A tutorial of GTT

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1. A simple AUT

We use a simple example to describe how to use GTT. An application program often has a Toolbar, which has a lot of buttons. We have designed a simple example (AUT) that can be adjusted to enable or disable some buttons. We use this example to explain how to use GTT step by step. First, we introduce the windows of the AUT below.

- Figure 1 shows the main window of the AUT (App main window). It contains a Menubar and a Toolbar. There are three choices on the Menubar: File, Option and Help. There are five buttons on the Toolbar: ButtonA, ButtonB, ButtonC, ButtonD and ButtonE.
- Figure 2 shows the steps in opening the "Toolbar Property" dialog (option→Preference→Toolbar).
- Figure 3 shows the "Toolbar Property" dialog. It contains several radio buttons that are used to enable or disable Toolbar buttons. It also contains a SetDefault Button, an Apply Button and a Cancel Button.
- Figure 4 shows the "Option" confirmation dialog. It is shown when SetDefualt Button is clicked. Its purpose is to enable the user to confirm again whether to set radio buttons as their default values.



Figure 1 App main window

🛃 App main window				- 0	
File	Option	Help			
8	Preference	Window MenuBar	ButtonD	ButtonE	
			ToolBar		
			TextArea		

Figure 2 Steps to open ToolbarProperty Dialog

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\bigcirc disable
ancel

Figure 3 ToolbarProperty DialogBox

Option	X
Ş	Are you sure ??
	Yes(Y) No(N)

Figure 4 Option Confirm DialogBox

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2 Capture/Replay

1. **Open the AUT**

After GTT starts, click 🖾 to open the java class file of the AUT. The GTT Test Sequence editing area will present a root node called StateModify (See Figure 5).

2. Rename the root node

We can rename StateModify node as MyTest node by selecting the StateModify node, right clicking the button of the mouse, and selecting the Set Name property (See Figure 6).

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Figure 5 Window of GTT started

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2	Please input a name for this node MyTest OK Cancel

Figure 6 Rename the node

3. Begin capture

Every action (event) on the AUT will be captured after clicking •. We select MyTest node and click • to begin capture. We use the mouse and keyboard to interact with the AUT. We produce interactions according to the procedure of Table 1.

4. Stop capture and save scripts

We can click **I** to stop recording. A dialog will shown to let us save test flow before, within or after the Mytest node. Choose within to put the captured events into the MyTest node. The captured events area is shown in Figure 7.It can be saved as script file by clicking **B** button.

5. Create a Folder node

Folder nodes can be used to collect continuous test flows. We select the Option node, click i to add a new folder node, name it as "Option→Preference→Toolbar" (See Figure 8). Now we can use the new folder node to collect Option, Preference and Toolbar nodes.

6. Cut and paste the selected nodes

Now we press ctrl key to select Option, Preference and Toolbar, and then click \checkmark . Then select the Option \rightarrow Preference \rightarrow Toolbar node, and click the node's \checkmark icon. Then click \bowtie to paste the previously cut nodes into the Option \rightarrow Preference \rightarrow Toolbar folder. It will become a node that collects Option, Preference and Toolbar event nodes (See Figure 9).

7. Repeat 5, 6 steps

We repeat 5 and 6 step to process the next Option, Preference and Toolbar nodes (See Figure 10).

8. Collect Disable B, Disable D and Disable E nodes

We can collect these three nodes into a folder. The steps are the same as 5, 6 and 7 steps (See Figure 11)

9. **Replay the test flow**

We have already finished the design of test flow. We can click to replay the whole test flow (See Figure 12). We can also click to reset the execution results or click to restore the AUT to its original state.

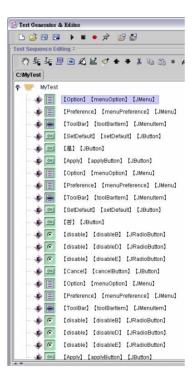


Figure 7 Test flow after capture

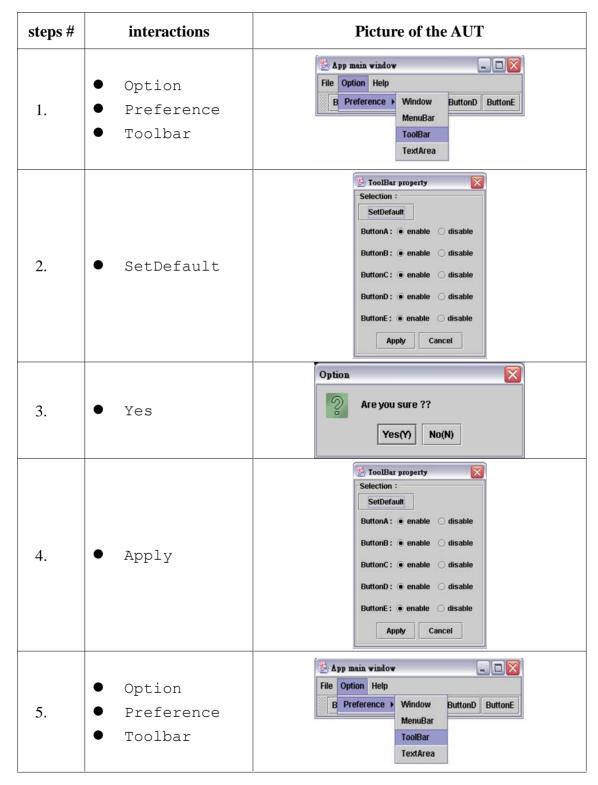
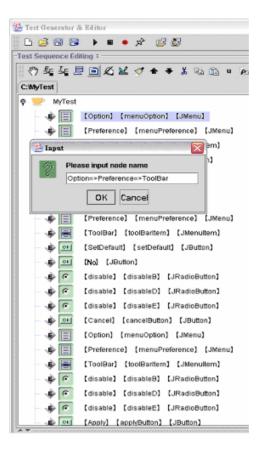
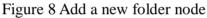


Table 1 Interacts on AUT

6.	• SetDefault	Selection : SetDefault ButtonA : • enable disable ButtonD : • enable disable ButtonD : • enable disable ButtonE : • enable disable ButtonE : • enable disable
7.	• No	Option Option Image: Are you sure ?? Image: Yes(Y) No(N)
8.	 Disable B Disable D Disable E cancel 	ToolBar property Selection : SetDefault ButtonA : • enable ButtonB : • enable disable ButtonC : • enable disable ButtonD : • enable disable ButtonE : • enable disable
9.	OptionPreferenceToolbar	Spp main window Image: Constraint of the second s
10.	 Disable B Disable D Disable E Apply 	Selection : SetDefault ButtonA : • enable disable ButtonB : • enable disable ButtonC : • enable disable ButtonD : • enable disable ButtonE : • enable disable





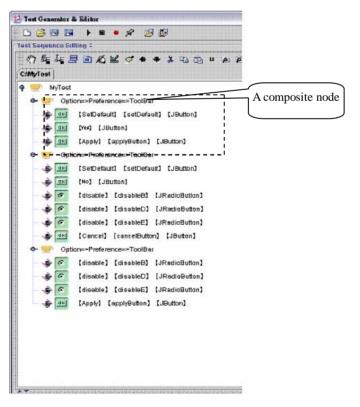
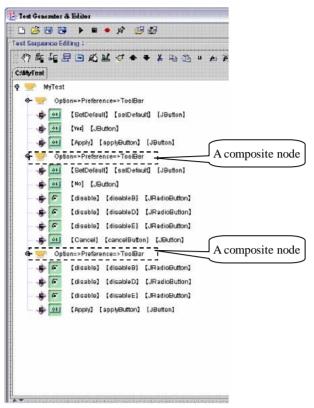


Figure 9 Node of composite event nodes





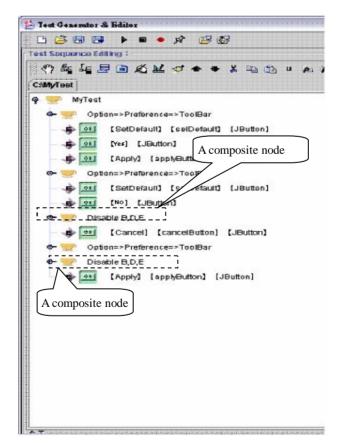


Figure 11 Collect Disable B, Disable D and Disable E nodes.

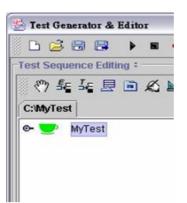


Figure 12 Correct result of reply

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3 Test node and test method

1. Insert test node

We add a new folder (□) before the Option→Preference→Toolbar node, and rename the folder as T1. Then click the "insert test node" button, and GTT will display the five button components in the "Test Generator Select Components for Insert Components Checks Dialog" (See Figure 13). Now we can use the dialog to select components that are to be tested with test methods to each component. We use to add the five components from AUT to the "Input what you need" area. And use to open the "Test Generator Modify Check" dialog to add test methods to each component on the "Input what you need" area. Now let us add a test method: isVisible method. First, we select the isVisible method from second Dropdown List prefixed with "is". And select true for the return value. At last, we add an Assert Message "Button A at this time must be visible."

2. Add test method in the test flow

After we click ok button on the dialog. GTT will put the test nodes (with test methods) into the folder (See Figure 14).

3. Add other test nodes by copying and pasting

After selecting the T1 node. We can click is to copy it. And then we use is to paste the copy into the position to be tested. But the state of T3 is not the same as T1, the Button B, Button D and Button E are invisible. However, we can use the "The Events or Tests" area of the main window to modify or add the test method of test node and change the node name if necessary.

4. Add test node for "Toolbar Property" dialog

We click is to add a new test node (named as T2). Then open the "Toolbar property" dialog (Option > Preference > Toolbar) of AUT, and select components to be tested. We need to verify whether these radio buttons at this moment are selected or not. Therefore, we use the isSelected() test method, then add testing for five components of enable radioButton and disable radioButton (See Figure 15).

5. **Replay the final result**

We have already finished the design of test flow. We can click to replay the test flow. The GTT will show green light on each test node when it is replayed correctly (See Figure 16).

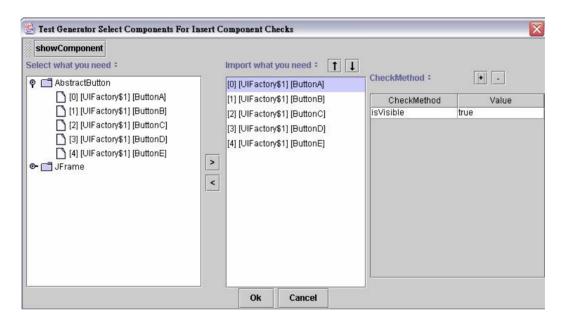


Figure 13 Add test method for component

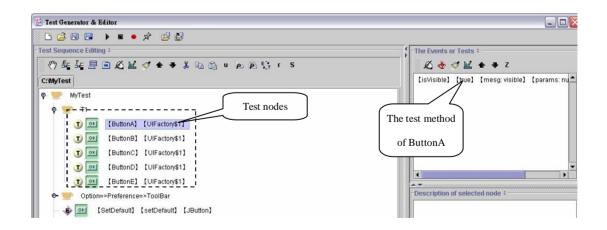


Figure 14 Add the node with test method

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🚽 📦 🚾 [Yes] [JButton]	Others: addNottly(); void	•	
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e- ● Option=>Preference=>ToolBar Copy of T1	Түре	Value	d node =
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🕶 🛒 Disable B,D,E	Return Value : Talse 🗸 🗸		
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T DE [ButtonE] [UlFactory\$1]			

Figure 15 Test nodes

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©- 💬 Т1	Description of selected node =
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Figure 16 The last result of test flow

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