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

