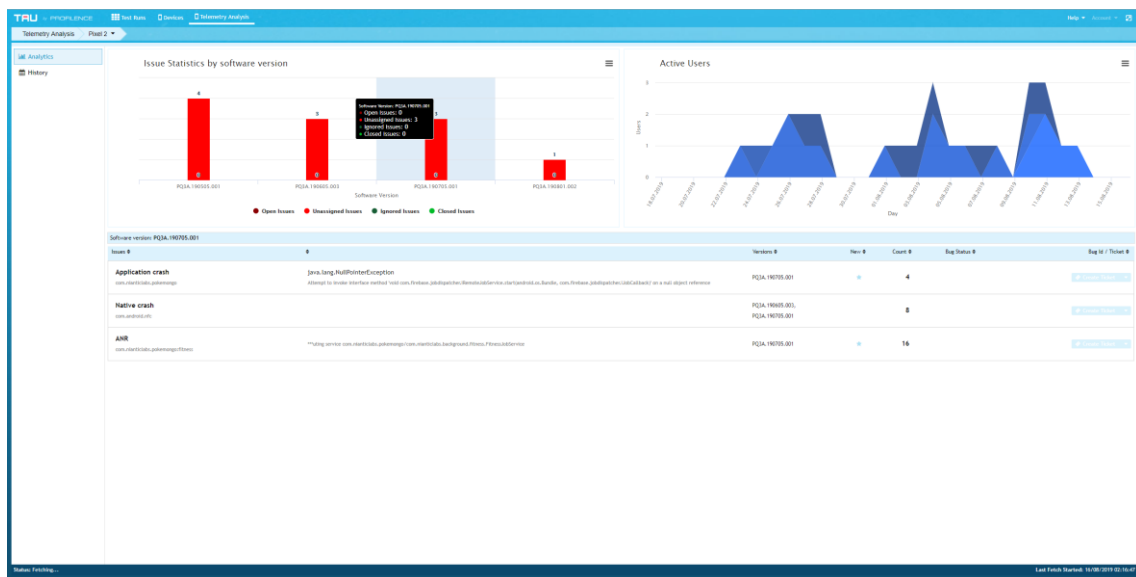


FIGURE 11. The Telemetry view

The Figure 11 shows a UI for the Telemetry Analysis. Telemetry currently contains two tabs, which contains analytics and history. The charts in this view were made by using the Highcharts library.

The charts in the UI along with the issue list shown on the image (Figure 11.) update as soon as there is a new issue reported and logged on the server, and the changes are reflected in real-time. To achieve such real-time data processing, RxJS was used. RxJS code listens to the server changes continuously and passes the data as soon as there is a change and the changed data triggers the highcharts to display the changes.

3.1.1 UI development for analytics

The analytics view on the telemetry view shows the analytics of the device. The data retrieved from the backend was processed and shown as:

Issue Statistics by software version

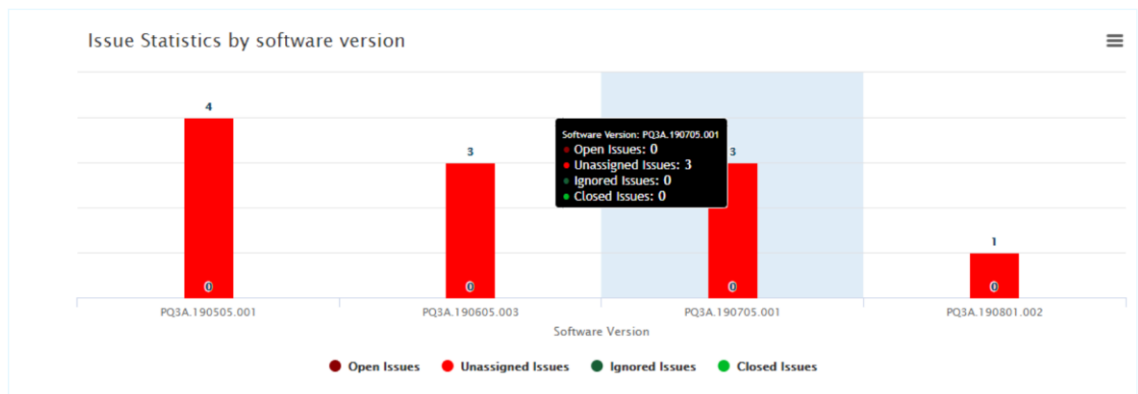


FIGURE 12. Issue Statistics by software version

The Bar chart (Figure 12.) contains a chart that shows analytics on the issues categorized under Open, Unassigned, Ignored and Closed. The issues are color-coded for convenience of the viewer on the bar chart and categorized per software version. In the figure 12. the current software version selected is “PQ3A.190705.001” and it has only three unassigned issues. Those unassigned issues are critical and need a further examination and need an immediate

examination and need to be assigned to a developer and hence color-coded as red.

Issues list

Software version: PQJA-190705.001						
Issue #		Version #	New #	Count #	Bug Status #	Bug ID / Ticket #
Application crash <small>com.ubisoft.pokemongo</small>	java.lang.NullPointerException <small>Attempt to invoke virtual method 'void com.Pokemon.pokemons.BonusPokemon.setGender(int)' on a null object reference</small>	PQJA-190705.001	*	4		View Details
Native crash <small>com.ubisoft.pokemongo</small>		PQJA-190605.001, PQJA-190705.001		8		View Details
AHR <small>com.ubisoft.pokemongo</small>	**Using server com.ubisoft.pokemongo.com.nativelibs.background.FirebaseCrashService	PQJA-190705.001	*	16		View Details

FIGURE 13. The Issue List

The Figure 13 shows the issue list for the software version selected on the chart (Figure 12.) the list contains details of the issue and the process with which the issue is seen on. The list also shows whether the detected issue is a new issue and if so, it is marked with a star. Contemporary issues signify a new bug which was not detected in any of the previously tested versions.

The number of issue instances are also shown on the table. Issues can be clicked and navigated further to get more details on the issues.

It was difficult to display the issue list since displaying descriptive information about the issue without overwhelming the user with unnecessary data was important. With further study of the data and a few meetings with the client and refines with the Firebase Crashlytics UI, this view was optimized. The Figure 14. shows the reference that was used for the issue list data display.

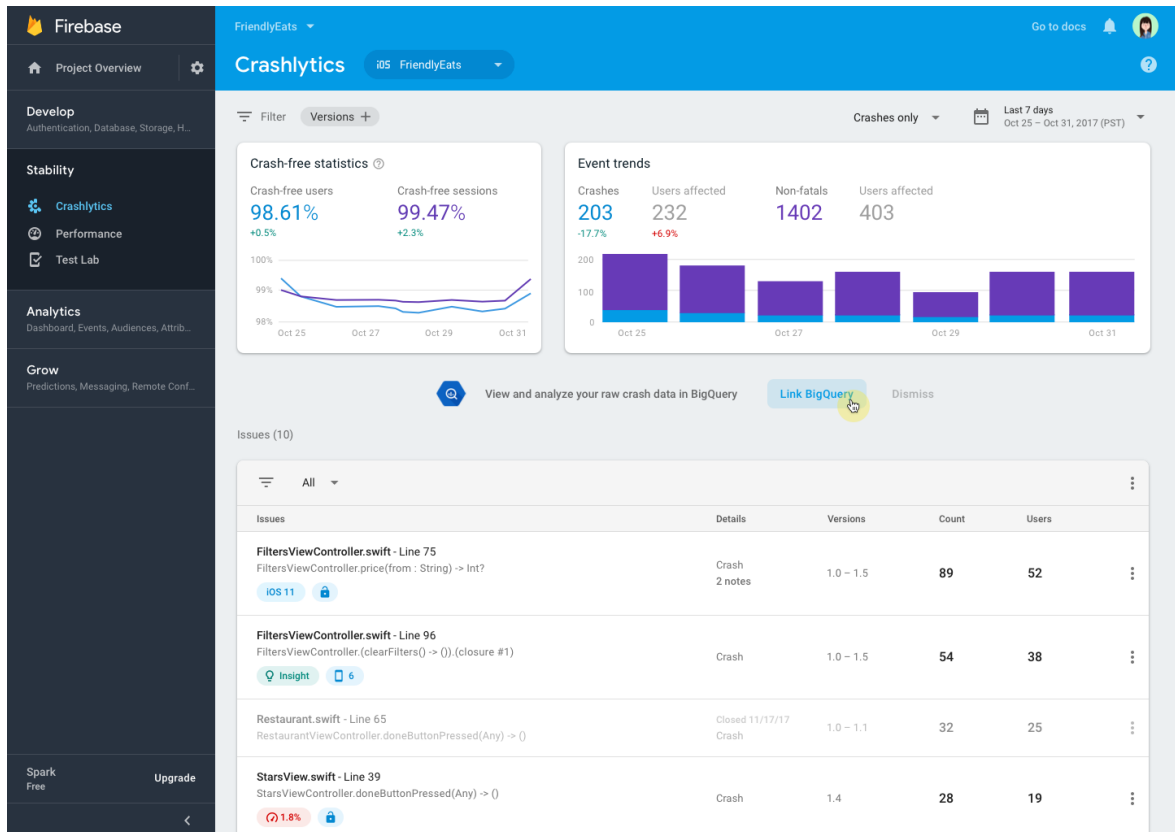


FIGURE 14. The Firebase Crashlytics UI (7)

Active users list

The active users list shows the area chart of the active users who are evaluating the device for a specific version. This chart shows an easy analytical view on whether a software version has undergone a test on a specific date. The chart also shows how many users are actively using a specific test version for testing.



FIGURE 15. The Active users' chart

The area chart (Figure 15.) shows an area chart for the active users for the selected device on the chart. (Figure 12.)

3.1.2 UI development for history

The History view on the telemetry analysis shows the history log for all the selected test devices. As seen on Figure 16. below, an option for the user to localize the date-time row is also available. This feature tackles the problem where a test device is from a different time zone. The table is filterable, and users can choose to focus on only a certain software version, process or device ID.

The screenshot shows the 'History' view in the Telemetry Analysis tool. The table displays a list of events with the following columns: Received - Local Date, Process, Type, Execution Type, Device ID, and OS Version. The table is filterable and includes a 'Filter the displayed data' button. The data shows various system events such as 'System boot', 'System shutdown', 'Kernel panic', and 'Filesystem check'.

Received - Local Date	Observed - Local Date	Process	Type	Execution Type	Device ID	OS Version
08-07-2019 10:12:46.453	08-07-2019 10:12:46.454	system	System boot		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:36.325	08-07-2019 10:12:36.324	system	Kernel panic		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:36.149	08-07-2019 10:12:36.149	system	System boot		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:35.975	08-07-2019 10:12:35.975	system	System shutdown		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:35.864	08-07-2019 10:12:35.860	system	Kernel panic		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:35.645	08-07-2019 10:12:35.642	system	System boot		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:35.395	08-07-2019 10:12:35.394	system	System shutdown		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:35.240	08-07-2019 10:12:35.239	system	Kernel panic		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:35.099	08-07-2019 10:12:35.098	system	System boot		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:34.888	08-07-2019 10:12:34.888	system	Filesystem check		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:34.754	08-07-2019 10:12:34.754	system	System boot		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:34.599	08-07-2019 10:12:34.597	system	Kernel panic		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:34.562	08-07-2019 10:12:34.560	system	System boot		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:34.236	08-07-2019 10:12:34.236	unknown	Other		ENHAF0RQ802C510	CSH1.180201.007
08-08-2019 10:12:34.068	08-08-2019 10:12:34.068	system_server	Terminate failure		ENHAF0RQ802C510	CSH1.180201.007
08-08-2019 10:12:33.909	08-08-2019 10:12:33.909	com.perforce.pui	ADB		ENHAF0RQ802C510	CSH1.180201.007
08-08-2019 10:12:33.489	08-08-2019 10:12:33.489	com.perforce.pui	ADB		ENHAF0RQ802C510	CSH1.180201.007
08-08-2019 10:12:33.070	08-08-2019 10:12:33.070	com.perforce.pui	ADB		ENHAF0RQ802C510	CSH1.180201.007
08-08-2019 10:12:32.805	08-08-2019 10:12:32.805	com.perforce.pui	ADB		ENHAF0RQ802C510	CSH1.180201.007
08-08-2019 10:12:32.617	08-08-2019 10:12:32.617	com.perforce.pui	ADB		ENHAF0RQ802C510	CSH1.180201.007
08-08-2019 10:12:32.402	08-08-2019 10:12:32.402	com.perforce.pui	ADB		ENHAF0RQ802C510	CSH1.180201.007
08-08-2019 10:12:31.309	08-08-2019 10:12:31.309	com.perforce.pui	ADB		ENHAF0RQ802C510	CSH1.180201.007
08-08-2019 10:12:30.942	08-08-2019 10:12:30.942	com.perforce.pui	ADB		ENHAF0RQ802C510	CSH1.180201.007
08-08-2019 10:12:30.805	08-08-2019 10:12:30.805	com.perforce.pui	App crash	android.app.RemoteServiceException	ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:30.324	08-07-2019 10:12:30.324	system	System boot		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:30.100	08-07-2019 10:12:30.100	system	Kernel panic		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:29.966	08-07-2019 10:12:29.966	system	System boot		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:29.875	08-07-2019 10:12:29.875	system	System shutdown		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:29.840	08-07-2019 10:12:29.840	system	Kernel panic		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:29.512	08-07-2019 10:12:29.512	system	System boot		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:29.346	08-07-2019 10:12:29.346	system	System shutdown		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:29.221	08-07-2019 10:12:29.221	system	Kernel panic		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:29.178	08-07-2019 10:12:29.178	system	System boot		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:28.882	08-07-2019 10:12:28.882	system	Filesystem check		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:28.729	08-07-2019 10:12:28.729	system	System boot		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:28.575	08-07-2019 10:12:28.575	system	Kernel panic		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:28.389	08-07-2019 10:12:28.389	system	System boot		ENHAF0RQ802C510	CSH1.180201.007
08-07-2019 10:12:28.154	08-07-2019 10:12:28.154	unknown	Other		ENHAF0RQ802C510	CSH1.180201.007
08-08-2019 10:12:27.962	08-08-2019 10:12:27.962	system_server	Terminate failure		ENHAF0RQ802C510	CSH1.180201.007

FIGURE 16. The History View for telemetry analysis

3.2 UI development for Test runs

The Test runs view contains the active test runs ongoing on the test station. One or more devices are connected to a test server and a series of test cases are running on the device to collect logs of data. A test run can run ranging from a few hours to a couple of hundred hours. The data collected is real-time and this real-time data reflects on the test run view and analytics. The data coming from the server is handed as JSON and is parsed into objects and arrays.

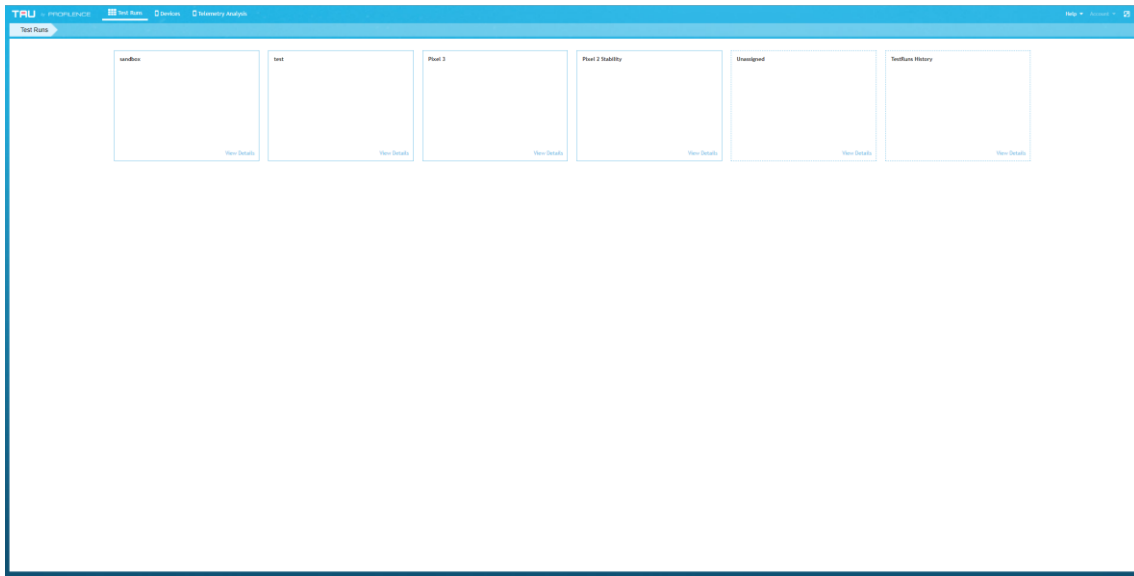


FIGURE 17. The Test run view

The Figure 17 shows a screenshot of a test run analysis view. This view contains a clear view of an ongoing project. The projects may be spread across several test stations and on a remote server. The projects are marked with a solid box and dotted boxes to specify if a project has a categorized project name.

3.2.1 UI development for Issue list

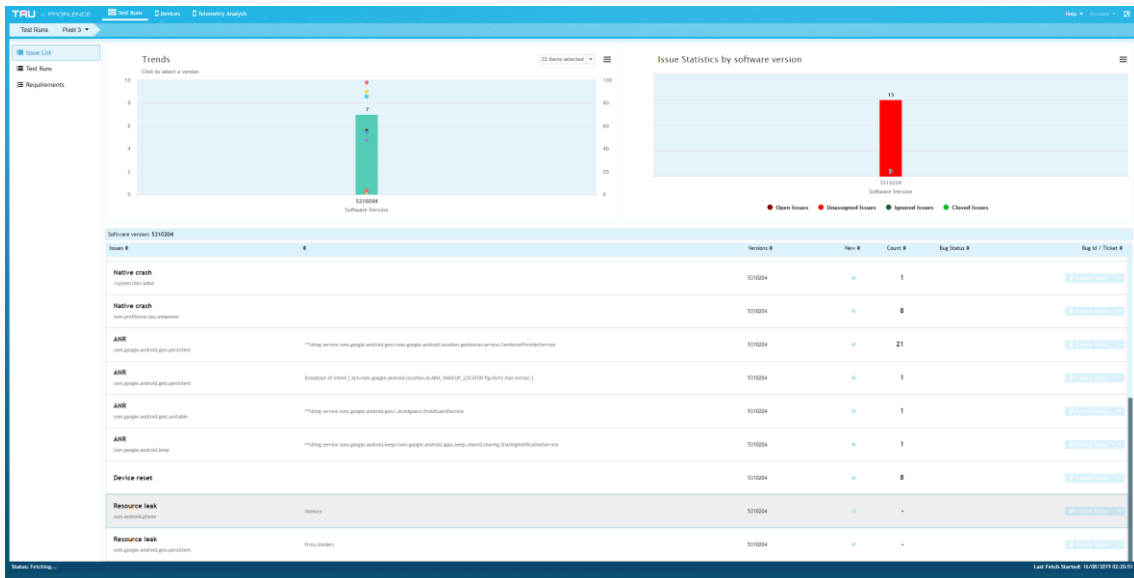


FIGURE 18. The Issue list view

The Figure 18 shows mainly two graphs, namely trends and issue statistics by software version. The two graphs are interconnected, upon the selection of a software version on the “Trends” chart, triggers the view to change on the other chart. Also, it generates a table of issues on the bottom area of the page.

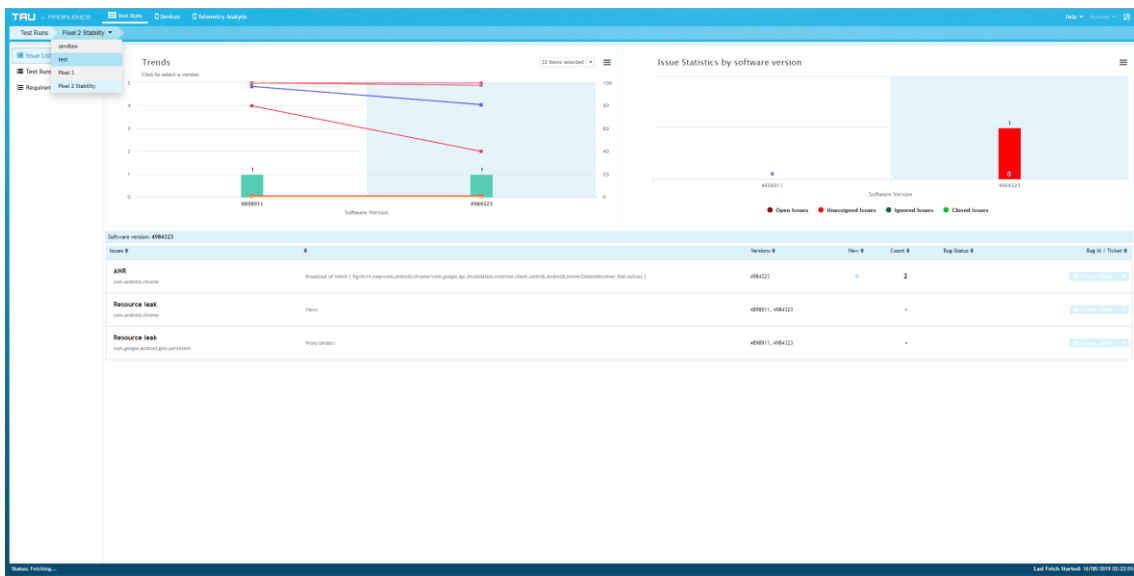


FIGURE 19. The Issue list UI

The Figure 19. shows the UI for the issue list view. The user can toggle between the projects from the breadcrumb of the page. The breadcrumb works in a native way like it does on Windows Explorer. The dropdown on the project

title makes it easier for the user to navigate to different projects quickly without having to navigate to earlier views. Also, for the ease of access to the user, each element on the page comes with tooltips to help users to access the UI elements easily.

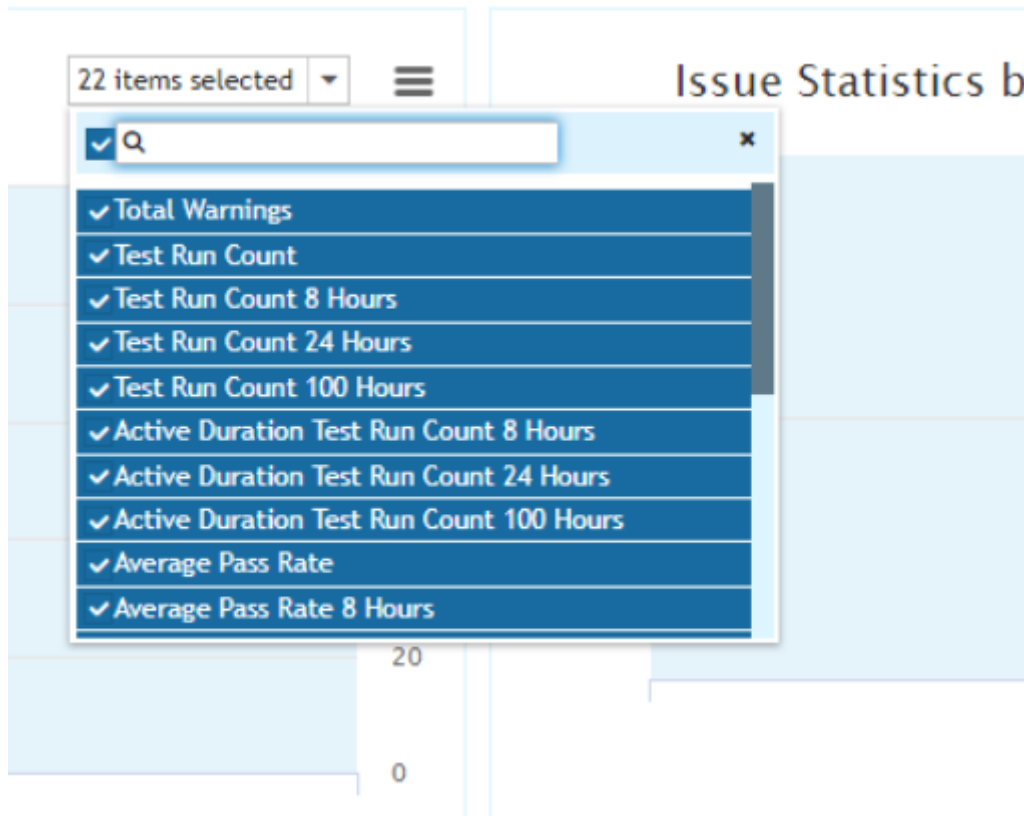


FIGURE 20. Trends chart dropdown combo box

The trends chart on the Figure 18 and Figure 19 shows the trend of device on how one particular device is doing comparatively with other software versions. The dropdown combo box comes with various metrics to compare the software version statistics as shown on Figure 20.

The issue table contains details of the issues generated by the software version. This issue list is like the issue list on the telemetry analytics. The issue list can be further studied by selecting an issue on the table.

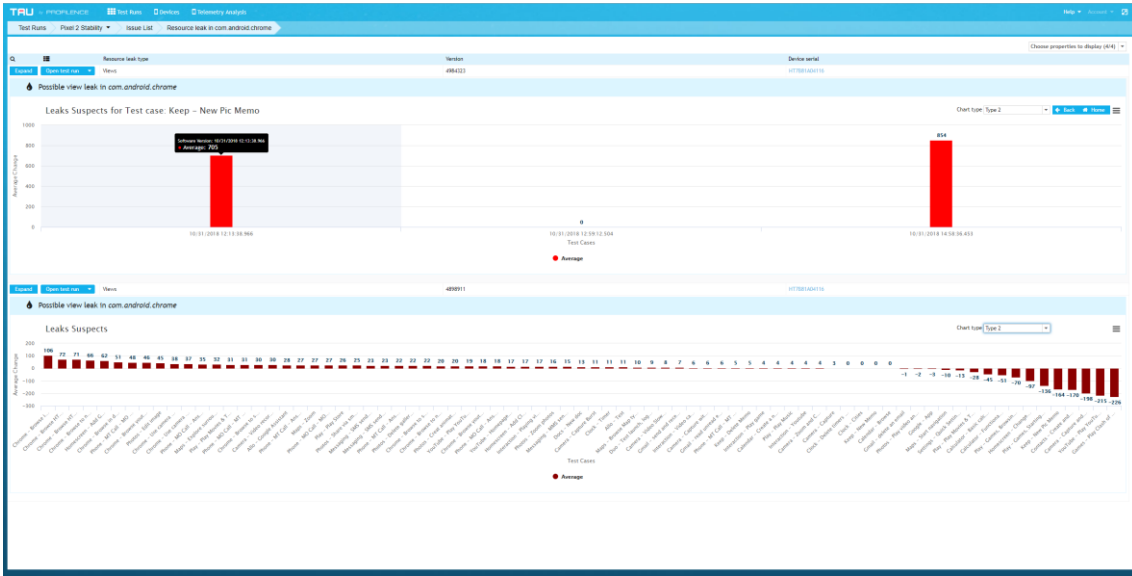


FIGURE 21. Details of a particular issue

The FIGURE 21 above shows details of the memory leak that happened in the selected process, The FIGURE 21 above shows details of the memory leak that happened in the selected process, The chart on the image shows the bar chart which clearly shows when the memory leak peaked. The user can further navigate and drill down to the individual bars and get further details. The drill-down view after the user clicks on a data point is shown on FIGURE 22.

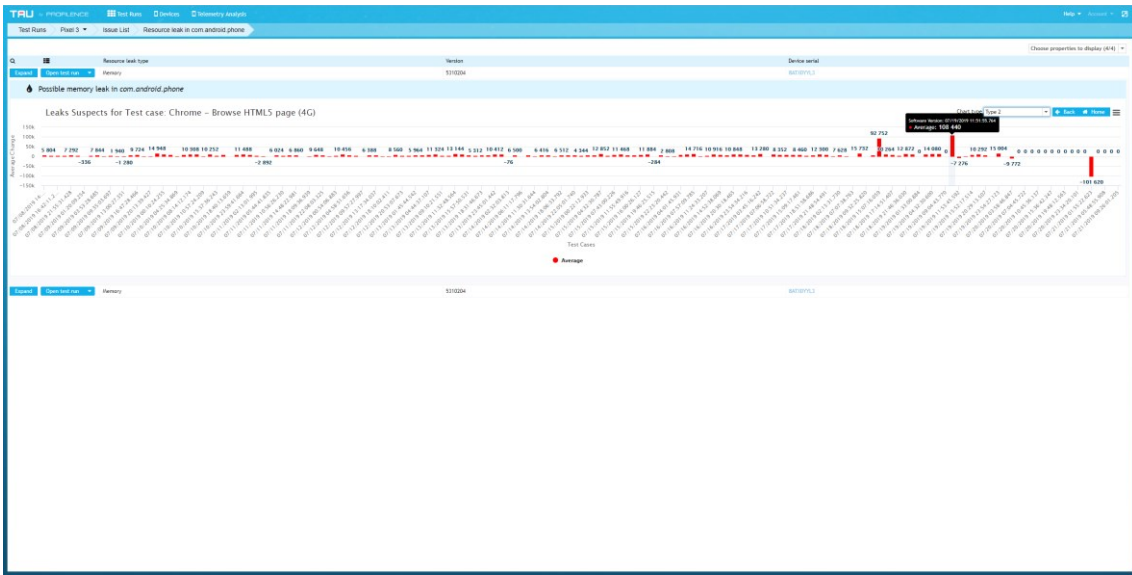


FIGURE 22. Details of an issue

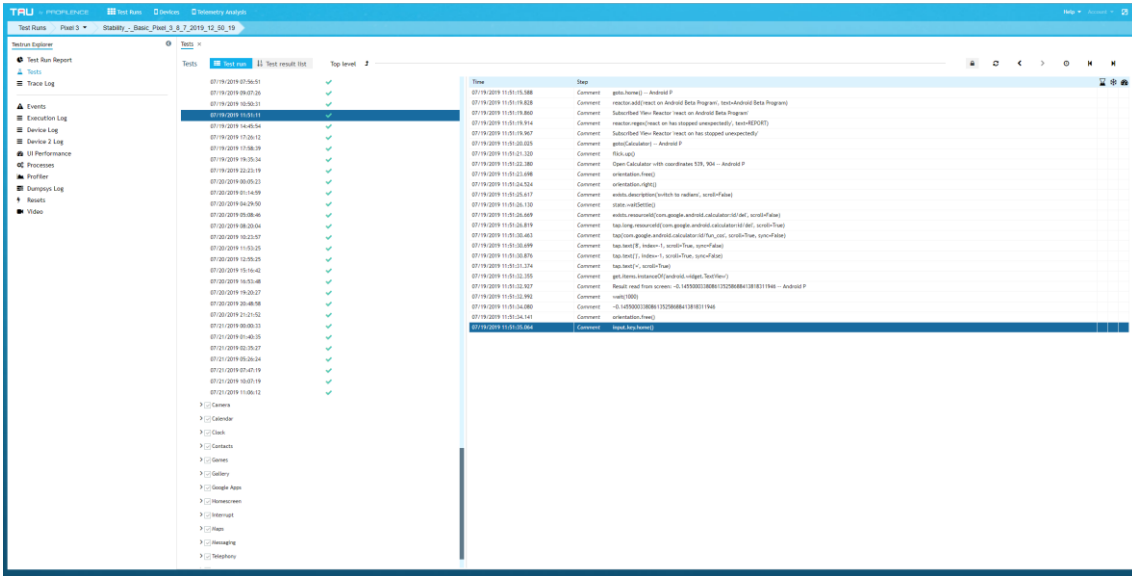


FIGURE 23. Logs of particular timestamp of an issue

The Figure 23 above shows the UI for the logs of crash issues. The issues are highlighted to show the user which issue is being observed.

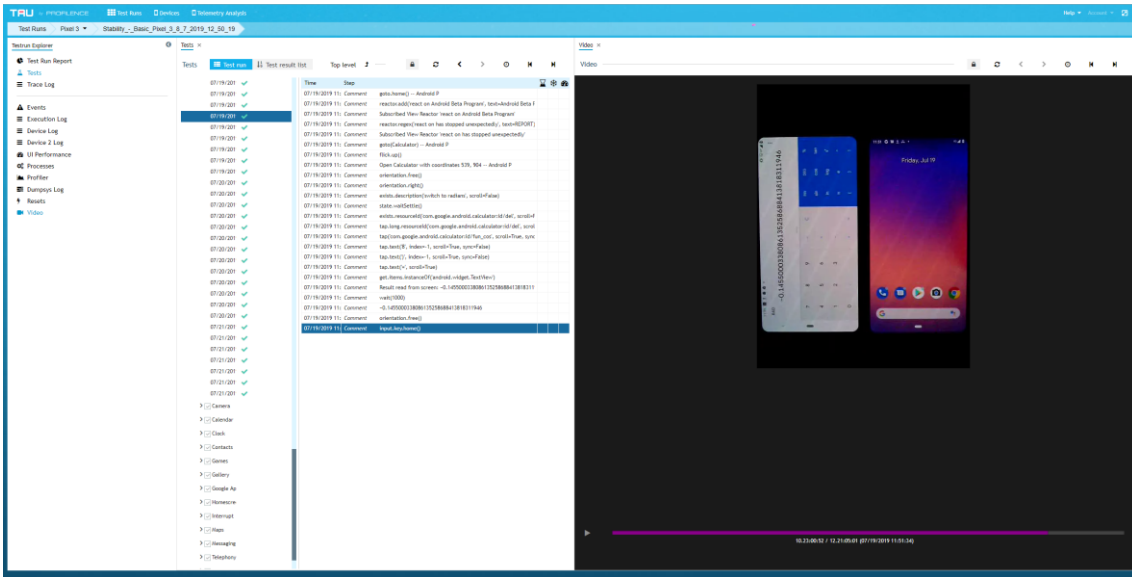


FIGURE 24. Log and video recording pointed to the particular

The Figure 24 above shows a side by side view of the recorded video and the crash log list. The user can pinpoint the crash log and see what occurred during that crash log timestamp in the video on the right. The video and the crash logs are synchronized together. Clicking on the time frame of the video or the crash log row will automatically update the timestamp of the other view.

3.2.2 UI development for test runs

The test run view contains the test runs of the devices selected, Test runs are listed so that the user can get a quick glimpse of the stability score. This score is the rating of device test run based on how stable or unstable the device was during the test run. For instance, a device can have a score of 100 at an 80-hour period of time if there were no issues during that period of hours but as time progresses, the stability score decreases as new issues are detected.

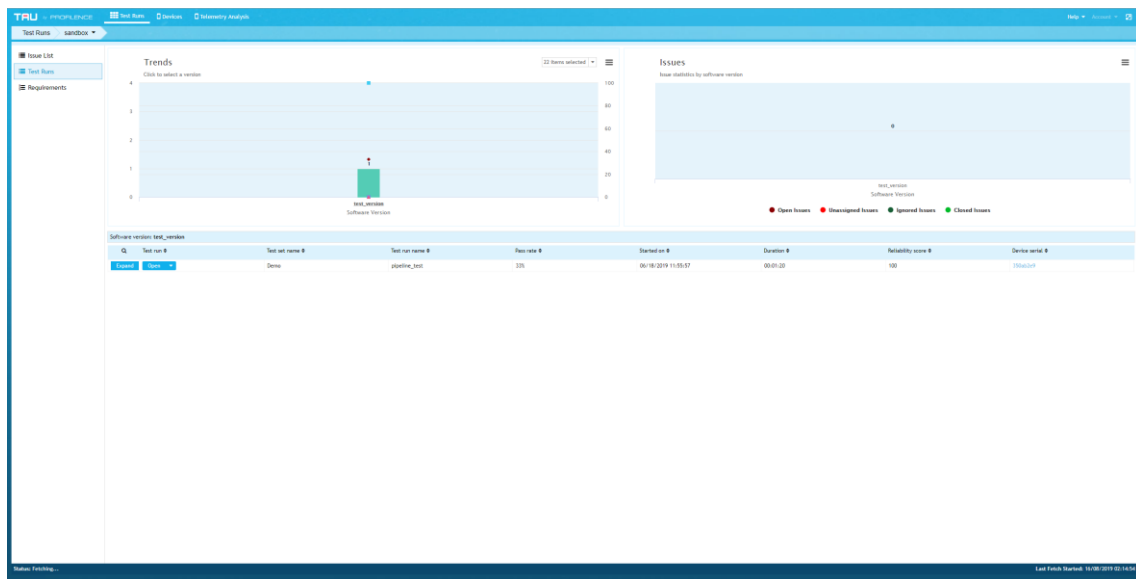


FIGURE 25. The Test run view

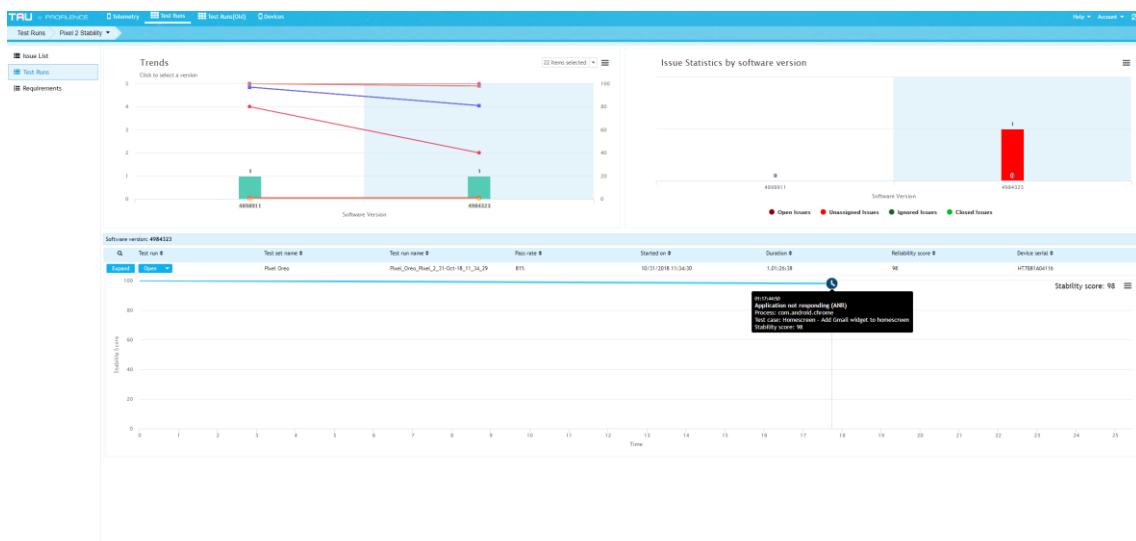


FIGURE 26. The Stability score view in test run view

The Figure 26 shows the test run stability score a glimpse of the test run shown on the FIGURE 25 above. The stability score can also be further inspected with a tooltip. The tooltip also allows the user to navigate deeper into the reason which shows why the stability score dropped showing what changed during those time periods.

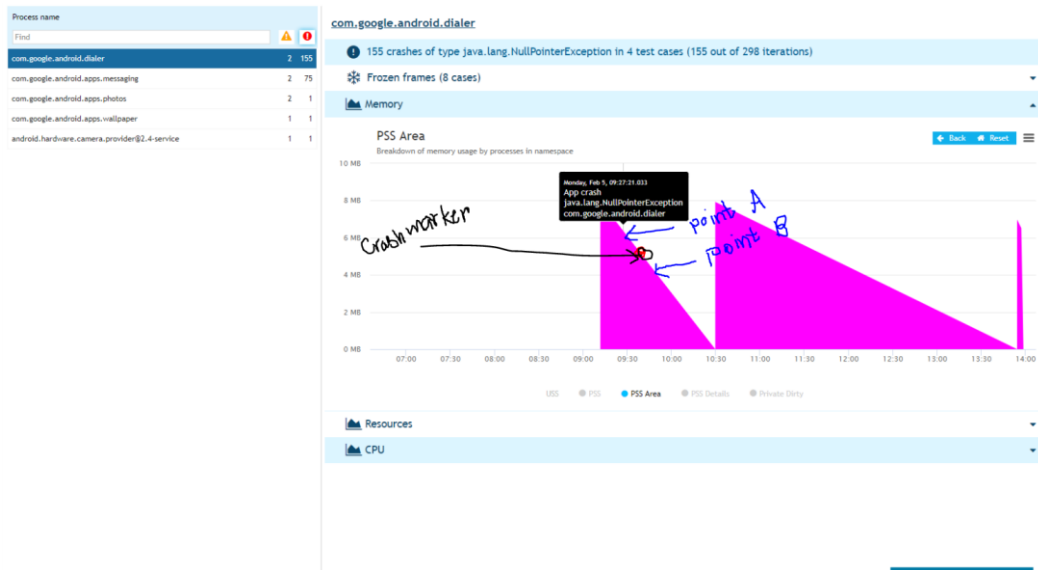


FIGURE 27. The Mockup for approximation of crash point

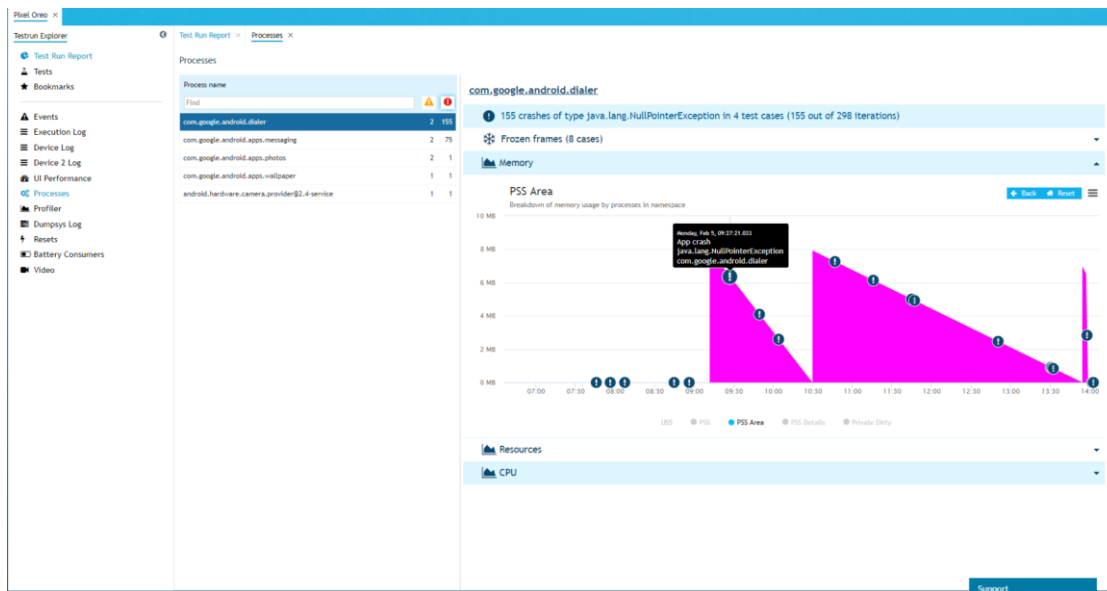


FIGURE 28. The Approximation of crash point

```

private mapMarkerY(hayStack: Array<Number[]>, timeStamp: Number): Number {
let b = haystack.findIndex(x => x[0] === timeStamp); // first check if matching
data is found
  if (b > -1) {
    return haystack[b][1];
  } else { // no exact match !
    let X1_index = 0;
    let found: boolean = false;
    for (let i = 0; i < haystack.length; i++) {
      if (haystack[i][0] > timeStamp) { //find the nearest highdata
        X1_index = i;
        found = true;
        break;
      }
    }
    found = false;
    let X2_index: number;
    for (let i = X1_index - 1; i > 0; i--) { //get the next data to the
highdata
      if (haystack[i][0] < timeStamp) {
        X2_index = i;
        found = true;
        break;
      }
    }
    if (!found) { // if no high or low data found
      return 0;
    }
    let slope = (Number(haystack[X2_index][1]) -
Number(haystack[X1_index][1])) / (Number(haystack[X2_index][0]) -
Number(haystack[X1_index][0]));
    if (slope == Infinity) { // bad data, i.e data itself are 0
      return 0;
    }
    let targetdata1 = Number(timeStamp) - Number(haystack[X1_index][0]);
//slope of the drawn line straight line formula from coordinate geometry
    let temp = targetdata1 * slope;
    let targetdata = Number(temp) + Number(haystack[X1_index][1]); // get the
point on the line equation
    if (targetdata != Infinity) { //check for bad data if any. 0/0 case
      return (targetdata);
    } else {
      return 0;
    }
  }
}

```

FIGURE 29. Source code for approximation of crash point

The Figure 28 shows an area chart where the approximation of the crash point is carried out. Approximation of crash point is vital to figure out when exactly the crash occurred in the test run. The mockup designed for this UI is also presented in the FIGURE 27 above. Source code (Figure 29.) shows a code snippet of the approximation of the crash point.

The FIGURE 30 below shows a screenshot of a test run view that has an easy access link to the project's view.

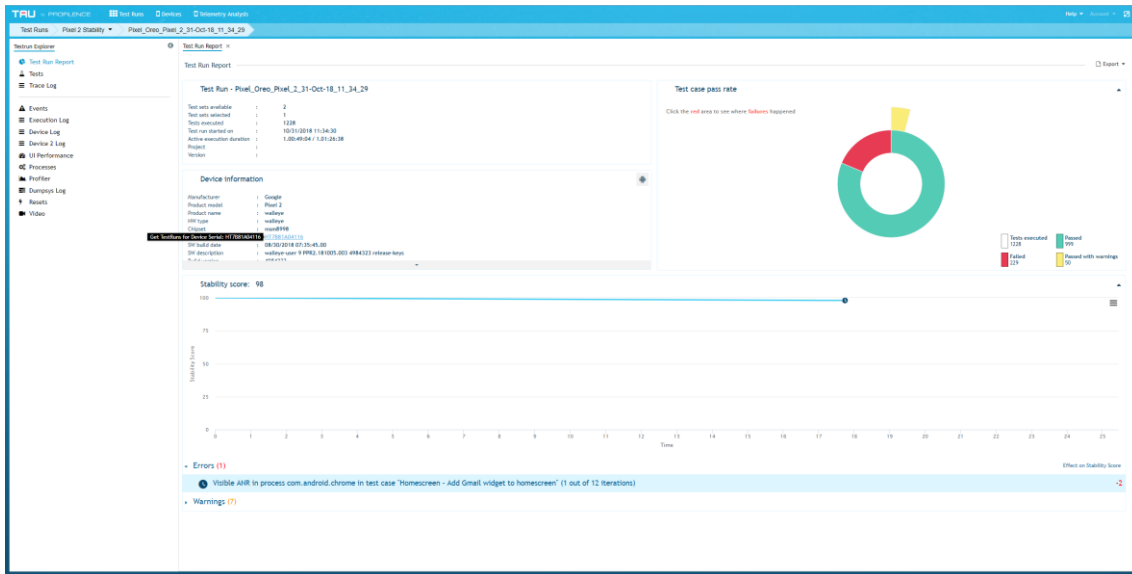


FIGURE 30. The Detailed Test run report

3.2.3 UI development for requirements

The Requirements tab contains the list of requirements for the test run. The requirements are the test that a device must go through to make sure that a specific feature is tested well. In this view, the result of such test is displayed. For easy access to the data, the results are color-coded and displayed along with the icons.

There is a huge amount of data for the requirements view and it needs a lot of processing before data is presented hence data is received as Protobuf which makes data retrieval and processing a bit faster.

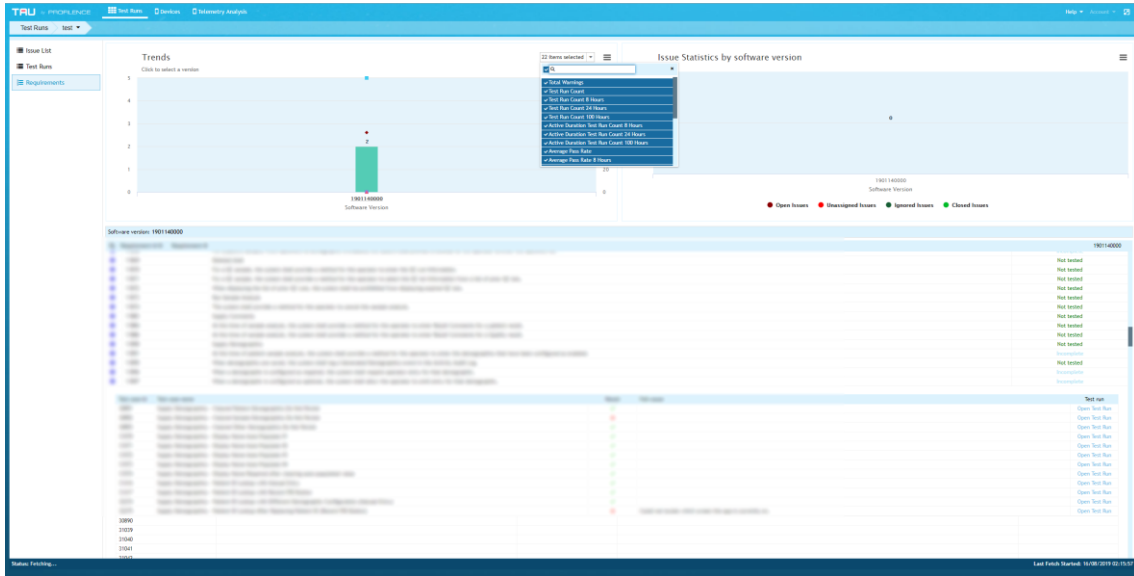


FIGURE 31. The Requirement view

The Figure 31 shows a result for the requirement list. The requirements are marked as “Not tested”, “Incomplete”, “passed” and “failed”. The user can see specifically how a requirement passed, failed or incomplete. If the requirement is still incomplete, then it means further tests need to be performed.

3.3 UI development for Devices

Devices view is a dashboard for the user to see how many devices are currently undergoing a test run or are ready to start a test run. From this view, a user can start or stop a test run. A brief information to a device is also available to distinguish a device for one another.

The FIGURE 32 below shows the dashboard view for available devices. The dashboard is currently showing that there are only one device undergoing tests and it shows all the necessary details of the device.

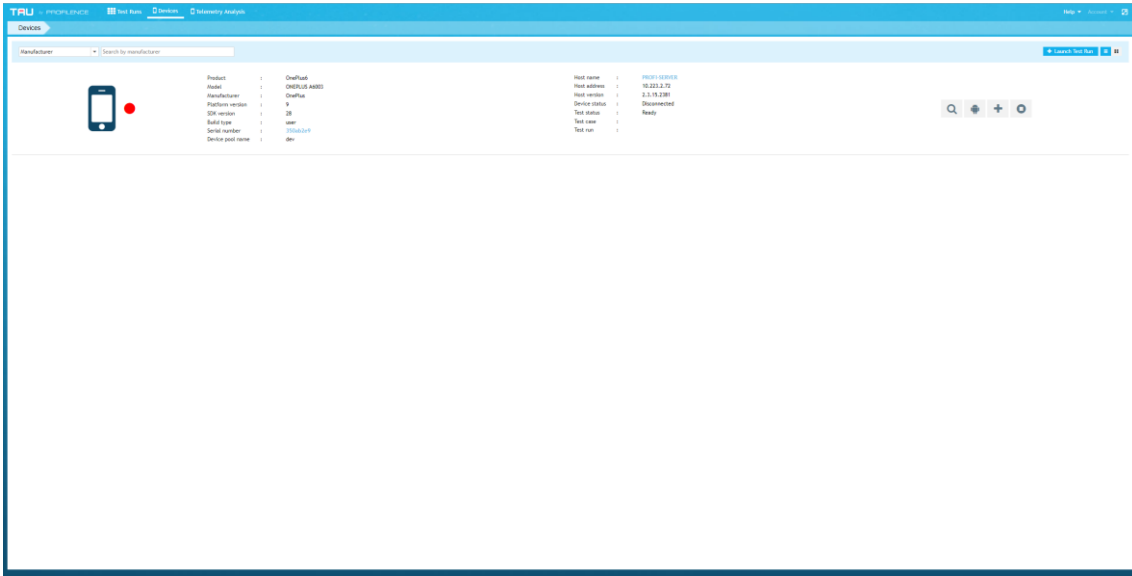


FIGURE 32. The Devices UI

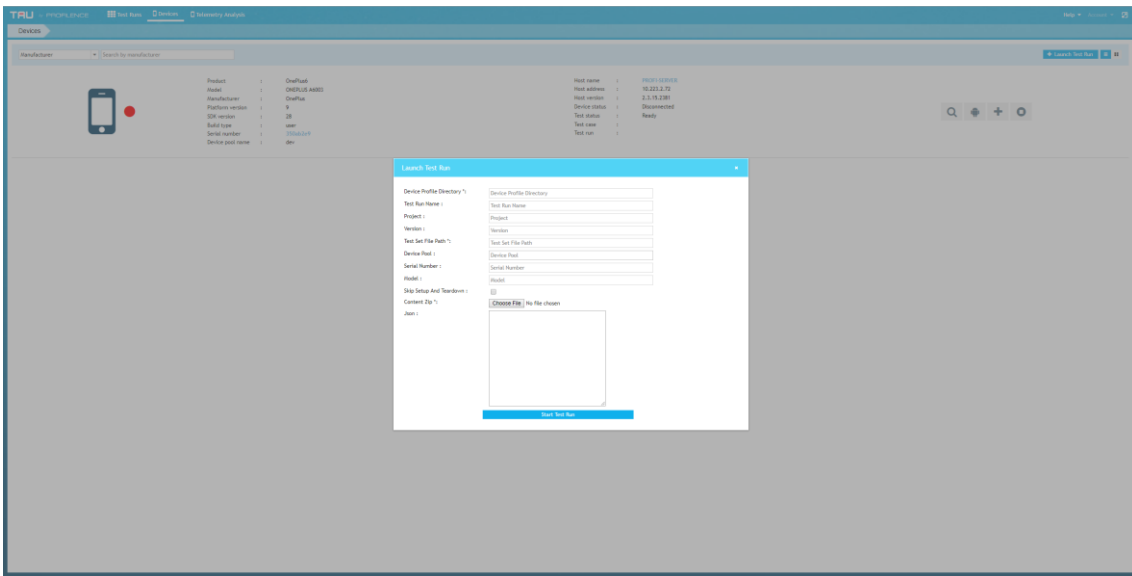


FIGURE 33 Test run starter UI

The Figure 33 shows a UI for starting a test run, A user can simply click the easily accessible buttons to start a test run which contains pre-complete the form with necessary information already filled in.

4 CONCLUSION

During this development, different technology and tools were evaluated and used to reach the aim of the thesis project. The UI of the web application was developed and described in the chapter 3, which describes all the UI parts of the application.

In the chapter 2, different tools and libraries used were defined and reasons why these libraries were used were also elaborated. The web application for automated comparative report generation from test automation results was created for Profience Oy.

New web technologies, such as Angular and RxJS were used for development. The reports generated by the application were analytical and supplied a dashboard view to the report reviewer. The users can now view the reports without having to go through millions of rows of data and just simply view the graphs and get an overview of the test results.

Switching to the developed web application from this project not only saves a lot of time for test automation but also reduces the stress to go through the data. Automated report generation also allows the developers to worry only about development and not about the complexities of having to set up the test environment every time for new test cases.

Getting an overview of the test run makes it easier to track and fix the new and existing bugs. By completion of the web application, Profience Oy has already deployed the web application to the clients. The clients' process to deploy a latest version with minimized bugs has been utterly improved due to the new web application. The client is now able to get the report in a presentable format in which stakeholders who are unaware of the logs and their meaning can now understand the result by the help of graphs and make decisions based on these results.

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