

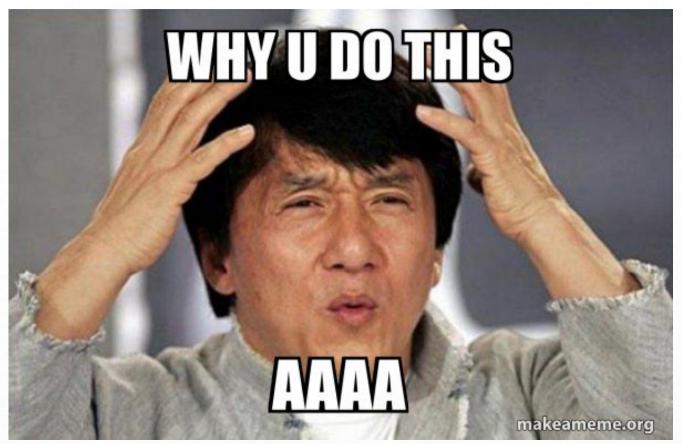
# Test Craftsmanship: Clean Code Practices for Test Automation

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# **Quick show of Hands?**

- Is your test automation prepared for major application changes without extensive rework?
- When did you last review your test code for duplications or inefficiencies?
- Does your testing practices contribute to code cleanliness or add complexity?
- Have outdated tests caused false results?

# How Intimidating?



# **Optimizing Test Automation**



#### **Test Authoring**

Crafting precise and effective tests from the outset



Ensuring tests remain relevant and up-to-date





#### **Test Review**

Assessing and refining test quality

#### **Test Execution**

Running tests efficiently and analyzing results





*Test\** → *Test Code/Script* 





# Test Authoring

The foundation of test automation, where quality tests are crafted.

# Descriptive and Meaningful Test Case Names (SRP)

Emphasize clear and descriptive names for test cases to convey intent.

# Small Functions and Modularization

Promote writing short, focused functions and modularizing test code.

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**Strategies** 

# Use

Encourage Test-Driven Development (TDD) for quality test case design.

# Fast Feedback Loops

Stress the importance of quick feedback during test authoring for rapid iterations.

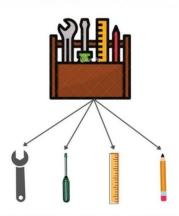
# The Campsite Rule

Emphasize the practice of leaving test code in a better state than found.

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# **Descriptive and Meaningful Test Case Names (SRP)**

Use human-readable titles
Be unique
Be concise
Make test cases reusable





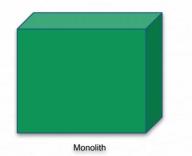
"A class should only have one reason to change"

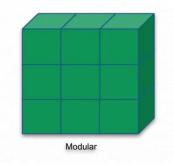
"A class or method should have only a single responsibility"

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#### **Small Functions and Modularization**

Promote writing short, focused functions and modularizing test code.







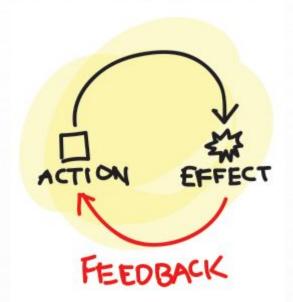


#### **Fast Feedback Loops**

Write tests to enable fast feedback!

Fast Feedback Loops are like the accelerators of our development process.

Use models? - Test Pyramid? Trophy?





# The Campsite Rule

After camping, sweep the leaves, douse the fire, and make it pristine for the next adventurer!



Always leave a codebase in a better state than when you found it.



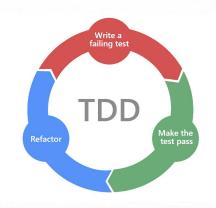
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#### **Use Test Driven Development (TDD)**

Ensuring that code is thoroughly tested and reliable from the outset.

Encouraging modular and maintainable code.

Last step of TDD is "refactoring" to reduce duplication, aligning with the Campsite Rule.





# Version Control (Trunk-Based Development)

Discuss version control systems and trunk-based development for managing test code efficiently.

# **Strategies**

#### Refactoring and DRY

Highlight refactoring to reduce duplication (DRY principle) during test maintenance.

# Continuous Integration (CI/CD)

Mention CI/CD practices for automated test maintenance.

#### **Design Patterns**

Introduce design patterns for creating maintainable tests, such as Page Object and others.

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#### **Design Patterns**

Page Object Model

Business-Layer Page Object

Factory Design Pattern

Facade Design Pattern

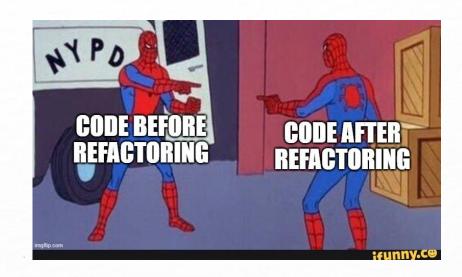
Singleton Design Pattern

Fluent Page Object Model



# Refactoring and DRY

Refactoring to reduce duplication (DRY principle)



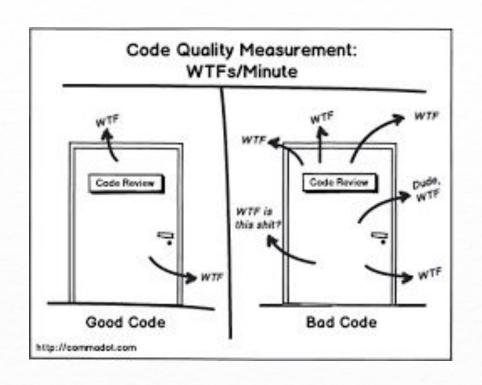
# **Refactor vs Rewrite**

**Refactor** when you can improve the code's quality and maintainability without changing its core functionality.

**Rewrite** when the existing code is unmaintainable, outdated, or incompatible with modern requirements and technologies.



# **Application Code Vs Code Quality**



#### **Code Review**

Emphasize the need for peer code reviews for test scripts.

#### Law of Demeter (LoD)

Minimize coupling between parts of test code.

#### **Code Smells**

Discuss recognizing and addressing code smells during test reviews

# **Strategies**

# **Effective Comments** and Documentation

Encourage clear comments that explain the 'why' behind the code

#### **Code Smells**

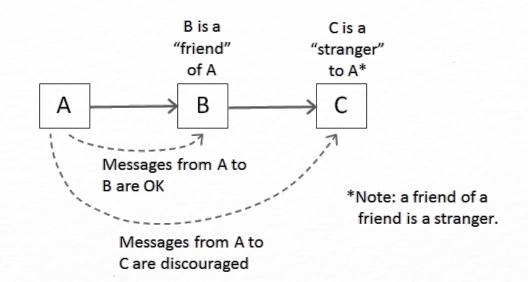
of code that suggest
there might be a
problem, that there
might be a better way of
writing the code or that
more design perhaps
should go into it.



Use Code linting tools...

#### Law of Demeter (LoD)

"Only talk to your ingrediate free diate free encapsulate the details of the weap gage or component it represents "Don't talk to strangers."



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#### **Parallel Execution**

Explain how parallel execution can save time during test execution

# **Continuous Monitoring**

Discuss monitoring test execution in CI/CD pipelines

# **Strategies**

# Test Reporting and Logging

Highlight tools and practices for reporting and analyzing test results



#### **Avoid Cleverness**

The cleverest solution to a problem is actually the simplest one that just works

# Write working software



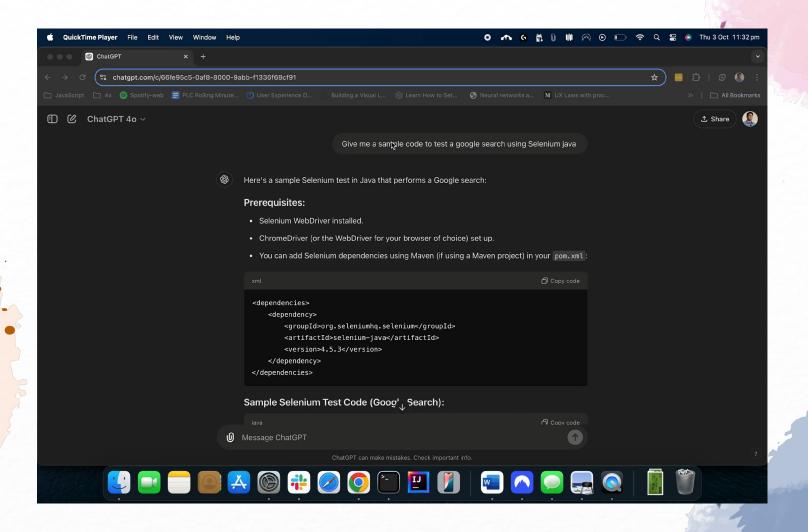
Be cleverer: raise the level of abstraction

The cleverest code is the simplest one





# Let's Ask Al



# Al's Impact on Test Automation: From Authoring to Execution



#### Al: Test Authoring

Automated code suggestions (e.g., Copilot, ChatGPT) Scenario-based test generation from natural language Enhanced collaboration across teams





Self-healing test locators for resilient automation Predictive maintenance for proactive fixes



#### **Al: Test Review**

First-level AI code reviews (pattern recognition, clean code enforcement) Automated quality metrics and flaky test identification

#### **Al: Test Execution**

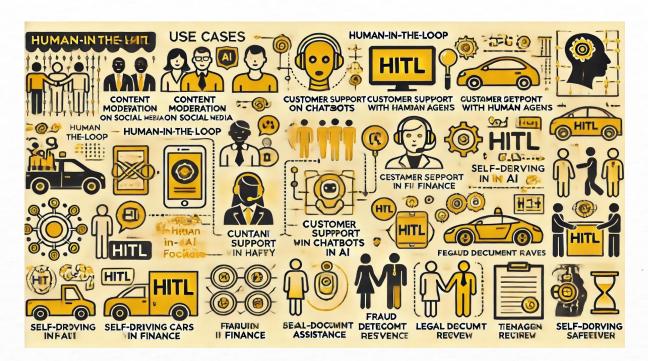


Intelligent test selection based on code changes
Autonomous testing for exploratory coverage



# . Hallucinations and human-in-the-loop

Al hallucinations refer to instances where Al systems, particularly language models, generate incorrect or nonsensical information.



Together, let's craft a future where the code we write is efficient and enduring. Because, In the world of Test Craftsmanship, we understand that test code is every bit as good as production code.

# **About Me**

- Practice Lead QE&A Cognizant Australia
- Distinguished Speaker by ACM
- FOSS Fan
  - Project Leadership & Committer Selenium.dev
  - Software Freedom Conservancy
  - Committer Appium.io
  - K8s-Selenium
  - o O11Y-Selenium
- DevOps & Accessibility Advocate
- MotoGP and BasketBall fan





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