## QUICKUNIT

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## Motivation

- Testing usually entails enormous test sets
  - Often can take hours, if not days, to run
  - Industry relies on testing to ensure quality
- Tests might fail late, wasting a ton of time
- Tests often fail in tandem with other tests
  - Many failed tests may overwhelm/confuse developer
- Static ordering is the main problem
  - No notion of tests being ordered by probability of failure (most important)

C:\WINDOWS\system32\cmd.exe	
unning main() from gtest_main.cc	^
======] Running 1 test from 1 test case.	
] Global test environment set-up.	
] 1 test from SquareTests	
RUN ] SquareTests.Square	
:\users\jimor_000\source\repos\myproject\myprojecttests\myprojecttes	sts.cpp(7):
rror: Expected: -4	
o be equal to: square(-2)	
Which is: 4	
FAILED ] SquareTests.Square (5 ms)	
] 1 test from SquareTests (7 ms total)	
] Global test environment tear-down	
======] 1 test from 1 test case ran. (69 ms total)	
PASSED ] 0 tests.	
FAILED ] 1 test, listed below:	
FAILED ] SquareTests.Square	
1 FAILED TEST	
ress any key to continue	
	*

## Approach & Challenges

- Build on top of JUnit
- Order tests based on their likelihood of failure
  - Combination of prior failure rates
  - Account for changes the developer made, based on how similar changes affected tests
  - Allows dev to look at important tests first



- Challenges revolve mainly around finding the likelihood of a certain test to fail, given that some other test has failed
  - May require a machine learning model, or some learning algorithm

