

eMCee web API tester

Norbert Hartl
2denker

What we do...

...at 2denker

- ✦ mobile applications
- ✦ backend services for mobile applications
- ✦ backend services for b2b
- ✦ all services are REST or SOAP

Interface life cycle

- ✦ definition interface between server and client
- ✦ interface is implemented on the server
- ✦ interface is implemented on the client
- ✦ interface goes into production

Definition of interface

- ✦ finding all parameters that are needed
- ✦ define a format to be used
- ✦ definition of workflows (sequences of action)

Server implementation

- development starts late (timeframe same as client)

Server implementation

- ✦ development starts late (timeframe same as client)
- ✦ goes online with reduced/dummy implementations

Server implementation

- ✦ development starts late (timeframe same as client)
- ✦ goes online with reduced/dummy implementations
- ✦ partially spec conform

Server implementation

- ✦ development starts late (timeframe same as client)
- ✦ goes online with reduced/dummy implementations
- ✦ partially spec conform
- ✦ changes frequently

Client implementation

- ✦ has spec conform mocks
- ✦ develops all workflows against those mocks (even complex workflows)
- ✦ is ready at the same time or earlier than the server
- ✦ has sophisticated logging that eases debugging even if client is running on customer device

Client implementation

Client implementation

(honest version)

Client implementation

(honest version)

- ✦ starts as soon as server is available (no mocking)

Client implementation

(honest version)

- ✦ starts as soon as server is available (no mocking)
- ✦ gets errors through reduced/dummy implementations

Client implementation

(honest version)

- ✦ starts as soon as server is available (no mocking)
- ✦ gets errors through reduced/dummy implementations
- ✦ determines new requirements for server interface

Client implementation

(honest version)

- ✦ starts as soon as server is available (no mocking)
- ✦ gets errors through reduced/dummy implementations
- ✦ determines new requirements for server interface
- ✦ fails later through server interface changes

Client implementation

(honest version)

- ✦ starts as soon as server is available (no mocking)
- ✦ gets errors through reduced/dummy implementations
- ✦ determines new requirements for server interface
- ✦ fails later through server interface changes
- ✦ logging of debug data is insufficient to determine errornous side of interface

PRODUCTION

PRODUCTION

(again ... the honest version)

PRODUCTION

(again ... the honest version)

- ✦ server interface changes are stopped shortly before going into production

PRODUCTION

(again ... the honest version)

- ✦ server interface changes are stopped shortly before going into production
- ✦ client is tested through usage

PRODUCTION

(again ... the honest version)

- ✦ server interface changes are stopped shortly before going into production
- ✦ client is tested through usage
- ✦ errors start popping up as soon as it is in production

PRODUCTION

(again ... the honest version)

- ✦ server interface changes are stopped shortly before going into production
- ✦ client is tested through usage
- ✦ errors start popping up as soon as it is in production
- ✦ client is first suspect if something goes wrong

PRODUCTION

(again ... the honest version)

- ✦ server interface changes are stopped shortly before going into production
- ✦ client is tested through usage
- ✦ errors start popping up as soon as it is in production
- ✦ client is first suspect if something goes wrong
- ✦ error discussion start always with „Maybe...“

eMCee tester

- ✦ monitors currently defined interface periodically
- ✦ enables content checks (big help)
- ✦ sends notification if something changes
- ✦ snapshots requests to be able to analyze problem better (reproducibility)

Demo

Questions?

Thank you!

visit us at <http://2denker.de>