

# Rational® TestManager

## User's Guide

VERSION: 2003.06.00

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WINDOWS/UNIX



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# Preface

Rational® TestManager is an open and extensible framework that unites all of the tools, artifacts, and data both related to and produced by the testing effort. Under this single umbrella, all stakeholders and participants in the testing effort can define and refine the quality goals they are working toward.

This manual describes how to use TestManager to support testing activities and how to use TestManager for functional testing and performance testing.

## Audience

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This manual is intended for project analysts, project architects and developers, quality assurance team members, project managers, and any other stakeholders involved in the testing effort.

## Other Resources

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- TestManager contains complete online Help. From the main toolbar, choose an option from the **Help** menu.

**Note:** This manual contains conceptual information. For detailed procedures, see the TestManager Help.

- All manuals are available online, either in HTML or PDF format. These manuals are on the *Rational Solutions for Windows* Online Documentation CD.
- For information about training opportunities, see the Rational University Web site: <http://www.rational.com/university>.

# Integrations Between Rational Testing Tools and Other Rational Products

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Rational TestManager Integrations		
Integration	Description	Where it is Documented
Rational TestManager–Rational Administrator	Use Rational Administrator to create and manage Rational projects. A Rational project stores software testing and development information. When you work with TestManager, the information you create is stored in Rational projects. When you associate a RequisitePro project with a Rational project using the Administrator, the RequisitePro requirements appear automatically in the Test Inputs window of TestManager.	<ul style="list-style-type: none"> <li>▪ <i>Rational Suite Administrator's Guide</i></li> <li>▪ <i>Rational TestManager User's Guide</i></li> <li>▪ Rational TestManager Help</li> </ul>
TestManager–Rational ClearQuest	Use ClearQuest with TestManager to track and manage defects and change requests throughout the development process.  With TestManager, you can submit defects directly from a test log in ClearQuest. TestManager automatically fills in some of the fields in the ClearQuest defect form with information from the test log and automatically records the defect ID from ClearQuest in the test log.	<ul style="list-style-type: none"> <li>▪ <i>Rational TestManager User's Guide</i></li> <li>▪ Rational TestManager Help</li> </ul>
TestManager–Rational Rational Unified Change Management (UCM)	Use UCM with TestManager to: <ul style="list-style-type: none"> <li>▪ Archive test artifacts such as test cases, test scripts, test suites, and test plans.</li> <li>▪ Maintain an auditable and repeatable history of your test assets.</li> <li>▪ Create baselines of your test projects.</li> <li>▪ Manage changes to test assets stored in the Rational Test datastore.</li> </ul>	<ul style="list-style-type: none"> <li>▪ <i>Rational TestManager User's Guide</i></li> <li>▪ Rational TestManager Help</li> <li>▪ <i>Rational Suite Administrator's Guide</i></li> <li>▪ Rational Administrator Help</li> <li>▪ <i>Using UCM with Rational Suite</i></li> </ul>

Rational TestManager Integrations		
Integration	Description	Where it is Documented
TestManager– Rational RequisitePro	<p>Use RequisitePro to reference requirements from TestManager so that you can ensure traceability between your project requirements and test assets.</p> <p>Use requirements in RequisitePro as test inputs in a test plan in TestManager so that you can ensure that you are testing all the agreed-upon requirements.</p>	<ul style="list-style-type: none"> <li>▪ <i>Rational TestManager User’s Guide</i></li> <li>▪ Rational TestManager Help</li> <li>▪ <i>Rational Suite Administrators Guide</i></li> </ul>
TestManager– Rational Robot	<p>Use TestManager with Robot to develop automated test scripts for functional testing and performance testing. Use Robot to:</p> <ul style="list-style-type: none"> <li>▪ Perform full functional testing. Record test scripts that navigate through your application and test the state of objects through verification points.</li> <li>▪ Perform full performance testing. Record test scripts that help you determine whether a system is performing within user-defined response-time standards under varying workloads.</li> <li>▪ Test applications developed with IDEs (Integrated Development Environments) such as Java, HTML, Visual Basic, Oracle Forms, Delphi, and PowerBuilder. You can test objects even if they are not visible in the application’s interface.</li> <li>▪ Collect diagnostic information about an application during test script playback. Robot is integrated with Rational Purify, Rational Quantify, and Rational PureCoverage. You can play back test scripts under a diagnostic tool and see the results in the test log in TestManager.</li> </ul>	<ul style="list-style-type: none"> <li>▪ <i>Rational TestManager User’s Guide</i></li> <li>▪ Rational TestManager Help</li> <li>▪ <i>Rational Robot User’s Guide</i></li> <li>▪ Rational Robot Help</li> <li>▪ <i>Getting Started: Rational PurifyPlus, Rational Purify, Rational PureCoverage, Rational Quantify.</i></li> <li>▪ Rational PurifyPlus Help</li> </ul>

## Rational TestManager Integrations

Integration	Description	Where it is Documented
TestManager–Rational Rose	<p>Use Rose model elements as test inputs in TestManager. A test input can be anything that you want to test. Test inputs are defined in the planning phase of testing.</p> <p>You can use Testmanager to create an association between a Rose model (called a test input in TestManager) and a test case. You can then create a test script to ensure that the test input is met. In TestManager, you can view the test input (the Rose model element) associated with the test case.</p>	<ul style="list-style-type: none"> <li>▪ <i>Rational TestManager User's Guide</i></li> <li>▪ Rational TestManager Help</li> </ul>
TestManager–Rational SoDA	<p>Use SoDA to create reports that extract information from one or more tools in Rational Suite. For example, you can use SoDA to retrieve information from different information sources, such as TestManager, to create documents or reports.</p>	<ul style="list-style-type: none"> <li>▪ <i>Rational SoDA User's Guide</i></li> <li>▪ Rational SoDA Help</li> <li>▪ <i>Rational TestManager User's Guide</i></li> </ul>
TestManager–Rational Unified Process (RUP)	<p>Use Extended Help to display RUP tool mentors for TestManager. RUP tool mentors provide practical guidance on how to perform specific process activities using TestManager and other Rational testing tools.</p> <p>Start Extended Help from the TestManager Help menu.</p>	<ul style="list-style-type: none"> <li>▪ <i>Rational TestManager User's Guide</i></li> <li>▪ Rational TestManager Help</li> <li>▪ Rational Extended Help</li> </ul>

Rational Robot Integrations		
Integration	Description	Where it is Documented
Robot–ClearQuest	<p>Use ClearQuest with Robot to track and manage defects and change requests throughout the development process.</p> <p>With Robot, you can submit defects directly from the TestManager log or SiteCheck, modify and track defects and change requests, and analyze project progress by running queries, charts, and reports.</p>	<ul style="list-style-type: none"> <li>▪ <i>Rational Robot User's Guide</i></li> <li>▪ Rational Robot Help</li> </ul>
Robot–PurifyPlus (Purify, Quantify, PureCoverage)	<p>Use PurifyPlus directly from Robot to diagnose your software applications for memory errors, leaks, performance bottlenecks, and gaps in code coverage during testing.</p>	<ul style="list-style-type: none"> <li>▪ <i>Rational Robot User's Guide</i></li> <li>▪ Rational Robot Help</li> <li>▪ <i>Getting Started: Rational PurifyPlus, Rational Purify, Rational PureCoverage, Rational Quantify.</i></li> <li>▪ Rational PurifyPlus Help</li> </ul>
Robot–Rational Unified Process (RUP)	<p>Use Extended Help to display RUP tool mentors for Robot. RUP tool mentors provide practical guidance on how to perform specific process activities using Robot and other Rational testing tools.</p> <p>Start Extended Help from the Robot Help menu.</p>	<ul style="list-style-type: none"> <li>▪ Rational Robot Help</li> <li>▪ Rational Extended Help</li> </ul>

## Rational Robot Integrations

Integration	Description	Where it is Documented
Robot-TestFactory	<p>Use Robot with TestFactory to:</p> <ul style="list-style-type: none"> <li>▪ Automatically create and maintain a detailed map of the application-under-test.</li> <li>▪ Generate scripts that provide extensive product coverage and scripts that encounter defects (without recording).</li> <li>▪ Track executed and unexecuted source code.</li> <li>▪ Report detailed findings.</li> <li>▪ Play back Robot scripts in TestFactory to see extended code coverage information and to create regression suites.</li> <li>▪ Play back TestFactory scripts in Robot to debug them.</li> </ul> <p>This integration helps to shorten the product testing cycle by minimizing the time invested in writing navigation code.</p>	<ul style="list-style-type: none"> <li>▪ Rational TestFactory Help</li> </ul>
Robot-TestManager	<p>Use Robot with TestManager to:</p> <ul style="list-style-type: none"> <li>▪ Design and execute functional and performance tests.</li> <li>▪ Test applications developed with IDEs (Integrated Development Environments).</li> <li>▪ Collect diagnostic information about your application.</li> </ul> <p>This integration helps you organize your test scripts and the results so that you can more accurately assess the quality of your software.</p>	<ul style="list-style-type: none"> <li>▪ <i>Rational Robot User's Guide</i></li> <li>▪ Robot Help</li> <li>▪ <i>Rational TestManager User's Guide</i></li> <li>▪ Rational TestManager Help</li> </ul>

Rational XDE Tester Integrations		
Integration	Description	Where it is Documented
Rational XDE Tester–ClearCase and UCM	<p>Use ClearCase and ClearCase LT to:</p> <ul style="list-style-type: none"> <li>▪ Perform ClearCase tasks from the Datastore Explorer of XDE Tester.</li> <li>▪ Manage the supporting files for each script.</li> <li>▪ Create an XDE Tester datastore and add it to ClearCase source control from XDE Tester.</li> <li>▪ Add an existing XDE Tester datastore to ClearCase source control after you create it in a ClearCase view.</li> </ul> <p>You can use XDE Tester in a UCM enabled view if the view was created as part of a single-stream UCM project.</p>	<ul style="list-style-type: none"> <li>▪ Rational XDE Tester Help</li> </ul>
XDE Tester–PurifyPlus (Purify, Quantify, PureCoverage)	<p>Use PureCoverage to help you identify untested Java code and applets directly from XDE Tester.</p> <p><b>NOTE:</b> PurifyPlus integration with XDE Tester is limited and does not support record and playback for XDE Tester scripts.</p>	<ul style="list-style-type: none"> <li>▪ Rational XDE Tester Help</li> <li>▪ Rational XDE Tester Release Notes</li> <li>▪ <i>Getting Started: Rational PurifyPlus, Rational Purify, Rational PureCoverage, Rational Quantify.</i></li> <li>▪ Rational PurifyPlus Help</li> </ul>
XDE Tester–TestManager	<p>Use XDE Tester with TestManager to:</p> <ul style="list-style-type: none"> <li>▪ Design and execute functional tests.</li> <li>▪ Test applications developed with IDEs (Integrated Development Environments).</li> <li>▪ Collect diagnostic information about your application.</li> </ul> <p>This integration helps you organize your test scripts and the results so that you can more accurately assess the quality of your software.</p>	<ul style="list-style-type: none"> <li>▪ <i>Rational TestManager User's Guide</i></li> <li>▪ Rational TestManager Help</li> <li>▪ Rational XDE Tester Help</li> </ul>

## Contacting Rational Technical Publications

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To send feedback about documentation for Rational products, please send e-mail to our technical publications department at [techpubs@rational.com](mailto:techpubs@rational.com).

## Contacting Rational Customer Support

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If you have questions about installing, using, or maintaining this product, contact Rational Customer Support as follows:

Your Location	Telephone	Facsimile	E-mail
North America	(800) 433-5444 (toll free) (408) 863-4000 Cupertino, CA	(781) 676-2460 Lexington, MA	<a href="mailto:support@rational.com">support@rational.com</a>
Europe, Middle East, Africa	+31 (0) 20-4546-200 Netherlands	+31 (0) 20-4545-201 Netherlands	<a href="mailto:support@europe.rational.com">support@europe.rational.com</a>
Asia Pacific	+61-2-9419-0111 Australia	+61-2-9419-0123 Australia	<a href="mailto:support@apac.rational.com">support@apac.rational.com</a>

**Note:** When you contact Rational Customer Support, please be prepared to supply the following information:

- Your name, telephone number, and company name
- Your computer's make and model
- Your operating system and version number
- Product release number and serial number
- Your case ID number (if you are following up on a previously reported problem)



# **Part 1: Using TestManager to Manage Testing Projects**



# Introducing Rational TestManager

# 1

This chapter introduces you to Rational® TestManager. It includes the following topics:

- What is Rational TestManager
- TestManager workflow
- TestManager and other Rational® products
- TestManager and extensibility
- Functional and performance testing
- Virtual testers
- Local and Agent computers
- Suites
- Starting Rational TestManager
- The TestManager main window

**Note:** For detailed procedures, see the TestManager Help.

## What Is Rational TestManager

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TestManager is the open and extensible framework that unites all of the tools, assets, and data both related to and produced by the testing effort. Under this single framework, all participants in the testing effort can define and refine the quality goals they are working toward. It is where the team defines the plan it will implement to meet those goals. And, most importantly, it provides the entire team with one place to go to determine the state of the system at any time.

Testing is the feedback mechanism in the software development process. It tells you where corrections need to be made to stay on course at any given iteration of a development effort. It also tells you about the current quality of the system being developed.

Everyone involved in the project is a stakeholder in the process of defining how system quality is assessed and taking actions to correct problems. For example:

- Project analysts need to know about the availability, completeness, and quality of use cases, features, and requirements supported by the system.
- Project architects and developers need to understand the state of components and subsystems they have designed or developed.
- Quality assurance team members need to develop a plan to test the system. Furthermore, they need to understand and define the relationships between the elements of their testing plan and the other elements of the development effort. These traceability relationships allow the QA team to understand how changes elsewhere in the project affect their work, and to define how to test the elements of the system.
- Project managers need to use the information that the testing effort provides to make decisions about the acceptability and readiness of the system for release. Their decisions are based on input from other team members such as analysts and developers who draw their knowledge of the state of the system from these same measurements.
- Testers use TestManager to see what work needs to be done by whom and by what date. Testers can also see what areas of their work are affected by changes happening elsewhere in the development effort.

Testing efforts often represent 25–50% of the overall project effort. Collecting the required data, tracking the relationships among test assets, and providing a common presentation of the output of the testing effort often involves use of several tools. This can make it nearly impossible to efficiently track the effects of dependencies and to get a concise, consistent view of the state of a system.

## TestManager Workflow

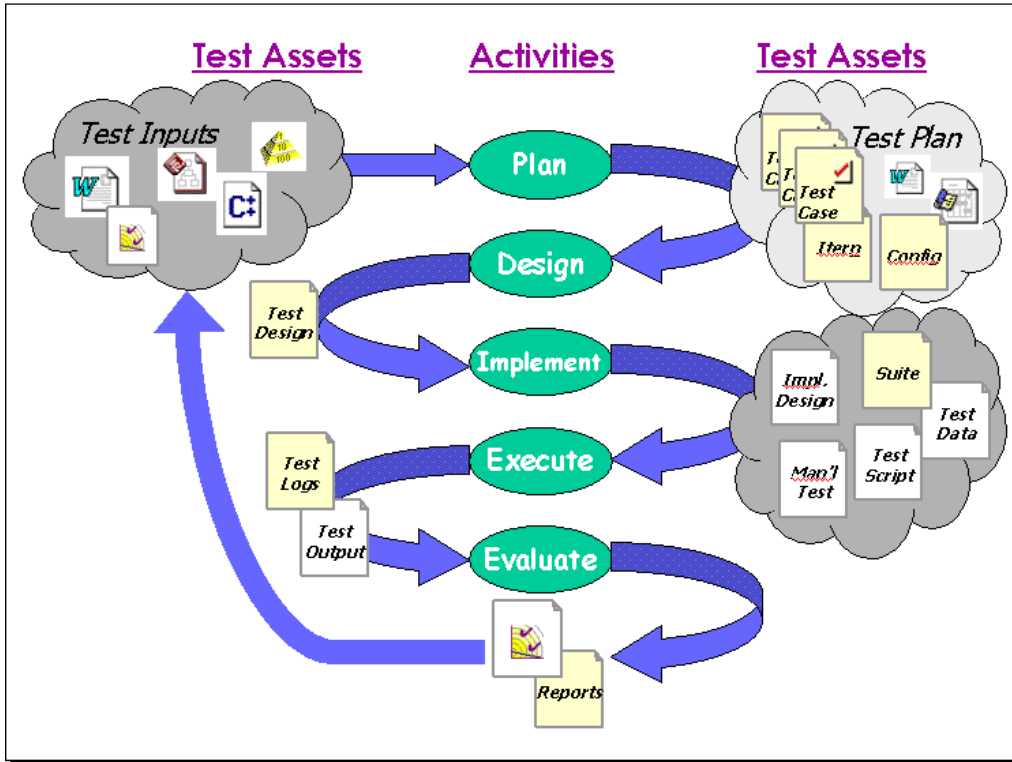
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The TestManager workflow supports the major testing activities:

- Planning tests
- Designing tests
- Implementing tests
- Executing tests
- Evaluating tests

Each of these activities has input and output test assets, as shown in the following figure.

### Testing Workflow



### Planning Tests

The activity of planning tests involves answering the following questions:

- What and Where? – Requirements, visual models, and other test inputs tell you what to test and where to run the tests.
- Why – Test inputs tell you why you are going to do certain tests. For example, tests may be performed to validate system requirements.
- When? – Iteration plans tell you when the tests must be run and must pass.
- Who? – Test plans, iteration plans, or project plans tell you who performs the testing activities.

For information about planning tests, see *Planning Tests* on page 27.

## Test Inputs

The first step in planning your testing effort is to identify the test inputs. A *test input* is anything that the tests depend on or anything that needs validation. Test inputs help you decide what you need to test. They also help you determine what tests might need to change based on changes in the development process. This is important in iterative development where change is a frequent, necessary part of the process.

TestManager has three built-in test input types:

- Requirements in a Rational RequisitePro® project
- Elements in a Rational Rose® visual model
- Values in a Microsoft Excel spreadsheet

These built-in test input types give you easy access to requirements, model elements, and values in a spreadsheet, and let you associate these inputs with other test assets for traceability purposes. For information, see *Built-In Test Input Types* on page 29.

TestManager also supports custom test input types. To use a custom test input within TestManager, write a Test Input Adapter or use an adapter provided by Rational Software or Rational's partners. For example, to use the tasks in a Microsoft Project as test inputs, you would write a test input adapter for Project. For more information, see *Custom Test Input Types* on page 31.

## Test Plans

When you have identified your test inputs, use TestManager to create a test plan. The *test plan* provides an organizational structure for the other test assets in the project.

The test plan can contain a varied collection of information and addresses many issues including:

- What tests must be performed?
- When must the tests be performed and be expected to pass?
- Who is responsible for each test?
- Where must the tests be performed? In other words, on what hardware and software configuration must they be run?

Projects can contain multiple test plans. You may have a plan for each phase of testing. Different groups may have their own plans. Generally, each plan should have a single high-level testing goal (for example, test the file maintenance utility). For information, see *Creating a Test Plan* on page 33.

Each test plan can contain test case folders and test cases.

## Test Case Folders

Within a test plan, you can create *test case folders* to organize your test cases hierarchically. Common organizations may reflect system architecture, major use cases, requirements, or combinations of these. For information, see *Organizing Test Cases with Folders* on page 36.

## Test Cases

The *test case* is the test asset in TestManager that answers the question, “What am I going to test?” You develop test cases to define the individual things that you need to validate to ensure that the system is working the way that it is supposed to work and is built with the quality necessary before you can ship it.

Each test case is owned by a team member. This answers the question, “Who will do the testing?” For information, see *Creating Test Cases* on page 38.

## Iterations

Use *iterations* to specify when a test case must pass. An iteration is a defined span of time during a project. The end of an iteration is a *milestone*. At some point in time during an iteration, the product has to meet a certain quality standard to reach a milestone. The quality standard is defined by the test cases that must pass.

Iterations might be defined by several team members — such as project managers, product managers, and analysts — iteratively throughout the testing process. For information, see *Specifying When to Run Tests* on page 51.

## Configurations

Use *configurations* to specify where test cases must be run — on what hardware and software configurations. For example, to ensure that your test case passes when it runs on four different operating systems, you could create a configuration for each operating system. Then you could associate those four configurations with the test case, to create *configured test cases*. In order for the test case to pass, all of its configured test cases must pass.

Configurations might be defined by several team members — such as project managers, product managers, and analysts — iteratively throughout the testing process. For information, see *Defining the Configurations to Test* on page 41.

## Designing Tests

The activity of designing tests answers the question, “How am I going to perform the testing?” A complete test design informs readers about what actions need to be taken with the system and what behaviors and characteristics they should expect to observe if the system is functioning properly.

Designing tests is an iterative process. You can start designing tests before any system implementation by basing the test design on use case specifications, requirements, prototypes, and so on. As the system becomes more clearly specified and you have builds of the system to work with, you can elaborate on the details of the design.

**Note:** A test design is different from the design work that should be done in determining how to build your test implementation.

In TestManager, you can design your test cases by:

- Indicating the high-level steps needed to interact with the application and the system in order to perform the test.
- Indicating how to validate that the features are working properly.
- Specifying the preconditions and postconditions for the test.
- Specifying the acceptance criteria for the test.

Given the iterative nature of software development, the design is typically more abstract (less specific) than a manual implementation of the test, but it can easily evolve into one.

For information about designing tests, see *Designing Tests* on page 69.

## Implementing Tests

The activity of implementing tests involves the design and development of reusable *test scripts* that implement your test case. After you create the implementation, you can associate it with the test case.

Implementation is different in every testing project. In one project, you might decide to build both automated test scripts and manual test scripts. In another project, you might need to write modular pieces of software using a combination of tools.

TestManager provides built-in support for implementing the following types of test scripts:

**Note:** TestManager stores built-in test script types in the Rational test datastore in a Rational project. All test script types with (Rational Test Datastore) next to them in the table are stored in the Rational datastore.



Type of Test Script	Description
GUI (Rational Test Datastore)	A functional test script written in SQA Basic, a Rational proprietary Basic-like scripting language.
Manual (Rational Test Datastore)	A set of testing instructions to be run by a human tester.
VU (Rational Test Datastore) VB (Rational Test Datastore)	A performance test script written in VU, a Rational proprietary C-like scripting language. A performance test script written in VB. <b>Note:</b> When you record a session in Robot, you generate VU or VB (Visual Basic) test scripts from the recorded session, depending on a recording option that you select in Robot.
XDE Tester GUI Script	A functional test script written in the Java language.
Command line	A file (for example, an .exe file, a .bat file, or a UNIX shell script) including arguments and an initial directory that can be executed from the command line.
Java	A test script written in the Java language.

TestManager also supports implementation of other types of test scripts that you have registered. For information, see *Defining Custom Test Script Types* on page 14.

You can also use a suite to implement a test instead of a test script. A *suite* is a container that lets you design a larger set of test cases and implementations that you want to run. A suite can have parameters such as order, dependencies, iterations, random operations, and so on.

For information about implementing test cases, see *Implementing Tests* on page 79.

## Executing Tests

The activity of executing your tests involves running the test implementations to ensure that the system functions correctly. In TestManager, you can run any of the following:

- An individual test script
- One or more test cases
- A suite, which runs any combination of test cases and test scripts across one or more computers and virtual testers.

For information about executing tests, see *Executing Tests* on page 115.

## Evaluating Tests

The activity of evaluating tests involves:

- Determining the validity of the actual test run. Did it complete? Did it fail because preconditions weren't met?
- Analyzing the test output to determine the result. In performance testing, you look at reports on the generated data to see if the performance is acceptable.
- Looking at aggregate results to check coverage against test plans, test inputs, configurations, and so on. This can also be used to measure test progress and to do trend analysis.
- If a test input changes, TestManager informs you of the impact of that change on your test plan. For example, if a requirement changes in some meaningful way, which test cases in your test plans are affected is important so that you can update them to reflect requirement changes. TestManager automatically identifies and marks the affected test cases as "suspect" for you.

For information about evaluating tests, see *Evaluating Tests* on page 155.

## TestManager and Other Rational Products

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TestManager can be purchased as a stand-alone product or as part of other Rational packages. When installed with other Rational products, it is tightly integrated with those products.

### The Rational Unified Process

The Rational Unified Process® is a software engineering process that enhances team productivity for all critical activities. It delivers software best practices through guidelines, templates, and tool mentors.

To quickly view the areas of the Rational Unified Process that are directly related to testing:

- In TestManager, click **Help > Extended Help**.

To view the complete online version of the Rational Unified Process, if you have installed Rational Suite®:

- Click **Start > Programs > Rational Suite > Rational Unified Process**.

## Projects and the Rational Administrator

When you work with TestManager, the information that you create is stored in Rational *projects*. You use the Rational® Administrator to create and manage Rational projects.

### Rational Projects

A Rational project stores software testing and development information. All Rational components on your computer update and retrieve data from the same project.

**Note:** The types of data in a Rational project depend on the Rational software that you have installed.

The following table describes each part of a Rational project:

<b>A Rational project consists of:</b>	<b>Description</b>
<i>Rational Test datastore</i>	Stores application testing information such as test plans, test cases, test logs, reports, and builds. <b>Note:</b> If there are multiple, concurrent users (more than one user) of a test datastore, use a SQL Anywhere database engine for the test datastore. First install the Sybase SQL Anywhere software. Then create a SQL Anywhere database server before you create a new SQL Anywhere test datastore or change an existing Microsoft Access test datastore to a SQL Anywhere test datastore. For information about installing SQL Anywhere software and creating a SQL Anywhere database server, see your Rational installation manual. To manage a Sybase SQL Anywhere database server, see the Sybase Help. If you distribute tests to test agent computers, you must use a shared test datastore. For more information about security and privileges, see the Rational Administrator Help.
<i>Rational RequisitePro project</i>	Stores product or system requirements, software and hardware requirements, and user requirements. When you associate a RequisitePro datastore with a project in the Administrator, TestManager automatically uses the requirements in the datastore as test inputs.
<i>Rational Rose models</i>	Stores visual models for business processes, software components, classes and objects, and distribution and deployment processes. You can use Rose model elements as test inputs. To use Rose model elements, you must register the source of the model with TestManager. For information, see <i>Built-In Test Input Types</i> on page 29.

<i>Rational ClearQuest database</i>	Stores change-request information for software development, including enhancement requests, defect reports, and documentation modifications. When you associate a Rational ClearQuest database with a project in the Administrator, you can submit defects directly from a test log in TestManager into ClearQuest. TestManager automatically fills in some of the fields in the ClearQuest defect form with information from the test log and automatically records the defect ID from ClearQuest in the test log.
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## Security and Privileges for the Rational Test Datastore

When administrators create Rational projects using the Administrator, they determine the security of the Rational Test datastore.

For any Rational project, administrators can create test groups with specific write and administration privileges, and they can create test users and assign them to test groups. The test users take on the privileges of the test groups to which they are assigned. For more information about security, see the Rational Administrator Help.

## Automated Test Scripts and Rational Robot

With Rational® Robot, you can develop automated test scripts for functional testing and performance testing. Use Robot to:

- Perform full functional testing. Record test scripts that navigate through your application and test the state of objects through verification points.
- Perform full performance testing. Record test scripts that help you determine whether a system is performing within user-defined response-time standards under varying workloads.
- Test applications developed with IDEs (Integrated Development Environments) such as Java, HTML, Visual Basic, Oracle Forms, Delphi, and PowerBuilder. You can test objects even if they are not visible in the application's interface.
- Collect diagnostic information about an application during test script playback. Robot is integrated with Rational Purify®, Rational Quantify®, and Rational PureCoverage®. You can play back test scripts under a diagnostic tool and see the results in the test log in TestManager.

## Automated Test Scripts and Rational TestFactory

Rational TestFactory® is an automated, component-based development tool designed for use by test teams as well as individual developers and quality engineers.

TestFactory automatically generates both scripts that provide extensive product coverage and scripts that encounter defects. These test scripts are GUI scripts, the same as Robot scripts. TestManager comes with built-in support for GUI test scripts so you can run distributed TestFactory scripts from TestManager.

To add TestFactory scripts to the GUI test script type:

- 1 In TestManager, click **View > Test Scripts** to open the Test Scripts window.
- 2 Select the GUI test script type for TestFactory scripts and then right-click **New Source**.

**Note:** For detailed procedures, see the TestManager Help.

## Component Testing and Rational QualityArchitect

Rational® QualityArchitect is a collection of integrated tools for testing middleware components built with technologies such as Enterprise JavaBeans and COM. With QualityArchitect you can test individual components before building a complete application.

QualityArchitect, in conjunction with Rose, generates test scripts for components and interactions in your Rose model. When generated, the test scripts can be edited and run from your development environment or from TestManager.

With QualityArchitect, you can:

- Generate test scripts that unit-test individual methods or functions in a component-under-test.
- Generate test scripts that drive the business logic in a set of integrated components. Test scripts can be generated directly from Rose interaction diagrams or from live components using the Session Recorder.
- Generate stubs that you can use to test components in isolation, apart from other components called by the component-under-test.
- Track code coverage through PureCoverage and model-level coverage through TestManager.

## Requirements and Rational RequisitePro

RequisitePro is a requirements management tool that helps project teams control the development process. RequisitePro organizes your requirements by linking Microsoft Word to a requirements repository and by providing traceability and change management throughout the project lifecycle.

When you create a Rational project using Administrator, you can associate a RequisitePro project with the Rational project. You can then use the requirements in the RequisitePro project as test inputs to your test plan in TestManager. As you plan your test cases, you can associate requirements with test cases to keep track of changes to requirements that might affect your test cases. For more information about traceability, see *Test Impact Analysis* on page 53.

You can use requirements in any RequisitePro project, not just the RequisitePro project that you associate with a Rational project. You can use one or more RequisitePro projects as test input sources even if they are not associated with a Rational project. However, in that case, you must register the RequisitePro project with TestManager.

## **Model Elements and Rational Rose**

Rational Rose helps you visualize, specify, construct, and document the structure and behavior of your system's architecture. With Rose, you can provide a visual overview of the system using the Unified Modeling Language (UML), the industry-standard language for visualizing and documenting software systems.

You can use Rose model elements as test inputs in TestManager, and you can easily associate the model elements with test cases. If you use a Rose model as a test input, you can analyze any changes in Rose models and then manually mark as suspect the link between a Rose model and a test case. For more information about traceability, see *Test Impact Analysis* on page 53.

## **Defects and Rational ClearQuest**

Rational ClearQuest® is a change-request management tool that tracks and manages defects and change requests throughout the development process. With ClearQuest, you can manage every type of change activity associated with software development, including enhancement requests, defect reports, and documentation modifications.

With TestManager, you can submit defects directly from a test log into ClearQuest. TestManager automatically fills in some of the fields in the ClearQuest defect form with information from the test log and automatically records the defect ID from ClearQuest in the test log.

## **Reports and Rational SoDA**

Rational SoDA® generates up-to-date project reports of data extracted from one or more tools in a Rational Suite product. SoDA can work with one Rational tool, such as RequisitePro, or combine information from more than one tool, such as RequisitePro, Rose, TestManager, and ClearQuest. These reports provide a way for your team to communicate more efficiently and consistently.

For example, with SoDA you can create a report with the following information about a software development project:

- Requirements from RequisitePro
- Software models from Rose
- Testing criteria from TestManager
- Defect tracking information from ClearQuest

## TestManager and Extensibility

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TestManager includes application programming interfaces (APIs) that allow you to extend the capabilities of TestManager and to use custom testing tools with TestManager.

### Extending Test Script Types

Out of the box, TestManager can play back test scripts written in several languages (VU, Java, Visual Basic) as well as any type of test script that can be executed from a command line (such as a Perl test script or a compiled C program). These are called built-in test script types.

By writing adapters that implement the following APIs, you can extend TestManager to support custom test script types:

- The Test Script Execution Adapter (TSEA) API allows TestManager to run custom test scripts.
- The Test Script Services (TSS) calls allow custom test script types to integrate fully with the TestManager analysis and reporting facilities and to use datapool, logging, monitoring and synchronization services.
- The Test Script Console Adapter (TSCA) API supports the user interface component that allows TestManager to create, edit, and select test scripts.

For detailed information about adapters for custom test script types, see part 1 of the *Rational TestManager Extensibility Reference*.

### Defining Custom Test Input Types

A *test input* (also called a test requirement) is any system component or procedure that requires testing. A test input *type* is the native format of a tool, such as Excel, that is used to define test inputs. TestManager supports test inputs defined using Rose, RequisitePro, and Microsoft Excel.

By writing adapters that implement the Test Input Adapter (TIA) API, you can extend TestManager to support custom test input types. For example, you can extend TestManager to support test inputs defined using Microsoft Project or C++ project files.

For detailed information about adapters for custom test input types, see part 2 of the *Rational TestManager Extensibility Reference*.

## Defining Custom Test Script Types

The TestManager extensible test script type functionality enables you to implement custom test scripts using any tool that is appropriate for your testing environment.

There are several ways to extend TestManager to support a new test script type:

- Use the Command Line Test Script Console Adapter to create, edit, and select test scripts.
- Build a custom Test Script Console Adapter or use an adapter provided by Rational or its partners to select (and optionally create and edit) test scripts. (For information about custom adapters, see the *Rational TestManager Extensibility Reference*.)
- Use the Command Line Test Script Execution Adapter to run test scripts.
- Build a custom Test Script Execution Adapter or use an adapter provided by Rational or its partners to run test scripts. (For information about custom adapters, see the *Rational TestManager Extensibility Reference*.)

For information about defining test script types in TestManager, see *Custom Test Script Types* on page 82.

## Functional and Performance Testing

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When you plan tests, think about whether you are interested in functional testing, performance testing, or both.

### Functional Testing

In functional testing, you typically test the accuracy of the application and how it behaves on different operating systems.

Functional testing tends to have well-defined objectives and outcomes. For example, if the application has a feature that saves a file to disk, it is relatively straightforward to test this feature. If a file gets saved correctly, it passes the test. If it does not get saved correctly, it fails the test.



For information about functional testing, see Part 2, *Functional Testing with Rational TestManager*.

## Performance Testing

In performance testing, you can measure:

- The client response time – the total end-to-end response time as seen by a user. It is the time it takes for a user to enter a request, the server to respond to the request, and the user to see the results.
- The server response time – the time it takes for the server to process a request.

Performance testing can be more complex than functional testing because performance itself is subjective. What one user might perceive as too slow, another user might perceive as acceptable. Therefore, when planning performance tests, you should put some thought into what constitutes acceptable performance.

Another complexity of performance testing is that performance varies widely depending on workload conditions. Querying a database on a system that is primarily used for CPU-intensive activities yields a different response time than performing the same query on a system used primarily for generating I/O-intensive database reports.

For information about performance testing, see Part 3, *Performance Testing with Rational TestManager*.

## Virtual Testers

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When you play back a test script, you emulate a discrete activity performed by an actual user (tester). A *virtual tester* is a single instance of a test script running on a computer.

### Virtual Testers in Functional Tests

A virtual tester running a functional test emulates the user's GUI activities, such as menu choices and control selections. In other words, these virtual testers represent the application level view of the client/server conversation. Because the virtual tester emulates a user interacting with the GUI, you run only one virtual tester at a time on a computer.

When you record a GUI script in Robot, Robot records the user's activities — such as keystrokes and mouse clicks. This traffic is the only activity that Robot records. After recording, Robot generates an appropriate test script. When you run the script in TestManager, you are running a virtual tester. During the test run, you see the same GUI actions and displays that you saw when you recorded the script.

## Virtual Testers in Performance Tests

A virtual tester running a performance test emulates traffic between a client and its servers. In other words, these virtual tester represent the API-level view of a client/server conversation. For performance tests, in contrast to functional tests, you can run many virtual testers on a computer simultaneously.

When you record a session in Robot, Robot records a client's requests — such as Oracle, Microsoft SQL Server, and HTTP requests — to the server. Robot also records the server's responses. This traffic is the only activity that Robot records. Robot ignores GUI actions such as keystrokes and mouse clicks. After recording the session, Robot generates an appropriate test script. When you run the test script in TestManager, it plays back the requests that you recorded, but the GUI actions that you performed and the displays that you saw at record time are not played back.

Running many virtual testers allows you to add a workload to a client/server system. Virtual testers also let you determine scalability and measure server response times.

You can also use virtual testers to measure client response times to get an end-to-end response. This is more indicative of what a real user experiences when significant client processing or screen-painting time is associated with the user activity that you are measuring. For example, you might have a timer associated with one virtual tester to find out how much time a query takes when 1000 other virtual testers are sending requests to the same server at the same time.

## Local and Agent Computers

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You can coordinate testing activities from a single Windows computer that runs TestManager. This is called the *Local computer*.

During the execution of a test, scripts play back on the Local computer or on computers that you have designated as *Agent computers*. You use Agent computers to:

- Add workload to the server, if you are running a performance test.
- Run test scripts on more than one computer. If you are running a functional test, you can save time by running the test scripts on the next available Agent computer instead of running them all on the Local computer. Of course, your test scripts must be modular.
- Test configurations. If you are testing various hardware and software configurations, you can run test scripts on specific Agent computers that are set up with these configurations.

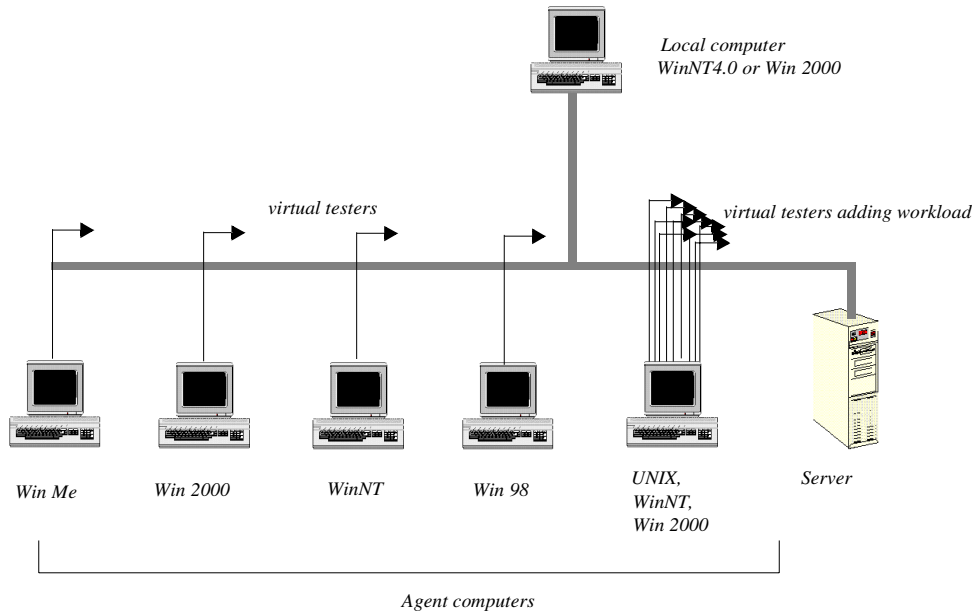
## The TestManager Environment

TestManager allows you to run a suite in a distributed environment. This environment consists of a single Local computer (on which you coordinate test execution and play back test scripts) and zero or more Agent computers (on which you play back test scripts).

The server can run under a variety of operating systems and can be connected to the Local and Agent computers over a TCP/IP network.

The following figure illustrates a typical TestManager configuration that contains:

- A Local computer – TestManager runs on this computer. From this computer, you coordinate the tests that you run.
- Five Agent computers – the same TestManager Agent software runs on all of these computers. Each computer uses different operating systems and has a different environment.
  - Four computers are running functional tests. One virtual tester (that is, running script) runs on each computer.
  - One computer is running a performance test. Many virtual testers are running at the same time, adding workload to the server.
- The server, sometimes called the system-under-test – This is the server whose response or whose functions you are testing.



## Suites

Typically, multiple test scripts and multiple computers are involved in a test. At runtime, test script playback is coordinated by *suites* that you design. You run these suites from the Local computer.

In functional testing, suites let you run test scripts in parallel on the computers that are available or let you match configurations when using configured test cases, so that your tests can run more quickly. In performance testing, suites allow you to add workload to the server.

Once you have used TestManager to create suites that describe a baseline of behavior for the server, you can run these suites repeatedly against successive builds of your product, and then analyze the results using the TestManager reporting tools.

For information about suites, see *Implementing Tests as Suites* on page 95.

# Starting Rational TestManager

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Before you start using TestManager:

- Install TestManager. For information, see the *Rational Software Desktop Products Installation Guide* and the *Rational Software Server Products Installation Guide*.
- Create a Rational project. For information, see the *Rational Suite Administrator's Guide* or the Rational Administrator Help. A Rational project contains a test datastore to store all test assets managed by TestManager.

**Note:** If there are multiple, concurrent users (more than one user) of a test datastore, use a SQL Anywhere database engine for the test datastore. You must install the Sybase SQL Anywhere software and create a SQL Anywhere database server before you create a new SQL Anywhere test datastore or change an existing Microsoft Access test datastore to a SQL Anywhere test datastore. For information about installing SQL Anywhere software and creating a SQL Anywhere database server, see your Rational installation manual. To manage a Sybase SQL Anywhere database server, see the Sybase Help.

**Note:** Rational Administrator no longer supports Windows 98 and ME; you must connect to a remote test datastore when using TestManager to playback test scripts or run tests on these two platforms.

## Logging On to TestManager

When you log on to TestManager, you provide your user ID and password, which are assigned by your administrator. You also specify the project to log on to.

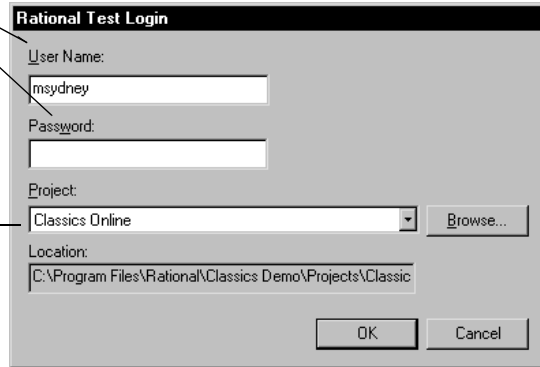
To log on:

- Click **Start > Programs > Rational product name > Rational TestManager** to open the Rational Test Login dialog box.

**Note:** For detailed procedures, see the TestManager Help.

Type your user ID and password. If you do not know these, see your administrator.

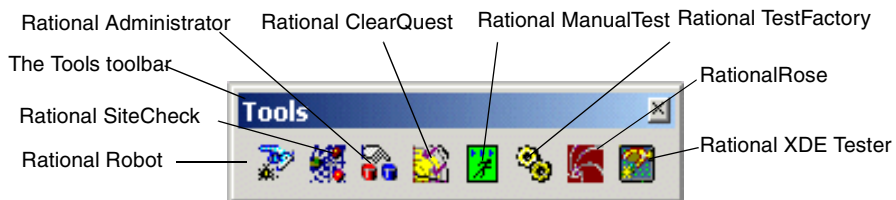
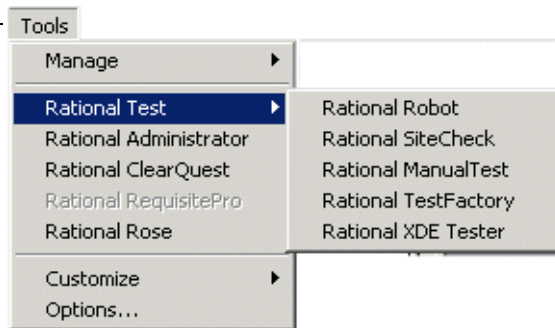
Select a project. To change projects after you log on, exit TestManager and log on again. (You can create projects in the Rational Administrator.)



## Starting Other Rational Products and Components from TestManager

When you log on to TestManager, you can start other Rational products and components from either the Tools menu or the Tools toolbar.

The Tools menu



# The TestManager Main Window

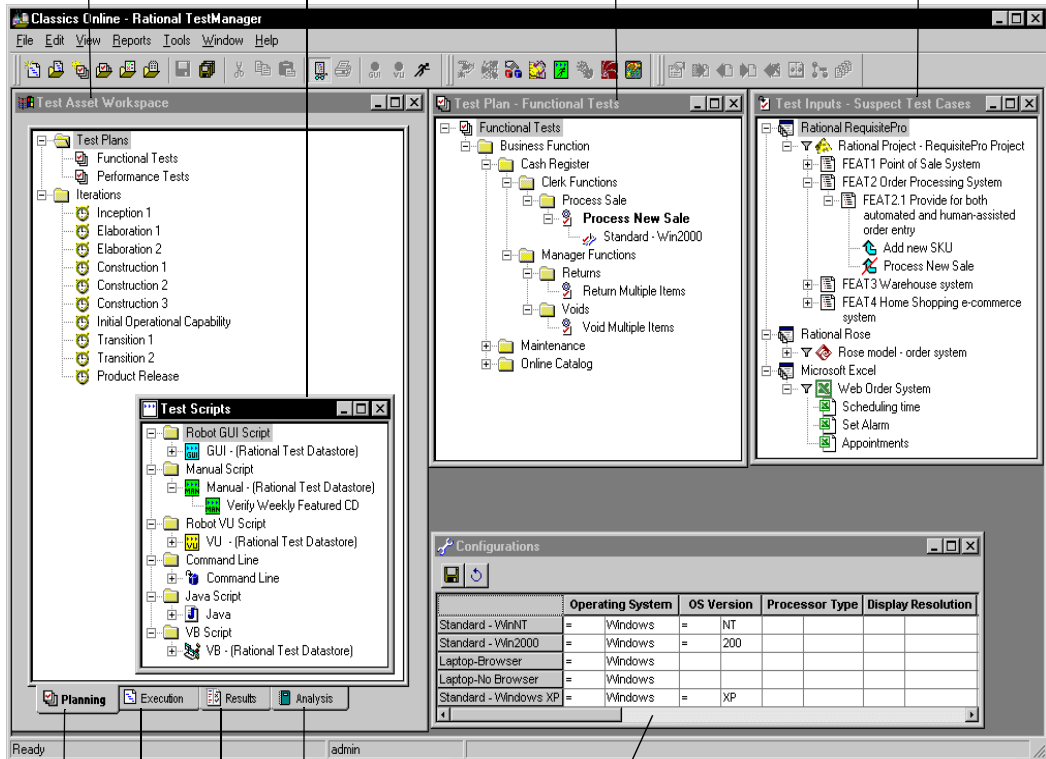
The following figure shows the TestManager main window and some of its child windows.

Test Asset Workspace  
(open from **View** menu)

Test Scripts window  
(open from **View** menu)

Test Plan window  
(open from **File** menu)

Test Inputs window  
(open from **View** menu)



Planning tab

Results tab

Execution tab

Analysis tab

Configurations window  
(open from **View** menu)

## Test Asset Workspace

The Test Asset Workspace gives you different views of the test assets in your project. It has four tabs: Planning, Execution, Results, and Analysis.

To show or hide the Test Asset Workspace:

- Click **View > Test Asset Workspace**.

Right-click any test asset in the Workspace to display a shortcut menu.

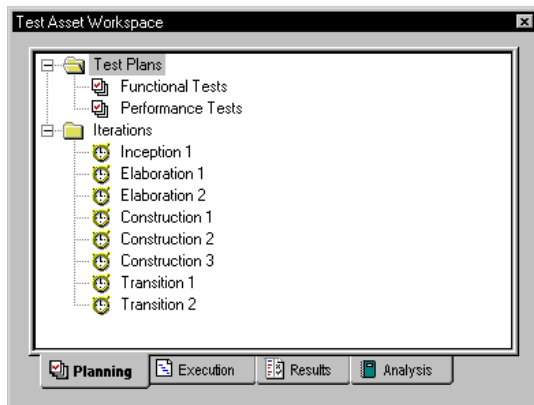
Right-click near the bottom of the window (in an empty area) to allow docking of the Workspace or to float it in the main window.

**Note:** You can press the F5 key to refresh all in the Test Plan window and in the Test Input window. This key does not work in the Test Asset Workspace. You must right-click a folder in each Test asset Workspace tab or click **View > Refresh Workspace** from the main menu to refresh all in the Test Asset Workspace.

**Note:** For detailed procedures, see the TestManager Help.

## Planning Tab

The **Planning** tab lists the test plans and iterations in the project.



Right-click any test asset to display a shortcut menu.

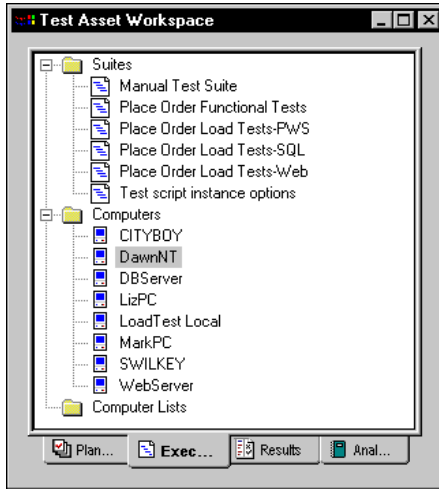
**Note:** For detailed procedures, see the TestManager Help.

For information about test plans, see *Creating a Test Plan* on page 33. For information about iterations, see *Specifying When to Run Tests* on page 51.



## Execution Tab

The **Execution** tab lists the suites, computers, and computer lists in the project.



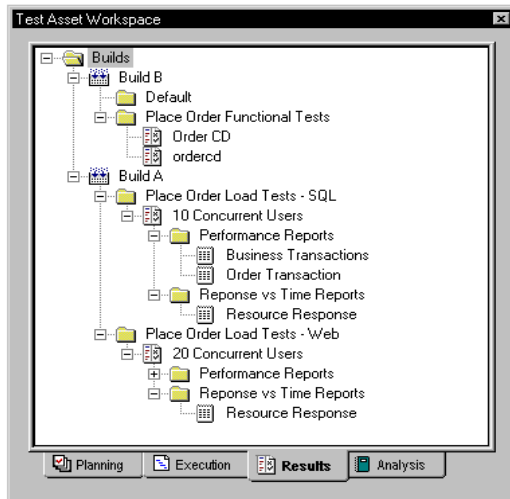
Right-click any test asset to display a shortcut menu.

**Note:** For detailed procedures, see the TestManager Help.

For information about suites, see *Implementing Tests as Suites* on page 95. For information about computers and computer lists, see *Defining Agent Computers and Computer Lists* on page 97.

## Results Tab

The **Results** tab lists the builds, test log folders, test logs, and reports in the project.



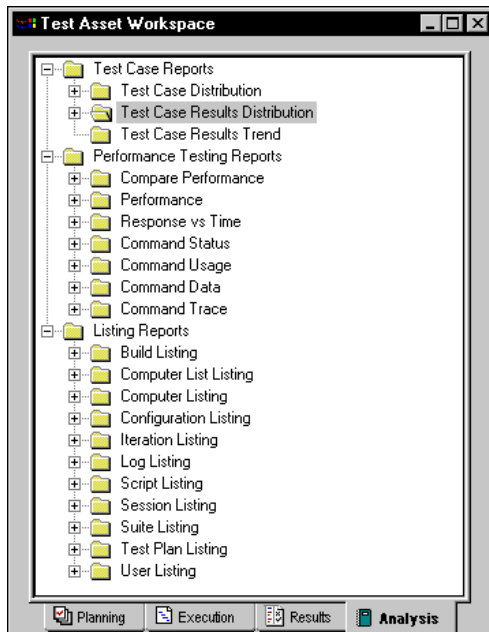
Right-click any test asset to display a shortcut menu.

**Note:** For detailed procedures, see the TestManager Help.

For information about builds, test log folders, and test logs, see *Evaluating Tests* on page 155.

## Analysis Tab

The **Analysis** tab lists the reports in the project.



Right-click any test asset to display a shortcut menu.

**Note:** For detailed procedures, see the TestManager Help.

For information about reports, see *Reporting Results* on page 173 and *Reporting Performance Testing Results* on page 331.

## Other TestManager Windows

The following table lists other TestManager windows and where to find more information about them.

Window	Description	See
Test Input	Shows the test inputs associated with a project.	<i>Identifying What to Test by Using Test Inputs</i> on page 28
Test Plan	Shows a test plan and all of its test case folders and test cases.	<i>Creating a Test Plan</i> on page 33
Test Scripts	Shows each type, source, and all test scripts (implementations).	<i>Test Scripts Window</i> on page 80
Configuration	Shows all of the configurations and configuration attributes in a project.	<i>Defining the Configurations to Test</i> on page 41
Suite	Shows all of the items contained in a suite.	<i>Implementing Tests as Suites</i> on page 95
Monitoring	Shows up-to-date information as a test case, test script, or suite runs.	<i>Monitoring Test Runs</i> on page 132
Test Log	Shows test logs created after you run a suite, test case, or test script.	<i>About Test Logs</i> on page 155
Reports	Shows the results of running reports.	<i>Reporting Results</i> on page 173

This chapter describes how to plan tests. It includes the following topics:

- About test planning
- Identifying what to test by using test inputs
- Creating a test plan
- Organizing test cases with folders
- Creating test cases
- Managing test assets

**Note:** For detailed procedures, see the TestManager Help.

## About Test Planning

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The activity of test planning answers the question, “What do I have to test to meet the agreed-upon quality objectives?” When you complete your test planning, you have a test plan that defines what you are going to test.

Test planning happens over time. Different members of the team — such as product managers, analysts, testers, and developers — might come up with new test cases that you have to define, new situations that you need to test, and new features that you are just learning about. In other words, don’t just create a test plan at the beginning of the process and then view it as a stagnant document. A test plan is a continually evolving asset.

In TestManager, test planning consists of the following major tasks:

- Gathering and identifying the test inputs
- Creating the test plan or test plans
- Creating the test case folders
- Creating the test cases
- Defining the configurations you need to test against
- Defining the iterations — when you need to run the tests

## Identifying What to Test by Using Test Inputs

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When you first start your test planning, your goal is to build a checklist of all of the things that need to be tested.

One way to start planning is to look at any available source materials that can help you determine what you need to test. For example, you can look at:

- Prototypes
- Builds of the software
- Functional specifications
- Requirements
- Visual models
- Source code files
- Change requests

You as a tester might look at all of these materials to help you decide, “What do I need to test?” These materials are your *test inputs*. They are inputs to the planning phase. They help you build the checklist of the things you need to test.

After you build this checklist, you can create test cases. The *test cases* define what you are going to test, based on the test inputs. You can then associate the test cases with the test inputs for tracking purposes. By setting up these associations, you can more easily track changes to the test inputs that might result in changes to the test cases or their implementations. For information, see *Test Impact Analysis* on page 53.

You can also run reports to identify the test inputs that have test cases and implementations associated with them, and to identify which of those test cases have been run. For example, analysts might be interested in reports based on requirements. Architects might be interested in reports based on model elements. For information about reports, see *Reporting Results* on page 173.

Almost anything can be a test input. TestManager provides built-in test input types, and you can also define custom test input types as your testing environment requires.

To view the available test inputs:

- Click **View > Test Inputs** to open the Test Input window.

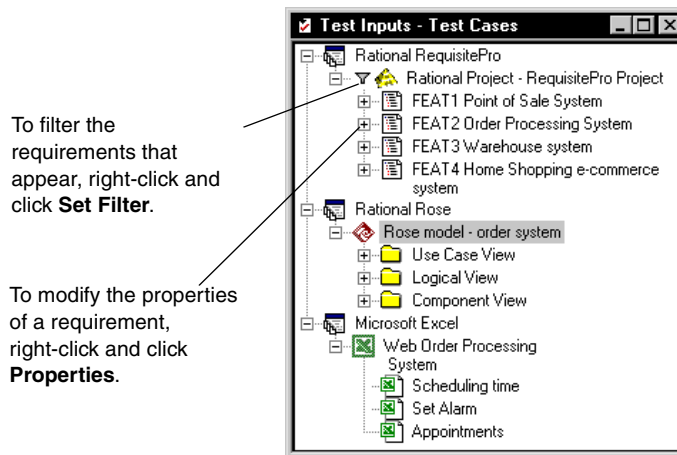
**Note:** For detailed procedures, see the TestManager Help.

## Built-In Test Input Types

TestManager has three built-in test input types:

- Requirements in a RequisitePro project
- Elements in a Rose visual model
- Values in a Microsoft Excel spreadsheet

The following figure shows requirements from the three built-in test input adapters: requirements from a RequisitePro project, models from Rose, and values from an Excel spreadsheet.



## Requirements from Rational RequisitePro

You can use one or more RequisitePro requirements as test inputs.

For RequisitePro:

- You or an administrator can use the Administrator to associate a RequisitePro project with a Rational project.
- For additional RequisitePro projects as test input sources even if they are not associated with a Rational project, you must register the additional RequisitePro projects with TestManager. For information, see the next section, *Registering a Test Input Source*.

**Note:** The RequisitePro requirements themselves are created and managed in RequisitePro, but you can modify the properties of the requirements from TestManager.

## Model Elements from Rational Rose

If you have Rose installed and licensed, you can use Rose model elements as test inputs. You must register the test input source with TestManager. For information, see *Registering a Test Input Source* on page 30.

## Values from Microsoft Excel

You can use one or more Excel spreadsheets as test input sources. This test input adapter can be useful in many ways. You can document requirements or capture project planning information in an Excel spreadsheet.

However, when using an Excel spreadsheet as a test input source, be aware that if you insert or remove a row or column in the spreadsheet, you may need to update the Test Input Source configuration settings.

When an association is made between a test input and a test case, the value in the “ID” column in the spreadsheet is stored by TestManager in order to preserve the association. Any modifications to the spreadsheet that affect the specified columns (ID and Name), such as adding or removing rows or columns immediately around the specified columns or rows, may invalidate the spreadsheet as a source of Test Inputs and require that you update the associated test input source. Modifying the values in the specified column or rows can also result in a loss of connection between the test case and test input.

To use an Excel spreadsheet, you must register the source (the spreadsheet) with TestManager. For information, see the next section, *Registering a Test Input Source*.

## Registering a Test Input Source

When you register a test input source, the test input appears automatically in the Test Input window after you log on to that project in TestManager. You can then create an association between a test input and a test case to track the relationships between them. For information about tracking the impact of changes in test inputs on test cases, see *Test Impact Analysis* on page 53.

To register a test input source for a built-in test input type:

- 1 Click **Tools > Manage > Test Input Types**.
- 2 Click **Microsoft Excel**, **Rational RequisitePro**, or **Rational Rose**, and then click **Edit**.

**Note:** If **Edit** is unavailable, you do not have Administrator privileges. For information, see the *Rational Suite Administrator's Guide* or the Rational Administrator Help.



- 3 Click the **Sources** tab and click **Insert**. The New Test Input Source dialog box appears.

**Note:** For detailed procedures, see the TestManager Help.

Click the **Connection Data** tab to browse to or type the path to the source. For example: c:\Demo\ClassicsOnline.rqs for a RequisitePro project.

Type a name for the source. This can be any name up to 40 characters.

The screenshot shows the 'New Test Input Source' dialog box with the 'General' tab selected. The 'Name:' field is empty, and the 'Description:' field is also empty. The 'Owner:' dropdown is set to 'admin', and the 'Type:' dropdown is set to 'Rational RequisitePro'. The 'OK', 'Cancel', and 'Help' buttons are visible at the bottom.

## Custom Test Input Types

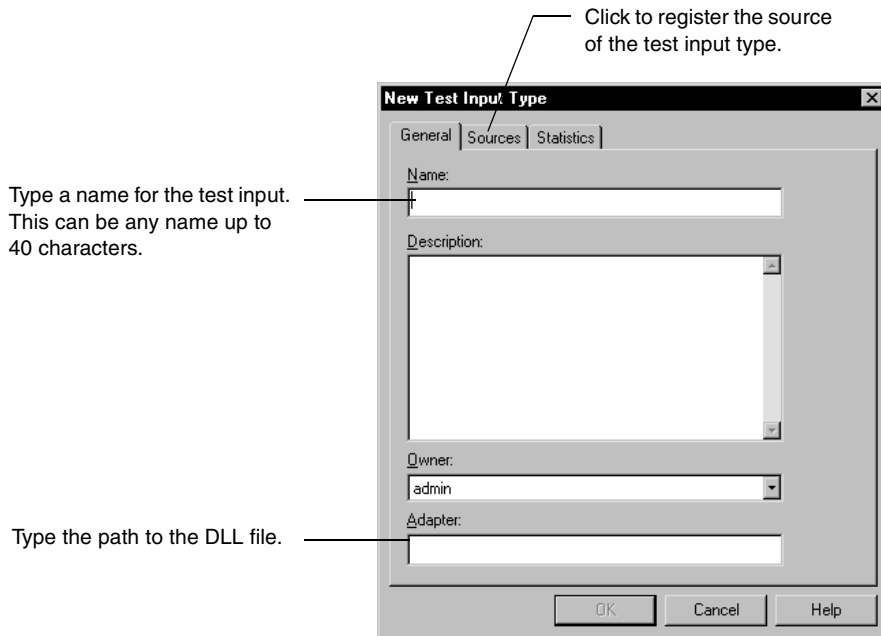
TestManager supports using test input types other than RequisitePro requirements or Rose model elements. For example, you might want to use the data from Microsoft Project as test inputs. You could also define C++ language project files as a test input type if you wanted to know which tests needed to be changed or rerun when a source file changes.

For TestManager to support an extensible test input type, someone in your organization must write a custom Test Input Adapter. An adapter is a dynamic-link library (DLL) with certain required functions for TestManager to call when necessary — for example, when connecting to or disconnecting from a test input source. In addition to adapters written in your organization, some custom adapters are available from Rational Software or its partners. (For information about writing test input adapters, see the *Rational TestManager Extensibility Reference*.)

After the DLL is implemented, you need to define the new test input type in TestManager and register the source. To do this:

- Click **Tools > Manage > Test Input Types**. Click **New**.

**Note:** If **New** is unavailable, you do not have Administrator privileges. For information, see the *Rational Suite Administrator's Guide* or the Rational Administrator Help.



For more information, see *test input types:registering new* in the TestManager Help Index.

After you define a new test input type and register the source, that source appears in the Test Inputs window (**View > Test Inputs**).

## Creating a Test Plan

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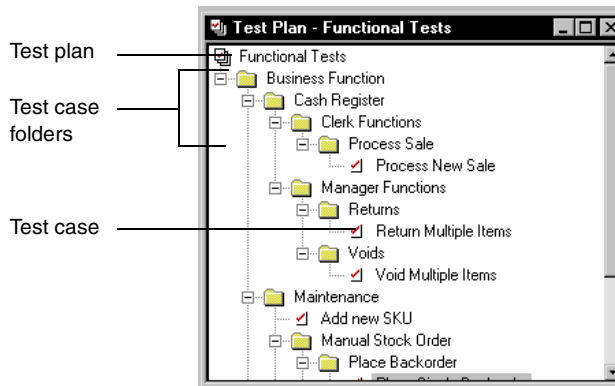
In TestManager, a test plan is an asset of a Rational Test datastore. You can have one or more test plans in a project, and you can organize them in any way that makes sense for your testing situation. For example, you could have one test plan for the entire testing project, or you could have one test plan for each major component of the project. Each test plan can contain multiple test case folders and test cases.

To open the Test Plan window:

- In the **Planning** tab of the Test Asset Workspace, expand **Test Plans**. Right-click the test plan and click **Open**.

**Note:** For detailed procedures, see the TestManager Help.

In the following example, the test plan named Functional Tests contains multiple test case folders and test cases:



You can run reports to view information about the test plans in a project. For information about reports, see *Reporting Results* on page 173.

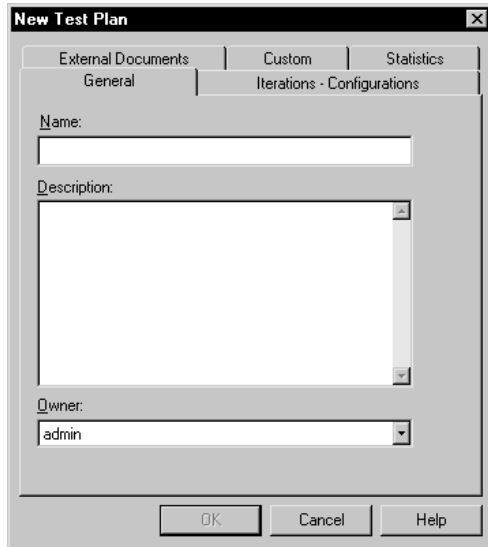
## Creating Test Plans

TestManager provides you with an empty test plan named Test Plan 1 that you can use to start your planning. You can also create your own test plans.

To create a new test plan:

- In the **Planning** tab of the Test Asset Workspace, right-click **Test Plans**. Click **New Test Plan**.

**Note:** If the **New Test Plan** menu command is unavailable, you do not have Administrator privileges. For information, see the *Rational Suite Administrator's Guide* or the Rational Administrator Help.



## Properties of a Test Plan

A test plan has many properties. These can include:

- The name of the test plan (required).
- A description of the test plan.
- The owner of the test plan. For information, see *Specifying the Owner* on page 40.
- The configurations associated with the test plan. For information, see *Defining the Configurations to Test* on page 41.
- The iterations associated with the test plan. For information, see *Specifying When to Run Tests* on page 51.
- Any external documents associated with the test plan. For example, you could associate a Microsoft Word document to a test plan that has detailed information about your plan.

The name of the test plan is required. For all other properties, add them when you first create the test plan or add or change them later.

**Note:** You can create up to three custom properties for some test assets from the **Tools > Customize** menu.

To change the properties of a test plan:

- In the **Planning** tab of the Test Asset Workspace or in the Test Plan window, right-click the plan and click **Properties**.

You can also copy an existing test plan, which copies all of its properties.

**Note:** For detailed procedures, see the TestManager Help.

## Inheriting Iterations and Configurations from a Test Plan

When you associate an iteration or a configuration with a test plan, test case folders in the parent test plan inherit some of the associations. You can change any inherited associations if they aren't appropriate.

The following table lists the rules for inheriting iterations and configurations from a test plan:

Test Plan Inheritance Rules		
If	And	Then
You associate an iteration or configuration with a test plan	you create a test case folder in the parent test plan	the test case folder inherits the iteration or configuration from the parent test plan.
You create a test plan without any associated iterations or configurations	you create a test case folder in the test plan, and then associate an iteration or a configuration with the parent test plan from the shortcut menu	TestManager asks you if you want to apply the association to all of the existing children. If you click <b>Yes</b> , all existing and all new children inherit the association from the parent test plan.
You create a test plan without any associated iterations or configurations	you create a test case folder in the parent test plan, and then associate an iteration or a configuration with the parent test plan from the Test Plan dialog box	all new children inherit the association from the test case folder. Existing children do not inherit the association from the parent test plan.

## Organizing Test Cases with Folders

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Within a test plan, you can create *test case folders* to organize your test cases hierarchically. You can organize your test cases in any way that makes sense for your testing effort. For example, you might have a test case folder:

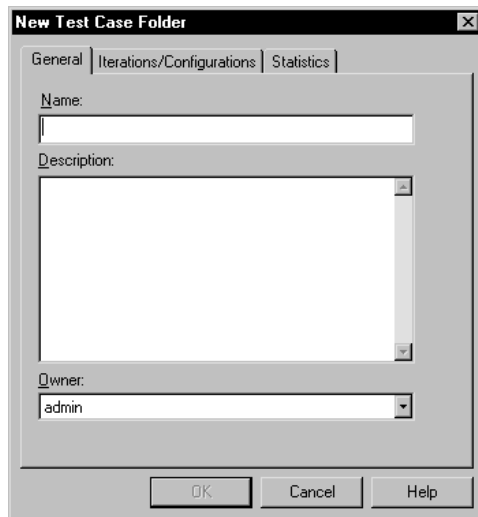
- For each tester in your department.
- For each category or type of test (unit, functional, performance, and so on).
- For each major use case of the system.
- For each major component in the application.
- For each phase of testing.

You can nest test case folders within test case folders. For example, you could have a folder for a tester and then that tester could create folders for each piece of functionality that needs to be tested.

To create a test case folder:

- In the Test Plan window, right-click a test plan or a test case folder and click **Insert Test Case Folder**.

**Note:** For detailed procedures, see the TestManager Help.



Just as with test plans, a test case folder has certain properties. These can include:

- The name of the folder (required).
- A description of the folder.
- The owner of the folder – For information, see *Specifying the Owner* on page 40.
- The configurations associated with the folder – For information, see *Defining the Configurations to Test* on page 41.
- The iterations associated with the folder – For information, see *Specifying When to Run Tests* on page 51.

The name of the folder is required. For all other properties, add them when you first create the folder or add or change them later.

## **Inheriting Iterations and Configurations from a Test Case Folder**

When you associate an iteration or a configuration with a test case folder, test cases and test case folders in the parent test case folder inherit some of the associations. Change any inherited associations that aren't appropriate.

The following table lists the rules for inheriting iterations and configurations from a test case folder:

Test Case Folder Inheritance Rules		
If	And	Then
You associate an iteration or a configuration with a test case folder	you create a test case in the parent test case folder	the test case inherits the iteration or configuration from the parent test case folder.
You create a test case folder without any associated iterations or configurations	you create a test case in the test case folder, and then associate an iteration or a configuration with the parent test case folder from the shortcut menu	TestManager asks you if you want to apply the association to all of the existing children. If you click <b>Yes</b> , all existing and all new children inherit the association from the parent test case folder.
You create a test case folder without any associated iterations or configurations	you create a test case folder and a test case in the parent test case folder, and then associate an iteration or a configuration with the parent test case folder from the Test Case Folder dialog box	all new children inherit the association from the test case folder. Existing children do not inherit the association from the parent test case folder.

## Creating Test Cases

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The test plan is centered on test cases. After you identify your test inputs and decide what you plan to test, you can create your test cases.

The *test case* is the test asset in TestManager that answers the question, “What am I going to test?” Test cases validate that the system is working the way that it is supposed to work and is built with the quality necessary before you can ship it.

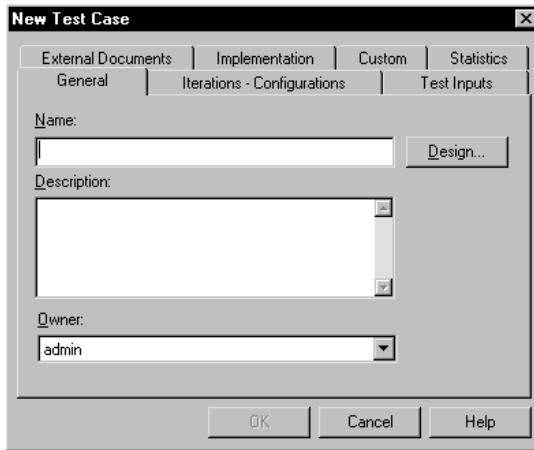
A test case always resides in a test case folder in a test plan.

You can create a test case in three ways:

- Import a test case from another Rational project into the current Rational project, from a Rational Test Asset Parcel (.RTPAR) file. For information, see *Exporting and Importing Test Assets* on page 60.
- In the Test Plan window, right-click a test case folder and click **Insert Test Case**.



- In the Test Inputs window, right-click a test input and click **Insert Test Case**. (If you insert a test case in this way, the test case is automatically associated with the test input for traceability. For information, see *Setting Up Traceability Using Test Inputs* on page 54.



**Note:** You can run several types of Test Case and listing reports to gather information about the test cases in your project. For information about reports, see *Reporting Results* on page 173.

## Properties of a Test Case

A test case has many properties. These can include:

- The name of the test case (required).
- A description of the test case.
- The owner of the test case – For information, see *Specifying the Owner* on page 40.
- The configurations associated with the test case – For information, see *Defining the Configurations to Test* on page 41.
- The iterations associated with the test case – For information, see *Specifying When to Run Tests* on page 51.
- Any test inputs associated with the test case – For information, see *Test Impact Analysis* on page 53.
- Any external documents associated with the test case.
- The manual and automated implementations of the test case are the actual test scripts that to be run – For information, see *Implementing Tests* on page 79.

- The design of the test case (in other words, the high-level steps and verifications to be performed when the test case is implemented) – For information, see *Specifying the Testing Steps and Verification Points* on page 72.
- Preconditions, post-conditions, and the acceptance criteria of the test case – For information, see *Specifying Conditions and Acceptance Criteria of Test Cases* on page 74.

The name of the test case is required. For all other properties, add them when you first create the test case or add or change them later.

**Note:** You can create up to three custom properties for some test assets from the **Tools > Customize** menu.

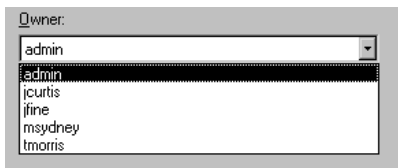
To change the properties of a test case:

- In the Test Plan or Test Inputs window, right-click the test case and click **Properties**.

**Note:** For detailed procedures, see the TestManager Help.

## Specifying the Owner

You can select the owner of the test case from the **Owner** list in the **General** tab of the New Test Case dialog box.



The Owner list contains the User IDs of the test users that were added to the project through the Administrator. (For information, see the *Rational Suite Administrator's Guide* or the Rational Administrator Help.)

The owner is important for planning and tracking purposes. For example, you could run a Test Case Distribution report to see the test cases distributed over the owners. For information about reports, see *Reporting Results* on page 173.

## Defining the Configurations to Test

You can use *configurations* to set up test cases so that they run automatically on computers with specific hardware or software. For example, you might need to make sure that a test case runs successfully on certain operating systems and certain browsers. You could have configurations that test each operating system and browser separately. Optionally you might need to test that certain combinations of operating systems and browsers work together.

For example, a test case might need to run successfully on the following combinations of an operating system and a Web browser:

- Windows 2000 and Internet Explorer 4
- Windows 2000 and Netscape 4
- Windows NT 4 and Internet Explorer 4
- Windows NT 4 and Netscape 4

Each of these combinations is a configuration that you need to test. After you define the configurations in TestManager, you can associate the configurations with test cases to create *configured test cases*. You can then run the configured test cases on the appropriate computers.

There are four main steps when setting up configurations:

- 1 For any attributes that are not already built into TestManager, define the custom attributes and their possible values. (For information, see *Defining Configuration Attributes and Their Values* on page 42.)

For example, *Browser* is not a built-in configuration attribute. You would create a configuration attribute named *Browser*, with values of *Internet Explorer 4* and *Netscape 4*.

- 2 Create a file named *tmsconfig.csv* or use the *tmsconfig.csv* file provided for each computer on which you intend to run a configured test case. Type the custom attributes and the appropriate values for that computer in the *tmsconfig.csv* file. (For information, see *Setting Up Custom Attributes in tmsconfig.csv* on page 44.)

For example, if a computer has Internet Explorer 4, you must create a *tmsconfig.csv* file on that computer to indicate the browser that is on it.

- 3 Define the specific configurations that you need to test. (For information, see *Defining the Configurations You Need to Test* on page 45.)

For example, *Win2000 - IE4* is one configuration, and *Win2000 - Netscape4* is another configuration.

- 4 Associate each configuration with a test case to create a configured test case. (For information, see *Associating a Configuration with a Test Case* on page 48.)

For example, if a test case needs to run on Windows 2000 and Internet Explorer 4, you would associate that configuration with the test case.

Defining attributes and configurations is an iterative process, and you will most likely continue to add and refine both throughout the testing project.

## Defining Configuration Attributes and Their Values

When you start planning your testing strategy, think about how to combine the pertinent configuration attributes (for example, *Browser* and *Operating System*) to define the configurations to test against (for example, *Browser = Netscape 4* and *Operating System = Windows*).

Keep in mind that you can run reports against these configurations after you run your test cases. For example, you can create and run a Test Case Results Distribution report that distributes the results over the configurations. For these reports to be useful, you must define your attributes appropriately. This process is iterative. Throughout the testing project, you'll probably continue to expand and refine this list.

For example, when you start the project, you may need to test only Internet Explorer 4 and Netscape 4. Later in the project, the analyst may decide that you also need to test Internet Explorer 5. You can open the configuration attribute named *Browser* and add *Internet Explorer 5* as a new value.

### Viewing Built-In Configuration Attributes

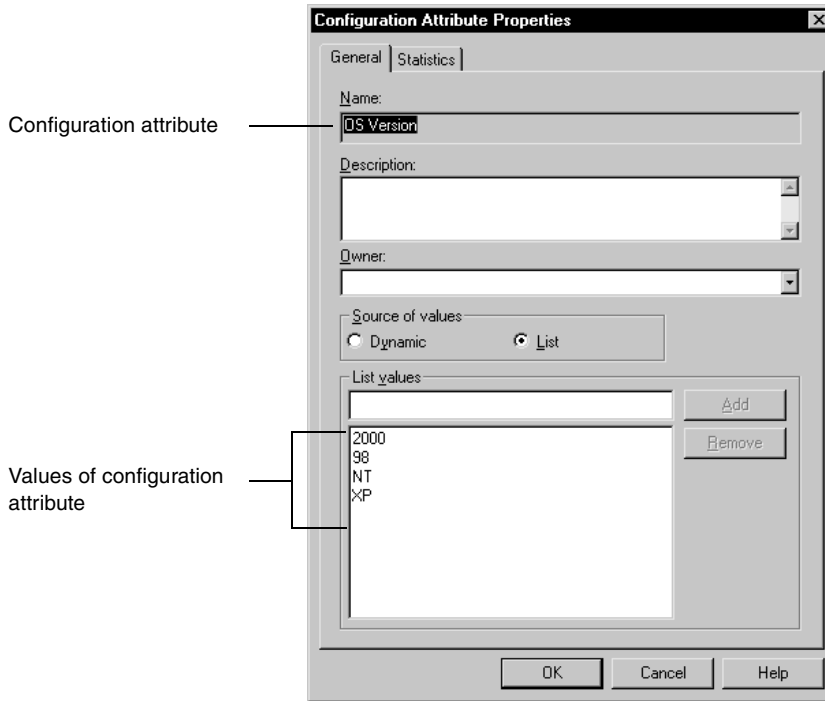
TestManager comes with many built-in attributes. These include: display color bits, display resolution, memory size, operating system, OS service pack, OS version, processor MHz, processor number, and processor type.

To view these built-in attributes and their values:

- 1 Click **Tools > Manage > Configuration Attributes**.
- 2 To see the properties of each attribute, select each attribute and click **Edit**.

**Note:** For detailed procedures, see the TestManager Help.

Any defined values appear in the List values field, as shown in the following example:



If an attribute has a value in the list, you can select that value when you create a configuration. When you run a configured test case, TestManager examines the computer and determines if there is a match with the value.

**Note:** If the source of values for the attribute is set to **Dynamic**, you can type a value when you create a configuration. To determine the appropriate value for a computer, run a test script on that computer and view the configuration of the computer in the Test Log window. For information, see *Viewing Event Details* on page 161.

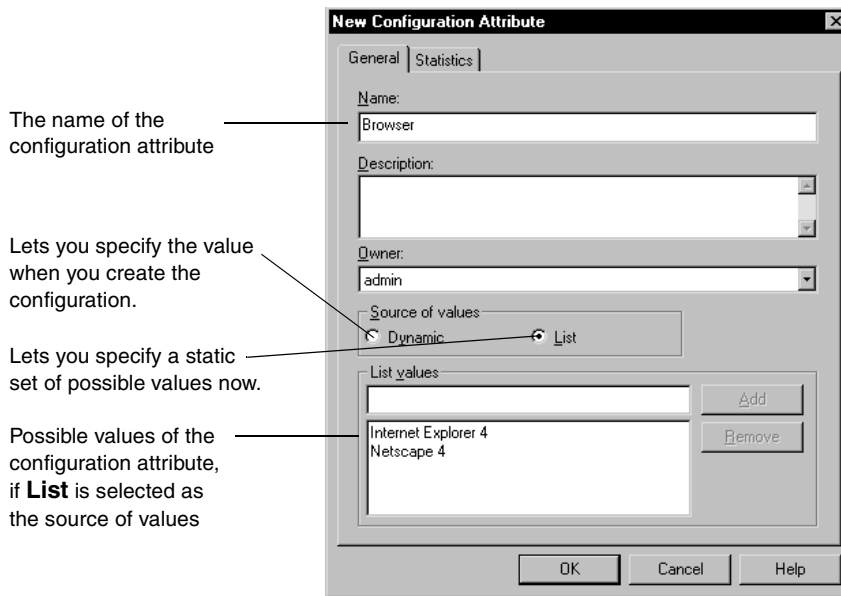
### Defining Custom Configuration Attributes

To use a configuration attribute that is not already built in, you define a custom attribute.

To define a custom configuration attribute:

- Click **Tools > Manage > Configuration Attributes**. Click **New**.

**Note:** If **New** is unavailable, you do not have Administrator privileges. For information, see the *Rational Suite Administrator's Guide* or the Rational Administrator Help.



If you use a custom attribute in a configuration, create a file named `tmsconfig.csv` on each computer on which you intend to run that configuration. For information, see the next section, *Setting Up Custom Attributes in tmsconfig.csv*.

## Setting Up Custom Attributes in `tmsconfig.csv`

As indicated in the previous section, if you have defined custom attributes and values, you need to create a `tmsconfig.csv` file or use the empty `tmsconfig.csv` file provided on each computer on which you intend to run a configured test case. This file contains the attributes and values appropriate to that computer. When you run a configured test case, TestManager checks this file and runs the test case only if both the custom and the built-in attributes match the configuration of the test case.

For example, suppose that you have a configured test case that should run only on computers that have Internet Explorer 4 installed. You have defined the custom attribute and its values by clicking **Tools > Manage > Configuration Attributes**, and then clicking **New**, as described in the previous section. You now need to create a `tmsconfig.csv` file or use the empty `tmsconfig.csv` file provided that includes the attribute and its value on that computer.

To set up custom attributes and values on a computer:

- 1 Create a file named `tmsconfig.csv` or use the empty `tmsconfig.csv` file provided. You can create this file through Excel or through any text editor. (Be sure to save the file in the csv format.)

**Note:** TestManager provides you with an empty `tmsconfig.csv` file, if you did not already create one, to define custom attributes and values that you need with custom configurations. If you already have a `tmsconfig.csv` file that you are using, TestManager will not install or override your `tmsconfig.csv` file. The empty `tmsconfig.csv` file by default is located in:

`C:\Program Files\Rational\Rational Test\tmsconfig.csv`

or wherever you installed your Rational software.

- 2 Add the appropriate attribute/value pairs to the file.

In this example, the computer is running Internet Explorer 4. Therefore, the configuration file contains the following row:

```
Browser,Internet Explorer 4
```

The case of attribute/value pairs in `tmsconfig.csv` must match the case of the custom attributes and values that you defined in TestManager.

- 3 Save the file as `tmsconfig.csv`.
- 4 Move the `tmsconfig.csv` file to the Rational Test folder on the appropriate Local or Agent computer.

**Note:** For detailed procedures, see the TestManager Help.

If a test case's configuration uses custom attributes, the configured test case runs only on computers that fully match those attributes as defined in the computer's `tmsconfig.csv` file.

## Defining the Configurations You Need to Test

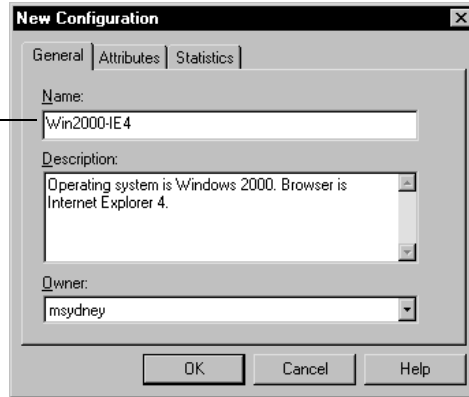
Now that you have defined the configuration attributes and their values, you can define the configurations you need to test. This process is iterative. Throughout the testing project, you'll probably continue to expand and refine this list.

To define a configuration:

- 1 Click **Tools > Manage > Configurations**. Click **New**.

**Note:** If **New** is unavailable, you do not have Administrator privileges. For information, see the *Rational Suite Administrator's Guide* or the Rational Administrator Help.

Use a descriptive name that includes the important information about the configuration.



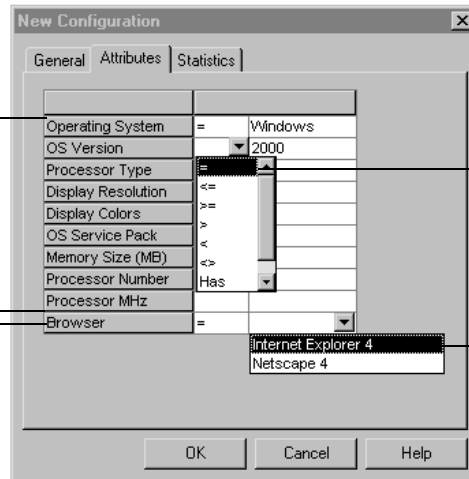
In this figure, the name of the configuration is Win2000-IE4. This name easily identifies that the configuration will be used for testing on a computer that has a combination of Windows 2000 and Internet Explorer 4.

- 2 Click the **Attributes** tab.

**Note:** For detailed procedures, see the TestManager Help.

Built-in configuration attributes

Custom configuration attribute



Select an operator.

If the configuration attributes were defined as a **List**, click in the cell to display a list of possible values.



In the **Attributes** tab, you can:

- Select a value for each appropriate built-in configuration attribute (in this example, Operating System and OS Version).
- Select a value for the custom configuration attribute (in this example, Browser) from the list of values you defined when you created the custom configuration attribute.

**Note:** If the configuration attributes were defined as dynamic, you would need to type in a value. For custom attributes, the valid value for a computer should be in the `tmsconfig.csv` file on that computer. For built-in attributes, to determine the appropriate value for a computer, run any test script on that computer and view the configuration of the computer in the Log Event window of the test log. You must use the exact name of the configuration found in the Log Event window or the configuration does not run. For information, see *Viewing Event Details* on page 161.

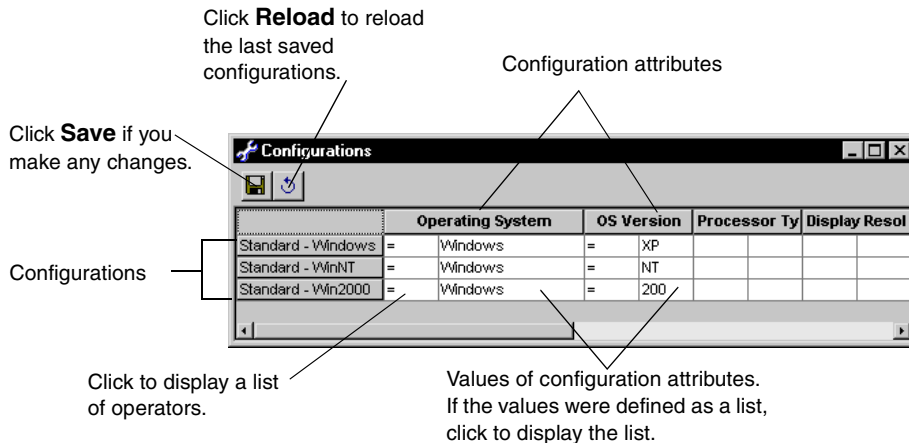
## Viewing and Editing Your Configurations

You can easily view and edit any of your configurations in the Configurations window.

To open the Configurations window:

- Click **View > Configurations**.

**Note:** For detailed procedures, see the TestManager Help.



When the Configurations window is open, you can either insert configuration attributes and configurations from the **Edit** menu or right-click a row in the window.

## Associating a Configuration with a Test Case

After you've created configurations, you can associate a configuration with a test case to create a *configured test case*.

Configured test cases are useful when you need to validate that a piece of functionality works under various configurations. For example, suppose you have a test case that says, "Close the application." You need to validate that the test case passes on two configurations: Windows 2000 with Internet Explorer 4, and Windows 2000 with Netscape 4. You could create two configured test cases associated with the main test case. In order for the test case to pass, all of its configured test cases need to pass.

After you run the configured test cases, create a Test Case Results Distribution report filtered on the specific configurations that interest you. For information about reports, see *Reporting Results* on page 173.

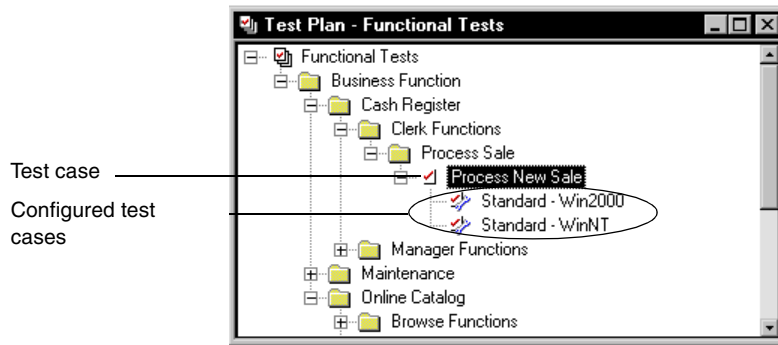
You can associate a configuration with a test case in several ways:

- When creating a new test case, click the **Iterations - Configurations** tab in the New Test Case dialog box.
- When editing the properties of an existing test case, click the **Iterations - Configurations** tab in the Test Case Properties dialog box.
- In the Test Plan window, right-click a test case and click **Associate Configuration**. Select the configurations to associate.

**Note:** For detailed procedures, see the TestManager Help.

You can also associate configurations with test plans and test case folders. When you associate a configuration with a test plan or folder, the configuration is automatically associated with all new test assets that are direct children of that plan or folder. When you associate a configuration in the Test Plan window, you can also associate the configuration with all of the existing children of the test plan or folder. For more information, see *Inheriting Iterations and Configurations from a Test Plan* on page 35, and *Inheriting Iterations and Configurations from a Test Case Folder* on page 37.

Configured test cases appear under test cases in the Test Plan window.



## Inheriting Test Case Properties

When you associate a configuration with a test case to create a configured test case, the configured test case inherits the following properties from its parent test case:

- Manual implementations
- Automated implementations
- Preconditions
- Post-conditions
- Acceptance criteria
- Iterations

The following table lists the rules for inheriting test case properties:

<b>Test Case Property Inheritance Rules</b>		
<b>If</b>	<b>And</b>	<b>Then</b>
You create a configured test case	you do not manually change the property of the configured test case in the Configured Test Case dialog box	the configured test case inherits the property from the parent test case.
You create a configured test case	you change the property of the parent test case in the Test Case dialog box	the configured test case inherits the property change from the parent test case.
You create a configured test case	you manually change an inherited property of a configured test case in the Configured Test Case dialog box	the configured test case no longer inherits this property from the parent test case. If this property changes in the parent test case, it does not change in the configured test case.
You associate an iteration with a test case	you create a configured test case	the configured test case inherits the iteration from the parent test case.
You create a configured test case and the parent test case does not have an associated iteration	you associate an iteration with the parent test case from the shortcut menu	TestManager asks you if you want to apply the association to all of the existing children. If you click <b>Yes</b> , all existing and all new children inherit the association from the parent test case.
You create a configured test case and the parent test case does not have an associated iteration	you associate an iteration with the parent test case from the Test Case dialog box	all new children inherit the association from the test case folder. Existing children do not inherit the association from the parent test case.

Configured test cases also inherit test inputs and test case suspicion from their parent test cases. For information, see *Inherited Test Inputs* on page 54 and *Inherited Test Case Suspicion* on page 58.

## Specifying When to Run Tests

Many test organizations plan more test cases than can actually run at any given time. You can create all of the test cases in TestManager and then use iterations to identify when specific test cases actually need to run and pass.

An *iteration* is a defined span of time during a project. The end of an iteration is typically a major project milestone. In an iteration, the product has to meet a certain quality standard to reach a milestone. The quality standard is defined by the test cases that must pass. In many organizations, the tester works with an analyst or project manager to determine at which iterations the test case needs to pass.

For example, at the beginning of a project you start to create all of the test cases that you can think of for the system. The analyst reviews your test plan and says that test cases 1, 2, 3, and 8 are important for the Construction 2 iteration. You or the analyst go into TestManager and associate the Construction 2 iteration with these four test cases. During your testing, you come up with another test case. The analyst decides that this is an important test case for Construction 2, so you add that iteration to the test case.

TestManager provides you with an initial set of iterations. (For a description of these iterations, see the TestManager Help.) You can use these iterations or add your own based on what makes sense for your organization.

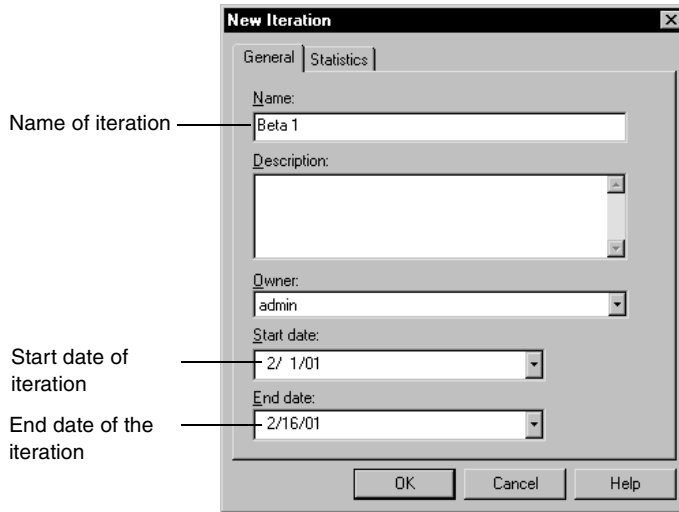
## Creating and Editing Iterations

To create or edit iterations:

- 1 Select **Tools > Manage > Iterations**.
- 2 Click **New** to create a new iteration or select an existing iteration, and click **Edit**.

**Note:** If **New** and **Edit** are unavailable, you do not have Administrator privileges. For information, see the *Rational Suite Administrator's Guide* or the Rational Administrator Help.

You can also right-click **Iterations** or a specific iteration in the **Planning** tab of the Test Asset Workspace.



## Associating Iterations with a Test Case

You can associate an iteration with a test case in several ways:

- When creating a new test case, click the **Iterations - Configurations** tab in the New Test Case dialog box.
- When editing the properties of an existing test case, click the **Iterations - Configurations** tab in the Test Case Properties dialog box.
- In the Test Plan window, right-click a test case and click **Associate Iteration**.

You can also associate iterations with test plans and test case folders. When you associate an iteration with a test plan or folder, the iteration is automatically associated with all new test assets that are direct children of that plan or folder. When you associate an iteration in the Test Plan window, you can associate the iteration with all of the existing children of the test plan or folder.

You can run all test cases associated with a specific iteration. For information, see *Running a Test Case* on page 119.

You can create and run Test Case Trend reports that distribute over iterations. For example, you can create a Test Case Trend report that is distributed over a specific iteration over a specific period of time. When all of the test cases that define your quality acceptance criteria for a given iteration pass, you have met your quality objective for that milestone.

## Test Impact Analysis

Test impact analysis is very important to be certain that your test scripts are providing coverage for all your test inputs.

If a test input changes, TestManager informs you of the impact of that change on your test plan. For example, if a requirement changes in some meaningful way, you must know which test cases in your test plans are affected so that you can update them to reflect requirement changes. TestManager automatically identifies and marks the affected test cases as “suspect” for you.

To perform test impact analysis, do the following:

Objective	Task	See
Set up traceability.	Associate a test input with a test case.	<i>Setting Up Traceability Using Test Inputs</i> on page 54
Have TestManager automatically mark test cases as suspect when a meaningful change takes place in a test input.	Set up automatic test case suspicion in built-in test input adapters and in custom adapters.	<i>Setting Up Automatic Test Case Suspicion</i> on page 55
Keep test cases and test scripts up-to-date during the development life cycle.	Regularly check test inputs or test plans to see if there are any meaningful test input or test case changes.	<i>Test Case Suspicion</i> on page 56 or the TestManager Help - <i>test case suspicion</i> ; <i>viewing suspect links</i> .
Evaluate all suspect links.	<p>If a change to a test input is meaningful and the link is not marked as suspect, manually mark the link as suspect.</p> <p>Clear those suspect links that are not meaningful, such as a minor changes, to a feature that does not need a change in the test script.</p> <p>If a change to a test case is meaningful, for example, a new feature is added that requires a new test script, create the new test script, and then clear the suspect link.</p>	<p>TestManager Help: <i>test case suspicion:marking suspect links</i>.</p> <p>TestManager Help: <i>test case suspicion:clearing suspect links</i>.</p> <p>TestManager Help: <i>test case suspicion:clearing suspect links</i>.</p>

## Setting Up Traceability Using Test Inputs

As described in *Identifying What to Test by Using Test Inputs* on page 28, test inputs help you decide what to test. When you create your test cases, you can associate test inputs with them. By doing this, you can determine if a test case needs to change because its associated test input changes.

You can also use associations to determine if the test input is covered by a test case. For example, suppose you are using requirements as test inputs. When every test input is associated with a test case, all of your requirements are covered. When every test case passes, all of the test inputs have been validated. Use the Test Case reports to determine this information.

You can associate a test input with a test case in several ways:

- When creating a new test case, click the **Test Inputs** tab in the New Test Case dialog box.
- When editing the properties of an existing test case, click the **Test Inputs** tab in the Test Case Properties dialog box.
- In the Test Plan window, right-click a test case and click **Associate Test Input**.
- In the Test Inputs window, right-click a test input and click **Associate Test Case**.
- When you create a configured test case, the configured test case inherits associated test inputs from its parent test case. For information, see the next section, *Inherited Test Inputs*.

## Inherited Test Inputs

When you create a configured test case, the configured test case inherits associated test inputs from its parent test case. You can also associate a configured test case with a test input not inherited from a parent test case.



The following table lists the inheritance rules for test inputs:

Test Input Inheritance Rules		
If	And	Then
You associate a test input with a test case	then you create a configured test case	the configured test case inherits the associated test input from the parent test case.
You create a configured test case	then you associate a test input with the parent test case	the configured test case inherits the associated test input from the parent test case.
You remove a test input association from a test case that has a configured test case		the inherited test input association is removed from the configured test case. <b>Note:</b> You can only remove an inherited test input association from a configured test case by removing it from the parent test case.

## Setting Up Automatic Test Case Suspicion

TestManager can automatically identify and mark the link between a test input and a test case as suspect, if a meaningful change occurs in a test input. You must set up automatic test case suspicion in built-in test input adapters and in custom test input adapters for TestManager to mark test case suspicion automatically.

### Built-In Test Input Adapters

**RequisitePro requirements as test inputs** – If you use RequisitePro requirements as test inputs, you can mark requirements types for external traceability. If a requirement that you mark in RequisitePro for external traceability changes, TestManager automatically marks as suspect the link between that requirement (test input) and its associated test case. For information about setting up RequisitePro requirements for external traceability, see *external traceability:marking requirements* in the RequisitePro Help.

**Rational Rose models as test inputs** – If you use a Rose model as a test input, you can analyze any changes in a Rational Rose model and then manually mark as suspect the link between a Rose model (test input) and a test case. You cannot set up automatic test case suspicion for Rose models as test inputs.

**Microsoft Excel values as test inputs** – If you use values in an Excel spreadsheet as test inputs, you can set up TestManager to track changes in individual test inputs or if any change occurs in the entire spreadsheet. TestManager then automatically marks as suspect the link between the test input and its associated test case. For information about setting up Excel test input sources for test case suspicion, see *registering:Microsoft Excel spreadsheet as source* and *Set Configuration dialog box for Microsoft Excel test inputs* in the Rational TestManager Help Index.

### Custom Test Input Adapters

If you use a custom test input adapter, you can define what type of change is a meaningful change in a test input. You can also define the test input adapter so that TestManager automatically marks the link between a test input and the associated test case as suspect when that meaningful change occurs. (For information about writing test input adapters, see the *Rational TestManager Extensibility Reference*.)

## Test Case Suspicion

After you associate a test input with a test case, to view whether a test input changes in a meaningful way (as determined by the test input adapter), you must update the link between the test input and the associated test case as suspect.

To update a suspect link between a test input and an associated test:

- Click **View > Update Suspicion** from the Test Input view or Test Plan window.

To view a suspect link between a test input and an associated test:

- 1 Click **View > Show Test Cases**.
- 2 Click **View > Show Suspect**.

**Note:** For detailed procedures, see the TestManager Help.

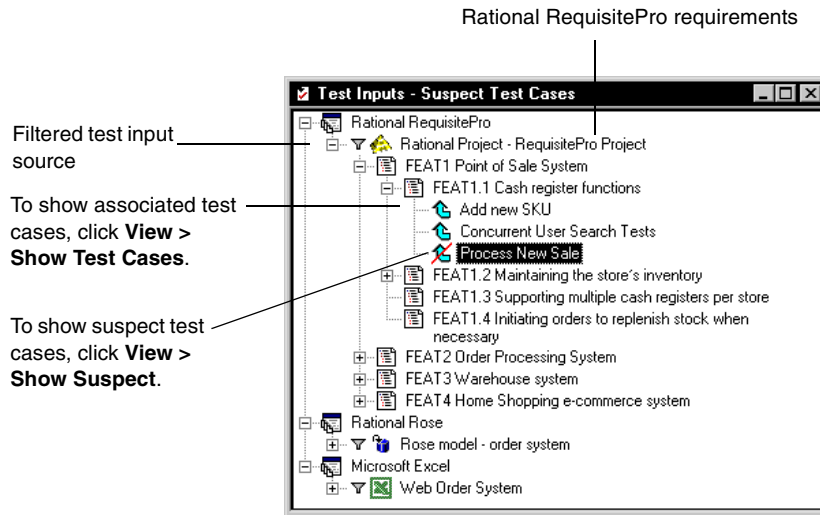
A blue arrow appears next to each test case associated with a test input. If the link between a test case and a test input is suspect, a red hash mark appears through the blue arrow. A test case remains suspect until you manually clear the suspect link.

To view a suspect test case from the Test Inputs window:

- Click **View > Test Inputs**.

**Note:** For detailed procedures, see the TestManager Help.

The following figure shows the Test Inputs window, test inputs and their associated test cases, and a suspect test case.



To clear or mark a suspect test case from the Test Inputs window:

- Select a test case and then right-click. Click **Mark Suspect** or **Clear Suspect**.

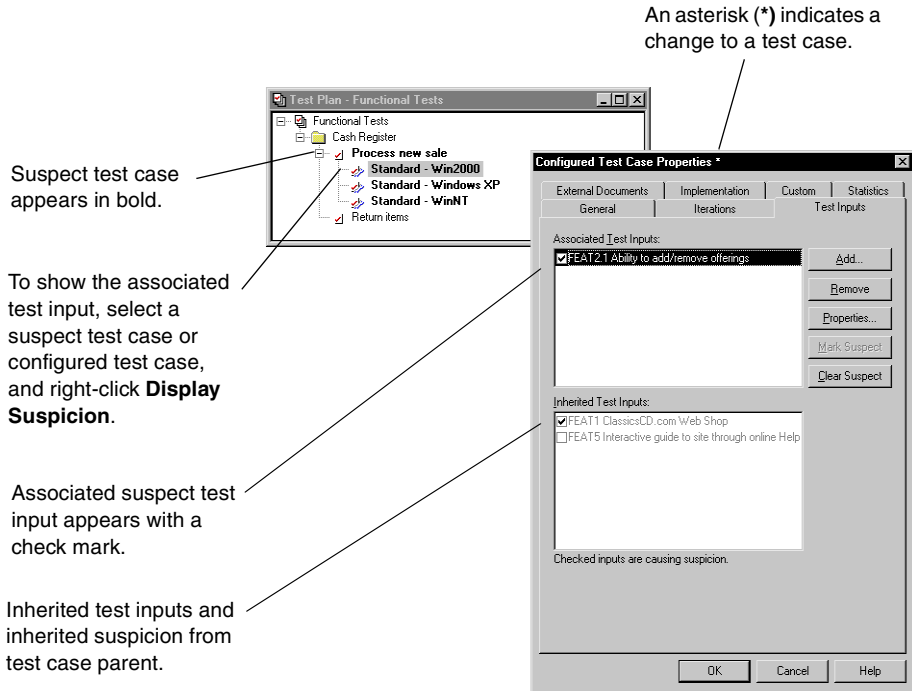
To update the display of suspect test cases, do one of the following:

- Click **View > Update Suspicion** from the Test Input view or Test Plan window.
- From the Test Inputs or Test Plan window, select a test input source or test input type, and then click **Refresh**.
- From the Test Inputs window, click **Refresh All** to refresh the entire test inputs tree.
- Close and reopen the Test Plan window or Test Inputs window.
- Exit from TestManager and then start TestManager.

**Note:** For detailed procedures, see the TestManager Help.

A suspect test case appears in bold in the Test Plan window.

The following example shows a suspect test case as it appears in the Test Plan window and shows the test case properties of a configured test case in the Test Case Properties dialog box:



To view a suspect test case from the Test Plan window:

- Click **File > Open Test Plan**.

**Note:** For detailed procedures, see the TestManager Help.

### Inherited Test Case Suspicion

When you create a configured test case, the configured test case inherits test case suspicion from its parent test case.

The following table lists the inheritance rules for test case suspicion:

Test Case Suspicion Inheritance Rules		
If	And	Then
A test case is suspect	the test case has a configured test case	the configured test case inherits test case suspicion from the parent test case.
You clear a suspect link in a parent test case	the configured test case has inherited suspect links and noninherited suspect links	TestManager clears only inherited suspect links in a configured test case.

## Managing Test Assets

---

Key to planning tests is managing the assets related to a test. Once you have an established test with stable test assets, managing them as part of a greater test strategy can save you time and energy. As part of managing test assets you can:

- Upgrade test assets from previous versions of Rational projects.
- Use the Datastore Doctor to verify test datastores and repair corrupted test datastores.
- Export and import test assets
- Copy, cut, and paste test assets.
- Learn about inheritance and test assets.
- Add file-based test scripts to version control.

### Upgrading from Previous Versions of Rational TestManager

To use the current version of TestManager with a Rational project created with a previous version of the Administrator, you must upgrade the project. Upgrading your project also lets you use the new features in this version of TestManager.

**Note:** If your test assets are in version control, you must check in all assets before upgrading a project and all users must disconnect from the project.

To upgrade a project:

- 1 Start the Administrator.
- 2 Select a project.
- 3 Click **File > Upgrade Project Assets**.

The upgrade wizard starts. For more information, see the Rational Administrator Help.

**Note:** Before upgrading test datastores, Rational recommends that you run the Datastore Doctor wizard on the test datastore to ensure that all data is consistent and there are no corruptions.

## Verifying and Repairing Test Datastores Using the Datastore Doctor

Rational created the Datastore Doctor to help you verify the status of a given datastore and help you to repair any inconsistencies in it.

As part of the testing process, Rational test datastores record information about functional and performance testing assets and artifacts. Information stored includes suites, tests plans, test cases, reports, test logs and scripts, as well as data on users, groups, and computers. The large amount of information in a test datastore can become corrupted for a variety of reasons.

The Datastore Doctor wizard first verifies the consistency of a specified datastore and records and reports any inconsistencies encountered. Then the Datastore Doctor attempts to repair inconsistencies in the datastore and the cache database contained within the datastore.

All information about datastore verification and repair is stored in accessible log files, and these file locations are noted when you run the Datastore Doctor.

To run the Datastore Doctor, from the Rational Administrator:

- Click **Tools > Datastore Doctor**.

## Exporting and Importing Test Assets

Exporting and importing test assets allows you to share assets among Rational test datastores, use third-party tools to create or use test assets, or use third-party tools to analyze test data. Assets exported from or imported into test datastores must conform to the standard format for a Rational Test Asset Parcel file (.RTPAR).

Copying assets among test datastores can save time and help to ensure tests are successful more quickly. If, for example, a computer list or configuration needs to be used in several tests, exporting that asset to a Rational Test Asset Parcel file and then importing that file into the different test datastores is quicker and more efficient than recreating the asset from scratch for each test. It is also less likely to have an inadvertent error and ensures consistency of test results.

Using third-party tools in conjunction with test assets allows additional flexibility in your testing process. For example, you could use a stand-alone laptop computer to compose a manual test script or write up information about a test asset in an XML file in a text editor. You could then import that test script or test asset to use as part of your testing. Optionally, you could open the exported test details file in a text editor for distribution and examination beyond the testing department.

## Exporting Test Assets for Use in Other Test Datastores

Most Rational test assets can be exported to Rational Test Asset Parcel (.RTPAR) files. These files describe the asset, the configuration of the asset, and, when assets are related to other test assets, the relationship of the asset to other assets. You can choose to export test assets with or without related assets.

**Note:** Suites are not exportable.

The Rational Test Asset Parcel file is a custom XML file. All files begin with:

```
<?xml version="1.0"?>  
<TestAssetParcel>
```

and end with

```
</TestAssetParcel>
```

Between these tags the file lists the asset being exported, all attributes, and any selected related assets. For example, for an iteration test asset called Construction 2, the .RTPAR file includes tags that define:

- The kind of test asset
- Test asset name
- User-defined test asset description, if any
- Date the test asset was created
- Date the test asset was last modified
- Who last modified the test asset
- Who created the test asset
- Who owns the test asset

- The date the iteration begins
- The date the iteration ends

The file looks like this:

```
<?xml version="1.0"?>
<TestAssetParcel>
  <Iteration>
    <Name><![CDATA[Construction 2]]></Name>
    <Description/>
    <CreationDate><![CDATA[2001:06:20:11:46:35]]></CreationDate>
    <ModificationDate><![CDATA[2001:06:20:11:46:35]]></ModificationDate>
    <LastModifiedBy><![CDATA[System]]></LastModifiedBy>
    <CreatedBy><![CDATA[System]]></CreatedBy>
    <Owner><![CDATA[System]]></Owner>
    <StartDate><![CDATA[2001:06:20:05:01:01]]></StartDate>
    <EndDate><![CDATA[2001:06:20:11:46:35]]></EndDate>
  </Iteration>
</TestAssetParcel>
```

The content of the .RTPAR file varies according and appropriate to the test asset you export. Some tags are specific to certain assets; some are common.

Test assets with relationships have either associated assets or contained assets. For example, two top-level folders appear on the Planning tab of the TestManager console, Test Plans and Iterations. The test plans within the Test Plan folder are contained assets, as are the iterations listed within the Iterations folder. Iterations and Test Plans are associated but not contained one within the other.

When you export a test asset with relationships, you can choose to export any or all of the related assets in their entirety, whether associated or contained, or just export the primary asset with references to the related assets.

If you export a test asset with relationships, the .RTPAR file includes those relationships, whether they are associated assets or contained assets. Contained asset information is located within the parent asset tags; associated assets have the same level as the parent asset.

**Note:** To export a test asset from a previous release of TestManager, first upgrade the datastore to the current version of TestManager; then export the asset.

For more information about the format of test asset parcel files, see Appendix D, *Rational Test Asset Parcel File Format*.

To export a test asset for use in another Rational test datastore, do one of the following:

- Right-click the asset in the Test Asset Workspace and click **Export**.
- Select an asset type to export from the **Tools > Manage** menu, select a specific asset, and then click **Export**.

**Note:** For detailed procedures, see the TestManager Help.



## Exporting Test Log Details to Third-Party Tools

TestManager also allows you to export Rational test log details using the Rational Test Asset Parcel file format (.RTPAR). In the case of log details, the parcel file describes each log event associated with the test, unless filtered at the time of export. Once exported, test log details can be rendered by third-party applications for further evaluation.

TestManager allows you to filter numerous properties when exporting test log details, including, but not limited to, details regarding test start and end time, the test executable, test scripts, virtual testers, synchronization points, timers, and so on.

**Note:** Rational strongly recommends judicious filtering of test log properties to export, as the data exported in its entirety is huge and can be difficult to manage.

For more information about the content and format of test details in test asset parcel files, see Appendix D, *Rational Test Asset Parcel File Format*.

To export test asset details for evaluation by other applications:

- Right-click a test result to export from the **Results** tab and select **Export Log Details**.

**Note:** For detailed procedures, see the TestManager Help.

## Exporting Manual Test Scripts

Rational also allows you to export manual test scripts from Rational ManualTest to a simple text file.

To export a manual test script from ManualTest to a text file:

- Click **File > Export > To text file**.

**Note:** For detailed procedures, see the Rational ManualTest Help.

## Importing Test Assets

TestManager allows you to import test assets using the Rational Test Asset Parcel file format (.RTPAR) as long as the content of the file conforms to the established format and the Rational document type definition (DTD) can validate the file. Rational also allows you to import manual test scripts into Rational ManualTest from either an existing test datastore or from a simple text file.

When you import test assets with relationships, the relationships are maintained exactly as they existed when the asset was initially exported. For example, if you export a test plan and export all related assets with the plan, those complete related assets are included with the test plan in any subsequent import process. Likewise, if you export a test plan with only reference to related assets and do not export the complete related assets, the imported version of the test plan notes the relationships but does not include the complete assets.

Whether you import test assets from existing Rational Test datastores or you create test assets in a third-party application, the test asset must conform to the Rational Test Asset Parcel file format (.RTPAR). If the asset you want to import was first exported from an existing test datastore, the format should not be in question. If the asset was created in a third-party application, check the format against the file format as described in Appendix D, *Rational Test Asset Parcel File Format*.

When you import a test asset, Rational TestManager allows you to choose whether to overwrite existing test assets with matching names.

**Warning:** Be careful if you choose to overwrite; the process is irreversible.

To import a test asset from a Rational Test Asset Parcel file:

- Click **File > Import from Test Asset Parcel**.

**Note:** For detailed procedures, see the TestManager Help.

**Note:** Test log data is exportable but not importable.

## Importing Manual Test Scripts

Rational also allows you to import manual test scripts into Rational ManualTest from either an existing test datastore or from a simple text file.

Since manual test scripts usually are text files of steps a person must perform, they are easily imported from text files. However, make sure that you save the text file without any extraneous formatting.

To import a manual test script into ManualTest from an existing Rational Test Datastore:

- Click **File > Import > From Rational Project**.

To import a manual test script into ManualTest from a text file:

- Click **File > Import > From text file**.

**Note:** For detailed procedures, see the Rational ManualTest Help.

## Copy, Cut, and Paste Test Assets

You can:

- Cut, copy, and paste test case folders and test cases in the Test Plan window
- Cut, copy, and paste test plans and iterations in the Test Asset Workspace.
- Drag and drop test assets within the same test plan.

To cut, copy, or paste a test asset:

- Right-click a test asset and click **Cut**, **Copy**, or **Paste** from the shortcut menu.

**Note:** You cannot cut, copy, or paste between two different Rational projects.

If the Copy command is unavailable, you do not have Administrator privileges. For information about how to change privileges, see the *Rational Suite Administrator's Guide* or the Rational Administrator Help.

## Software Configuration Management

As you develop your test assets, you can use a software configuration management system to maintain an auditable and repeatable history of your organization's test assets.

For test assets stored in the Rational Test datastore, use Unified Change Management (UCM), which comes with Rational Suite, as your software configuration management system to manage change in test assets stored in the Rational Test datastore and in software system development from requirements to release. For information, see the Rational Administrator Help.

For test scripts not stored in the Rational Test datastore, use Rational ClearCase LT, which comes with Rational Suite, as your software configuration management system or another software configuration management system that supports the Microsoft Common Source Code Control (SCC) Integration Specification. For information see the next section, *Test Script Version Control*.

## Test Script Version Control

For test scripts not stored in the Rational Test datastore, use test script version control if you have the following:

- File-based test scripts not stored in the Rational Test Datastore – file-based test script is created with a test tool, IDE, or editor that provides a command line interface for creating and editing the test script, and can be opened with the standard File Open dialog box. If a test script is stored in the Rational Test datastore, (**Rational Test Datastore**) appears next to the test script source in the Test Scripts window.
- A software configuration management system – You can use either Rational ClearCase LT, which comes with Rational Suite, or another software configuration management system that supports the Microsoft Common Source Code Control (SCC) Integration Specification.
- A Test Script Console Adapter (TSCA) that supports versioning for the test script type that you want to version. The TSCAs that come with TestManager support version control for file-based test scripts. For information about writing a custom TSCA to support versioning, see the *Rational TestManager Extensibility Reference*.

## Setting Up Test Script Version Control

To set up test script version control and integrate source control management with TestManager:

- Install and configure your source configuration management system. For information about installing and configuring Rational ClearCase LT, see the Rational Administrator Help.
- In TestManager, define any new test script types that you create. For information, see *Defining a New Test Script Type* on page 84.
- Register all test script sources and enable version control for each source. For information, see the *registering: new test script source* in the Rational TestManager Help Index.

## Adding Test Scripts to Version Control

You can add file-based test scripts not stored in the Rational Test Datastore to version control, check out test scripts, check in test scripts, and undo checkouts from the Test Scripts window of TestManager.

When you check out a test script, a check mark appears on the test script icon in the Test Scripts window.

To add test scripts to version control, check out test scripts, check in test scripts, and undo checkouts:

**1** Click **View > Test Scripts**.

**2** Do one of the following:

- Right-click a test script to display a shortcut menu. Click the version control command that you want.

**Note:** The version control commands that appear on the shortcut menu depend on the test script adapter and version control software that you use.

- Click the test script version control icon. For information about the version control icons, see *test script version control icons* in the Rational TestManager Help Index.

**Note:** For detailed procedures, see the TestManager Help.



This chapter describes how to design tests. It includes the following topics:

- About designing tests
- Specifying the testing steps and verification points
- Specifying preconditions, post-conditions, and acceptance criteria of test cases
- Example of a test design

**Note:** For detailed procedures, see the TestManager Help.

## About Designing Tests

---

Once you have defined the features that you need to test, decide how to do the testing. The activity of test design is primarily answering the question “How can I perform this test case?”

As part of the design of the test case, identify:

- The high-level set of steps required to perform the test.
- How to validate that the items or features you are testing are working properly.
- The preconditions of the test case — how to set up the application and system so that the test case can run.
- The post-conditions of the test case — how to clean up after the test case runs.
- The acceptance criteria — how to decide if the test case passed.

You should be able to design your tests based on test inputs such as feature descriptions and software specifications (for example, requirements) before or during the implementation of the actual system. This is a key aspect of making testing a parallel development with system implementation.

A test design can be created without knowledge of the specifics of the implementation of application under test—for example, without knowledge of the kinds of controls used in the dialogs or what dialog or window implements a use case. The test case design should be abstract enough that if the implementation changes, the test design remains valid.

Someone should then be able to take the test design and a software build of the system (with documentation) and know how to implement the test.

For example, if you are using an automated testing tool like Robot, you start your tool and follow the steps documented in the test case design to create an automated test script. The test script becomes an implementation of the designed test case and therefore of the test case itself.

## **Benefits of Good Test Design**

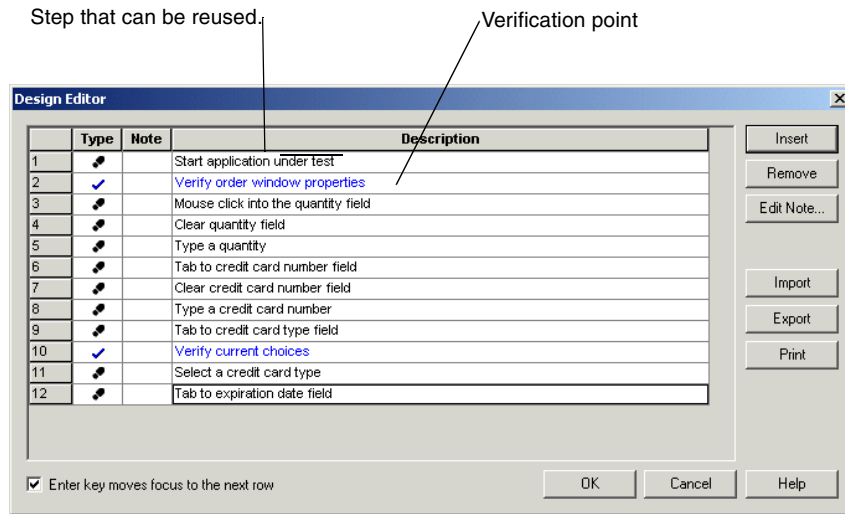
A good test design lets you take advantage of the benefits of test automation: reuse. A good test design helps you to recognize the potential for reuse in the implementation that you build. Until you know what needs to be done for each test case, you cannot identify patterns of reuse that will be valuable when you design and build your test implementation.

When you look at all of the test designs (one for each test case) before you implement the test cases, you might find patterns in the test designs that indicate a more efficient way to implement the test cases. For example, you might see that every test design begins with a step that says “From the Start menu, start the application.” You might decide that it doesn't make sense to record this step in every test script, because if the name of the application changes, all of the scripts would need to be changed. Instead, you might build a subroutine to start the application and have the test scripts call that subroutine. This would become obvious by looking at the test designs.

Another benefit of a test design is that it helps to establish a baseline for a test case. As you develop your test cases, you can validate them against the original test design.



The following figure is an example of a test design:



As the application is built, you can make the instructions for execution more detailed. You should make the design as detailed as necessary, stating the steps and actions necessary to execute the test and the verification methods to be used.

You can easily import a test design into a manual test script, which then becomes the implementation of the test case. For information about manual test scripts, see *Creating Manual Test Scripts* on page 87.

## Specifying the Testing Steps and Verification Points

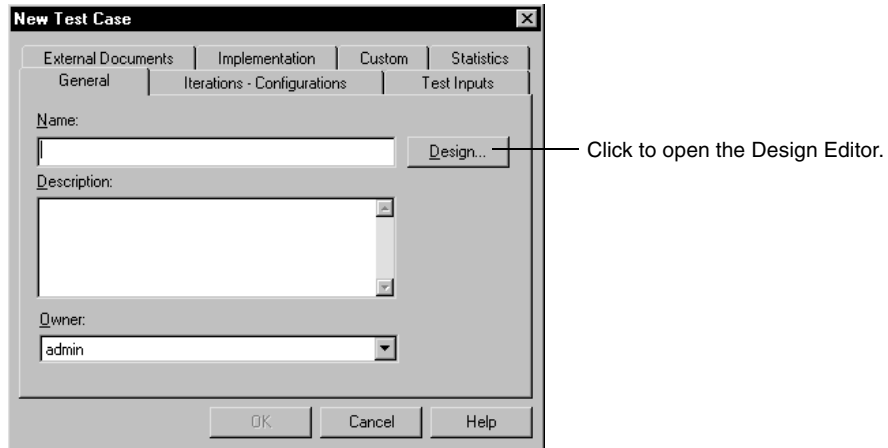
---

You can design a test case when you first create the test case or at a later time.

To design a new test case:

- In the Test Plan window, right-click a test case folder. Click **Insert Test Case**.

**Note:** For detailed procedures, see the TestManager Help.



To design an existing test case:

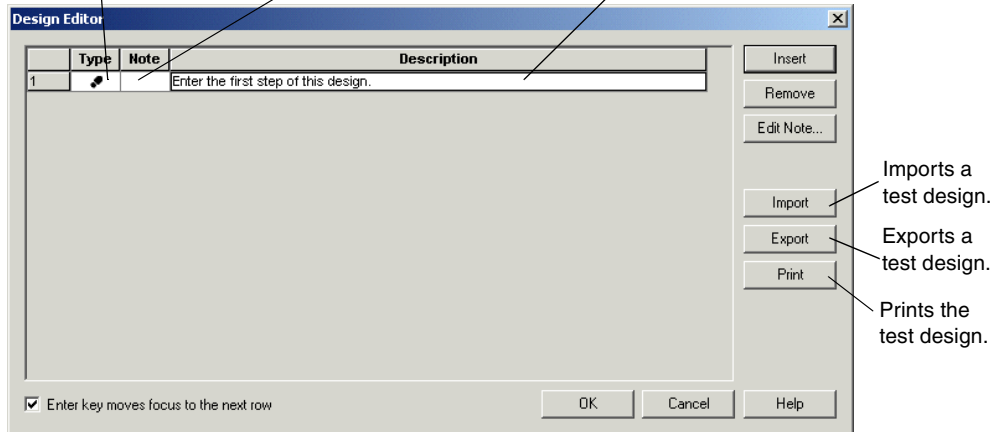
- In the Test Plan window, right-click the test case. Click **Design**.

**Note:** For detailed procedures, see the TestManager Help.

Indicates whether a row is a step (footprint) or a verification point (check mark). Click to change.

Click to include a note.

Contains the step or verification point.



Use the Design Editor to include the steps and verification points that should be included in the test script:

**Step** – An action to be taken in the application or system. This could be general when you first begin the design, but then become more specific over time.

**Verification Point** – A point in a test script that confirms the state of one or more objects.

When you click **OK** in the Design Editor, that design becomes a property of the test case.

The test design evolves over iterations of the development process. As you learn more of the details of how the system is implemented, you can add more steps and verification points to the design.

You can import a test design from a text file to save time and effort. For information about importing the contents of a text file, see *Importing Test Assets* on page 63. Similarly, you can export a test case design to a text file to be imported later into another project, or to be used in other ways.

**Note:** To create a manual test script from a test case design: Click the **Implementation** tab and then click **Import from Test Case Design**. For more information, see *Creating Manual Test Scripts* on page 87.

## Specifying Conditions and Acceptance Criteria of Test Cases

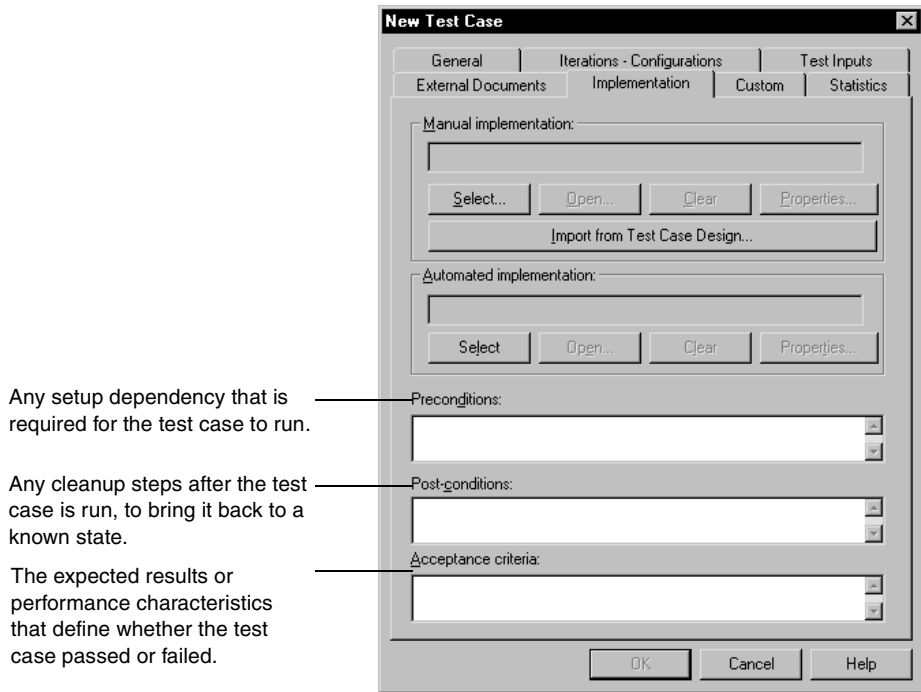
---

*Preconditions* and *post-conditions* provide information for the person executing the test. They describe the constraints on the system that must be true when an operation starts or ends, therefore ensuring that the test case runs properly and leaves the system in an appropriate state. Failure of a precondition or post-condition does not mean that the behavior or function being tested did not work. It means that the constraint was not met.

The *acceptance criteria* indicates what needs to be true in order for a particular test case to pass.

To specify the conditions and acceptance criteria:

- 1 In the Test Plan window, right-click a test case. Click **Properties**.
- 2 Click the **Implementation** tab.



For example, if the test case needs to verify whether the response time for logging into a system is acceptable, you might include the following information with the test case:

**Precondition** – You must have the proper user ID available in the system and the system must be in a logged off state.

**Post-condition** – After you log on and successfully verify the test case, log off (or bring the system back into a known state for the following tests).

**Acceptance criteria** – The response time range should be between .5 and 2.0 seconds for this test case to pass.

In another example, your test could have five verifications. However, at a certain point in time, only three of them might need to pass for the test case to pass. In this case, the acceptance criteria might change based on the iteration.

**Note:** If you associate a configuration with a test case to create a configured test case, the conditions and acceptance criteria of the test case are inherited by the configured test case.

## Example of a Test Design

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This section gives an example of a design for a test case. Because the test design is based on test inputs, it can be developed before any code is written.

In this example, you are testing an automated teller system (ATM). Your requirements include a use case for withdrawing money from a specified account type. Another requirement specifies that to perform any transactions with the ATM, the user must be identified and validated. From these requirements, you have defined a test case to ensure that you can withdraw a sum of money from a checking account when the account contains more money at the start of the transaction than the amount withdrawn.

The first iteration of the test design might be as follows:

### **Preconditions**

- Ensure that we have a valid account set up and know the user ID and validation information (password or PIN).
- Verify that a checking account exists for the user and that we know the current balance.
- The current balance must be greater than zero.

### **Design**

- Step – Identify the user to the ATM and validate.
- Verification Point – Make sure that we are logged on.
- Step – Select “Checking” as the account type and “Withdraw” as the transaction.
- Step – Specify the amount to withdraw where the amount is less than the current balance.
- Verification Point – Ensure that the amount dispensed matches the amount specified.
- Verification Point – Run the account balance transaction to ensure that the new balance equals the old balance minus the amount withdrawn.

### **Post-Conditions**

- Make sure that the user has logged out of the ATM.

### **Acceptance Criteria**

- All verifications must succeed.

As more details of the system become available — as you move through iterations of test assets like visual models, software specifications, prototypes, and so on — you can add more detail to the test design. For example, you might learn later that users can identify themselves with a card and PIN. You could update the design to have steps to insert the card, enter the PIN, and retrieve the card at the end.





This chapter describes how to implement tests. It includes the following topics:

- About implementing tests
- Implementing test cases
- Calling Test Script Services from test scripts
- Creating manual test scripts
- Associating an implementation with a test case
- Implementing tests as suites

**Note:** For detailed procedures, see the Rational TestManager Help.

## About Implementing Tests

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After you've created the test design for each test case, you're ready to implement the test case. You *implement* a test case by building a test script and then associating that test script with the test case.

Implementation is different in every organization. You can use your preferred tools or manual test efforts to build any kind of test script appropriate for your testing environment.

For example, one testing organization might decide to implement all of the test cases by recording the test script using Robot.

Another organization might decide to write modular pieces of software using a combination of Visual Test scripts, batch files, and Perl scripts, and then programmatically tie them together in a higher-level script.

After you implement a test script, you can associate it with a test case in TestManager. For information, see *Associating an Implementation with a Test Case* on page 92.

You can then run the test case or the test script in TestManager. You can also insert the test script into a suite and run the suite. For information about running implementations, see *Executing Tests* on page 115.

## Test Scripts Window

The Test Scripts window lists all test scripts organized in a hierarchy with the test script type at the top. Each test script type contains the test script source, which contains test scripts.

From the Test Scripts window, you can:

- View all test scripts sorted by type.
- Filter, open, and run test scripts.
- View and modify test script properties.
- Define test script options for a test script type, a test script source, and a test script to determine how your test script executes. You can use test script options to control how a test script executes or to pass arguments to a test script.

**Note:** You can also define a test script option for a test case implementation and a test script in a suite. For information, see *Defining Test Script Options* in the Rational TestManager Help Index.

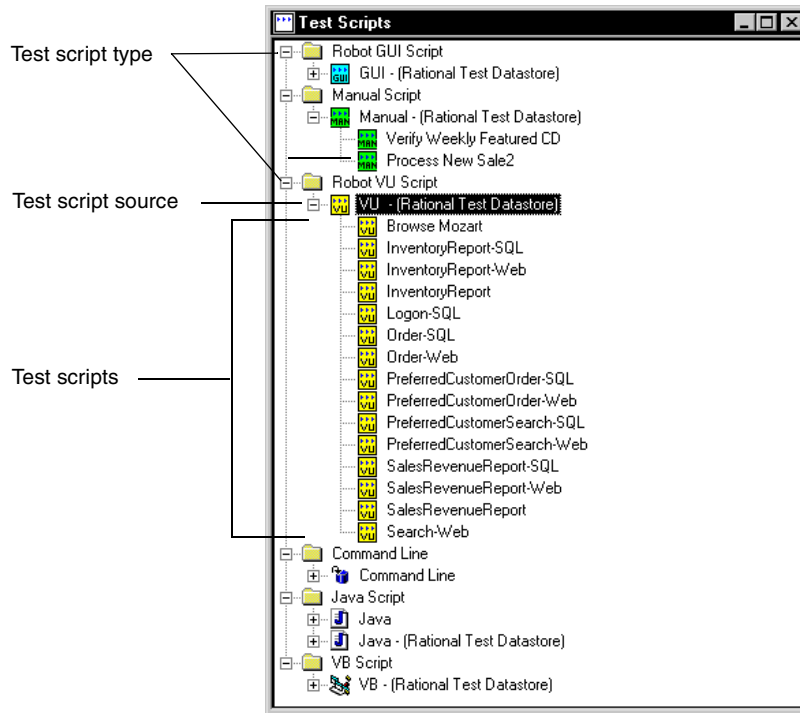
To open this window:

- Click **View > Test Scripts**.

Right-click a test script to display a shortcut menu.

**Note:** For detailed procedures, see the Rational TestManager Help.

The following example shows the built-in test script types, test script sources, and some test scripts in the Test Scripts window.



## Implementing Test Cases

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You can implement a test case by creating a test script or a suite.

When you create a test script, you can use a Rational test implementation tool to create a built-in type of test script, or you can create a custom type of test script.

### Built-In Test Script Types

TestManager is tightly integrated with the Rational test implementation tools. Starting from TestManager, you can easily implement:

- Automated test scripts recorded in Robot
- Manual test scripts created in ManualTest

## Automated Test Scripts Recorded in Rational Robot

TestManager comes with built-in support for implementing the following types of test scripts in Robot (if Robot is installed):

- **GUI** – A test script written in SQABasic, a Rational proprietary Basic-like scripting language. GUI test scripts are used primarily for functional testing.
- **VU or VB** – When you record a session, you can generate VU or VB test scripts from the recorded session, depending on a recording option that you select in Robot. VU test scripts are used primarily for performance testing.

To record a test script for functional testing in Robot, starting from TestManager:

- Click **File > Record > GUI**.

This starts Robot and opens the Record dialog box.

To record a test script for performance testing in Robot, starting from TestManager:

- Click **File > Record > Session**.

This starts Robot and opens the Record Session dialog box.

For more information about recording test scripts, see the *Rational Robot User's Guide* and the Rational Robot Help.

**Note:** If you are recording and running scripts on Windows 98 or Windows ME, you must connect to a remote Rational Administrator project, and therefore a remote test datastore. Rational Administrator no longer supports Windows 98 or Windows ME.

## Manual Test Scripts Created in Rational ManualTest

TestManager comes with built-in support for implementing manual test scripts in ManualTest. A *manual test script* contains a set of testing instructions to be run by a human tester.

For information, see *Creating Manual Test Scripts* on page 87.

## Custom Test Script Types

The TestManager extensible test script type functionality enables you to implement test scripts using any tool that is appropriate for your testing environment.

## Command-Line and Custom Adapters

There are two ways to extend TestManager to support a new test script type:

- Use the command-line adapters
- Build custom adapters or use adapters provided by Rational and its partners

### Command-Line Adapters

TestManager provides two command-line adapters:

- **Command-Line Test Script Console Adapter** – Use when the test script’s test tool or editor provides a command-line interface for creating and editing the test script and when the test script can be opened with the standard File Open dialog box (for example, Perl scripts).
- **Command-Line Test Script Execution Adapter** – Use when the test script’s test tool provides a command-line interface for running the test script.

These adapters require no custom programming. You just need to define the new test script type in TestManager. For information, see *Defining a New Test Script Type* on page 84.

### Custom Adapters

Instead of using the command-line adapters, you can build your own custom adapters or use adapters provided by Rational Software and its partners.

There are two types of custom adapters:

- **Custom Test Script Console Adapter** – Required for test scripts that are created with a test tool that does not provide a command-line interface for creating and editing test scripts and for test scripts that cannot be opened with the standard File Open dialog box.
- **Custom Test Script Execution Adapter** – Required if the test script’s test tool does not provide a command-line interface for running the test script.

For information about creating custom adapters, see the *Rational TestManager Extensibility Reference*.

After these adapters have been created, you must define the new test script type in TestManager and register the DLL. (For information, see the next section, *Defining a New Test Script Type*.) You should then be able to open and run a test script of that type from TestManager. Depending on how the Test Script Console Adapter was implemented, you might also be able to create and edit test scripts of that type.

## Defining a New Test Script Type

To define a new test script type in TestManager:

- Click **Tools > Manage > Test Script Types**. Click **New**.

**Note:** If **New** is unavailable, you do not have Administrator privileges. For information, see the *Rational Suite Administrator's Guide* or the Rational Administrator Help.

Click this tab to specify the console adapter, which specifies how this type of test script is created and edited.

Click this tab to specify the execution adapter, which enables TestManager to run this type of test script.

The screenshot shows the 'New Test Script Type' dialog box with the following details:

- Title Bar:** New Test Script Type [X]
- Tabs:** General | Console Adapter Type | Execution Adapter Type | Sources | Statistics
- Name:** [Empty text box]
- Description:** [Large text area with scroll bar]
- Owner:** [Dropdown menu showing 'admin']
- Buttons:** OK, Cancel, Help

Click this tab to specify the sources (location and connection options) for this type of test script.

Click Help on each tab for more information about each field.

## Suites Created in TestManager

*Suites* contain test scripts, test cases, and other items. Suites provide great flexibility and power for creating functional and performance tests through a point-and-click interface.

Suite basics are covered in *Implementing Tests as Suites* on page 95. For details about functional testing suites, see *Creating Functional Testing Suites* on page 203. For details about performance testing suites, see *Designing Performance Testing Suites* on page 263.

## Calling Test Script Services from Test Scripts

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Rational Test Script Services (TSS) are testing services that you can call from your test scripts using the commands in the Test Script Services API. For example, you can call logging, synchronization, timing, and datapool services from test scripts. You can call verification point services to validate the state or behavior of a component or system.

The following table lists the categories of services that TSS provides:

Category	Description
Datapool	Provides variable data to test scripts during playback, allowing virtual testers to send different data to the server with each transaction.
Logging	Logs messages for reporting and analysis.
Measurement	Provides the means of fine-tuning and controlling your tests through operations such as timing actions, setting think-time delays, and setting environment variables.
Utility	Performs common test script operations such as retrieving error information, controlling the generation of random numbers, and printing messages.
Monitor	Monitors playback progress of a test script.
Synchronization	Synchronizes multiple virtual testers running on a single computer or across multiple computers.
Session	Manages test script session execution and playback.
Advanced	Advanced features, such as setting values for internal variables.
Verification Point	Validates the state or behavior of a component or system.

### Test Script Services and Test Script Types

VB, Java, and command-line test script types — as well as custom test script types that you might add to TestManager — can take advantage of Test Script Services.

You can add TSS commands to test scripts manually during test script editing.

Test Script Services commands can be added to test scripts automatically during the following operations:

- Recording VB test scripts with Robot.
- Recording with the EJB Session Recorder that is included with QualityArchitect. The Session Recorder lets you visually connect to and interact with EJBs. As you execute transactions against the component, interaction data is recorded and stored in an external XML file. Afterwards, you can use the XML Script Generator to generate Java test scripts for testing the EJB.
- Generating test scripts using QualityArchitect. QualityArchitect generates Java test scripts for testing EJB components and Visual Basic test scripts for testing COM/DCOM objects.

Use the following table as a guideline for including Test Script Services in different kinds of test scripts. For details, see the documentation listed for each test type.

Type of Test Script	Method of Adding Test Script Services Commands	Documentation
VB	Recording a session and generating the test script with Robot or manually editing	<i>Rational Test Script Services for Visual Basic</i>
Java	Manual editing	<i>Rational Test Script Services for Java</i>
Command Line	Manual editing	<i>The Command Line Interface to Rational Test Script Services</i>

**Note:** Robot VU and GUI test script types automatically provide most TSS equivalents. For example, when you record a test script with Robot, the test script contains a datapool, if appropriate. TestManager also provides built-in monitoring and session functions.

## Test Script Services and TestManager

Test Script Services are designed for use with TestManager. As a result, TSS features that are included in any type of test script — including custom test script types — are fully integrated with the TestManager reporting, monitoring, and analysis framework. For example:

- TestManager adheres to any synchronization and delay functionality in your test script when it plays back (executes) the test script within a suite of test scripts.



- During test script playback, a tester can monitor status information about your test script through the test script monitoring commands.
- During test script playback, TestManager provides realistic and variable data to the test scripts through use of datapools.
- The results of timed actions are displayed in TestManager reports.
- TestManager test cases can be associated with test scripts that contain verification commands for validating the state or behavior of a component or system.
- TestManager can run test scripts of different types within a single suite. For example, VU, VB, and test scripts of custom types can all be run within the same suite.

## Creating Manual Test Scripts

---

A *manual test script* is a set of testing instructions to be run by a human tester. The test script can consist of steps, verification points, and expected results that you type into an editor.

A *step* is an instruction to be carried out by the tester when a manual test script is run. This could be as simple as a single sentence (such as “Reboot the computer”) or as complex as a whole document. In general, a step consists of one or two sentences.

Within a manual test script, a *verification point* is a question about the state of the application (for example, “Did the application start?”). A verification point can consist of any amount of text but is likely to be one or two sentences, usually ending with a question mark.

Within a manual test script, an *expected result* is the intended or expected consequence of performing a step. In general, a result consists of one or two sentences.

After you create a manual test script, you can associate it with a test case. When you run the test case or manual test script, the test script opens in ManualTest.

When you run a manual test script, you perform each step and indicate whether each verification point passed or failed. You can then open the Test Log window of TestManager and see the results. If all of the verification points passed, the test script passes. If any verification points failed, the test script fails.

Optionally, you can run a manual test script step by step in a minimized window, which enables you to see more of the application under test.

As with other types of test scripts, you can include your manual test scripts in TestManager reports.

**Note:** For detailed procedures about manual test scripts, see the Rational ManualTest Help.

You can create a manual test script in three ways:

- By importing a manual test script from another project or text file
- By importing a test case design
- In ManualTest

## Importing a Manual Test Script from Another Project or a File

You can import a manual test script from another Rational project into the current Rational project, from a Rational Test Asset Parcel (.RTPAR) file, from a text file, or from a comma separated value (.CSV) file. You can also export a manual test script to a text file. For information, see *Exporting and Importing Test Assets* on page 60.

## Creating a Manual Test Script from a Test Case Design

As described in *About Designing Tests* on page 69, a test case design primarily answers the question “How can I perform this test case?” A design can contain steps and verification points.

You can easily create a manual test script from a test case design. The steps and verification points in the design become steps and verification points in the manual test script.

To create a manual test script from a test case design:

- In TestManager, in the Test Case dialog box, click the **Implementation** tab. Click **Import from Test Case Design**.

**Note:** For detailed procedures, see the Rational TestManager Help.

The manual test script becomes the implementation of the test case.

You can view and edit the manual test script by clicking **Open** in the **Implementation** tab. This opens ManualTest. For more information, see the next section, *Creating a Manual Test Script in Rational ManualTest*.

## Creating a Manual Test Script in Rational ManualTest

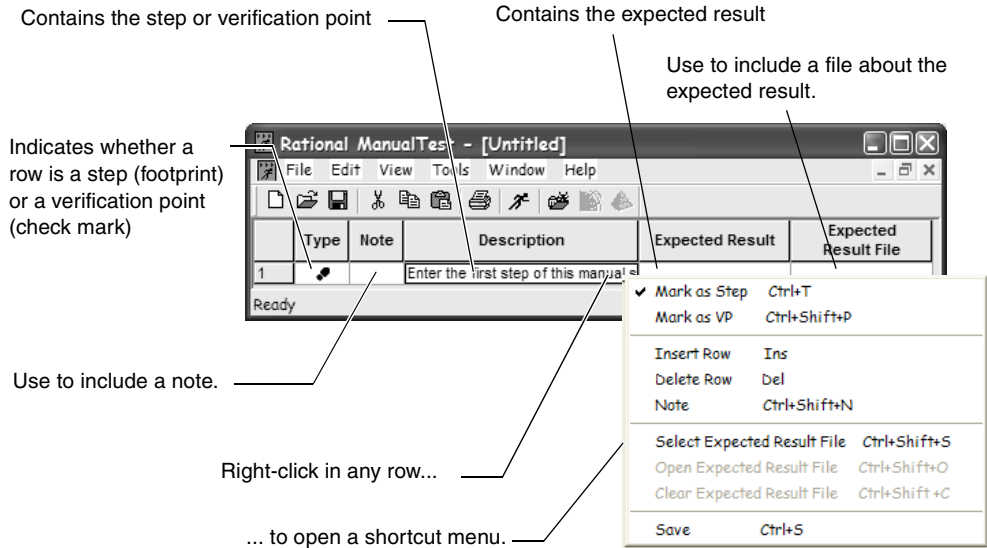
ManualTest is tightly integrated with TestManager. Use ManualTest to create and run manual test scripts.

## Starting Rational ManualTest

To start ManualTest and create a new manual test script:

- In TestManager, click **File > New Test Script > Manual**.

**Note:** For detailed procedures about creating a manual test script, see the Rational ManualTest Help.



## Example of a Manual Test Script

The following manual test script contains five steps and four verification points.

- The steps are actions for you to take when you run the test script.
- The verification points are questions for you to answer.

The footprint indicates a step to be performed.

The check mark indicates a verification point that can pass or fail.

The Note icon indicates that a note exists. Click the icon to open the note.

	Type	Note	Description	Expected Result	Expected Result File
1			Loosen the 4 thumb screws on the rear of the case. Slide open the two panels to reveal the drive cage and motherboard housing.	Housing is open. Drive cage and mother board are visible.	
2			Detach the power supply, the power LED, keylock switch, hardware reset switch, power on, HDD, LEF, hardware suspend and speaker connectors from the motherboard.	The motherboard is inspectable, but not completely detached.	
3			Record the serial number on the motherboard	Serial number available for futur	
4	✓		Is the motherboard BPe model with a revision number greater than 1.0a?		
5			Detach the processor fan power connector from the motherboard	The motherboard is further detached from the CPU.	
6			Remove the processor by pushing the lever on the socket outward and then pulling upward. The processor should shift slightly.		
7	✓		Inspect the CPU. Are any pins on the bottom side missing or bent?		
8	✓		Inspect the capacitors near the CPU socket. There should be 12 of them grouped		
9			Are any of the traces running from the CPU socket missing or damaged?		

## Setting the Default Editor for Manual Test Scripts

You can use either the grid editor or the text editor when you create a manual test script. The grid editor is a structured editor that makes it easy to enter your steps and verification points. The text editor is a free-form editor that makes it easy to manipulate text.

Grid editor →

Text editor →

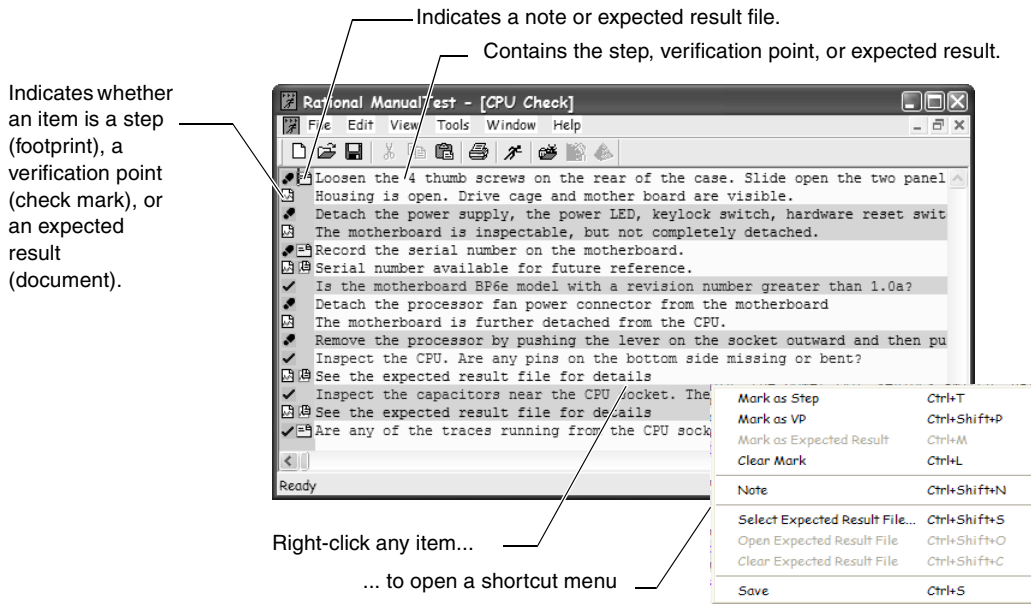
To set the default editor in ManualTest:

- Click **Tools > Options**.

**Note:** For detailed procedures, see the Rational ManualTest Help.

This setting takes effect the next time you create or open a manual test script.

In the text editor, use a shortcut menu to mark items as steps, verification points, or expected results, to create and view notes, and to attach and view expected result files.



The start of an item (step, verification point, or expected result) is indicated by the footprint, check mark, or document icon. All lines that do not begin with either of these icons are part of the previous item.

## Creating Test Script Queries

ManualTest provides *queries* that help you select test scripts in your Rational project. Queries let you specify the fields that appear in selection dialog boxes, how the test scripts are sorted, and which test scripts appear.

Use *filters* in your queries to specify the information that is retrieved from a project. Filters help you make queries more specific by narrowing down the information that you are searching for. You can build simple filters or combine simple filters into more complex ones. Use filters when you create or edit a query.

To create a new query:

- Click **Tools > Manage Script Queries**.

**Note:** For detailed procedures, see the Rational ManualTest Help.

## Customizing Test Assets

When you create a manual test script, you can add custom properties to tailor the terminology associated with the test scripts to the standards and practices used within your organization.

You can do the following to the properties of a test script:

- Add up to three custom properties and values. (These appear in the **Custom** tab of the New Test Script/Test Script Properties dialog box.)
- Add new operating environments and modify or delete existing ones.
- Add a new purpose or modify or delete existing ones. Assign a purpose to indicate why you would use a test script.
- Define test script options for a test script type, a test script source, a test script, a test case implementation, or a test script in a suite. Use test script options to control how a test script executes or to pass arguments to a test script. For information, see *Defining Test Script Options* in the Rational TestManager Help Index.

To see the standard properties of a manual test script in ManualTest:

- Click **File > Properties**.

To customize a manual test script in ManualTest:

- Click **Tools > Customize Test Script**.

You can define both the property itself (the label) and the values that can be used with that property.

For more information about customizing a test script, see the Rational ManualTest Help.

You can also view and customize the properties of any test script in TestManager.

## Associating an Implementation with a Test Case

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After you've created an implementation, you can associate it with a test case. Then run the test case, which runs its implementation. By associating test scripts with test cases, you can run reports that provide test coverage information.

TestManager comes with built-in support for associating the following types of implementations:

- GUI test scripts
- VU test scripts

- VB test scripts
- Java test scripts
- Command-line executable programs
- Suites
- Manual test scripts

TestManager also supports associating other test script types that you have registered. For information, see *Custom Test Script Types* on page 82.

To associate an implementation with a test case:

**1** Do one of the following:

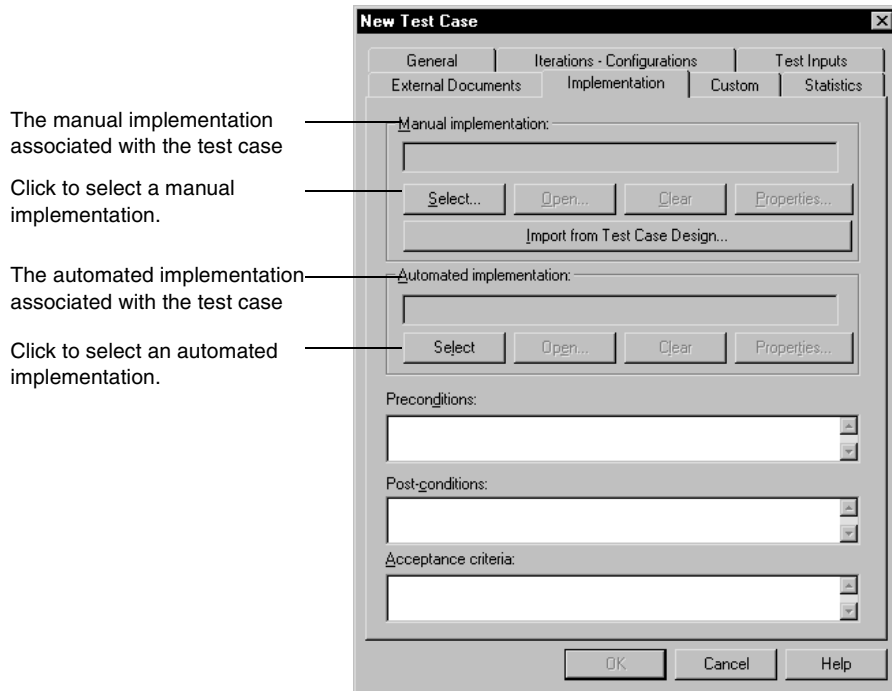
- From the Test Plan window, right-click a test case. Click **Properties**.

or

- From the Test Scripts window, right-click a test script. Click **Implement Test Case**. The Test Plan window appears with the name of the test script that you want to associate in the title bar. Right-click a test case. Click **Properties**.

**2** Click the **Implementation** tab.

**Note:** For detailed procedures, see the Rational TestManager Help.



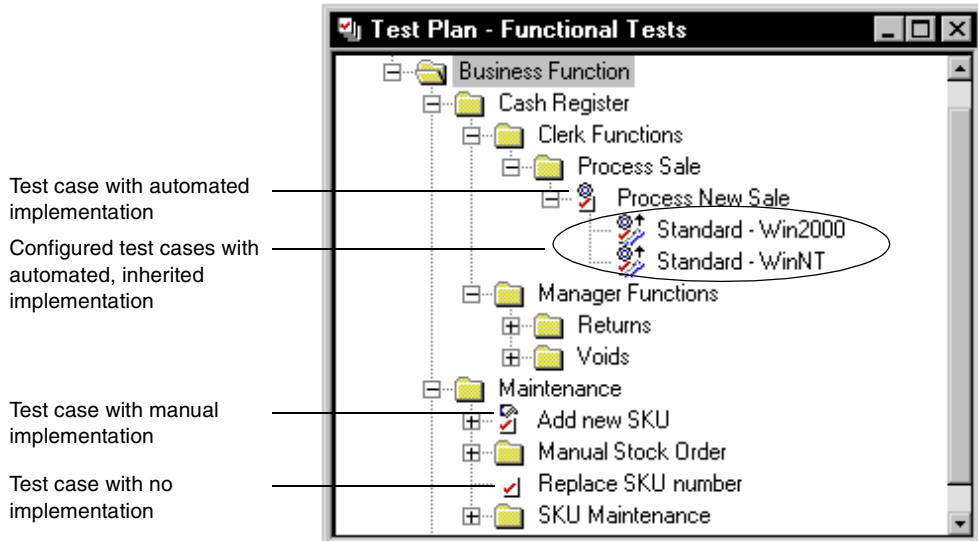
You can have at most two implementations associated with a test case: one manual and one automated. If both are associated with a test case, TestManager runs the automated implementation when you run the test case. For information about running test cases, see *Running Test Cases* on page 119.

**Note:** If you run a test case from the ManualTest Web Execution component, the manual test script runs. For information, see *About ManualTest Web Execution* on page 401.

When you create a configured test case, it inherits the implementation of its parent test case. For information, see *Inheriting Test Case Properties* on page 49. You can change the implementation of a configured test case by clicking **Select** in the Configured Test Case dialog box.



Icons in the Test Plan window indicate if a test case or configured test case has an implementation and whether it is automated or manual. For a configured test case, the icons also indicate if the implementation was inherited from the parent test case. The following figure shows some of the icons. For a complete list of the icons, see the Rational TestManager Help.



**Note:** Even if an icon shows that the implementation is automated, the test case could also have a manual implementation.

## Implementing Tests as Suites

Suites are another way to implement tests in TestManager. A *suite* shows a hierarchical representation of the tasks that you want to test or the workload that you want to add to a system. It shows such items as the user or computer groups, the resources assigned to each group, which test scripts the groups run, and how many times each test script runs.

When implementing a test as a suite, you can:

- Define user or computer groups and apply resources to them specifying where they run.

Groups are collections of virtual testers that perform similar tasks in the application.

- Add test scripts.

Test scripts are sets of instructions. Test scripts can be used to navigate the user interface of an application to ensure all features work or to test the activities that the application performs behind the interface.

- Add suites to suites.

You can use suites as building blocks within suites.

- Add test cases.

A test case is a testable and verifiable behavior in a target test system.

You can use suites in both performance and functional testing. Although the concepts of a suite are the same in both types of testing, you will probably insert different suite items and select different options, depending on whether you are running a functional or a performance test. The next two sections give an overview about using suites in functional and performance testing.

## Using Suites in Functional Tests

When you use a suite for functional testing, start by setting up one computer group. This computer group can run test cases or test scripts on designated computers. Only one test script can run on one computer at a time. You can set up test scripts so that they run on:

- Specific computers that you assign beforehand.
- Specific computers that you assign at runtime.
- Any computer that is free to run a test script.

You may want to run a functional test on a specific computer. For example, your test may be designed for a particular computer. Or your test may require specific software, which is installed on a particular computer.

Conversely, you may want to distribute the test scripts in a functional test among several computers. For example, your tests may not be designed for a specific computer. You may want to run your tests on a group of computers, so that they can complete as fast as possible.

Implementing a test as a suite enables you to accomplish each goal. For more information about using suites in functional tests, see *Creating Functional Testing Suites* on page 203.

## Using Suites in Performance Tests

In performance testing, a *suite* enables you not to only run test scripts but also to emulate the actions of users adding workload to a server. A suite can be as simple as one virtual tester executing one test script or as complex as hundreds of virtual testers in different groups, with each group executing different test scripts at different times.

For more information about using suites in performance testing, see *Designing Performance Testing Suites* on page 263.

## Activities Common to Performance and Functional Testing

Whether you are running performance tests or functional tests, you perform certain common activities. For example, you define computers and computer lists, create suites, open suites, edit test scripts, and edit items and properties in suites. These sections discuss the tasks that you do in both performance testing and functional testing suites.

## Defining Agent Computers and Computer Lists

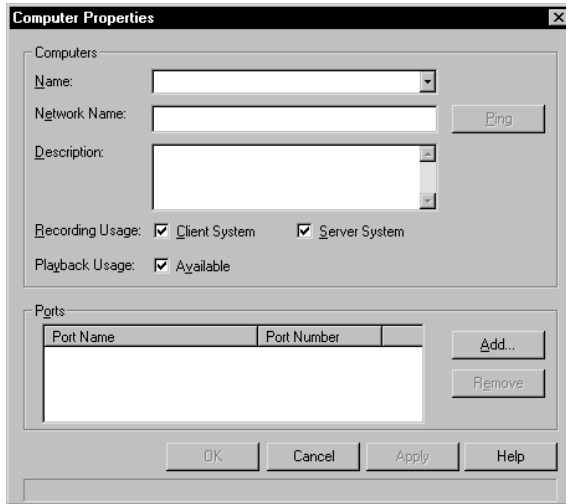
Tests run, by default, on the Local computer. However, you can add other computers, called *Agents*, to your test environment. These Agent computers are useful in both performance and functional testing. In performance testing, use Agents to add workload to the server. In functional testing, use Agents to run your tests in parallel, thus saving time.

## Adding an Agent Computer

To add an Agent computer:

- Click **Tools > Manage > Computers**, and then click **New**.

**Note:** For detailed procedures, see the Rational TestManager Help.



The screenshot shows the "Computer Properties" dialog box. It is divided into two main sections: "Computers" and "Ports".

**Computers Section:**

- Name:** A dropdown menu.
- Network Name:** A text input field with a "Ping" button to its right.
- Description:** A text input field with a dropdown arrow on the right.
- Recording Usage:** Two checked checkboxes:  Client System and  Server System.
- Playback Usage:** One checked checkbox:  Available.

**Ports Section:**

- A table with two columns: "Port Name" and "Port Number". The table is currently empty.
- Buttons: "Add..." and "Remove" are located to the right of the table.

**Bottom Buttons:** "OK", "Cancel", "Apply", and "Help" are located at the bottom of the dialog box.

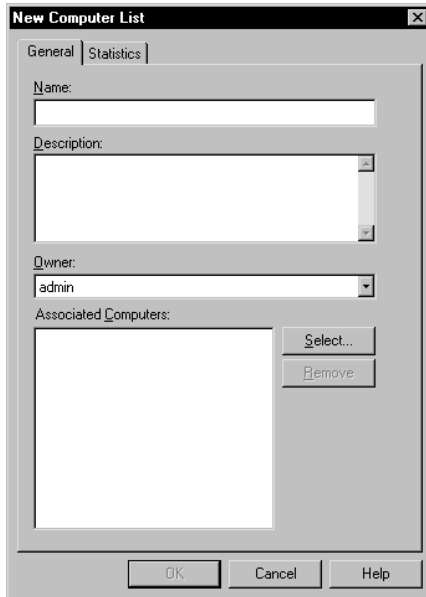
## Combining Computers into Lists

After you have defined computers within TestManager, you can combine them into lists. Lists are useful if you run tests on several computers or if several computers have a similar configuration or perform a similar organizational task. By using a list, you can reference the list instead of the individual computers.

To create a computer list:

- Click **Tools > Manage > Computer Lists**, and then click **New**.

**Note:** For detailed procedures, see the Rational TestManager Help.



After you have defined the computer list with a name and description, add computers to the list. You must add a computer to TestManager individually before you can include it in a list.

To add computers to a computer list:

- From the Computer List Properties dialog box, click **Select**.

After you have defined computers and computer lists, they become resources available for running suites.

**Note:** Be sure to copy any custom-created external C libraries, Java class files, or COM components that the suite requires to the Agent computer.

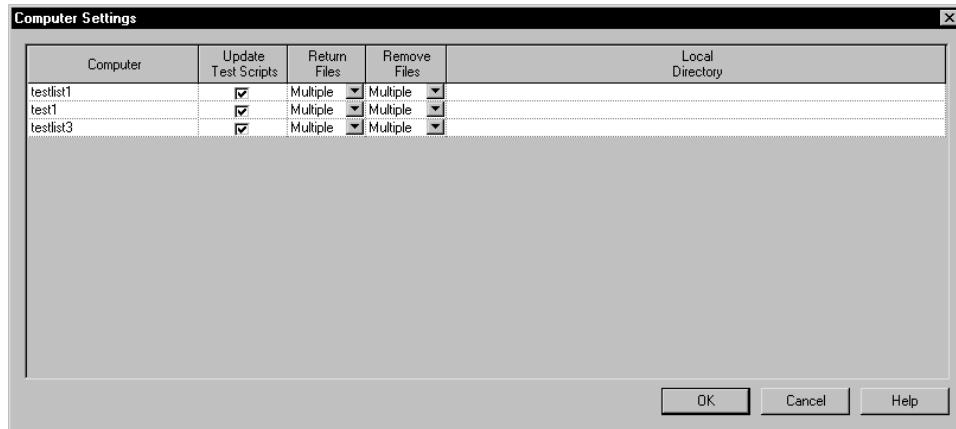
## Changing the Settings of an Agent Computer

You may want to change the default settings associated with an Agent computer. The configuration of that Agent computer may have changed and the settings in TestManager need to reflect this.

To change the computer settings:

- Open a suite, and then click **Suite > Edit Computers**.

**Note:** For detailed procedures, see the Rational TestManager Help.



## Creating a Suite

You can create a suite in several ways:

- With wizards.
- Based on a Robot session or another suite.
- Using a blank template.

To create a suite:

- Click **File > New Suite**.

**Note:** For detailed procedures, see the Rational TestManager Help.



## Creating a Suite from a Wizard

If you are new to testing, using the suite wizards may be the easiest way to create a working test. Each wizard guides you through the process of creating a suite. You must have test scripts or test cases available for use in the suite.

When you create a suite with the performance testing wizard, TestManager helps you choose the computer on which the test runs and helps you associate test scripts that become the basis for the test.

When you create a suite with the functional testing wizard, TestManager helps you choose test cases and test scripts that become the basis for the test.

## Opening a Suite

You can open a suite from a menu or from the Test Asset Workspace.

To open a suite from a menu:

- Click **File > Open Suite**.

To open a suite from the Test Asset Workspace:

- From the **Execution** tab, double-click the suite in the tree.

**Note:** For detailed procedures, see the Rational TestManager Help.

## Editing a Test Script

While you are working with a suite, you may want to edit a test script. Through TestManager, you can:

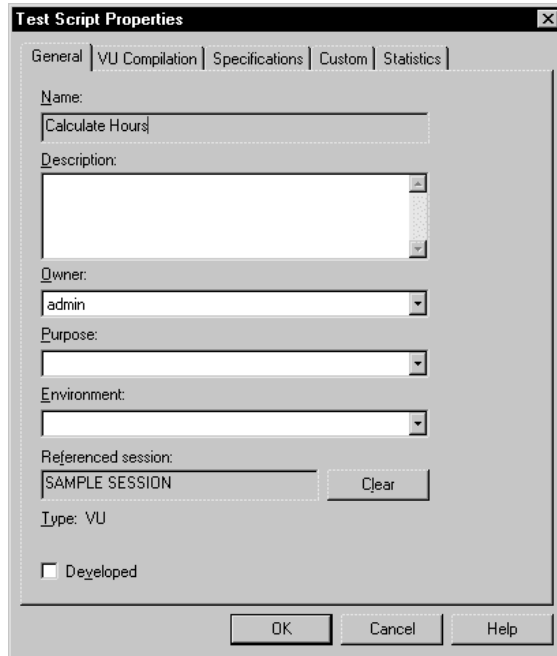
- Edit the properties of a test script.
- Edit the text of a test script.

## Editing the Properties of a Test Script

A test script can have properties associated with it in addition to the test script name and type. Examples of test script properties include a description of the test script and the purpose of the test script.

To edit the properties of a test script:

- Open a suite, select the test script to edit, and then click **Edit > Properties**.



**Note:** The tabs in this dialog box vary slightly, depending on the type of test script you open.

## Editing the Text of a Test Script

To edit the text of a test script:

- Select the test script, and then click **Edit > Open Test Script**.

The script is loaded and the appropriate editor is launched.

For more information about editing test scripts, see the *VU Language Reference* or the *Rational Test Script Services* manual for your language.

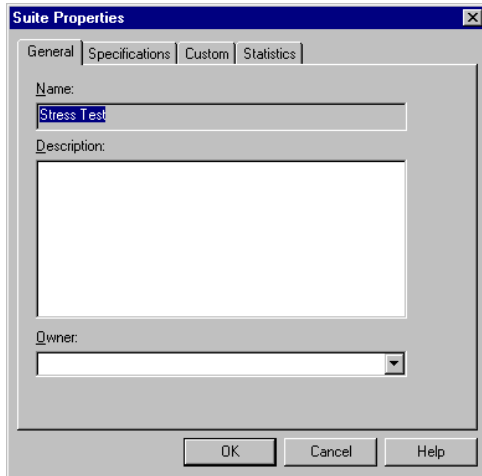
## Editing the Properties of a Suite

A suite has properties associated with it that can make it unique and help you differentiate it from similar suites. Examples of suite properties include a description of the suite and the owner of the suite.



To edit the properties of a suite:

- Open the suite, and then click **File > Properties**.



## Replacing Items in a Suite

Use inline editing to replace any item in a suite except delays and selectors. Replacing an item—especially an item high in the suite structure—is often easier than deleting the item and adding another one. For example, your suite may contain a complex structure of user groups, test scripts, and scenarios. Rather than deleting an item and recreating the suite structure underneath, replace the item.

To replace an item:

- 1 Click **Tools > Options > Create Suite**, and then clear the **Show numeric values** check box. Clearing this option lets you use inline editing to rename suite items.
- 2 Open a suite, select the item, and then type over the new item name.

## Editing the Run Properties of Items in a Suite

As your testing process evolves, you may want to edit the run properties associated with suite items. You can edit the run properties of any items contained in a suite.

To edit the run properties of an item:

- 1 Open a suite, and then select the item to edit.
- 2 Click **Edit > Run Properties**.

TestManager displays the same dialog box that appeared when you created the item. You can edit the values in each box.

**Note:** When you edit the run properties of a suite item, the changes affect only that instance of the item. For example, if you insert a test script into a suite twice and change the run properties of the first test script, the second test script still retains the previous run properties.

## Editing Information for All User and Computer Groups

At times, you might want to edit information for more than one user or computer group. Although you can edit each group individually, it is easier to edit the information for all groups at the same time.

To edit information for all groups:

- Open a suite, and then click **Suite > Edit Groups**.

Fixed user groups:			Total: 0
User Group	Computers	Number of Users	

Scalable user groups:			Total: 100
User Group	Computers	%	
Accounting	<input type="checkbox"/> Local computer	20.000	
Data Entry	<input type="checkbox"/> Local computer	30.000	
Sales	<input type="checkbox"/> Local computer	50.000	

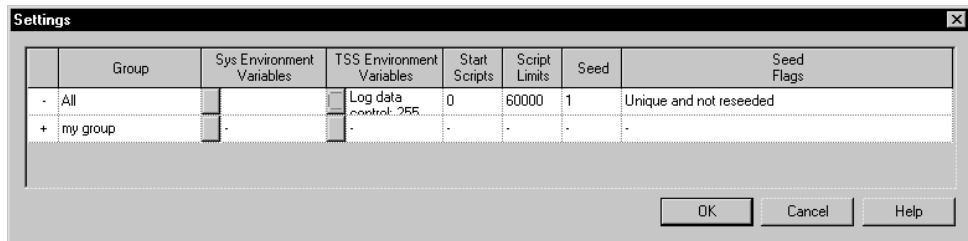
OK Cancel Help

## Editing Settings for Virtual Testers

You can change the default settings associated with virtual testers. You can set Test Script Services (TSS) environment variables to change which information is logged when you run a suite. For example, if you have problems running a suite, set one virtual tester to log all events and the other virtual testers to log failed events only so that you can investigate the problem more thoroughly.

To edit virtual tester settings:

- Open a suite, and then click **Suite > Edit Settings**.

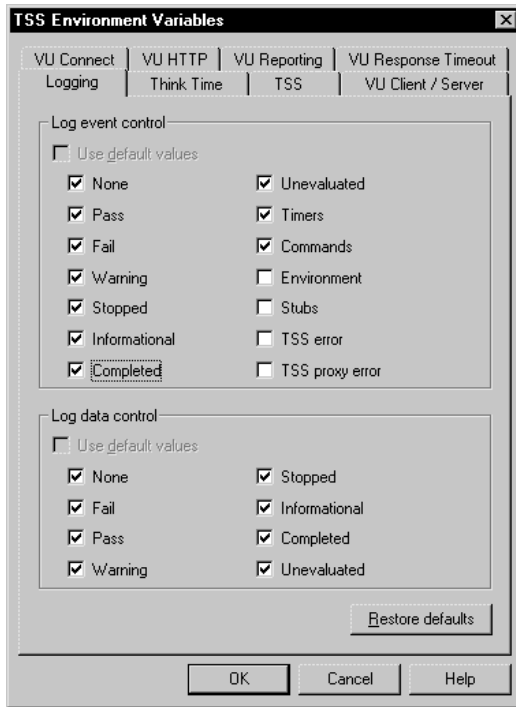


## Initializing TSS Environment Variables

You can initialize the value of most TSS environment variables within TestManager. When an environment variable is initialized through TestManager, the value is in effect for an entire suite run unless the test script specifically changes the value.

To initialize a TSS environment variable:

- 1 Open a suite, and then click **Suite > Edit Settings**.
- 2 In the Settings dialog box, click in the **TSS Environment Variables** column.



- 3 Choose one of the following tabs in the TSS Environment Variables dialog box.

**Logging** – Logging environment variables pertain to any test script in the suite. They let you set the level of detail that appears in the test log associated with a suite run.

**Think time** – Think-time environment variables pertain to any test script in the suite. They control the virtual tester’s “think time” behavior. This is the time that a typical user would delay, or think, between submitting commands.

**TSS** – TSS enables or disables Test Script Services, as described in the following section.

**VU Client/Server** – Client/server environment variables pertain to VU test scripts that access an SQL database. These variables let you include SQL column headers, set the number of bytes to include in a response, and halt data retrieval at the end of a SQL table.

**VU Connect** – Connect environment variables pertain to VU test scripts that record HTTP and socket protocols. They control the number of times a test script retries to connect to a server and the delay between retries.

**VU HTTP** – HTTP environment variables pertain to VU test scripts that record the HTTP protocol. These variables let you emulate line speed for http and socket requests. They also enable an HTTP test script to play back successfully if the server responds with data that does not exactly match what was recorded—for example, if the server responds with partial data, if the response was cached, or if the test script was directed to another server during playback.

**VU Reporting** – Reporting environment variables pertain to VU test scripts. These variables let you set how to check for an SQL unread row results and set the maximum number of bytes to receive in an SQL response.

**VU Response Timeout** – Response time-out environment variables pertain to VU test scripts that record HTTP, SQL, IIOP, or socket protocols. These variables let you set the time-out for a VU emulation command, scale timeouts, and set the action to take if a time-out occurs.

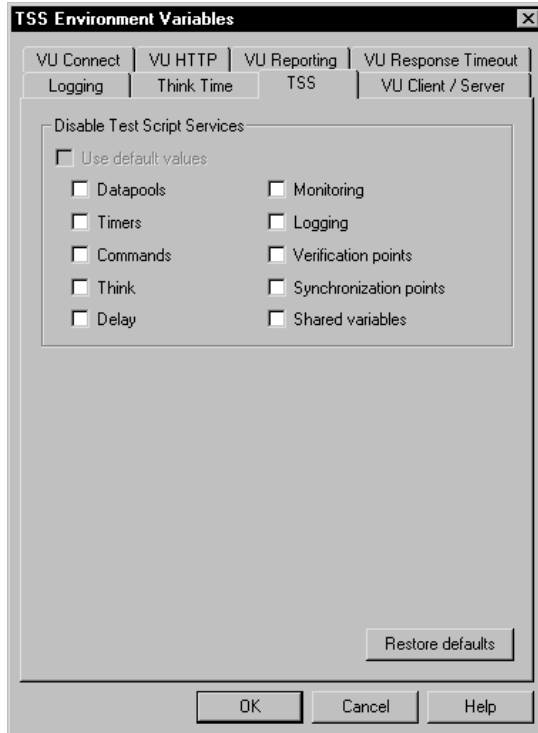
**Note:** For more information about TSS environment variables, see the *VU Language Reference* or the Rational Test Script Services manual for your language.

## Disabling Test Script Services

You can disable Test Script Services during a suite run. Disabling Test Script Services lets you reduce runtime overhead. Disabling also lets you create a test script that uses all Test Script Services and then, based on what is enabled or disabled, test only functional-related or performance-related services.

By default, no Test Script Services are disabled. To disable Test Script Services:

- 1 Open a suite, and then click **Suite > Edit Settings**.
- 2 Click in the **TSS Environment Variables** column.
- 3 Choose the **TSS** tab in the TSS Environment Variables dialog box.



Enable or disable the following services:

**Datapools** – Use of datapools in test scripts.

**Timers** – Use of timers in test scripts.

**Commands** – Use of TSS `start` and `end` commands in test scripts. Commands are not timed, command information is not written to a test log as an event, and there are no reports to analyze.

**Think time** – Use of the TSS think-time routines in test scripts.

**Delays** – Use of TSS delay routines in test scripts.

**Monitoring** – Monitoring of a suite run.

**Logging** – Logging during a suite run.

**Verification points** – Use of verification points in test scripts.

**Synchronization points** – Use of synchronization points in test scripts.

**Shared variables** – Use of shared variables in test scripts.

## Changing the Number of Start Test Scripts

If you are starting virtual testers in groups, TestManager lets you specify the number of test scripts that the group of virtual testers must complete successfully before the next group starts. You may need to do this to control the maximum number of virtual testers that log on to a system at a given time.

For example, assume the Data Entry user group contains 100 virtual testers. Each virtual tester runs a Login test script and then selects three test scripts in a random order: Add New Record, Modify Record, and Delete Record. You have changed the runtime settings so that the 100 virtual testers are not starting all at once; instead, they are starting in groups of 25.

If you set the number of start scripts to one, the second group of 25 starts when each virtual tester in the first group of 25 completes the Login test script. The third group of 25 starts when each virtual tester in the second group has completed the Login test script, and so on.

To change the number of start test scripts:

- Open a suite, and then click **Suite > Edit Settings**.

## Limiting the Number of Test Scripts

TestManager lets you limit the number of test scripts that virtual testers can run without having to remove any test scripts from the user group. You can test the suite run in an abbreviated form to ensure that all suite items are working correctly.

For example, limit the number of test scripts to:

- Ensure that a sequence can run for a limited time before you repeat it indefinitely in a suite. Assume that your suite has a sequence of eight test scripts that repeats indefinitely. To ensure that virtual testers are able to start, execute, and complete the sequence twice, insert a sequential selector before the test scripts, and then set **Script Limits** to 16.
- Temporarily disable a user or computer group without deleting it from the suite. By setting **Script Limits** to 0 for the group, you disable it. (You can also disable a fixed group by setting the number of virtual testers to 0.)
- Check that a datapool works correctly. For example, assume that a virtual tester enters records into a database 100 times. To check that the virtual tester enters a unique record, set **Script Limits** to 2. If a virtual tester enters the same record twice, the run fails.

To limit the number of test scripts that a suite runs:

- Open a suite, and then click **Suite > Edit Settings**.

## Changing the Way Random Numbers Are Generated

Each virtual tester has a *seed*, which generates random numbers in a test script. These random numbers affect a virtual tester's think time, random number library routines, and random access in datapools. Seeds are, primarily, either unique or the same:

- With a *unique* seed, each virtual tester that runs the same test script has a slightly different behavior.

For example, if one virtual tester thinks for 1.3 seconds before executing the first command, the second virtual tester might think for 2.4 seconds. Although the individual think times vary, they have the same distribution around a mean value.

The seeds also affect the library routines involving random numbers. For example, in the VU language, if the first virtual tester calls the `uniform` routine twice and receives the numbers 5 and 3, other virtual testers in that group probably receive different numbers, bounded only by the minimum and maximum values that are set in the test script.

- With the *same* seed, each virtual tester that runs the same test script has exactly the same behavior.

For example:

- If the first virtual tester thinks for 1.3 seconds before executing the first command, the second virtual tester (and all subsequent virtual testers) also thinks for 1.3 seconds before executing that command.
- If the first virtual tester calls the `uniform` routine twice and receives the numbers 5 and 3, all other virtual testers in that group also receive 5 and 3.

You can also set whether the random number generator is reseeded at the beginning of each test script. In general, it is better not to reseed, because one long pseudorandom sequence is more realistic than many short ones.

Seeds are defined in one of the following ways:

- *Unique and not reseeded* – Generates a unique seed for each virtual tester and does not reseed the random number generator at the beginning of each test script. Each virtual tester in a user group behaves slightly differently. This is the most commonly used option in performance testing.
- *Unique and reseeded* – Generates a unique seed for each virtual tester and reseeds the random number generator at the beginning of each test script. Each virtual tester in a user group behaves slightly differently, but the numbers are reseeded at the beginning of each test script. This option is very effective for government LTD (Live Test Demonstration) testing.



- *Same and not reseeded* – Generates the same seed for each virtual tester and does not reseed the random number generator at the beginning of each test script. This is generally not a desirable option to select when modeling a realistic workload, because each virtual tester that runs the same test script behaves in the same way. However, this option may be useful for certain types of stress testing.
- *Same and reseeded* – Generates the same seed for each virtual tester and reseeds the random number generator at the beginning of each test script. This generally is not a desirable option to select when modeling a realistic workload, because each virtual tester that runs the same test script behaves in the same way, and short pseudorandom sequences are not realistic.

However, this option may be useful for certain types of stress testing. For example, if you have a suite with a shared datapool with the seed set as unique and not reseeded, each virtual tester and iteration has a different seed that gives random data across all virtual testers and all iterations. To see what happens when all virtual testers access the same data pattern over and over again, set the seed as same and reseeded for all virtual testers.

To change the behavior of the default random number generator:

- Open a suite, and then click **Suite > Edit Settings**.

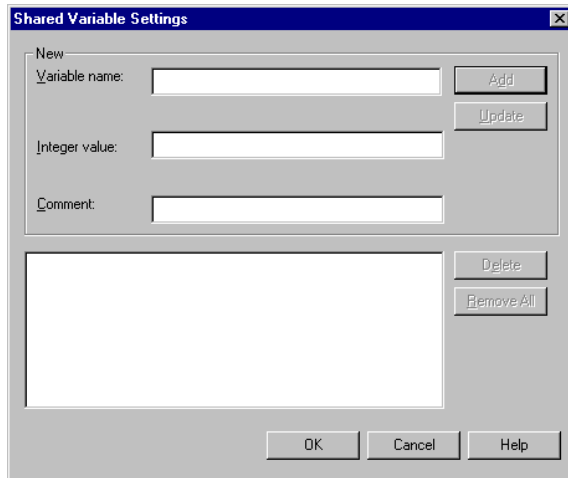
The VU routines that generate random numbers are `NegExp`, `Rand`, and `Uniform`. For more information about these routines, see the *VU Language Reference* or the Rational Test Script Services manual for your language.

## Initializing Shared Variables

TestManager lets you initialize shared variables in a suite. A shared variable maintains its value across all test scripts in a suite. Each virtual tester can access and change the shared variable.

To initialize a shared variable:

- Open a suite, and then click **Suite > Edit Shared Variables**.



Shared variables are useful in the following situations:

- To synchronize virtual testers – Use for more specific coordination than a synchronization point provides. For example, you can limit a transaction so that only five virtual testers perform it at once. In that case, use a shared variable with the appropriate wait routine in your scripting language.
- To block a virtual tester from executing until a global event occurs – It is easier to set an event and a dependency than to set a shared variable. However, if the event depends on some logic *within* a test script, you must use a shared variable.
- To count loops within a test script – If you want to set a loop for an entire test script, it is easier to set a selector or an iteration count within the suite. However, if only a portion of the test script loops, set a shared variable to control the number of iterations of that loop.
- To monitor specific transaction counts and conditions – When you monitor a suite, shared variables provide detailed information about the progress or state of a suite run.

You *declare* a shared variable within a test script or resource file with a “shared” routine. For more information about this routine, see the *VUI Language Reference* or the *Rational Test Script Services* manual for your language.

You *initialize* a shared variable within a suite. This is optional—the default value is 0.

You *manipulate* the value of a shared variable through the logic in a test script or when you monitor the suite.

## Printing and Exporting a Suite

Designing a suite can involve many iterations and changes. You may find it helpful to examine a printed view of a suite. You can print a suite or export it as a .TXT file and print it later.

To print a suite:

- Open the suite to print, and then click **File > Print**.

To export a suite as a .TXT file and print it later:

- Open the suite to export, and then click **File > Export to File**

## Saving a Suite

After you have finished modifying a suite, save your changes. A suite that is not saved has an asterisk in the title bar. Running a suite automatically performs a save.

To save a suite manually:

- Open the suite to save, and then click **File > Save**.

To save more than one suite:

- 1 Click **File > Open Suite** to open the suites to save.
- 2 Click **File > Save All**.

**Note:** If you click **Tools > Options**, click the **Create Suite** tab, and then select the **Check suite when saving** box, one verification screen appears for each suite being saved.

To save a suite under a different name:

- Open the suite to save, and then click **File > Save As**.



This chapter describes how to run tests. It includes the following topics:

- About running tests
- Built-in support for running test scripts
- Running automated test scripts
- Running manual test scripts
- Running test cases
- Running suites
- Monitoring test runs
- Stopping test runs

**Note:** For detailed procedures, see the TestManager Help.

## About Running Tests

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When you run a test, you run the implementation of each test case to validate the specific behavior passes the quality standards of that test case. Test cases validate that the system is working the way that it is supposed to work and is built with the quality needed.

In TestManager, you can run:

- Automated test scripts
- Manual test scripts
- Test cases
- Suites

## Built-In Support for Running Test Scripts

---

TestManager provides built-in support for running the following types of test scripts:

**Note:** TestManager stores built-in test script types in the Rational datastore in a Rational project. All test script types with (*Rational Test Datastore*) next to them in the table are stored in the Rational datastore.

Type of Test Script	Description
GUI (Rational Test Datastore)	A functional test script written in SQABasic, a Rational proprietary Basic-like scripting language.
Manual (Rational Test Datastore)	A set of testing instructions to be run by a human tester.
VU (Rational Test Datastore) VB (Rational Test Datastore)	A performance test script written in VU, a Rational proprietary C-like scripting language. A performance test script written in VB. <b>Note:</b> When you start to record in Robot, you actually record a session. You can generate VU or VB (Visual Basic) test scripts from the recorded session, depending on a recording option that you select in Robot.
XDE Tester GUI Script	A functional test script written in the Java language.
Command Line	A file (for example, an .exe file, a .bat file, or a UNIX shell script) including arguments and an initial directory that can be executed from the command line.
Java	A test script written in the Java language.

TestManager also supports running custom test script types. For information, see *Defining Custom Test Script Types* on page 14.

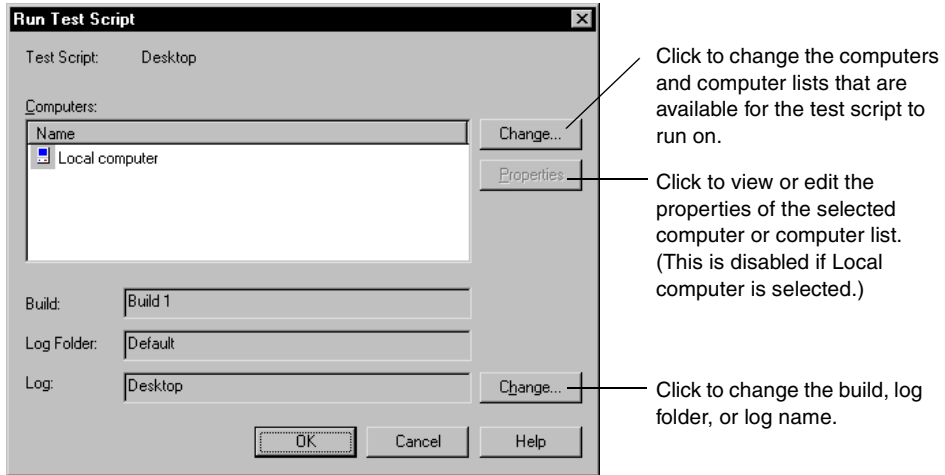
## Running Automated Test Scripts

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To run an automated test script from TestManager:

- 1 Do one of the following:
  - Click **View > Test Scripts**. Expand the folders, select a test script, and then right-click **Run**.
  - Click **File > Run Test Script** and select the test script type.

- 2 Select the test script to run and click **OK** to open the Run Test Script dialog box.



When you click **OK**, TestManager runs the test script on the first available computer in the list. As the test script runs, you can monitor its progress and then view the results in the test log.

For information about computers and computer lists, see *Defining Agent Computers and Computer Lists* on page 97.

For information about monitoring progress, see *Monitoring Test Runs* on page 132.

For information about test logs, see *About Test Logs* on page 155.

**Note:** When you run a test script, TestManager does not generate test case coverage results (even if the test script is associated with a test case). To generate test case results, run the test case instead of the test script. For information, see *Running Test Cases* on page 119.

## Running Manual Test Scripts

---

You can do the following when you run a manual test script:

- Optionally, run a manual test script step by step in a minimized window, which enables you to see more of the application under test.
- Optionally, set a run option to log unchecked steps and verification points as warnings (in Rational ManualTest, select **Tools > Options**).
- Indicate that you have performed each step.

- Indicate whether each verification point passed or failed.

**Note:** For information about creating manual test scripts, see *Creating Manual Test Scripts* on page 87.

To run a manual test script, do one of the following:

- In TestManager, click **View > Test Scripts**. Expand the folders, select a test script, and then right-click **Run**.
- In TestManager, click **File > Run Test Script > Manual** and select a test script. Rational ManualTest opens.
- In Rational ManualTest, click **File > Run** and select a test script.

Perform each step and verification point listed in the Run Manual Script window:

- For a step, select the Result check box to indicate that you have performed the step.
- For a verification point, click the Result cell and click None, Pass, or Fail.

## Example of Running a Manual Test Script

The following figure shows the results of running a manual test script. When this manual test script was run, the first verification point failed. The Comment icon indicates that there is a comment about the failure. When you view the test log, you can see the failure and the comment.

	Type	Note	Description	Expected Result	Expected Result File	Result	Result Details
1	•	📄	Loosen the 4 thumb screws on the rear of the case. Slide open the two panels to reveal the drive cage and	Housing is open. Drive		<input checked="" type="checkbox"/>	
2	•		Detach the power supply, the power LED, keylock switch, hardware reset switch, power on, HDD, LEF, hardware suspend and speaker connectors from the	The motherboard is		<input checked="" type="checkbox"/>	
3	•	📄	Record the serial number on the motherboard.	Serial number	📄	<input checked="" type="checkbox"/>	
4	✓		Is the motherboard BPGe model with a revision number gr			Fail	📄
5	•		Detach the processor fan power connector from the motherboard	The motherboard		<input checked="" type="checkbox"/>	
6	•		Remove the processor by pushing the lever on the socket outward and then pulling upward. The processor should			<input checked="" type="checkbox"/>	

Annotations:

- Click to specify log information. (points to Done button)
- Click to see a comment about the failure. (points to Comment icon in row 3)
- Click to see a comment about the expected result. (points to Comment icon in row 4)
- Indicates what the result should be. (points to Expected Result column)
- Indicates that the step was performed. (points to Result check box in row 1)
- Indicates that the verification point failed. (points to Result cell in row 4)



After you run a manual test script, you can view the results in the test log in TestManager.

For information about test logs, see *About Test Logs* on page 155.

## Running Test Cases

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When you run a test case, you are actually running the implementation of the test case. The implementation is a test script or suite that is associated with the test case.

### Viewing the Associated Implementations

To view or change the implementations that are associated with a test case:

- 1 In the Test Plan window, right-click a test case, and then click **Properties**.
- 2 Click the **Implementation** tab.

You can have at most two implementations associated with a test script: one manual and one automated. If both are associated with a test case, TestManager runs the automated implementation when you run the test case.

**Note:** If you run a test case from the Rational ManualTest Web Execution component, the manual test runs. For information, see *About ManualTest Web Execution* on page 401.

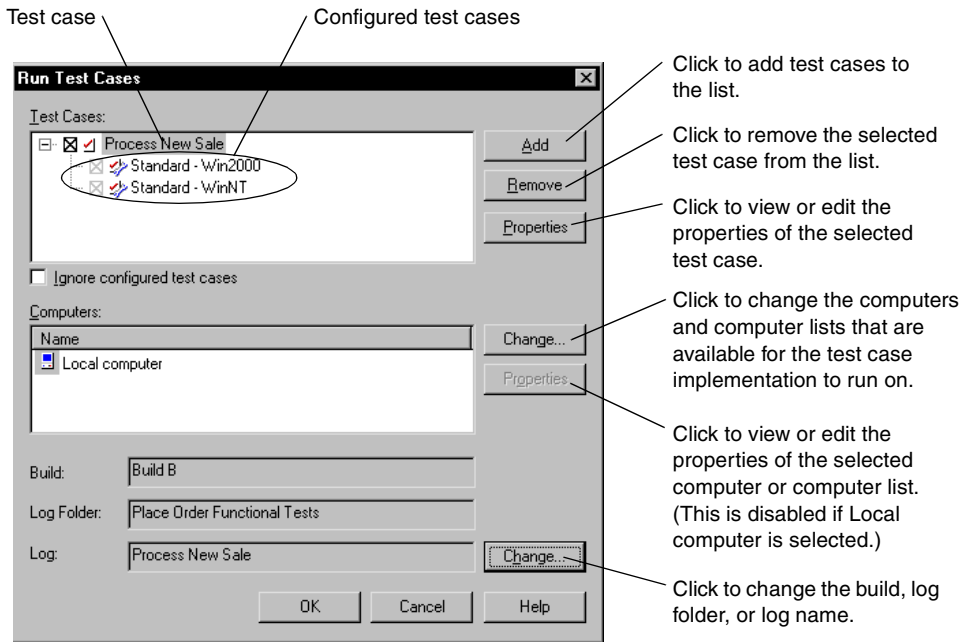
For more information about implementing test cases and associating implementations, see *Implementing Tests* on page 79.

### Running a Test Case

To run a test case, do one of the following:

- Click **File > Run Test Case**. Select the test case to run and click **OK**.

- Click **File > Run Test Cases for Iteration**. Select the iteration and click **OK**.



**Note:** When you run a test case, TestManager creates a temporary suite and actually runs the suite. TestManager removes the suite after the run is completed.

When you click **OK**, TestManager runs the test case as follows:

- If you run a test case that has an automated implementation, it runs on the first available computer in the list.

A configured test case runs only on computers that fully match the test case's configuration. TestManager takes into account the values of that computer's built-in configuration attributes and the values of the custom attributes specified in the computer's `tmsconfig.csv` file. (For information about the `tmsconfig.csv` file, see *Setting Up Custom Attributes in tmsconfig.csv* on page 44.)

For example, if the configured test case indicates that it should run on a computer with Windows 2000, TestManager examines each computer in the Computers list until it finds one that has Windows 2000 and then runs the test case implementation on that computer. If no computers in the list match the configuration, a message appears in the test log.

As the test case runs, you can monitor its progress and then view the results in the test log. For information about monitoring progress, see *Monitoring Test Runs* on page 132. For information about test logs, see *About Test Logs* on page 155.

- If you run a test case that has a manual implementation and no automated implementation, Rational ManualTest starts. You can perform the steps and verification points in the manual test script and then view the results in the test log. For more information, see *Running Manual Test Scripts* on page 117.

## Ignoring Configured Test Cases

If you select the **Ignore configured test cases** check box in the Run Test Cases dialog box, TestManager ignores the configurations and runs the test cases on any available computers.

TestManager has three ways of running test cases if this option is selected:

- If the selected test case has configured test cases and an implementation (for example, a test script or suite), TestManager runs the selected test case on any available computer but does not run any of the configured test cases.
- If the selected test case has configured test cases but does not have an implementation, TestManager does not run the test case or any configured test cases.
- If a single configured test case is selected, TestManager runs the test case on the specified configuration.

## Before You Run a Suite

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The following steps are involved with running a suite:

- Checking the suite
- Checking Agent computers
- Controlling runtime information of the suite
- Controlling how the suite terminates
- Specifying virtual testers and configurations for the suite run
- Stopping the suite

The following sections describe these steps. For information about creating a functional testing suite, see *Creating Functional Testing Suites* on page 203. For information about creating a performance testing suite, see *Designing Performance Testing Suites* on page 263.

## Checking a Suite

While you are working on a suite, you might change it so that it does not run correctly. For example, you might insert a test script into a suite before it is recorded. Although TestManager automatically checks a suite before it runs, you can check a suite without actually running it. This can help you identify and correct problems.

To check a suite:

- 1 Click **File > Open Suite** and then select a suite.
- 2 Click **Suite > Check Suite**.

TestManager checks a suite for many kinds of errors, including the following:

- The suite does not contain any user or computer groups. A suite must have at least one user or computer group to run.
- The suite contains an empty user or computer group. Delete either the user or computer group, or add test scripts and other items to it.
- A user or computer group contains an empty scenario. Either delete the scenario or add items to it.
- The suite contains a selector that is empty. Either delete this selector or add properties to it.
- A test asset (computer, computer list, test script, suite, or test case) in the suite has been deleted.

**Note:** You can set options so that the suite is checked automatically whenever you save it. To check the suite automatically, click **Tools > Options**, click the **Create Suite** tab, and then select the **Check suite when saving** check box.

## Checking Agent Computers

If you are running virtual testers on Agent computers, it is a good idea to check the Agents before you run the suite. This way, you can determine whether any problems exist before you run the suite.

When you check Agent computers, TestManager ensures that:

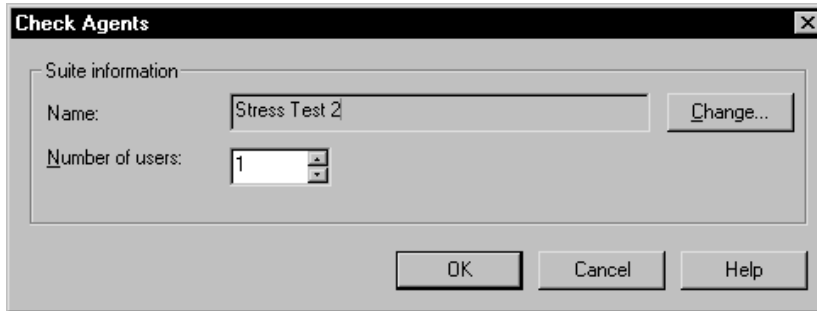
- All of the Agent computers specified for virtual testers actually exist.  
For example, if you incorrectly typed the name of an Agent computer, TestManager notifies you.
- The Agent computers are available and running.

- The Agent software is running.

The same release of TestManager software must be installed on both the Local and the Agent computers.

To check the Agent computers:

- 1 Click **File > Open Suite** and then select a suite.
- 2 Click **Suite > Check Agents**.

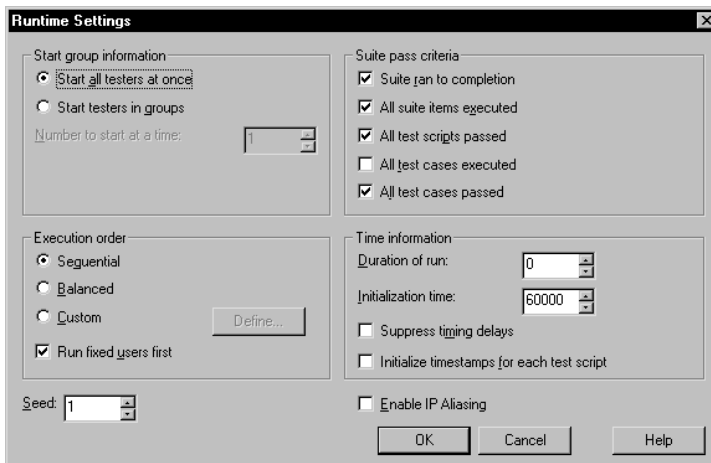


TestManager displays any problems with the Agent computers in a separate window.

## Controlling Runtime Information of a Suite

To set the runtime settings for a suite:

- 1 Click **File > Open Suite** and then select a suite.
- 2 Click **Suite > Edit Runtime**.



By modifying the runtime settings, you can manage:

- **Start group information** – In performance testing, controls how virtual users are started
- **Suite pass criteria** – The criteria for whether a suite passes or fails
- **Execution order** – In performance testing, controls the order in which a user group runs
- **Time information** – Controls how long the suite runs
- **Seed** – Sets the number to feed to the random number generator
- **Enable IP aliasing** – Controls aliasing in VU HTTP scripts

## Start Group Information

In performance testing, the **Start group information** controls how virtual testers are started. Virtual testers can start all at once or in groups.

To avoid overloading a server, start virtual testers in groups and specify the number of virtual testers in those start groups.

**Note:** If you start virtual testers in groups, you should also specify the number of start scripts for the group. To do this, click **Suite > Edit Settings**, and modify the **Start scripts** box.

## Suite Pass Criteria

The **Suite pass criteria** controls whether a suite passes or fails. Select one of the following:

- **Suite ran to completion** – The suite must run to completion without manual termination of the run.
- **All suite items executed** – All items in the suite must complete their assigned tasks.
- **All test scripts passed** – No events fail and no commands time out.
- **All test cases executed** – All test cases in the suite must complete all of their assigned tasks.
- **All test cases passed** – All test cases pass, which means that the application being tested met the goals of the given test case.

If the suite does not meet the criteria, the Test Log window lists the Suite Start and Suite End events as “failed.”

## Execution Order

In performance testing, the execution order defines the order in which virtual testers are started. Therefore, this order determines which user groups are executed if you run fewer virtual testers than the maximum number defined. Select one of the following:

- **Sequential** – Suites that run in a sequential order run each virtual tester as it is encountered in the suite (from the top to the bottom).
- **Balanced** – Suites that run in a balanced order evenly distribute the run among the user groups in proportion to the suite.
- **Run fixed users first** – Runs the fixed user groups before the scalable user groups, regardless of the execution order. If your user groups are all fixed, this option has no effect.

Assume that you have defined four user groups with a total of 101 virtual testers, and your suite contains them in this order:

- End of Month Accounting: 1 virtual tester
- Accounting: 20 virtual testers
- Data Entry: 30 virtual testers
- Sales: 50 virtual testers

Although your suite contains 101 virtual testers, you want to run it with only 10 virtual testers. The following table lists how the execution order affects which users are run.

If you select	Run these user groups
<b>Sequential</b>	1 End of Month Accounting 9 Accounting
<b>Balanced</b>	2 Accounting 3 Data Entry 5 Sales
<b>Balanced and Run Fixed Users First</b>	1 End of Month Accounting 2 Accounting 3 Data Entry 4 Sales

- **Custom** – Suites that run in a custom order require you to select specific user groups or virtual testers to run. Apply a custom run order to fixed user groups only.

Running user groups in a custom order is useful for troubleshooting. For example, if a test script does not work and that test script is used only by the Accounting group, run that group only.

To create a custom run order, click **Define** in the Runtime Settings dialog box.

You can also temporarily disable a fixed user group by selecting it, clicking **Edit > Run Properties**, and then setting **User Count** to 0.

You can run fixed virtual testers first, thus running fixed user groups before the scalable user groups, regardless of the execution order. If your user groups are all fixed, specifying a run order has no effect.

## Time Information

This option controls timing information such as:

- The maximum amount of time the run should take. A value of 0 imposes no time limit.
- The maximum number of seconds for all virtual testers to confirm that they completed initializing. If you have changed the number of start test scripts, make sure that you set this time high enough.
- Suppressing timing delays. Any calls to TSS think times will delay 0 seconds (no delay), thus running the suite very quickly. This choice is useful if you are testing a suite to see whether it runs correctly and you are not interested in the timing delays. However, this creates a maximum workload on the server, Local, and Agent computers.

Do not suppress timing delays if you are running a large number of virtual testers.

- Initializing time stamps for each test script, which indicates whether time stamps are carried over from script to script or are reinitialized with each script.

## Seed

This option sets the number to feed to the random number generator.

TestManager uses a specified seed to generate the random numbers for selectors and shared access in datapools.



## IP Aliasing

In VU test scripts that use the HTTP protocol, this option sets whether to use IP aliasing.

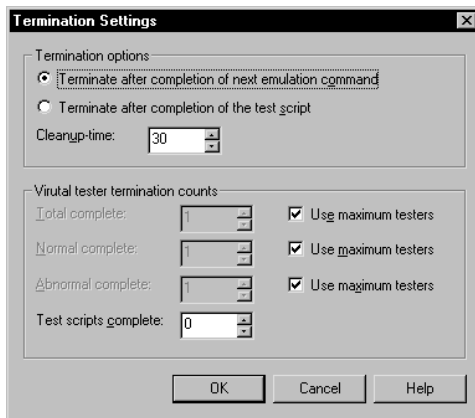
IP aliasing requires that each virtual tester has a different source IP address. This has meaning only if you are running HTTP test scripts and your system administrator has set up your computer to use IP aliasing. For information about setting up IP Aliasing, see *Configuring Local and Agent Computers* on page 379.

## Controlling How a Suite Terminates

You can set the conditions that force a suite to stop running. For example, you might want to stop a suite if a large number of virtual testers are completing abnormally, indicating that something is wrong with the run.

To control how a suite terminates:

- 1 Click **File > Open Suite** and then select a suite.
- 2 Click **Suite > Edit Termination**.



## Specifying Virtual Testers and Configurations for the Suite Run

When you run a suite, you supply runtime-specific guidelines. Each virtual tester that executes its assigned suite items run within these guidelines.

TestManager checks the suite before the run and compiles any uncompiled or out-of-date test scripts.

TestManager stores the results of running the suite in test logs. After you run the suite, run reports to analyze the data stored in these logs. You can display this information in the form of graphs and charts, or in more traditional report formats.

When you run a suite, you specify:

- Number of virtual testers, if you are running a performance testing suite.

If a suite includes both fixed and scalable user groups, the fixed user groups are assigned first. So, for example, if your suite includes one user group fixed at 10 virtual testers, and you run 100 virtual testers, 10 virtual testers are assigned to the fixed user group, and the remaining 90 virtual testers are distributed among the scalable user groups.

**Note:** The number of available virtual testers depends on the type of license you have. If your license does not support the number of virtual testers you specify, an error message appears.

- Number of computers on which to run the suite and a list of available computers, if you are running a functional testing suite and have not specified resources.
- Log information, including build number, log folder, and log file name.

By default, the name of the log folder is based on the suite, and the log name is based on the number of virtual testers and the number of times you have run the suite. For example, if you run the sample suite three times, with 10 virtual testers, 15 virtual testers, and 20 virtual testers, all three test logs will be in the sample suite folder. The log names will be Users 10 #01, Users 15 #02, and Users 20 #03. Therefore, the log name Users 20 #03 indicates that this is the third time you have run the suite, and the suite is being run with 20 virtual testers.

You can change these settings on the **Run** tab of the Options dialog box. For more information, see the TestManager Help.

- Resource monitoring.

When you monitor a suite, TestManager records how computer resources are used and then graphs this usage data over the corresponding virtual tester response times when you run a Response vs. Time report. Specify the interval at which monitoring views are updated; the lower the interval, the faster the update.

- Whether to ignore associated configurations.

Select the **Ignore configurations for test cases** check box to have TestManager ignore the configurations and to run the test cases on any available computers.

TestManager has three ways of running test cases if this option is selected:

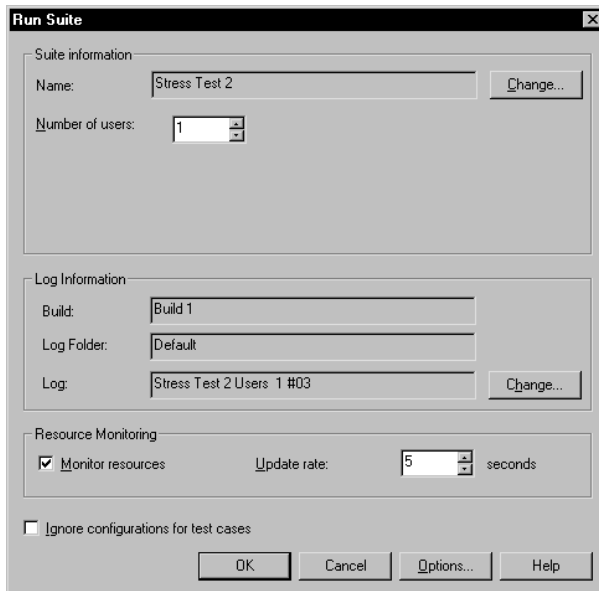
- If the selected test case has configured test cases and an implementation (for example, a test script or suite), TestManager runs the selected test case on any available computer but does not run any of the configured test cases.

- If the selected test case has configured test cases but does not have an implementation, TestManager does not run the test case or any configured test cases.
- If a single configured test case is selected, TestManager runs the test case on the specified configuration.

## Running a Suite from TestManager

To run a suite from TestManager:

- Click **File > Run Suite**.



The dialog box that TestManager displays differs depending on the type of suite that you run.

If you are running a performance testing suite, you must specify the number of virtual testers to run.

If you are running a functional testing suite and you have not specified computer resources, you must specify the computers on which to run the suite.

## Running a Suite from the Command Line

You can run a suite from the command line. For example, if you have a suite that takes a long time to run, or if you want to run several suites sequentially, run them from the command line.

The following syntax shows how to run a suite from the command line:

```
rtmanager.exe suitename /runsuite /user userid [/password password]
/project .rsp-path [/computers [Local]; [computer-1; computer-2; ... computer-n]
[/computerlists computerlists] /build buildname
/logfolder logfoldername /log logname [/overwrite] [/numusers nnn]
[/ignoreconfiguredtestcases] [/close]
```

If an argument value contains spaces, enclose it in quotation marks.

Syntax Element	Description
<i>suitename</i>	The name of the suite to run.
/runsuite	Runs the suite referenced in <i>suitename</i> .
user <i>userid</i>	The user name for logging on to TestManager.
password <i>password</i>	An optional password for logging on to TestManager. Omit this option if there is no password.
/project <i>.rsp-path</i>	The full path to the project's .rsp file.
/computers [Local]; [ <i>computer-1</i> ; <i>computer-2</i> ; ... <i>computer-n</i> ]	The names of the computers to use when running the suite. <b>Local</b> is the computer on which TestManager is running. This option is ignored if the specified suite indicates the computers on which to run it. If the suite does not indicate the computers or computer lists to use, this option is required.
/computerlists [ <i>computerlist-1</i> ; <i>computerlist-2</i> ; ... <i>computerlist-n</i> ]	The computer lists to use when running the suite. This option is ignored if the specified suite indicates which computers to use to run it, or if you specified computers in the /computers option.
/build <i>buildname</i>	The build in which to create the log folder. If the specified build does not exist, TestManager creates it.
/logfolder <i>logfoldername</i>	The name of the log folder in which to create the test log. If the log folder does not exist, TestManager creates it.
/log <i>logname</i>	The name of the test log in which to record the results of running the suite. If the log exists, you must specify the /overwrite option.

Syntax Element	Description
<code>/overwrite</code>	Overwrite the test log if it exists. If you omit this option and the log exists, a message appears that says the log exists and cannot be overwritten.
<code>/numusers <i>nm</i></code>	The target number of virtual testers when executing a suite that contains user groups. This is mandatory for running performance testing suites.
<code>/ignoreconfiguredtestcases</code>	Ignore configuration matching (such as test cases that specify computers with specific operating systems or other attributes) when running test cases that are in the specified suite.
<code>/close</code>	Closes TestManager after running the suite. This option is useful when you are scheduling a suite to run at a specific time. To make the results of the suite run remain on the screen, omit the <code>/close</code> option.

## Running Two Suites Sequentially

The following example runs two suites, **Suite1** and **Suite2**, sequentially. Note that you need to invoke TestManager twice from the command line in separate and succeeding instances. Since only one instance of TestManager can run at a time, use the Windows START command with the `/WAIT` option to ensure that the second instance of TestManager does not attempt to start until the first one is finished.

```
START /WAIT rtmanager.exe Suite1 /runsuite /user admin /project
"C:\Sample Project\Sample.rsp" /computers Local /build "Build 1"
/logfolder Default /log Sample1 /close

rtmanager.exe Suite2 /runsuite /user admin /project "C:\Sample
Project\Sample.rsp" /computers Local /build "Build 1" /logfolder
Default /log Sample2 /close
```

In this example, TestManager logs on to the project `C:\Sample Project\Sample.rsp` as the virtual tester `admin` and runs **Suite1** on the local computer. The results of running **Suite1** are stored in the test log **Sample1**, which is created in the log folder **Default** in build **Build 1**. After the run is complete, TestManager closes.

The second instance of TestManager then logs on to the project `C:\Sample Project\Sample.rsp` as the virtual tester `admin` and runs **Suite2** on the local computer. The results of running **Suite2** are stored in the test log **Sample2**, which is created in the log folder **Default** in build **Build 1**. After the run is complete, TestManager closes.

## Scheduling a Suite to Run at a Specific Time

Use the task scheduler of your operating system together with a suite command line to schedule a suite to run at a specific time. The following example shows how to schedule **Sample Suite** to run daily at 12:00.

- 1 From the Windows 2000 taskbar, click **Start > Settings > Control Panel > Scheduled Tasks > Add Scheduled Task**.
  - 2 The Scheduled Task Wizard appears. Click **Next**.
  - 3 Select Rational TestManager and then click **Next**.
  - 4 Type a name for this task (for example, **Daily Suite Run**), select **Daily**, and then click **Next**.
  - 5 Select **12:00 AM** as the start time, click **Every Day**, select a start date, and then click **Next**.
  - 6 Enter your Windows 2000 user name and password and then click **Next**.
- At this point, TestManager will run each night at 12:00. However, you want a TestManager *suite* to run. To run a suite, you must set the **Advanced Properties**.
- 7 Click **Open Advanced Properties for this task when I click finish** and then click **Finish**.
  - 8 At the Daily Suite Run dialog box, click the Task tab.
  - 9 At the Run prompt, Windows displays a command line similar to the following:

```
C:\PROGRA~1\Rational\RATION~1\rtspla.exe ts_man
```

- 10 Add the `ts_manrtmanager.exe` command line to the end of this command line.

```
C:\PROGRA~1\Rational\RATION~1\rtspla.exe ts_manrtmanager.exe  
"Sample Suite" /runsuite /user admin /project "C:\Pats  
Projects\project1\Project1.rsp" /computers Local /build build 271  
/logfolder "Sample Suite" /log logname /overwrite /numusers 100  
/close
```

## Monitoring Test Runs

---

While a suite, test case, or test script is running, you can monitor its progress. You can:

- Confirm that the test is progressing successfully.
- Discover potential problems early in the run so you can intervene if necessary.
- Suspend and restart virtual testers.

- Change the values of shared variables.
- Release virtual testers waiting on synchronization points.

The TestManager monitoring tools provide you with current information that is dynamically updated as the test runs. This information includes:

- The number of commands that have executed successfully and the number of commands that have failed.
- The general state of the virtual testers: whether they are initializing, connecting to a database, exiting, or performing other tasks.
- Whether any virtual testers have terminated abnormally.

## The Progress Bar and the Default Views

When you run a test, TestManager displays the monitoring information in a Progress bar and in views. The Progress bar gives you a quick summary of the state of the run and cannot be changed. You can change the views, however, to provide summary information or detailed information about each virtual tester.

The following figure shows the Progress bar and the default views:

The screenshot shows the Rational TestManager interface with the following components and annotations:

- Progress bar:** Located at the top, it displays test statistics: 25 Active, 0 Suspended, 0 Normal, 0 Abnormal, and 0 Terminated. It also shows 'Time in Run' as 00:00:52 and a progress indicator at 0%.
- Suite View - Overall:** A tree view on the left showing the test suite structure, including 'Smoke Test', 'Stress Test', and 'Suite 9'.
- State Histogram - Standard:** A 3D bar chart showing the distribution of virtual testers across different states: Unstarted (0), Init (0), Quiet (8), Server (17), Code (0), Overhead (0), GUI (0), and Exit (0).
- User View - Compact:** A table at the bottom showing details for individual virtual testers.

Suite	Groups	Computer	Script	State	Time
Accounting [1]		Local computer[01]	Sync Point	Wait Shv or Sync	00:00:07
Accounting [2]		Local computer[02]	Sync Point	Wait Shv or Sync	00:00:07
Accounting [3]		Local computer[03]	Sync Point	Wait Shv or Sync	00:00:07
Accounting [4]		Local computer[04]	Sync Point	Wait Shv or Sync	00:00:06

With the Progress bar, you can quickly assess how successfully the test is running. The Progress bar provides the following information:

- **Testers** – The total number of virtual testers in the run
- **Active** – The number of virtual testers that are neither suspended nor terminated
- **Suspended** – The number of virtual testers in a paused state
- **Terminated: Normal** – The number of virtual testers that completed their tasks successfully
- **Terminated: Abnormal** – The number of virtual testers that terminated without completing all of their assigned tasks
- **Time in Run** – The time the test has been running, expressed in *hours:minutes:seconds*
- **% Done** – The approximate percentage of the test that has completed

TestManager also displays three views of the running suite:

- The **Suite - Overall** view, which displays general information about the status of virtual testers. For more information, see *Displaying the Suite Views* on page 134.
- The **State Histogram - Standard**, which is a bar chart that provides a general idea of which tasks the virtual testers are performing. For example, some virtual testers might be initializing, some virtual testers might be executing code, and some virtual testers might be connecting to the database. This chart shows the number of virtual testers in each state.

TestManager displays the State Histogram - Standard by default. However, if you are running GUI test scripts, or if you are testing an SQL database or a Web server, you may want to display a bar chart specifically geared to those tests. For more information, see *Displaying the State Histograms* on page 136.

- The **User View - Compact** or the **Computer View - Compact**, which displays information about the current state of the virtual testers. In this view, you can click a particular virtual tester to display additional information about that virtual tester or control its operation. For more information, see *Displaying the User and Computer Views* on page 138.

## Displaying the Suite Views

The suite views are very similar to the actual suite that you have designed. Columns show you which iteration is being executed and what percentage of the virtual testers in a group are currently in a test script or a selector.



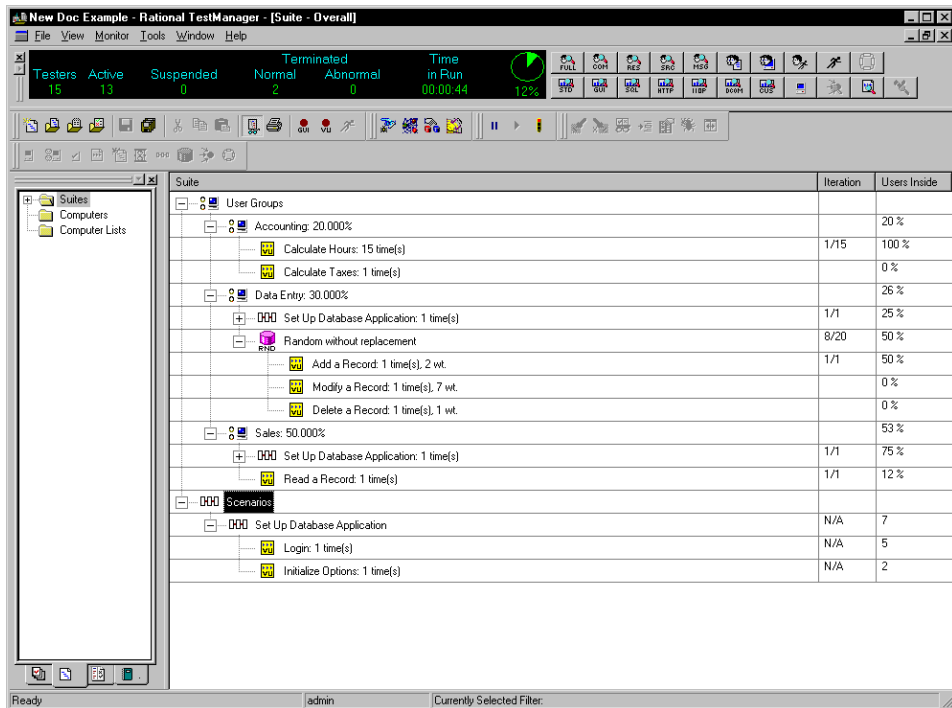
The two suite views are:

- **Suite - Overall** – Use this view to display general information about the status of the suite. TestManager displays this view by default when you run a suite.
- **Suite - Users** or **Suite - Computers** – Use this view to display the exact suite progress of a particular virtual tester.

## The Suite - Overall View

To display the Suite - Overall view:

- During a suite run, click **Monitor > Suite > Overall**.



The screenshot shows the Rational TestManager interface in the Suite - Overall view. The top status bar displays: Testers: 15, Active: 13, Suspended: 0, Terminated: 2, Abnormal: 0, Time in Run: 00:00:44, and 12% progress. The main area contains a table with the following data:

Suite Item	Iteration	Users Inside
User Groups		
Accounting: 20.000%		20 %
Calculate Hours: 15 time(s)	1/15	100 %
Calculate Taxes: 1 time(s)		0 %
Data Entry: 30.000%		26 %
Set Up Database Application: 1 time(s)	1/1	25 %
Random without replacement	8/20	50 %
Add a Record: 1 time(s), 2 wt.	1/1	50 %
Modify a Record: 1 time(s), 7 wt.		0 %
Delete a Record: 1 time(s), 1 wt.		0 %
Sales: 50.000%		53 %
Set Up Database Application: 1 time(s)	1/1	75 %
Read a Record: 1 time(s)	1/1	12 %
Scenarios		
Set Up Database Application	N/A	7
Login: 1 time(s)	N/A	5
Initialize Options: 1 time(s)	N/A	2

The Suite - Overall view is similar to the actual suite that you have designed. However, it contains two additional columns:

The **Iteration** column shows how many iterations are in the suite item and the iteration in progress, averaged over all virtual testers currently executing that suite item.

For example, 8/20 indicates that, for the virtual testers currently executing that suite item, on the average, the virtual testers are executing the 8th of 20 total iterations.

The **Users Inside** column shows the percentage of virtual testers that are currently executing each portion of the suite. The percentage next to the user group shows the percentage of total virtual testers that have been assigned to the group and have not yet exited the suite. The percentage next to the items within a user group shows the percentage of virtual testers within that group that are executing that item.

For example, if the Sales user group contains 50 percent of the total virtual testers, the **Users Inside** column for that group is 50 percent. If all virtual testers in the Sales group are executing the Read Record test script, the **Users Inside** column for that test script is 100 percent.

## The Suite - Users and Suite - Computers Views

To display the Suite - Users or the Suite - Computers view:

- During a suite run, click **Monitor > Suite > User** to display a Suite - Users view. Click **Monitor > Suite > Computers** to display a Suite - Computers view.

Suite	State	Iteration
[-] User Groups		
[-] Accounting: 20.000%		
[+] Accounting[1]	Waiting for Response	
[+] Accounting[2]	Waiting for Response	
[+] Accounting[3]	Waiting for Response	
[+] Data Entry: 30.000%		
[+] Sales: 50.000%		

For information about each column in this view, see *Suite - Users* or *Suite - Computers* in the TestManager Help Index.

## Displaying the State Histograms

The state histograms group the virtual testers into various states, such as exiting and initializing. Use a histogram to display a bar graph of how many virtual testers are in each state.

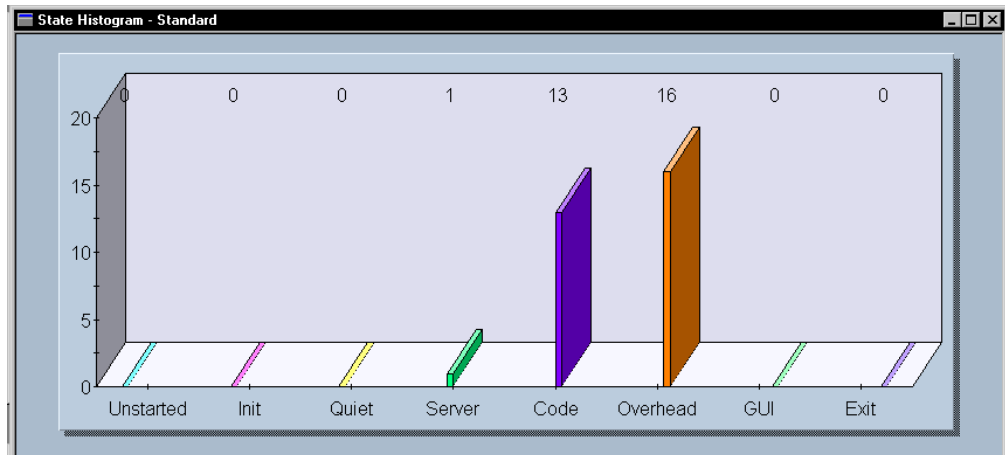
To display a state histogram:

- During a run, click **Monitor > Histogram**, and select the desired histogram.

The state histograms are:

- **Standard** – Data is grouped in a general way. Select this histogram if you want a general overview of the virtual tester states. For information about each bar in this histogram, see *State Histogram - Standard* in the TestManager Help Index.
- **GUI** – Data is grouped appropriately for tests that run GUI test scripts. For information about each bar in this histogram, see *State Histogram - GUI* in the TestManager Help Index.
- **SQL** – Data is grouped appropriately for tests that access SQL databases. For information about each bar in this histogram, see *State Histogram - SQL* in the TestManager Help Index.
- **HTTP** – Data is grouped appropriately for tests that access Web servers. For information about each bar in this histogram, see *State Histogram - HTTP* in the TestManager Help Index.
- **IIOP** – Data is grouped appropriately for tests that access IIOP servers. For information about each bar in this histogram, see *State Histogram - IIOP* in the TestManager Help Index.
- **DCOM** – Data is grouped appropriately for the tests that access DCOM functions. For information about each bar in this histogram, see *State Histogram - DCOM* in the TestManager Help Index.
- **Custom** – Data is grouped according to your needs. For information about customizing a histogram, see *Configuring Custom Histograms* on page 151.

The following figure shows a State Histogram - Standard:



In this histogram, one virtual tester is in the Server state, 13 virtual testers are in the Code state, and 16 virtual testers are in the Overhead state.

## Zooming In on Histogram Bars

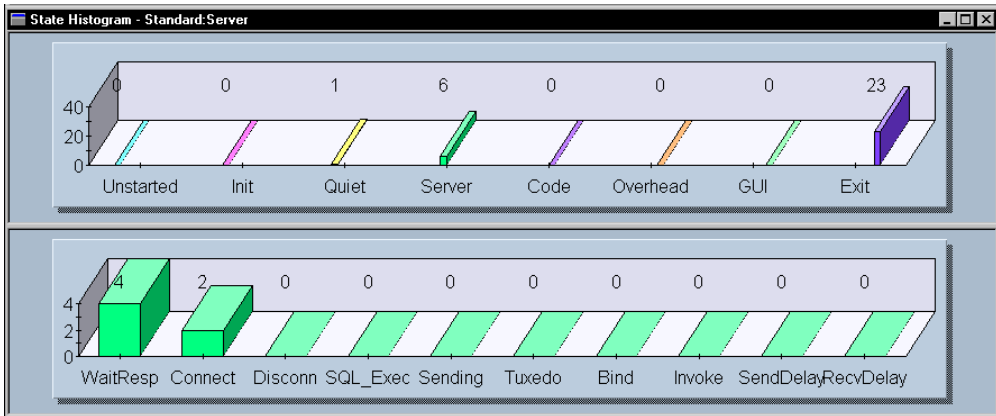
Each bar in a histogram shows a summary state that contains individual states. You can zoom in on a bar to see a breakdown of how many virtual testers are in each state.

To zoom in on a histogram bar:

- Double-click a bar that contains virtual testers. A window appears that displays the individual states.

To restore the window to its original state, click **View > Reset**.

The following figure shows an expanded histogram, after you have clicked the Server bar:



Six virtual testers are classified as Server. The expanded histogram shows that four are in the WaitResp state and two are in the Connect state.

For information about each bar in this histogram, see *List of Histogram Bars* in the TestManager Help Index.

## Displaying the User and Computer Views

The User and Computer views dynamically display the status and details of virtual tester operations, depending on the type of user the virtual tester is emulating. Display one of the views to see the status of individual virtual testers.

**Note:** TestManager displays a view based on *users* or based on *computers*, depending on the type of test that you are running.

To display a view:

- During a run, click **Monitor > User** or **Monitor > Computer**, and select a view.

The User/Computer views are:

- **User/Computer View - Full** – Contains complete information about all virtual testers.
- **User/Computer View - Compact** – Contains summary information about all virtual testers. This is the most efficient view to use when you are running Agent computers.
- **User/Computer View - Results** – Contains information about the success and failure rate of each emulation command.
- **User/Computer View - Source** – Displays the line number and the name of the source file being executed.
- **User/Computer View - Message** – Similar to the User/Computer View - Compact, but also displays the first 20 letters of text from the TSS display function.

The following items pertain to all user or computer views:

- To make tracking certain virtual testers easier, you can change which virtual testers are displayed. For more information, see *Filtering and Sorting Views* on page 148.
- When you display a user or computer view, you can also display the test script that the virtual tester is running. Double-click the number in the first column, next to the virtual tester. TestManager displays the test script. For more information, see *Displaying the Test Script View* on page 143.
- When a virtual tester terminates abnormally, TestManager writes a message stating the reason for termination to the running Suite window. Right-click the terminated virtual tester, and then select the **View Termination Message** option.

You can easily identify a virtual tester that terminates abnormally because its **Exited** state is red in the views.

The rest of this section describes and gives examples of each view.

## User/Computer View - Full

This view contains complete information about all virtual testers, as shown in the following figure:

	Groups		Script	Command	State	Time	Source		Cmd Count	Streak	Last
	Suite	Computer					File	Line			
	1	Accounting[1]					Local computer[01]	Calculate			
2	Accounting[2]	Local computer[02]	Calculate	http_header	Waiting for	00:00:00	Calculate	36	2	1 Success	
3	Accounting[3]	Local computer[03]	Calculate	http_request	Client Conn	00:00:01	Calculate	22	1	None	
4	Data Entry[1]	Local computer[04]	Login	http_header	Waiting for	00:00:00	Login.s	75	2	1 Success	
5	Data Entry[2]	Local computer[05]	Login	http_header	Waiting for	00:00:00	Login.s	75	2	1 Success	
6	Data Entry[3]	Local computer[06]	Login	http_request	Client Conn	00:00:00	Login.s	61	1	None	
7	Data Entry[4]	Local computer[07]	Login	http_header	Waiting for	00:00:00	Login.s	75	2	1 Success	
8	Sales[1]	Local computer[08]	Login	http_header	Waiting for	00:00:00	Login.s	75	2	1 Success	
9	Sales[2]	Local computer[09]	Login	http_request	Thinking	00:00:00	Login.s	85	3	2 Success	
10	Sales[3]	Local computer[10]	Login	http_request	Client Conn	00:00:00	Login.s	61	1	None	
11	Sales[4]	Local computer[11]	Login	http_request	Client Conn	00:00:00	Login.s	61	1	None	
12	Sales[5]	Local computer[12]	Login	http_request	Client Conn	00:00:00	Login.s	61	1	None	
13	Sales[6]	Local computer[13]	Login	http_request	Client Conn	00:00:00	Login.s	61	1	None	

For information about each column in this view, see *User View - Full* or *Computer View - Full* in the TestManager Help Index.

## User/Computer View - Compact

This view contains summary information about all virtual testers, as shown in the following figure:

	Groups		Script	State	Time
	Suite	Computer			
1	Accounting[1]	Local computer[01]	Calculate Hours	Client Connection	00:00:00
2	Accounting[2]	Local computer[02]	Calculate Hours	Thinking	00:00:08
3	Accounting[3]	Local computer[03]	Calculate Hours	VU Code	00:00:00
4	Accounting[4]	Local computer[04]	Calculate Hours	VU Code	00:00:00
5	Accounting[5]	Local computer[05]	Calculate Hours	Thinking	00:00:00
6	Data Entry[1]	Local computer[06]		Exited	
7	Data Entry[2]	Local computer[07]		Exited	
8	Data Entry[3]	Local computer[08]		Exited	
9	Data Entry[4]	Local computer[09]		Exited	
10	Data Entry[5]	Local computer[10]		Exited	
11	Data Entry[6]	Local computer[11]		Exited	
12	Data Entry[7]	Local computer[12]		Exited	
13	Sales[01]	Local computer[13]		Exited	

For information about each column in this view, see *User View - Compact* or *Computer View - Compact* in the TestManager Help Index.

## User/Computer View - Results

This view contains information about the success and failure rate of each emulation command, as shown in the following figure:

	Groups		Script	Command	State	Time	Streak	Failure Rate		
	Suite	Computer						Last 10	Script	Overall
1	Accounting[1]	Local computer[01]	Calculate H	http_header	Waiting for	00:00:01	240 Succe	0	0	0
2	Accounting[2]	Local computer[02]	Calculate T	http_request	Client Conn	00:00:00	262 Succe	0	0	0
3	Accounting[3]	Local computer[03]	Calculate H	http_request	Thinking	00:00:01	239 Succe	0	0	0
4	Accounting[4]	Local computer[04]	Calculate H	http_request	Thinking	00:00:01	239 Succe	0	0	0
5	Accounting[5]	Local computer[05]	Calculate H	http_header	Waiting for	00:00:01	49 Succes	0	1	1
6	Data Entry[1]	Local computer[06]			Exited					
7	Data Entry[2]	Local computer[07]			Exited					
8	Data Entry[3]	Local computer[08]			Exited					
9	Data Entry[4]	Local computer[09]			Exited					
10	Data Entry[5]	Local computer[10]			Exited					
11	Data Entry[6]	Local computer[11]			Exited					
12	Data Entry[7]	Local computer[12]			Exited					

For information about each column in this view, see *User View - Results* or *Computer View - Results* in the TestManager Help Index.

## User/Computer View - Source

This view displays the line number and the name of the source file that is being executed, as shown in the following figure:

	Groups		Script	Command	State	Time	Source		Cmd Count
	Suite	Computer					File	Line	
1	Accounting[1]	Local computer[01]	Calculate Hours	http_header_re	Waiting for Res	00:00:19	Calculate	2075	241
2	Accounting[2]	Local computer[02]	Calculate Taxe	http_nrecv	VU Code	00:00:00	Calculate	543	63
3	Accounting[3]	Local computer[03]	Calculate Taxe	http_request	Client Connecti	00:00:00	Calculate	139	19
4	Accounting[4]	Local computer[04]	Calculate Taxe	http_header_re	Waiting for Res	00:00:00	Calculate	195	26
5	Accounting[5]	Local computer[05]	Calculate Hours	http_header_re	Waiting for Res	00:00:19	Calculate	2075	241
6	Data Entry[1]	Local computer[06]			Exited				
7	Data Entry[2]	Local computer[07]			Exited				
8	Data Entry[3]	Local computer[08]			Exited				
9	Data Entry[4]	Local computer[09]			Exited				
10	Data Entry[5]	Local computer[10]			Exited				
11	Data Entry[6]	Local computer[11]			Exited				
12	Data Entry[7]	Local computer[12]			Exited				

For information about each column in this view, see *User View - Source* or *Computer View - Source* in the TestManager Help Index.

## User/Computer View - Message

This view is similar to the User/Computer Compact view, but it also displays messages from the first 20 letters of text from the TSS display function. If you have added a display routine to a test script, you may want to show this view.

The following figure shows an example of a User View - Message:

	Groups		Script	State	Time	Message
	Suite	Computer				
1	Accounting[1]	Local computer[01]	Calculate Hours	Waiting for Response	00:00:51	
2	Accounting[2]	Local computer[02]		Exited		
3	Accounting[3]	Local computer[03]	Calculate Taxes	VU Code	00:00:00	
4	Accounting[4]	Local computer[04]		Exited		
5	Accounting[5]	Local computer[05]	Calculate Hours	Waiting for Response	00:00:51	
6	Data Entry[1]	Local computer[06]		Exited		
7	Data Entry[2]	Local computer[07]		Exited		
8	Data Entry[3]	Local computer[08]		Exited		
9	Data Entry[4]	Local computer[09]		Exited		
10	Data Entry[5]	Local computer[10]		Exited		
11	Data Entry[6]	Local computer[11]		Exited		

For information about each column in this view, see *User View - Message* or *Computer View - Message* in the TestManager Help Index.

## Displaying the Shared Variables View

In the Shared Variables view you can inspect the values of any shared variables that you have set in your suite or test script.

To display the Shared Variables view:

- During a run, click **Monitor > Shared Variable**.

The following figure shows a Shared Variables view:

Name	Value	Users Waiting
sh_var2	0	0
sh_var3	0	0
sh_var4	0	0
shared_var	0	2

This view shows the name of each shared variable, the value of the variable, and the number of virtual testers waiting for the shared variable to reach a certain value.

## Changing the Value of a Shared Variable

You can change the value of a shared variable when you are monitoring a test.

- 1 During a run, click **Monitor > Shared Variable**.
- 2 Double-click the variable name, or right-click in the view and then click **Change Value**.
- 3 If the shared variable is read-only, type a new value in the **Value of** box.



- 4 If the shared variable is being dynamically updated, you cannot type a new value. By the time you read the value, determine the changed value, and type it, a virtual tester may have modified the value. If this occurs, your change is lost. Instead:

Under **Operators**, choose an operator. If you choose the subtract (-) or divisor (/) operators, the order for operations is:

existing value - new value

existing value / new value

For example, assume the shared variable has a current value of 6. If you type 4 in the **Value of** box and click the - operator, the new value of the shared variable is 2, because  $6 - 4 = 2$ .

- 5 Click **OK**.

## Displaying the Virtual Testers Waiting on a Shared Variable

If your test scripts contain shared variables, you can see the virtual testers waiting on each shared variable.

To display the virtual testers waiting on a shared variable:

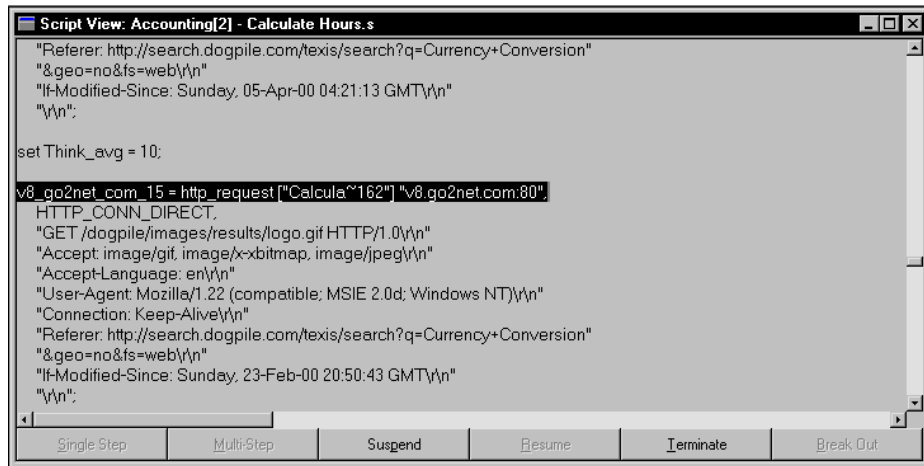
- 1 In the Shared Variables view, double-click the variable name, or right-click in the test script.
- 2 Click **See Users**.

## Displaying the Test Script View

The Test script view displays the test script that is running and highlights the line of code that a virtual tester is executing. This view is useful for watching the progress of a virtual tester through a test script.

To display the Test script view:

- During a run, click **Monitor > Test Script**, and click the virtual tester whose progress you want to check.



The screenshot shows a window titled "Script View: Accounting[2] - Calculate Hours.s". The main area displays the following text:

```
"Referer: http://search.dogpile.com/taxis/search?q=Currency+Conversion"
"&geo=no&fs=web"\n"
"If-Modified-Since: Sunday, 05-Apr-00 04:21:13 GMT"\n"
"\n";

set Think_avg = 10;

v8_qo2net_com_15 = http_request["Calcula"162"] "v8.qo2net.com:80";
HTTP_CONN_DIRECT;
"GET /dogpile/images/results/logo.gif HTTP/1.0"\n"
"Accept: image/gif, image/x-bitmap, image/jpeg"\n"
"Accept-Language: en"\n"
"User-Agent: Mozilla/1.22 (compatible; MSIE 2.0d; Windows NT)"\n"
"Connection: Keep-Alive"\n"
"Referer: http://search.dogpile.com/taxis/search?q=Currency+Conversion"
"&geo=no&fs=web"\n"
"If-Modified-Since: Sunday, 23-Feb-00 20:50:43 GMT"\n"
"\n";
```

At the bottom of the window, there is a control bar with the following buttons: Single Step, Multi-Step, Suspend, Resume, Terminate, and Break Out.

The Test Script View window shows the test script that is running. The test script displays, line by line, what the virtual tester is doing.

For information about the options available in this view, see *Test Script view* in the TestManager Help Index.

## Debugging a Test Script

You may encounter problems when you are monitoring a test. TestManager provides tools that enable you to debug a test script. When you debug a test script, it is a good idea to run the test with just one virtual tester, correct the test script, and then run the test as usual.

To debug a test script:

- During a test run, click **Monitor > Test Script** and select the virtual tester running the test script that you want to debug.

Select one of the following debugging options:

- **Single Step** – Steps through a test script one emulation command at a time, allowing you to see what happens at each command. To use this option, first suspend a virtual tester. This is useful for pinpointing problems.
- **Multi-step** – Steps through a test script multiple emulation commands at a time. To use this option, first suspend the virtual tester. Then you can select a number of commands to execute at a time.

- **Suspend** – Suspends a virtual tester at the beginning of the next emulation command.
- **Resume** – Allows a suspended virtual tester to resume its progress through a test script.
- **Terminate** – Ends the virtual tester’s execution of a test script.
- **Break Out** – Moves a virtual tester out of the following three states:
  - Waiting on a shared variable
  - Waiting on a response
  - TSS delay function

## Displaying the Sync Points View

The Sync Points view displays information about the synchronization points that you have set in the suite or that you have included in a test script.

**Note:** This view contains information that pertains to performance testing.

To display the Sync Points view:

- During a run, click **Monitor > Sync Points**.

Name	State	Time	Timeout	Virtual Testers			Delay (ms)	
				Arrived	to Sync	Late	Min	Max
Stress_Test	Released	00:05:13	Infinite	9	9	0	00:00:00	00:00:00
Accounting	Released	00:05:13	Infinite	1	1	0	00:00:00	00:00:00

For information about each column in this view, see *Sync Points view* in the TestManager Help Index.

## Displaying Virtual Testers Waiting on a Synchronization Point

To display the virtual testers waiting on a synchronization point:

- 1 During a run, click **Monitor > Sync Points**.
- 2 Right-click the name of the synchronization point, and then click **See Users**.

## Releasing a Synchronization Point

You might decide to release a synchronization point, even though the required number of virtual testers has not yet been reached. Subsequent virtual testers that arrive at the synchronization point are not held. However, if you have set a restart time and a maximum time in the suite, the virtual testers are delayed. So, for example, if you release a synchronization point but have set a restart time of 1 second and a maximum time of 4 seconds, each virtual tester who reaches that synchronization point is delayed from 1 to 4 seconds.

To release a synchronization point:

- 1 During a run, click **Monitor > Sync Points**.
- 2 Right-click the name of the synchronization point and then click **Release**.
- 3 A confirmation message appears, asking you to confirm the release. Click **Yes** or **No**.

## Displaying the Computer View

Use the Computer view to check the computer resources used during a run, as well as the status of the Local and Agent computers at the beginning and end of a run.

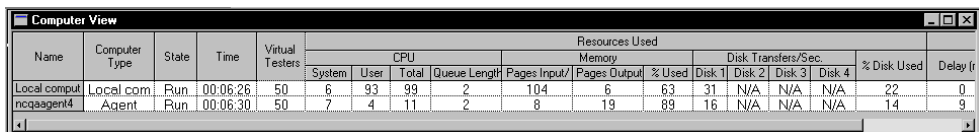
For information about each column in this view, see *Computer view* in the TestManager Help Index.

## Viewing Resource Usage During a Run

When you view resource usage during a run, TestManager displays the computer resources used for each Local and Agent computer in the run.

To check computer resources used:

- During a run, click **Monitor > Computers**.



Name	Computer Type	State	Time	Virtual Testers	Resources Used											Delay (s)	
					CPU				Memory			Disk Transfers/Sec.					% Disk Used
					System	User	Total	Queue Length	Pages Input/	Pages Output	% Used	Disk 1	Disk 2	Disk 3	Disk 4		
Local comput	Local com	Run	00:06:26	50	6	93	99	2	104	6	63	31	N/A	N/A	N/A	22	0
ncsaagent4	Agent	Run	00:06:30	50	7	4	11	2	8	19	89	16	N/A	N/A	N/A	14	9

For information about each column in this view, see *Computer view* in the TestManager Help Index.

## Graphing Resource Usage During a Run

You can graph the resources that your computer uses during a run. This provides you with a visual representation of resource usage. Within this graph of resources, you can change the color of an item in the graph, remove an item from the graph, or remove all items in the graph.

To graph computer resources:

- 1 During a run, click **Monitor > Computers**.
- 2 Right-click in the **Resources Used** or **Network** columns and then click **Add to Graph**.

## Viewing Computers at the Start or End of a Run

The Computer view appears automatically when Agent computers start up. When all Agents are up and running, the Computer view closes. When Agents begin shutting down, the Computer view reappears automatically so that you can watch cleanup activities, such as transferring files to the Local computer.

The Computer view includes **Progress** messages, which indicate when the computer is creating or initializing processes, transferring files, terminating virtual testers, and so on.

For information about each column in this view, see *Computer view* in the TestManager Help Index.

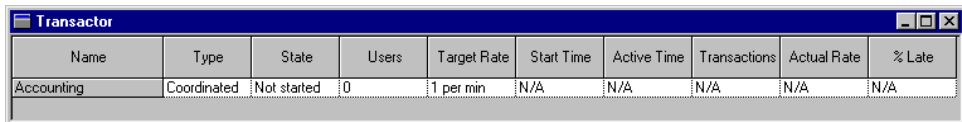
## Displaying the Transactor View

The Transactor view shows the status of any transactors that you inserted into the suite.

**Note:** This view pertains primarily to performance testing.

To display a Transactor view:

- During a suite run, click **Monitor > Transactors**.



Name	Type	State	Users	Target Rate	Start Time	Active Time	Transactions	Actual Rate	% Late
Accounting	Coordinated	Not started	0	1 per min	N/A	N/A	N/A	N/A	N/A

For information about each column in this view, see *Transactor view* in the TestManager Help Index.

## Displaying the Group Views

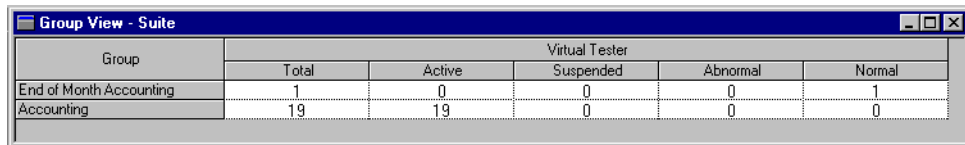
The Group views show the status of all user groups that you have defined. Both Group views show the same information, but the Suite view shows the information by user group, and the Computer view shows the information by computer.

To display a Group view:

- During a run, click **Monitor > Groups**.

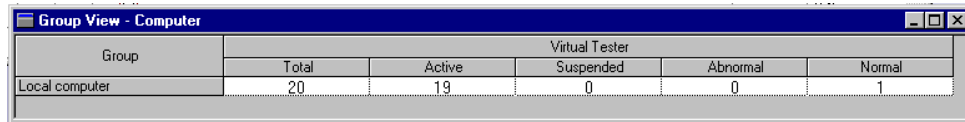
The two Group views are:

- **Group View - Suite** – A list of the user groups in a suite. The following figure shows this view:



Group	Virtual Tester				
	Total	Active	Suspended	Abnormal	Normal
End of Month Accounting	1	0	0	0	1
Accounting	19	19	0	0	0

- **Group View - Computer** – A list of the groups assigned to the same computer. The following figure shows this view:



Group	Virtual Tester				
	Total	Active	Suspended	Abnormal	Normal
Local computer	20	19	0	0	1

For information about each column in this view, see *Group View - Suite* or *Group View - Computer* in the TestManager Help Index.

To display the virtual testers in the groups, right-click the name in the left column and then click **See Users**.

## Filtering and Sorting Views

This section discusses how to customize a view. For example, you can sort virtual testers in various ways, or you can filter virtual testers and groups so that only certain information is displayed.

### Sorting the Virtual Testers in a User or Computer View

While displaying a User or Computer view, you may want to see the virtual testers in a particular order. For example, you can sort the virtual testers alphabetically, or you can sort them in the order in which they started.

To change the order in which the virtual testers are displayed:

- Right-click in a column under the **Suite** or **Computer** heading from an open user or computer view to view the shortcut menu.

You can sort virtual testers in the following orders:

- **Suite Order** – The order in which the user group appears in the suite.
- **Execution Order** – The order in which the virtual testers are started.
- **Suite Groups** – Alphabetical listing of suite groups.
- **Computer Groups** – Alphabetical listing of computer groups.

## Filtering a View

You can filter virtual testers in a User or Computer view so that only certain virtual testers appear. This is useful if you are running many virtual testers and you want to focus on the progress of a few of these testers.

### Filtering Virtual Testers

You can filter virtual testers by including or excluding selected virtual testers:

- **Include** – Displays only the virtual testers that you selected.
- **Exclude** – Displays all virtual testers except those that you selected.

To filter virtual testers:

- 1 Select the virtual testers that you want to filter from an open user or computer view and right-click to display the shortcut menu.
- 2 Click **Filter Virtual Testers** and then click **Include** or **Exclude**.

### Filtering a Virtual Tester by Value

You can filter a virtual tester on any value that stays constant during the run, such as the name of its group, the type of test script it is running, or the name of the computer on which a virtual tester is running.

For example, you might be running a test with 200 virtual testers in the Accounting user group, 300 virtual testers in the Data Entry user group, and 500 virtual testers in the Sales user group. You want to see only virtual testers in the Data Entry group. Filter the group so that TestManager displays only the group with the “Data Entry” value.

To filter a virtual tester by value:

- 1 Right-click in any cell under the Suite, Group, or Type headings of an open User or Computer view.
- 2 Click **Filter Virtual Testers** and then click **By Value**.
- 3 Select a string in the **String** box, click either **Include** or **Exclude**, and then click **OK**.

## Filtering a Group View

If the Group view displays many columns, you can filter out some columns to provide more room to view the columns that you want to see. You can filter a group on any value that stays constant during the run, such as the name of the computer or user group or the type of test script.

To filter a Group view:

- 1 Right-click in the Group or Type heading of an open User or Computer view.
- 2 Click **Filter By Value**.
- 3 Select a string in the **String** box, click either **Include** or **Exclude**, and then click **OK**.

## Restoring the Default Views

If you have zoomed in on a histogram bar, filtered a view, or changed the widths of a column in a view, you may want to restore the bar or views to their original settings.

To restore a view to its original setting:

- From the view that you want to restore, click **View > Reset**.

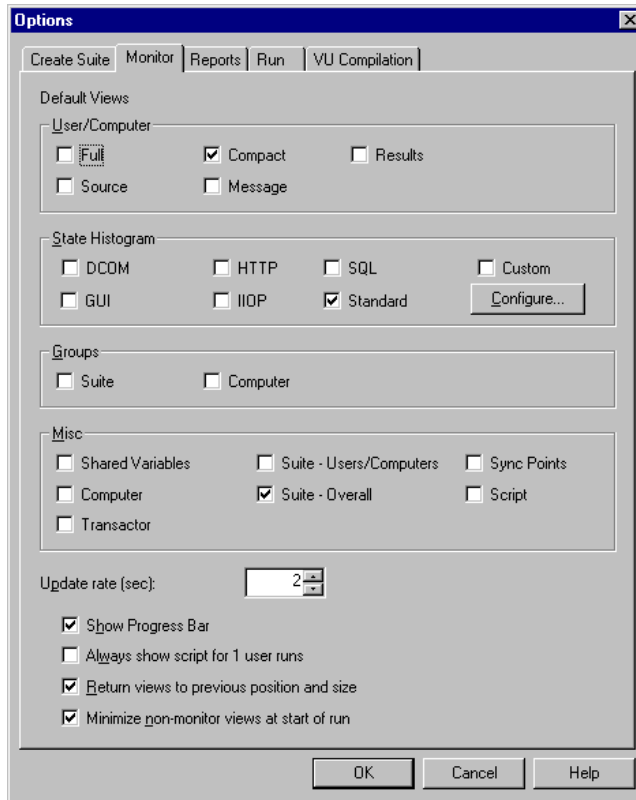
## Changing Monitor Defaults

When you monitor a test, you can set which views appear automatically, how often the views are refreshed, and whether toolbars appear automatically when you run the test. You can also configure the Custom histogram, and change its colors, as described in the next section.



To change monitor defaults:

- Click **Tools > Options** and then click the **Monitor** tab.

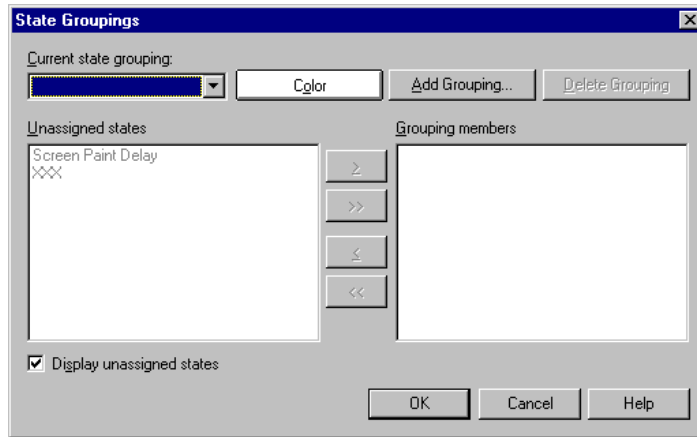


## Configuring Custom Histograms

By default, the State Histogram - Custom is identical to the State Histogram - Standard. However, unlike the other histograms, you can configure the State Histogram - Custom. You can configure the groups, create new groups, and change the colors that designate a group.

To configure the State Histogram - Custom:

- From the **Monitor** tab of the Options dialog box, under **State Histogram**, click **Configure**.

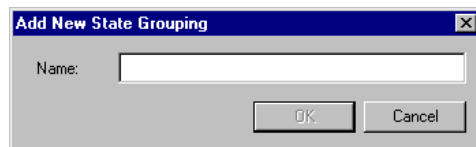


To assign or remove a state in a Custom Histogram group:

- In the State Groupings dialog box, select a group from the **Current State Grouping** field.

To add an entire group to the Custom histogram:

- In the State Groupings dialog box, click **Add Grouping**.



To delete a group from the Custom histogram:

- In the State Groupings dialog box, select the group to delete from the **Current State Grouping** box and then click **Delete Grouping**.

When you delete a group, all states that were in the group are unassigned.

## Controlling a Suite During a Run

TestManager provides a variety of ways to help you control a suite while it is running. For example, you can:

- Suspend a suite to change settings or examine its progress.
- Change the update rate of a suite.

## Suspending and Resuming Virtual Testers

While a suite is running, you can suspend and resume all virtual testers, or you can suspend and resume individual virtual testers. This is useful for investigating any problems that occur during the run.

To suspend or resume all virtual testers:

- Click **Monitor > Suspend Test Run** or **Monitor > Resume Test Run**.

To suspend or resume individual virtual testers:

- 1 Click **Monitor > User** or **Monitor > Computers**, and select the virtual tester row that you want to suspend.
- 2 Right-click, and then select **Suspend** or **Resume**.

When you monitor a TestManager suite and suspend a virtual tester in an independent transactor, upon restarting, the tester tries to catch up on the missed transactions. If you suspend a virtual tester in a coordinated transactor, the remaining testers compensate by attempting to maintain the desired transactor rate. If the rate cannot be maintained, as testers restart they try to catch up on the missed transactions.

## Setting and Changing the Update Rate

By default, TestManager updates your views every two seconds. This rate is generally sufficient.

However, if you are running many virtual testers or the CPU percentage used is high, you may need to lower the update rate.

To update the current views while you are running the suite:

- Click **Monitor > Update**.

To change the update rate of all views in the run:

- 1 Click **Tools > Options** and then click the **Monitor** tab.
- 2 At **Update Rate (sec)**, type the number of seconds to elapse between updates.

## Stopping Test Runs

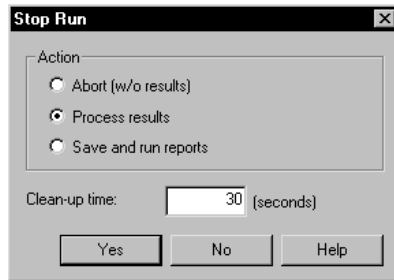
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To cancel a suite run while TestManager is checking the suite:

- Maximize the Messages from running suite window and then click **Cancel**.

To stop a test when it is running:

- Click **Monitor > Stop Test Run**.



Stop a run in one of these ways:

- **Abort (w/o results)** – Stops the run and does not save the test log. Click this option if you do not plan to run any reports or look at any Virtual Tester Error or Virtual Tester Output file in the Test Log window.
- **Process Results** – Stops the run but saves the test log so that you can run reports, and look at any Virtual Tester Error or Virtual Tester Output file in the Test Log window.
- **Save and Run Reports** – Stops the run, saves the test log, and automatically produces reports, just as if your run completed normally.

You can also specify **Clean-up time**. This is the amount of time allowed from the time you request termination until TestManager forces the termination of the run.

**Note:** When you abort a large test that includes multiprocessor Local or Agent computers, choose a **Clean-up time** of 60 seconds or more to allow virtual testers (rtsvui processes) time to exit on their own. The default **Clean-up time** of 1 second often causes the Local computer to terminate many processes at once, and can result in leftover rtsvui processes. Although not harmful, they clutter the process table. They can be killed individually by using Task Manager, or all at once by logging off.

When the test finishes running—whether normally or by manual termination—TestManager displays any log data in the Test Log window. For more information about the Test Log window, see *Evaluating Tests* on page 155.

This chapter explains how to use the Test Log window of TestManager to view logs and interpret their contents. It also explains how to create and run reports to help you manage your testing efforts. This chapter includes the following topics:

- About test logs
- Viewing test log results
- Viewing test script results recorded with Rational Robot
- Reporting results

**Note:** For detailed procedures, see the TestManager Help.

## About Test Logs

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After you run a suite, test case, or test script, TestManager writes the results to a test log. Use the Test Log window of TestManager to view the test logs created after you run a suite, test case, or test script.

A testing cycle can have many individual tests for specific areas of an application. Reviewing the results of tests in the Test Log window reveals whether each test passed or failed. Review and analysis help determine where you are in your software development effort and whether a failure is a defect or a design change.

You can use the Test Log window to:

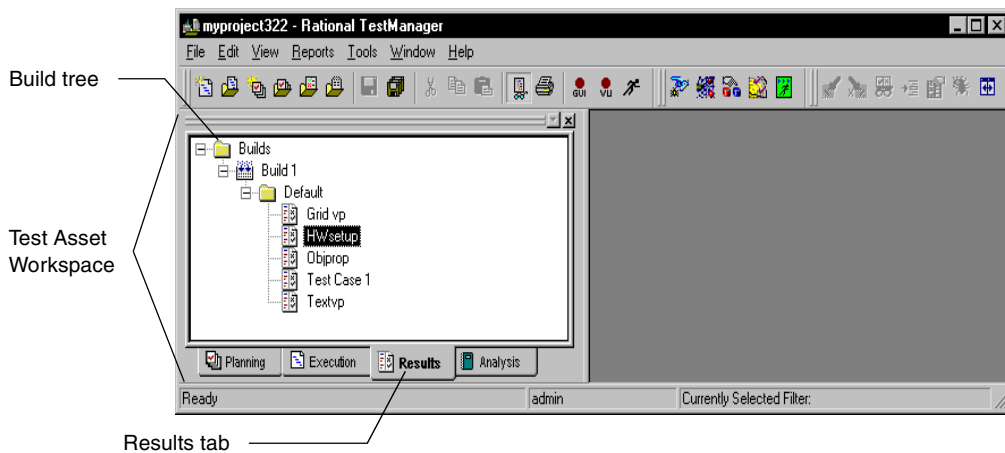
- Open a test log to view a result.
- Filter the data of a test log to view only the information you need.
- View all test cases with an unevaluated result in the Test Case Results tab of the Test Log window. This is particularly useful in evaluating the results of performance test cases. You can sort the test cases by actual result and then review and update all unevaluated test cases.
- Submit a defect for a failed log event. The test log automatically fills in build, configuration, and test script information in the ClearQuest defect form. For information about submitting a defect, see *About Submitting and Modifying Defects* on page 167.

- Open the test script of a script-based log event in the appropriate test script development tool. For example, if you create a manual test script, ManualTest opens and displays the test script. If you create a custom test script type, TestManager opens the test script with the editor that you specify. You use a Test Script Console Adapter (TCSA) to specify which editor opens a test script and to manage custom test script types. For information about using custom test script types, see *Defining Custom Test Script Types* on page 14.
- Preview or print data displayed in the active test log in the Test Log window.
- If you use Robot to record test scripts, you can analyze the results in a Comparator to determine why a test failed. If you use QualityArchitect to generate test scripts from Rose models, you use the Grid Comparator to analyze results. For information about using the Comparators, see *About the Four Comparators* on page 221.

## Opening a Test Log in TestManager

To open the Test Log window manually, do one of the following:

- Click **File > Open Test Log**.
- In the **Results** tab of the Test Asset Workspace, expand the Build tree and select a log.



**Note:** For detailed procedures, see the TestManager Help.

You can open more than one test log in the Test Log window. If you have more than one test log open, the log that is currently active is the one that is acted upon when you use most menu commands.

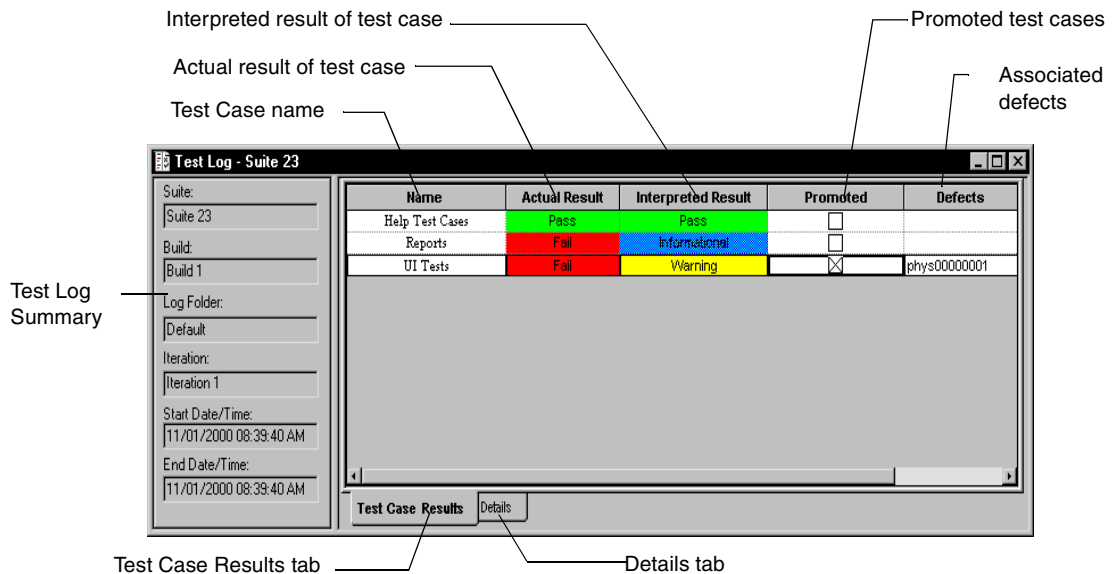
To control when the test log opens after running a test case, test script, or suite:

- Click **Tools > Options** and then click the **Run** tab.

**Note:** You can also start the test log from a selected test script in a TestFactory application map. For more information, see the *Rational TestFactory User's Guide* or the TestFactory Help.

## The Test Log Window

The Test Log window of TestManager contains the Test Log Summary area, the Test Case Results tab, and the Details tab. The iteration that appears in the Test Log Summary area is associated with the build.



## Test Case Results Tab

From the Test Log window, click the Test Case Results tab to get the overall results of each test case—did it pass or fail? The Test Case Results tab displays the results of running a test case or a suite that contains one or more test cases. If you run a test script from TestManager, ManualTest, or from Robot, even if the test script is an implementation of a test case, the Test Case Results tab will be empty. You must run a test case to get results in the Test Case Results tab.

Name	Actual Result	Interpreted Result	Promoted	Defects
Help Test Cases	Pass	Pass	<input type="checkbox"/>	
Reports	Fail	Informational	<input type="checkbox"/>	
UI Tests	Fail	Warning	<input checked="" type="checkbox"/>	phys00000001

Test Case Results tab

## Interpreting Test Case Results

When you first open a test log and click the **Test Case Results** tab, it displays the same values for actual results and interpreted results: pass, fail, informational, or warning. An actual result is the test case result returned and logged when the test case was run. The actual result also appears in the Interpreted Result column as the default interpreted result. You may want to *interpret* a test case result if you possess additional knowledge about it and want to correct it.

For example, a test case may fail because the software has a defect. In this situation, the failure is valid, and you do not need to interpret the results. However, a test case may fail under other situations, including:

- The application-under-test has changed, and you must modify the related test scripts.
- There is a problem with the test automation—for example, a test script ran in the wrong order.

In either situation, the failure is misleading, and you may want to change the Interpreted Result column in the Test Case Results tab to Pass or Informational.



## Promoting Test Case Results

When you *promote* a test case result, you indicate that the result is useful to your project and should be made visible to others. Before you promote a result, it appears only in the test log.

For example, assume that the required number of test cases passed your testing criteria for a build to be shipped to beta customers. You consider the test results “official” and want to include them in Test Case Results Distribution or Test Case Trend reports. Therefore, you promote the result for each test case that is important for your testing criteria.

On the other hand, assume that TestManager reports a test case as failed. You discover that the computer is not plugged in, so the test case could not run—which is why TestManager reported the failure. A previous test case on that computer passed, so you promote that test case result because you want to include it in a Test Case Results Distribution or Test Case Trend report. Therefore, you would not promote the result of the failed test case, because the result is not significant—and, in fact, is misleading.

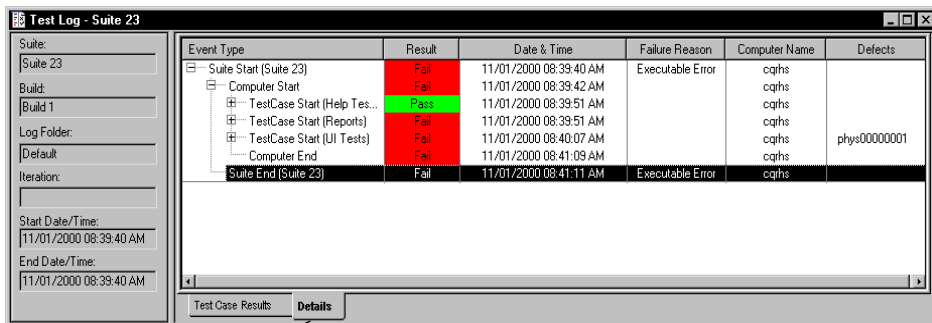
Promotion does not affect the result (pass, fail, informational, or warning). It merely indicates that the result is significant enough to appear in a Test Case Results Distribution or Test Case Trend report.

**Note:** You must also save the test case results when you close a test log to make the result appear in a Test Case Results Distribution report after *promoting* it.

## Details Tab

The **Details** tab of the Test Log window contains log events that are generated when you run a test script, test case, or suite.

**Note:** Detailed test results in the Details tab cannot be promoted.



Details tab

## Viewing Test Log Results

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After running a test case, test script, or suite, you can quickly evaluate the results in the Test Log window.

### Viewing Test Case Results

The results of all test cases appear in the **Test Case Results** tab of the Test Log window.

In the **Test Case Results** tab you can:

- Sort by name, actual result, interpreted result, or promotion status.
  - To sort test cases:
    - In the **Test Case Results** tab, click **View > Sort By**, and then select how you want to sort the test cases.
    - Double-click the column heading.
- Show test cases by the following criteria:
  - Actual result with pass, fail, warning, or other.
  - Interpreted with pass, fail, warning, or other.
  - Hide the equivalent results.

To show test cases by certain criteria:

- In the **Test Case Results** tab click **View > Show Test Cases**. Then select the criteria you want to see.
- Display event details for a particular test case in the Test Case Results tab.
  - To display event details:
    - In the **Test Case Results** tab, select a test case, and then click **View > Event Details**. TestManager displays the **Details** tab and locates the event details for the test case you selected.

## Viewing Event Details

Detailed information about each event is available in the **Details** tab of the Test Log window.

In the **Details** tab, you can:

- Collapse and expand events.
- Find a particular result, event type, protocol, failure reason, verification point, or command, or search for the name and value of a specific event property.

You can view an event and navigate through all of the failures (appearing in red in the **Result** column of the **Details** tab) from the Log Event window.

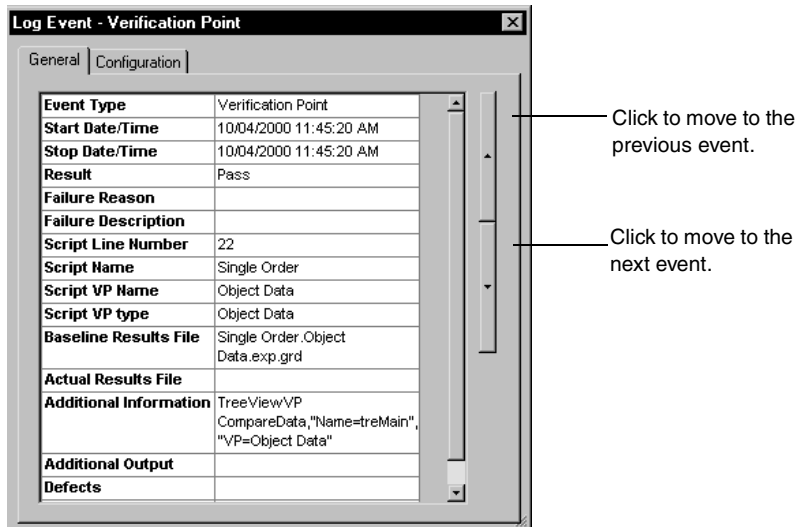
To view a particular event:

- 1 In the Test Log window, click the **Details** tab.
- 2 Click **View > Properties**.

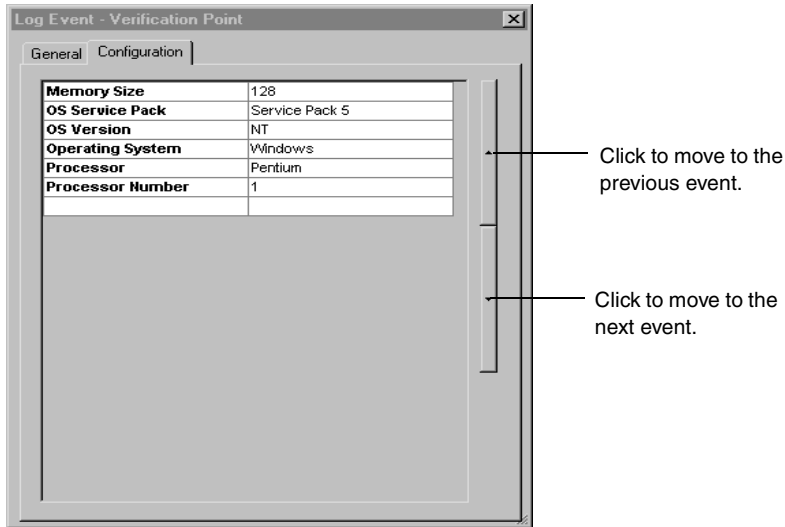
**Note:** For detailed procedures, see the TestManager Help.

You can keep the Log Event window open while you move through each event in the **Details** tab of the Test Log window. You can also resize and move this window.

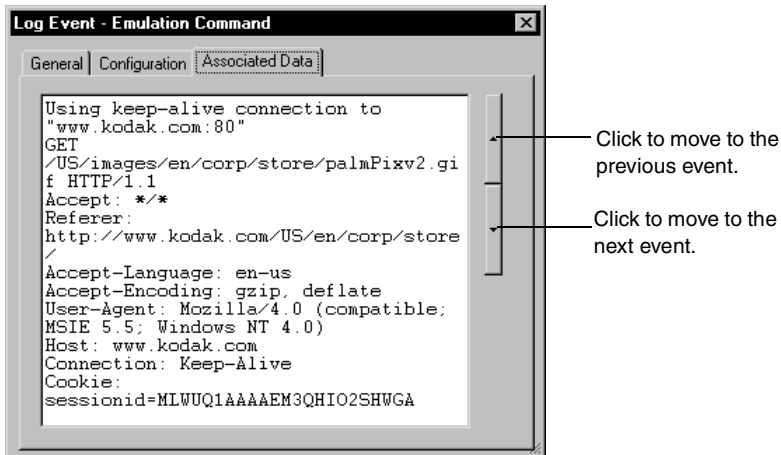
The **General** tab of the Log Event window displays the type of event, the date and time the event was recorded, the test script name, expected result, result information (if any), and other information about a log event.



The **Configuration** tab of the Log Event window displays the configuration information of the computer on which you ran the test script.



When you add a new log event property type, a new tab appears in the Log Event window. The data, depending on how it is defined, displays in a separate tab in the Log Event window as text or as an HTML file, or in a separate application. For example, the **Associated Data** tab displays data generated by all `http_request` commands, TSS logging methods (such as `TSSLog.Message` in Visual Basic), and SQABasic timing statements.



## About Log Filters

You can create a log filter to narrow down the amount of data displayed in the active Test Log window. For example, you can create a filter to display only verification points or computer starts. A log filter can make it easier to view large test logs.

**Note:** TestManager stores log filters in a project. All log filters are available to all users of a project but, when you apply a log filter to an active log, the results are visible only on your local system.

You can:

- Create or edit log filters.
- Choose a filter to narrow down the amount of logged data displayed in the Test Log window.
- Copy, rename, or delete a log filter. The copy feature is useful when you want to create multiple filters that are similar to one another. After you create the first filter, make a copy of it. Then edit the copied filter to make the necessary modifications. You can also rename and delete a log filter.

## Creating and Editing a Log Filter

To create or edit a log filter:

- Click **Tools > Manage > Log Filters**. Click **New**, or select a filter and click **Edit**. Then select the type of event information you want to filter on each of the tabs.

**Note:** For detailed procedures, see the TestManager Help.

If you filter an event type, the filter includes all information included in the event type as well as the event type itself.

## Applying a Test Log Filter

After you create a test log filter, set the filter that you want to use to narrow down the amount of logged data that appears in an active Test Log window.

To apply a test log filter:

- Open a log and click **View > Set Test Log Filter** and select the filter.

To turn off all log filters, click the test log filter **All**. This filter displays all information logged in the Test Log window when you run a test case, test script, or suite.

**Note:** When you apply a test log filter, the active Test Log window generates a new log and then displays the new filtered log information, which may take some time. For detailed procedures, see the TestManager Help.

## Viewing a Test Script

You can select any log event that is associated with a test script and view it in the tool that you used to create the test script. For example, if you create a GUI test script and open the test script from the Test Log window, the test script opens in Robot. If you create a manual test script and open the test script from the Test Log window, it opens in ManualTest. If you create a custom test script type, TestManager opens the test script with the editor that you specify. Use a Test Script Console Adapter (TSCA) to specify which editor opens a test script and to manage custom test script types. For information about using a custom test script type, see *Defining Custom Test Script Types* on page 14.

**Note:** When you double-click an event in an open log generated from Robot under Purify, Quantify, or PureCoverage, the test script opens in Robot, and the file opens in the diagnostic tool. For information about setting diagnostic tools options, see the Robot Help.

To view a test script:

- 1 Open a test log.
- 2 Click the **Details** tab.
- 3 Right-click a test script start or test script end event and click **Open Script**.

**Note:** For detailed procedures, see the TestManager Help.

## Working with Test Logs

When working with test logs, you can:

- Open a test log.
- Rename a test log.
- View the properties of a test log (the name, description, build, and log folder).

To do any of these tasks:

- 1 In the Test Asset Workspace, click the **Results** tab.
- 2 Right-click a test log and then select an item on the shortcut menu.

**Note:** You can also print data displayed in the Test Log window. For information, see *Printing a Test Log* on page 169.

## About Test Logs

Test logs record everything that happens during a test script, test case, or suite run from the time the test script, test case, or suite begins until it ends. Unless logging is specifically turned off, every virtual tester action, system call, verification point, and result is included in the logging process. You can view properties for every event from the Test Log window, and you can also view certain test logs in a whole file.

### Suite Log

The suite log contains all the messages associated with a suite run. It is the same information that you see in the Messages window when you run a suite. The log contains build, log folder and log name information, and messages about checking the suite, compiling test scripts, and any warnings or errors associated with the suite.

To view the suite log:

- In the Test Log window, right-click a suite start event and then click **View Suite Log**.

To print a suite log:

- From an open suite log, click **File > Print**.

**Note:** For detailed procedures, see the TestManager Help.

## Virtual Tester Error File

The virtual tester error file contains any runtime error information associated with a specific virtual tester.

**Note:** The error file does not always exist. If an error is encountered during playback, TestManager records the error in this file. If no errors occur, no data populates this file, so TestManager deletes the file automatically. For more information about test scripts, see the *Rational Robot User's Guide* or the Rational Test Script Services manual for your language.

To view an error file:

- In the Test Log window, right-click a virtual tester start event and then click **View Virtual Tester Error File**.

To print an error file:

- From an open error file, click **File > Print**.

**Note:** For detailed procedures, see the TestManager Help.

## Virtual Tester Output File

The virtual tester output file contains any information a virtual tester specifically writes from test script output. This can be just about anything. For example, this file could log SQL commands.

**Note:** The output file does not always exist. If output is generated during playback, TestManager records the output in this file. If no output is generated, no data populates this file, so TestManager deletes the file automatically. For more information about test scripts, see the *Rational Robot User's Guide* or the Rational Test Script Services manual for your language.

To view an output file:

- In the Test Log window, right-click a virtual tester start event and then click **View Virtual Tester Output File**.

To print an output file:

- From an open output file, click **File > Print**.

**Note:** For detailed procedures, see the TestManager Help.



## About Submitting and Modifying Defects

A *defect* can be anything from a request for a new feature to an actual bug found in the application-under-test. Defect tracking is an important part of the software testing effort.

Use the Test Log window of TestManager to submit defects for any verification points that fail during playback of a recorded test script. When you submit a defect from the test log, TestManager opens a special defect form configured by the ClearQuest administrator to automatically accept TestManager data and fills in several fields for you with information from the log. If you associate a test case with a test input, the test input information appears automatically in the defect form. (When you submit defects this way, TestManager does not actually start ClearQuest; it opens the defect form, which is part of ClearQuest.) You can also submit defects manually using ClearQuest, but none of the fields are automatically filled in for you.

**Note:** To use ClearQuest to store defects from TestManager, an administrator must first set up the ClearQuest schema and then create or attach a ClearQuest user database as part of a Rational project. For information, see the *Rational ClearQuest Administrator's Guide*. If you use ClearQuest Multisite, you must have ClearQuest Mastership privileges to submit or modify a defect from the Test Log window. If you do not have ClearQuest Mastership, modify defects manually using ClearQuest.

For your convenience, a specially designed schema, the TestStudio® schema, is included with your software for defect tracking. In ClearQuest, the term *schema* refers to all attributes associated with a change-request database. This includes field definitions, field behaviors, the state transition tables, actions, and forms. For more information about ClearQuest schemas, see the Rational ClearQuest Help.

### About the Rational TestStudio Schema

The *TestStudio schema* includes two TestStudio defect forms: one for submitting new defects and one for modifying and tracking defect information.

**Note:** To use the TestStudio schema, you must select it when you create a ClearQuest user database as part of a Rational project. You can also select an existing ClearQuest user database that uses the TestStudio schema. If you want to attach an existing ClearQuest database that has a schema different from the TestStudio schema, you need to upgrade the schema. For information, see the *Rational Suite Administrator's Guide*.

You can use the TestStudio defect form to track as many or as few details about a defect as you want.

**Note:** To display information about each item in the defect form, right-click the item and click Help.

## How to Submit and Modify a Defect

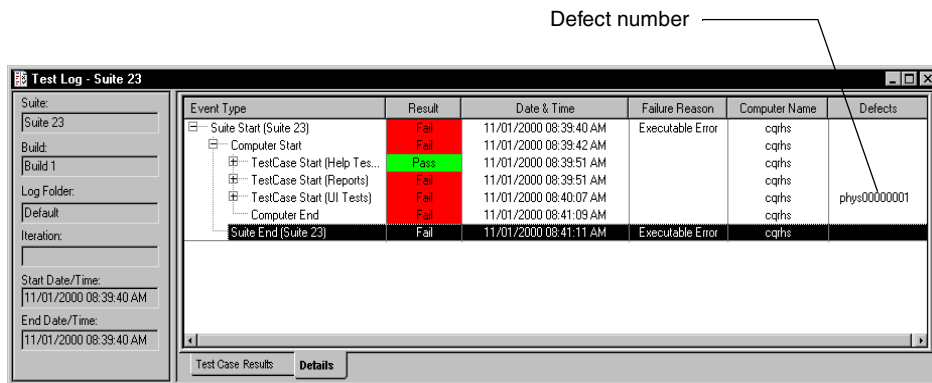
You can submit or modify defects from the Test Log window of TestManager or from ClearQuest. If you open a test log in TestManager, TestManager fills in many of the fields in the defect form. If you use ClearQuest, you must enter the fields manually.

To submit or modify a defect from TestManager, do one of the following:

- In a test log, in the **Event Type** column, right-click the failed event and then click **Submit Defect**.
- Click **Edit > Submit Defect**.

**Note:** TestManager attempts to connect to ClearQuest using your user name and password. However, if TestManager still cannot connect to the ClearQuest database, the Login dialog box appears. In this case, type your ClearQuest user name and password. Select the database in which you want to submit the defect.

If you submit a defect from the test log, the number of the new defect appears in the **Defect** column of the test log.



If the operating system code page and the ClearQuest schema code page do not match, you may see an error message when you attempt to generate a defect from a log event. Code pages are restricted to ASCII characters; if there are characters of any other type on the code page, the error is possible, and a defect is not generated. For more information about code pages, see the *ClearQuest Administrator's Guide* and the ClearQuest Designer online help.

**Note:** You can also submit defects from SiteCheck®, after you play back a Web verification point. From the test log, right-click the failed Web verification point and click **Submit Defect**. In SiteCheck, click **Tools > Enter a Defect**. For detailed procedures, see the TestManager Help.

## Printing a Test Log

You can preview or print the information displayed in the active test log to analyze test results, as shown in this example:

Example of a print preview

Event Type	Result	Date & Time	Failure Rea...	Computer Name	Defects
Suite Start (Suite 1)	Fail	10/06/2000 10:48:34 ...	Executable...	carhs	
TestCase	Fail	10/06/2000 10:48:51 ...	Unknown		
TestCase	Fail	10/06/2000 10:48:58 ...	Unknown		
TestCase	Fail	10/06/2000 10:49:03 ...	Unknown		
User Start	Fail	10/06/2000 10:48:36 ...			
Script Start (Push Button)	Fail	10/06/2000 10:48:43 ...			
Application Start	Pass	10/06/2000 10:48:44 ...			
Verification Point (O...	Fail	10/06/2000 10:48:50 ...			
Script End (Push But...	Fail	10/06/2000 10:48:50 ...			
Script Start (Single Order)	Fail	10/06/2000 10:48:50 ...			
Application Start	Pass	10/06/2000 10:48:50 ...			
Verification Point (O...	Pass	10/06/2000 10:48:56 ...			
Verification Point (O...	Fail	10/06/2000 10:48:57 ...			
Script End (Single Or...	Fail	10/06/2000 10:48:57 ...			
Script Start (Single Order)	Fail	10/06/2000 10:48:57 ...			
Application Start	Pass	10/06/2000 10:48:58 ...			
Verification Point (O...	Pass	10/06/2000 10:49:02 ...			
Verification Point (O...	Fail	10/06/2000 10:49:02 ...			
Script End (Single Or...	Fail	10/06/2000 10:49:03 ...			
User End	Fail	10/06/2000 10:49:03 ...			
Suite End (Suite 1)	Fail	10/06/2000 10:49:04 ...	Executable...	carhs	

When you print an active test log, your printed document matches what you see on the screen, so be sure to display the level of detail on your screen that you want in the printed document. To increase the number of details in the report, click the (+) plus sign in the **Event Type** column. To reduce the number of details, click the minus sign (-) in the **Event Type** column.

To print an active test log:

- 1 In the Test Log window, display the log that you want to print.
- 2 Click **File > Print**.

**Note:** For detailed procedures, see the TestManager Help.

## Managing Log Event Property Types

You can manage log event property types to register additional log event properties for display in TestManager. When you add a new log event property type—depending on how it is defined—it displays in a separate tab in the Log Event window as text or as an HTML file, or in a separate application. For more information about the information logged by this property type, see *Viewing Event Details* on page 161.

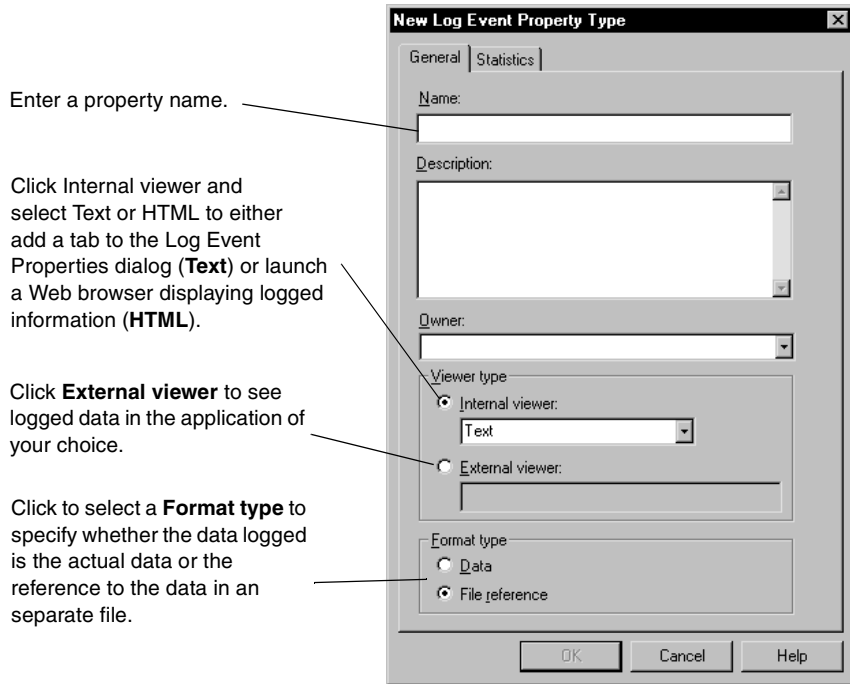
**Note:** Log event property types are related to the extensibility of TestManager. When integrating a new test script type, you can define additional log event properties. For more information, see the *Rational TestManager Extensibility Reference*.

TestManager supplies a default log event property type **Virtual Tester Associated Data**. This only applies to data generated by all `http_request` commands, TSS logging methods (such as `TSSLog.Message` in Visual Basic), and SQABasic timing statements.

For example, if you are running a test against a Web server, you could set up an event type that specifically logs HTTP requests on the Web server.

To create or edit a log event property type:

- Click **Tools > Manage > Log Event Property Types**. Click **New**.



**Note:** For detailed procedures, see the TestManager Help.

## Viewing Test Script Results Recorded with Rational Robot

You can use Robot to record test scripts that contain verification points. After you play back the test script, Robot writes the results to a log. Certain verification points also have *baseline data files* that are saved. If a verification point fails during playback, *actual data files* are also saved. Use the appropriate Comparators to view actual data or image files and view and edit the baseline files as needed.

In addition to using the Test Log window to view the playback results of verification points, you can use it to view procedural failures, aborts, and any additional playback information.

A testing cycle can have many individual tests for specific areas of an application. Reviewing the results of tests in the Test Log window reveals whether each passed or failed. Analyzing the results in a Comparator helps determine why a test may have failed. Review and analysis help determine where you are in your software development effort and whether a failure is a defect or a design change.

## Viewing a Verification Point in the Comparators

In the **Details** page of the Test Log window, failed events appear in red in the **Result** column. If the event is a failed verification point of a test script created using Robot, you can analyze the failure using one of the Comparators.

To view a verification point in a Comparator:

- 1 Open a test log.
- 2 Click the **Details** tab.
- 3 Right-click a verification point and click **View Verification Point**.

The appropriate Comparator opens based on the type of verification point, as shown in the following table. You can then analyze the results to determine whether the failure was caused by a defect or an intentional change in the application.

Comparator	Verification Points
Text Comparator	Alphanumeric
Grid Comparator	Object Data Menu Clipboard
Image Comparator	Window Image Region Image
Object Properties Comparator	Object Properties

**Note:** QualityArchitect uses the Grid Comparator to display verification point information.

For more information about the four Comparators, see *Using the Comparators* on page 221.

Failure indications in test logs do not necessarily mean that the application-under-test has failed. Evaluate each verification point failure with the appropriate Comparator to determine whether it is an actual defect, a playback environment difference, or an intentional design change made to a new build of the application-under-test.

## Playback/Environmental Differences

Differences between the recording environment and the playback environment can generate failure indications that do not represent an actual defect in the software. This can happen if applications or open windows are indicated in the recorded environment that are not in the environment, or vice versa.

For example, if you create a file using Notepad in the recorded environment, when you play back the test script, the file already exists and the test log shows a failure that has nothing to do with the software that you are actually testing.

You should analyze these apparent failures with the appropriate Comparator to determine whether the window that Robot could not find is an application window that should have opened during the test script playback or an unrelated window.

## Intentional Changes to an Application Build

Revisions to the application-under-test can generate failure indications in test scripts and verification points developed using a previous build as the baseline. This is especially true if the user interface has changed.

For example, the Window Image verification point compares a pixel-for-pixel bitmap from the recorded baseline image file to the current version of the application-under-test. If the user interface changes, the Window Image verification point fails. When intentional application changes result in failures, you can easily update the baseline file to correspond to the new interface using the Image Comparator. Intentional changes in other areas can also be updated using the other Comparators.

For information about updating the baseline, see *Using the Comparators* on page 221.

## Reporting Results

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TestManager lets you create many different types of reports. The reporting tools that TestManager provides are flexible enough for you to create a variety of queries and display formats that help you determine whether your testing effort comprehensively covers all of the requirements for your application. TestManager also provides several default report definitions that you can use to create simple reports.

TestManager provides the following types of reports:

- Test case reports – Use to track the progress of planning, implementation, and execution of test cases.

- Listing reports – Use to display test assets and their properties that are stored in a Rational project.
- Performance testing reports – Use to analyze the performance of a server under specified conditions.

## About Test Case Reports

Test case reports track the progress of planning, implementation, and execution of test cases. These reports have multiple display formats including bar chart, stack chart, area chart, line chart, pie chart, and tree view.

There are three types of test case reports:

- **Test Case Distribution** – Shows how thoroughly your test plan covers the requirements and test inputs that you must test by displaying information such as the number of test cases planned, who created them, what the configuration information is, and whether the test cases have been implemented manually or with a test script. For more information, see *About Test Case Distribution Reports* on page 174.
- **Test Case Results Distribution** – Shows the same information as Test Case Distribution reports for test cases that contain results from running a test script, test case, or suite. For more information, see *About Test Case Results Distribution Reports* on page 175.
- **Test Case Trend** – Shows the number of test inputs and test cases that are planned, developed, executed, or that have met the testing criteria over a period of time. For more information, see *About Test Case Trend Reports* on page 182.

In Test Case Distribution and Test Case Results Distribution reports, you can show test cases that are suspect. A test case is suspect if a test input with which it is associated changes in a meaningful way, implying that the test case coverage for that test input is no longer sufficient. For more information, see *About Reporting Test Case Suspicion* on page 180.

## About Test Case Distribution Reports

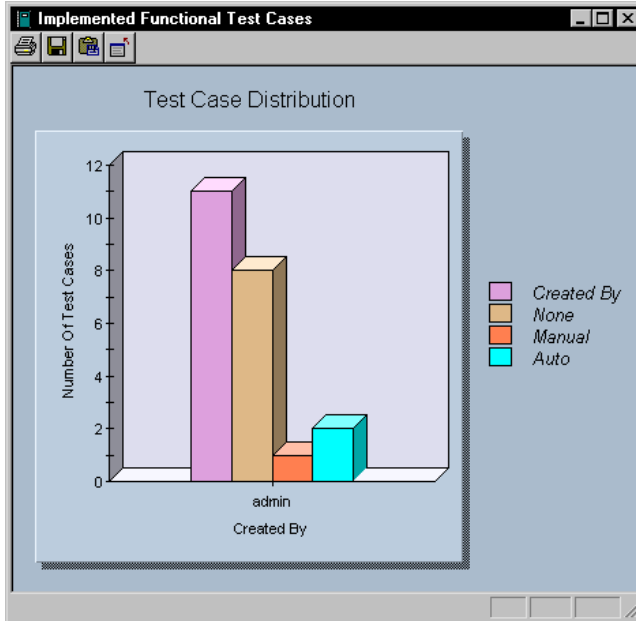
Use Test Case Distribution reports during the planning and implementation phases of a project. A test case distribution report helps you determine:

- The number of test cases planned.
- The number of test cases implemented with test scripts.
- The number of test cases that have not been implemented.
- The number of test cases implemented with a manual or automated test script.



- The number of test cases with a specific property, for example, a specific iteration or configuration.
- The number of test cases that are suspect.

The following Test Case Distribution report shows the implemented test cases with the number of manual and automated test scripts.



For information about creating Test Case Distribution reports, see *Creating a Test Case Distribution Report* on page 192 and *Creating Test Case Suspicion Reports* on page 193 . For information about running these reports, see *Running Reports* on page 197.

### **About Test Case Results Distribution Reports**

Use Test Case Results Distribution reports during the execution phase of a project. These reports provide crucial information about the results of running a test script, test case, or suite. Using the result information, you can evaluate the quality of a specific build and the progress of the testing of that build.

The following Test Case Results report shows the number of test cases with results and the number of test cases executed for each test input.

	Executed Test Cases	With Results	Passed Test Cases
Learning Project	40	40	36
FEAT1 ClassicsCD.com Web Shop	4	4	4
FEAT1.1 Secure payment method	1	1	1
PaymentSecurity	Yes	Yes	Yes
FEAT1.2 Easy browsing	1	1	1
Browsing	Yes	Yes	Yes
FEAT1.3 Ability to check status of an order	1	1	1
PaymentSecurity	Yes	Yes	Yes
FEAT1.4 E-mail notification of new titles of interest	0	0	0
FEAT1.5 Highly scalable	0	0	0
FEAT1.6 Ability to customize the web site	0	0	0
FEAT1.7 User registration good for future purchases	1	1	1
PaymentSecurity	Yes	Yes	Yes
FEAT2 ClassicsCD Administration System	4	4	0
FEAT2.1 Ability to add/remove offerings	1	1	0
Admin	Yes	Yes	No
FEAT2.2 Ability to check on customer orders	1	1	0
Admin	Yes	Yes	No
FEAT2.3 Maintain customer information	1	1	0
Admin	Yes	Yes	No
FEAT2.4 Generate reports	1	1	0
Admin	Yes	Yes	No
FEAT5 Interactive guide to site through online Help	0	0	0

These green cells indicate that these test cases have been executed, have results, and have passed.

These red cells indicate that these test cases were executed, have results, but did not pass.

For information about creating Test Case Results Distribution reports, see *Creating a Test Case Result Distribution Report* on page 194. For information about running these reports, see *Running Reports* on page 197.

### About Default Test Case Coverage Reports

TestManager provides several default test case coverage report definitions. You can use these report definitions to quickly create a variety of test case coverage reports. These report definitions help you create reports that track the progress of your test planning, test development, and test execution efforts. They demonstrate how well the testing of your requirements is covered by showing which requirements have test cases and implementations assigned to them and which still need them.

The following table describes the default test case coverage report definitions.

Report Name	Available with	Purpose	Distributed over	Description
Test Plan Development Coverage	New projects	You can determine whether each test case that is planned has at least one implementation associated with it.	Test plans	A Test Case Distribution report that shows the number of planned and implemented test cases in each level of the test plan (test plan, test folder, and test case).
Test Input Planning Coverage	New projects	You can determine if there are discrepancies between the test cases you have planned to cover your test inputs, and how many of your test cases actually have implementations associated with them.	Test inputs	A Test Case Distribution report that shows the number of planned test cases and the percentage of test inputs that are implemented. For example, if a test input is associated with a test case that contains two configured test cases and the test case and one of the configured test cases have implementations, this report shows that the test input is 66% implemented.  <b>Note:</b> This report definition is the same as the Test Planning Coverage report definition from previous releases.
Test Input Development Coverage	New projects	After you have planned the test cases that cover each test input, and while you are implementing them, you can use this report to determine the number of test cases that have been implemented and the percentage of test cases per test input that have been implemented. This gives you an exact picture of the progress of the implementation of your test plan.	Test inputs	A Test Case Distribution report that shows the number of test cases planned, the number of test cases implemented, and the percentage of test cases implemented, in each level of the test plan.  <b>Note:</b> This report definition is the same as the Test Development Coverage report definition from previous releases.

Report Name	Available with	Purpose	Distributed over	Description
Test Plan Suspicion Coverage	New projects	You can compare the number of planned and suspect test cases so that you can see, at each level of the test plan, how much of the test plan could be affected by suspect test cases. A test case is suspect if the test input with which it is associated changes significantly.	Test plans	A Test Case Distribution report that shows the number of test cases that are planned and the number of test cases that are suspect. For more information about reporting test case suspicion, see <i>About Reporting Test Case Suspicion</i> on page 180.
Test Plan Suspicion Coverage with Status	New projects	This report is similar to the Test Plan Suspicion report, but in addition, it provides a description of the suspect status next to each test case in the report.	Test plans	A Test Case Distribution report that shows the number of test cases that are planned and the number of suspect test cases. Includes a text description of the suspect status.
Test Plan Execution Coverage	New projects	You can see the number of implemented test cases that have been executed at each level of a test plan and the results. This shows you the integrity of your testing coverage and of the product you are testing by displaying which test cases have run and if they passed or failed.	Test plans	A Test Case Results Distribution report that shows the number of test cases that are implemented, that have results, that passed, and that failed.

Report Name	Available with	Purpose	Distributed over	Description
Test Input Execution Coverage	New projects	After you have planned the test cases that cover each test input, and while you are executing them, you can use this report to determine the number of test cases that have been run and the percentage of test cases per test input that have been run. This gives you an exact picture of the progress of the execution of your test plan.	Test inputs	A Test Case Results Distribution report that shows the number of test cases that are planned, that have been executed, and the percentage of test cases that have been executed.  <b>Note:</b> This report definition is the same as the Test Execution Coverage report definition from previous releases.
Test Planning Coverage	Projects upgraded from previous releases	You can determine if there are discrepancies between the test cases you have planned to cover your test inputs, and how many of your test cases actually have implementations associated with them.	Test inputs	A Test Case Distribution report that shows the number of planned test cases and the percentage of planned test inputs.  <b>Note:</b> This report is the same as the current Test Input Planning Coverage report.
Test Development Coverage	Projects upgraded from previous releases	After you have planned the test cases that cover each test input, and while you are implementing them, you can use this report to determine the number of test cases that have been implemented and the percentage of test cases per test input that have been implemented. This gives you an exact picture of the progress of the implementation of your test plan.	Test inputs	A Test Case Distribution report that shows the number of test cases planned, the number of test cases implemented, and the percentage of test cases implemented, in each level of the test plan.  <b>Note:</b> This report definition is the same as the current Test Input Development Coverage report definition.

Report Name	Available with	Purpose	Distributed over	Description
Test Execution Coverage	Projects upgraded from previous releases	After you have planned the test cases that cover each test input, and while you are executing them, you can use this report to determine the number of test cases that have been run and the percentage of test cases per test input that have been run. This gives you an exact picture of the progress of the execution of your test plan.	Test inputs	A Test Case Results Distribution report that shows the number of test cases that are planned, that have been executed, and the percentage of test cases that have been executed.  <b>Note:</b> This report definition is the same as the current Test Input Execution Coverage report definition.

### About Reporting Test Case Suspicion

Test Case Distribution and Test Case Results Distribution reports can show test cases that are suspect. A test case is suspect if a test input with which it is associated changes in a meaningful way (for example, a new feature is added to a requirement that requires a new test script). Those changes imply that the test case coverage for that test input is no longer sufficient. The test input adapter determines if a test input changes in a meaningful way: It indicates which test inputs have changed since a particular date and time, enabling TestManager to determine which test cases are suspect. TestManager marks the coverage link between the test input and test case as suspect to notify you of a potential gap in the test coverage. You can define a Test Case Distribution or a Test Case Results Distribution report to show suspect states and the number of suspect test cases. When you run test case suspicion reports, test inputs appear as children of test cases. For more information about test case suspicion, see *Test Impact Analysis* on page 53.

**Note:** Suspect links cannot be marked or cleared in the output views of reports.

You can view the suspect state of test cases in Test Case Distribution or Test Case Results Distribution reports in the following ways by:

- Viewing counts of test cases that are suspicious. When you distribute over test inputs or test plans, the reports show which test cases are suspect and a roll-up count of suspect test cases (the number of suspect test cases contained in test case folders, test plans, and other elements that contain test cases), as well as a description of the suspect state.

- Defining a Test Case Distribution or Test Case Results Distribution report template for showing the suspicion state and counts of test cases.
- Showing test inputs as children of test cases when you run Test Case Distribution or Test Case Results Distribution reports with suspicion status.
- Creating default test case queries to display only suspect or nonsuspect test cases when you either create a new test datastore or upgrade an existing test datastore.

Four suspicion states appear in Test Case Distribution and Test Case Results Distribution reports:

- **Suspect:** The test input has changed in a meaningful way. This suspicion state appears in red.
- **Not Suspect:** The test input has not changed in a meaningful way. This suspicion state appears in green.

**Note:** Not Suspect status appears for test cases that have not been linked to test inputs, as well as for test cases that are linked to test inputs where the test inputs have not changed.

- **Child or Children Suspect:** The test input has one or several child assets that are suspect. This suspicion state appears in yellow.
- **Causing Suspicion:** The test input is causing its parent asset to be suspect. This suspicion state appears in orange.

TestManager provides two default Test Case Distribution Suspicion coverage reports. For more information about these reports, see *About Default Test Case Coverage Reports* on page 176.

The following Test Case Distribution report shows the number of planned test cases, the number of suspect test cases, and the suspicion status of each test case in each level of a test plan.

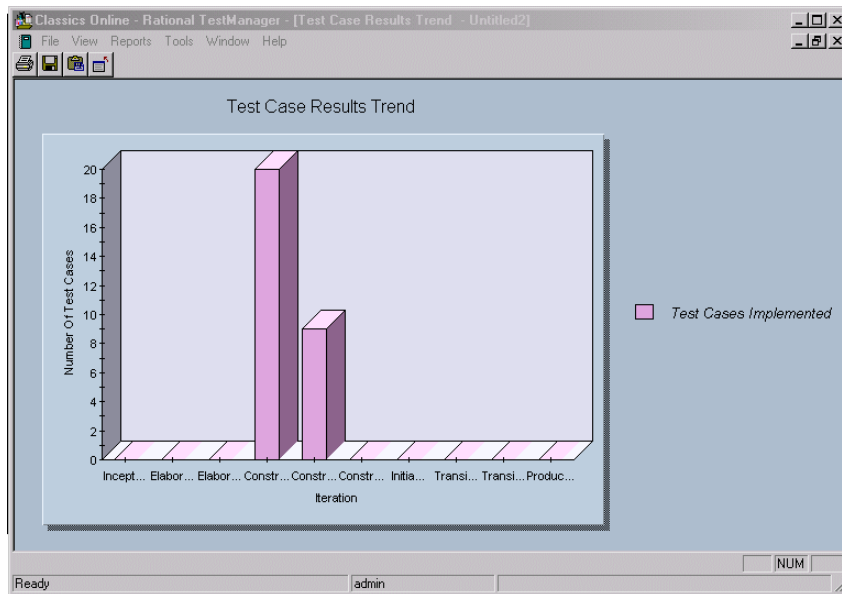
	Planned Test Cases	Suspect Test Cases	Suspicion Status
Functional Tests	21	2	Children Suspect
Business Function	21	2	Children Suspect
Online Catalog	10	2	Children Suspect
Browse Functions	2	2	Children Suspect
Search by Composer	0	0	
Browse by Composer	2	2	Children Suspect
Browse Mozart	1	1	Suspect
FEAT1.3 Supporting multiple cash registers per store			Causing Suspicion
Browse Sonatas	1	1	Suspect
FEAT1.3 Supporting multiple cash registers per store			Causing Suspicion
Order Functions	8	0	
Create a new account	2	0	
Create account	1	0	Not Suspect
From existing act	1	0	Not Suspect
Check Order	4	0	
Existing order	1	0	Not Suspect
Newly placed order	1	0	Not Suspect
POS Order	1	0	Not Suspect
Valid card	1	0	Not Suspect
Place Order	2	0	
Invalid Credit Cards	1	0	Not Suspect
Verify Featured Selection	1	0	Not Suspect
Cash Register	3	0	
Manager Functions	2	0	
Voids	1	0	
Void Multiple Items	1	0	Not Suspect
Returns	1	0	
Return Multiple Items	1	0	Not Suspect
Clerk Functions	1	0	
Maintenance	8	0	

### About Test Case Trend Reports

Test Case Trend reports provide information about the number of test inputs and test cases that have been planned, developed, executed, or that have met the testing criteria over a period of time, with intervals specified by builds, iterations, or dates.



The following Test Case Trend report shows the number of test cases planned and implemented over all iterations.

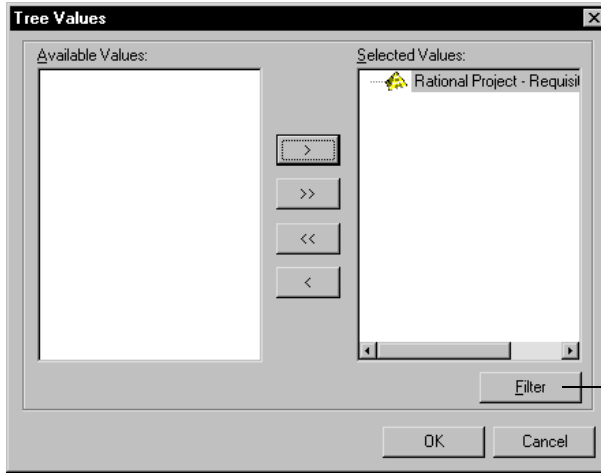


### Filtering Test Input Source Information

Use one of two ways to filter test input source information in Test Case Distribution or Test Case Results Distribution reports that distribute over test inputs.


**Note:** When you filter test input source information, it may take some time for TestManager to generate a new report.

- Filter before you run a report – You can filter out unnecessary information in order to narrow down the amount of data displayed in a Test Case report. In the Test Case Distribution or Test Case Reports Definition dialog boxes, under **Distribute Over**, click **Value**.



Click to filter test input source information.

- Filter after you run a report – If you still need to eliminate unnecessary information, you can filter out the unnecessary information.

 Click to filter test input source

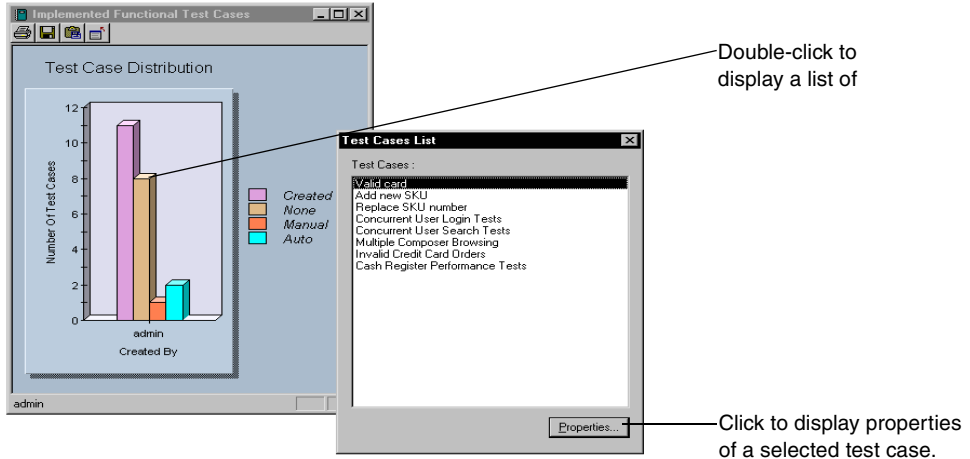
	Planned Test Cases	Implemented Test Ca...
Rational Project - RequisitePro Project	7	7
ACTOR2 Manager	0	0
ACTOR3 Administrator	0	0
ACTOR4 Order Processing System	0	0
ACTOR5 Credit Card Authorization System	0	0
ACTOR6 Point of Sale System	0	0
FEAT1 Point of Sale System	3	3
FEAT1.1 Cash register functions	0	0
FEAT1.2 Maintaining the store's inventory	1	1
Add new SKU	Yes	Yes
FEAT1.3 Supporting multiple cash registers per store	2	2
Browse Sonatas	Yes	Yes
Browse Mozart	Yes	Yes
FEAT1.4 Initiating orders to replenish stock when necessary	0	0
FEAT2 Order Processing System	0	0
FEAT2.1 Provide for both automated and human-assisted order entry	0	0
FEAT3 Warehouse system	0	0
FEAT3.1 Manage receiving, warehousing, and shipping of merchandise	0	0
FEAT3.2 Provide real-time control over merchandise-handling equipment such as conveyor belts, barcode scanners, electronic scales, and the like	0	0
FEAT3.3 Interface with other Classics Inc. back-office systems such as Purchasing and Accounts Payable	0	0
FEAT3.4 Interface with external systems such as those of vendors and freight carriers	0	0
FEAT4 Home Shopping e-commerce system	2	2
FEAT4.1 An online catalog for web visitors to browse	2	2
Browse Sonatas	Yes	Yes
Browse Mozart	Yes	Yes

Shaded cells are green, indicating that these test cases are planned and implemented.

**Note:** For detailed procedures, see the TestManager Help.

## Viewing Properties of Assets in a Test Case Report

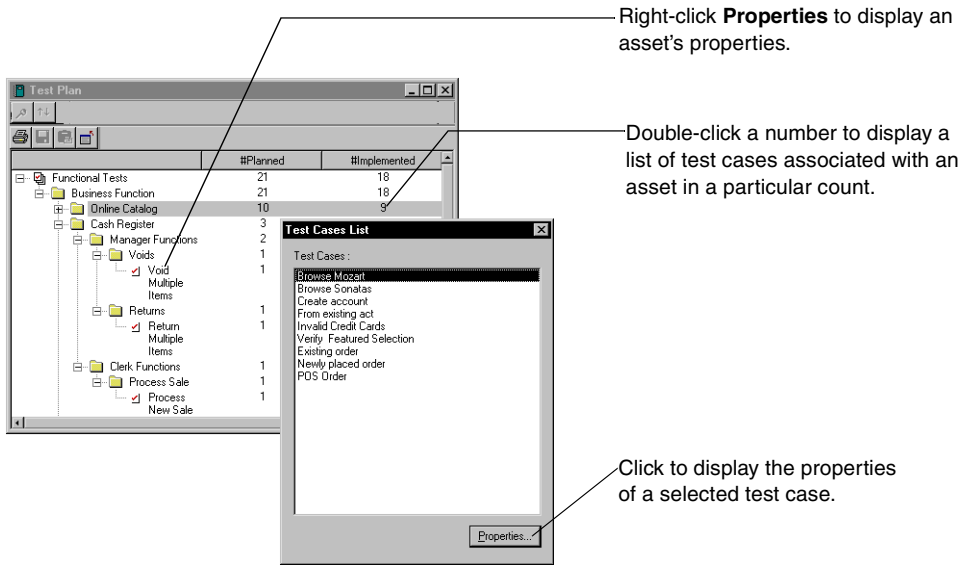
You can view the properties of an asset in any type of test case report. Double-click the asset in a report to display a list of test cases associated with the particular asset as shown in the following figure:



**Note:** When you save a report, it creates a JPEG image. You cannot double-click a JPEG image to display a list of assets.

When you double-click the number of a counted asset in a tree view type of test case report (a Test Case Distribution or Test Case Results report created when you distribute over a test input or test plan), the assets within that count display.

For example, in the following figure, when you double-click **9** in the Implemented column, a list of the nine test cases that have been implemented appears in the Test Cases List window. To see the properties of any asset, select an asset, and then right-click **Properties**.



You can view the total number of test cases associated with an asset in a tree view type of test case report. When you roll up a report, the total number of test cases associated with an asset appears. When you roll down a report, the number of test cases associated with an asset appears beside each asset.



Click to roll up or roll down the number of test cases associated with an asset.

	Planned Test Cases	Implemented Test Ca
Rational Project - PkgSuitePro Project	7	7
ACTOR1 Manage	0	0
ACTOR3 Administrator	0	0
ACTOR4 Order Processing System	0	0
ACTOR6 Check Card Authorization System	0	0
ACTOR6 Point of Sale System	0	0
FEAT1 Point of Sale System	3	3
FEAT1.1 Cash register functions	0	0
FEAT1.2 Maintaining the store's inventory	1	1
Add new SKU	Yes	Yes
FEAT1.3 Supporting multiple cash registers per store	2	2
Browse Scales	Yes	Yes
Browse Mezzal	Yes	Yes
FEAT1.4 Initiating orders to replenish stock when necessary	0	0
FEAT2 Order Processing System	0	0
FEAT2.1 Provide for both automated and human-assisted order entry	0	0
FEAT3 Warehouse system	0	0
FEAT3.1 Manage receiving, warehousing, and shipping of merchandise	0	0
FEAT3.2 Provide real-time control over merchandise-handling equipment such as conveyor belts, barcode scanners, electronic scales, and the like	0	0
FEAT3.3 Interface with other Classic Inc. back-office systems such as Purchasing and Accounts Payable	0	0
FEAT3.4 Interface with external systems such as those of vendors and freight carriers	0	0
FEAT4 Home Shopping e-commerce system	2	2
FEAT4.1 An online catalog for web visitors to browse	2	2
Browse Scales	Yes	Yes
Browse Mezzal	Yes	Yes

**Note:** For detailed procedures, see the TestManager Help.

## About Listing Reports

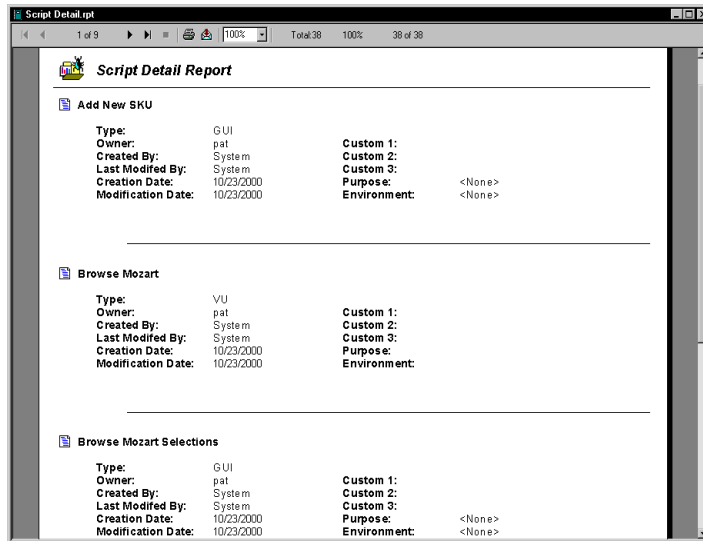
Listing reports display lists of the different test assets stored in a Rational project. TestManager includes listing reports for builds, computers, computer lists, configurations, iterations, sessions, suites, test logs, test plans, test scripts, and users.

Each listing report comes with one or more design layouts that you can use. A design layout defines the look of each report and the specific information included in a listing report. You can also customize the design layout or create new design layouts using Crystal Reports. For information, see *Customizing Design Layouts for Listing Reports* on page 189.

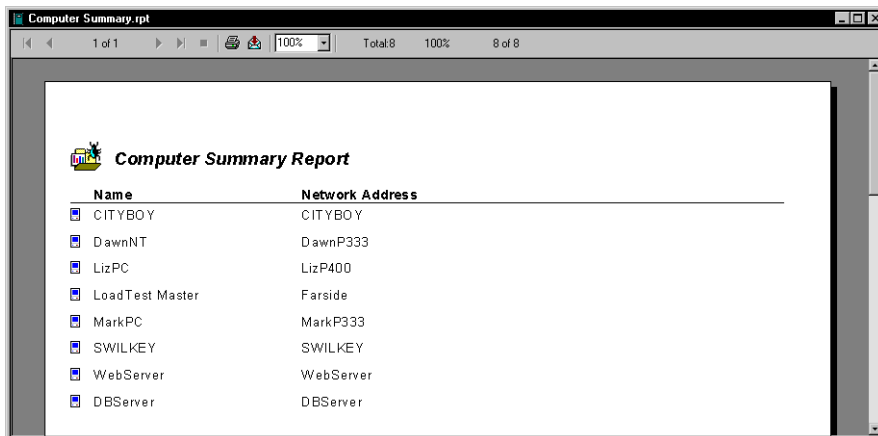
By using different combinations of layouts and listing reports, you can create a wide variety of ready-to-run reports.

For example, using the available design layouts and listing reports, you can create a test script listing report that:

- Lists the details of all of the test scripts in your project.



- Summarizes all of the computers in a project.



You can also create a query to specify which data to include in a listing report. For information about creating a query, see the Crystal Reports Help.

## Customizing Design Layouts for Listing Reports

A design layout defines the look of each listing report and the specific information included in a listing report. To customize existing design layouts or create a new design layout, you must install Crystal Reports 8.5 Professional Edition (purchased separately).

When you create a new listing report in TestManager, you can optionally create new design layouts or customize existing ones. Crystal Reports uses report dictionaries of assets and properties stored in the Rational Test datastore. These dictionaries link the various assets together using the database schema.

For more information about using Crystal Reports to create new design layouts or customize existing ones, see the Crystal Reports Help.

## About Performance Testing Reports

Performance testing reports help you analyze the performance of a server under specified conditions. For example, you can determine how long it took for a virtual tester to execute a command and how response times varied with different suite runs. You can also customize reports.

Performance testing reports include:

- Performance reports.
- Compare Performance reports.
- Response vs. Time reports.
- Command Status reports.
- Command Usage reports.
- Command Trace reports
- Command Data reports

For detailed information about performance testing reports, see *Reporting Performance Testing Results* on page 331.

## Selecting Which Reports to Use

The following table summarizes the types of TestManager reports.

To	Use This Report	See
Categorize test cases by a particular property. (For example, view how many test cases are in each iteration or how many test cases were created by people in a particular testing group.)	Test Case Distribution	<i>About Test Case Reports</i> on page 174
Determine the number of test cases that meet your test criteria.	Test Case Results Distribution	<i>About Test Case Reports</i> on page 174
Determine the percentage of test cases planned, implemented, or executed for several builds, iterations, or dates. Also to view the percentage of test inputs tested, not tested, satisfied, or not satisfied for several builds, iterations, or dates.	Test Case Trend	<i>About Test Case Reports</i> on page 174
Determine whether test inputs have changed and if the integrity of your test coverage for your requirements is jeopardized by displaying suspect status for test cases.	Test case suspicion reports	<i>About Reporting Test Case Suspicion</i> on page 180
List the builds in your project.	Build Listing	<i>About Listing Reports</i> on page 187
List the computers in your project.	Computer Listing	<i>About Listing Reports</i> on page 187
List the computer lists in your project.	Computer List Listing	<i>About Listing Reports</i> on page 187
List the configurations in your project.	Configuration Listing	<i>About Listing Reports</i> on page 187
List the iterations in your project.	Iteration Listing	<i>About Listing Reports</i> on page 187
List the sessions in your project.	Session Listing	<i>About Listing Reports</i> on page 187
List the suites in your project.	Suite Listing	<i>About Listing Reports</i> on page 187
List the test logs in your project.	Test Log Listing	<i>About Listing Reports</i> on page 187



List the test plans in your project.	Test Plan listing	<i>About Listing Reports on page 187</i>
List the test scripts in your project.	Test Script Listing	<i>About Listing Reports on page 187</i>
List the users in your project.	User Listing	<i>About Listing Reports on page 187</i>
Display the response times and calculate the mean, standard deviation, and percentiles for each command in a suite.	Performance	<i>Performance Reports on page 365</i>
Compare the response times measured by several Performance reports.	Compare Performance	<i>Compare Performance Reports on page 369</i>
Display individual response times and whether a response has passed or failed.	Response vs. Time	<i>Response vs. Time Reports on page 374</i>
Obtain a quick summary of which commands passed or failed.	Command Status	<i>Command Status Reports on page 352</i>
View cumulative response time and summary statistics, as well as throughput information for emulation commands for all test scripts and for the suite run as a whole.	Command Usage	<i>Command Usage Reports on page 354</i>
Examine errors in your run and view the "conversation" between the virtual tester and the server.	Command Data	<i>Command Data Reports on page 349</i>
Examine failures in detail. View raw data from the test logs without statistically analyzing the data.	Command Trace	<i>Command Trace on page 362</i>

## Designing Your Own Reports

If you are an experienced Crystal Reports user, you can create your own custom reports in addition to listing reports to meet the needs of your testing team. For information, see the Crystal Reports Help.

## Additional Reports

Additional reports are available in ClearQuest and SoDA.

You can use ClearQuest reports, as well as design layouts, queries, and charts to help you manage your defect database. These reports and other items are automatically created for you when you create a project that contains an associated ClearQuest database. For information about using these defect reports, see the ClearQuest Help. For information about creating a project, see the *Rational Suite Administrator's Guide*.

You can also create reports using SoDA. SoDA is a report generation tool that supports reporting as well as formal documentation requirements. With SoDA, you can retrieve information from different information sources, such as Rose and RequisitePro, to create a single document or report. For information about creating reports using SoDA, see the SoDA Help. To use SoDA, click **Reports > SoDA Report**.

## Creating Reports

To create a report:

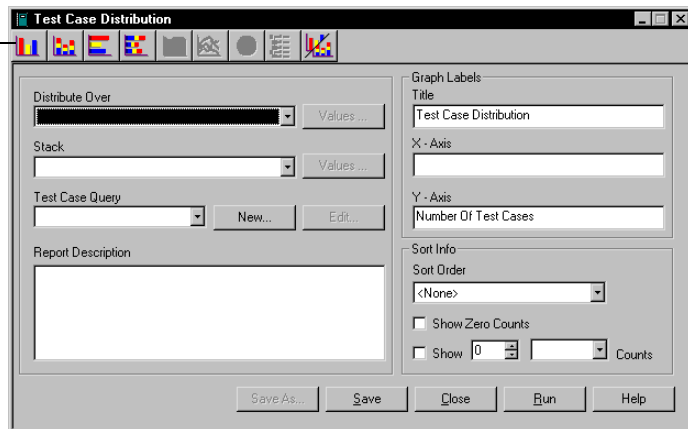
- Click **Reports > New** and then select the type of report you want to create.

**Note:** For detailed procedures, see the TestManager Help.

## Creating a Test Case Distribution Report

When you create a Test Case Distribution report, you can select how the data appears: either in bar, stack, line, pie, or tree report type, depending on the type of report you select.

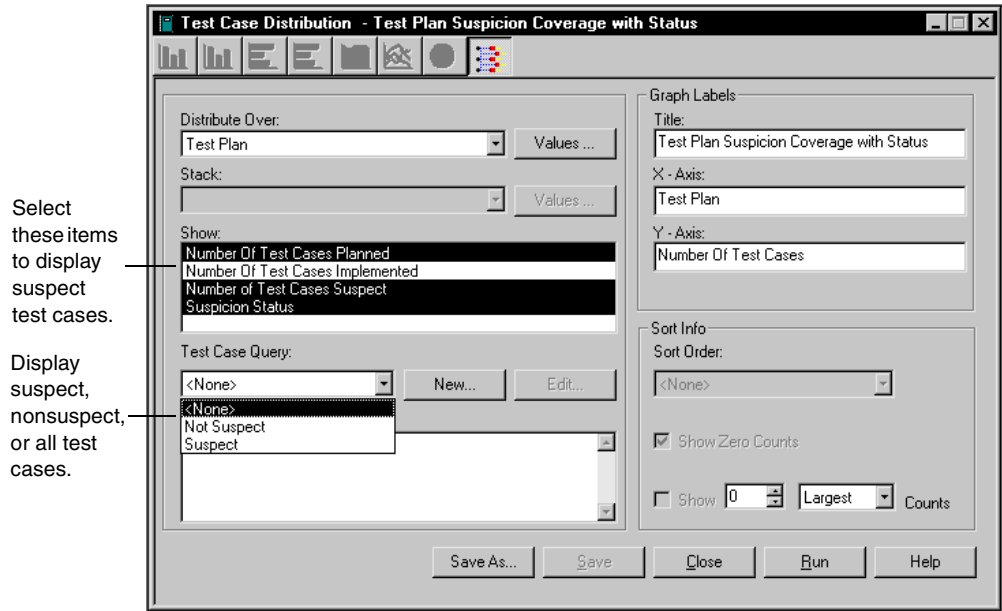
Select how to display the data.



## Creating Test Case Suspicion Reports

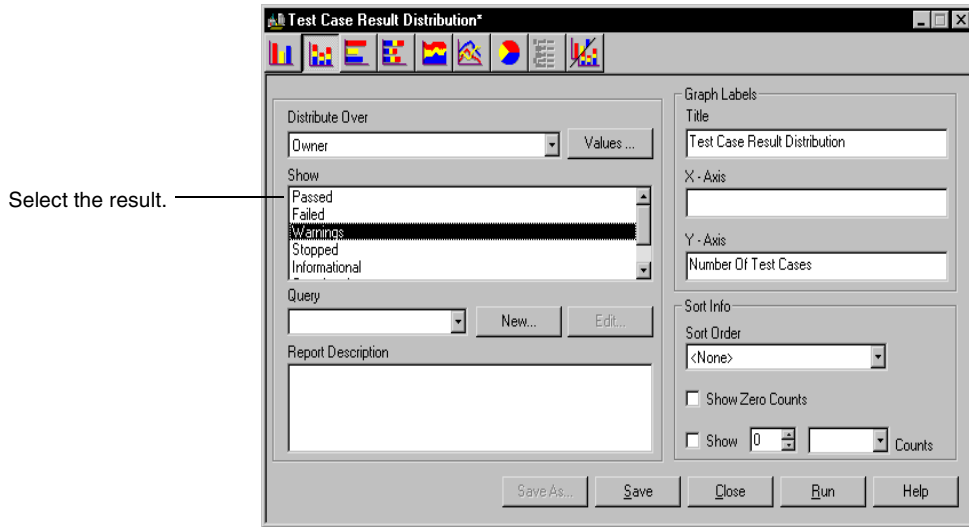
When you create test case suspicion reports, you select the information about suspect test cases and distribute over test plans or test inputs. Use queries to display suspect, nonsuspect, or all test cases.

**Note:** For detailed procedures, see the TestManager Help.



## Creating a Test Case Results Distribution Report

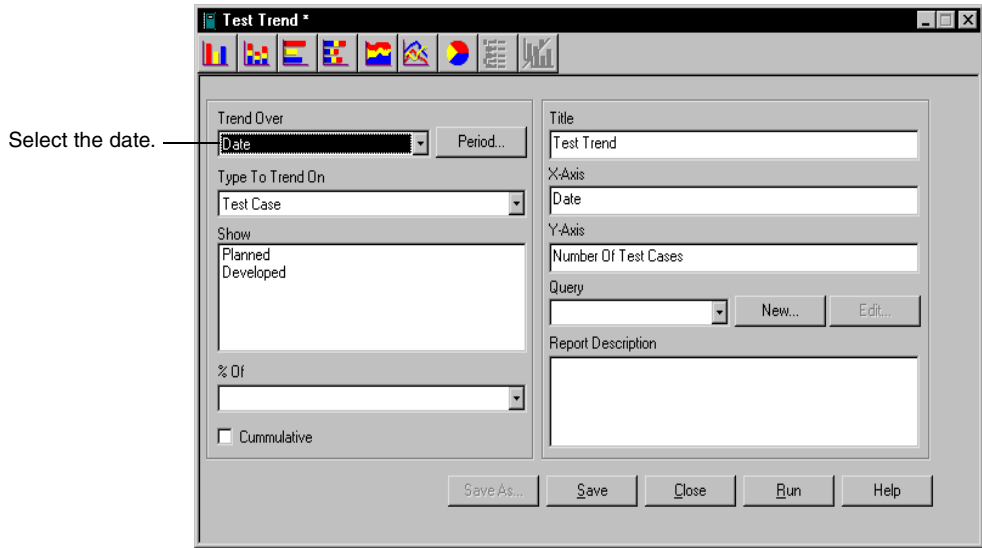
When you create a Test Case Results Distribution report, select the test case results that you want in a report:



**Note:** For detailed procedures, see the TestManager Help.

## Creating a Test Case Trend Report

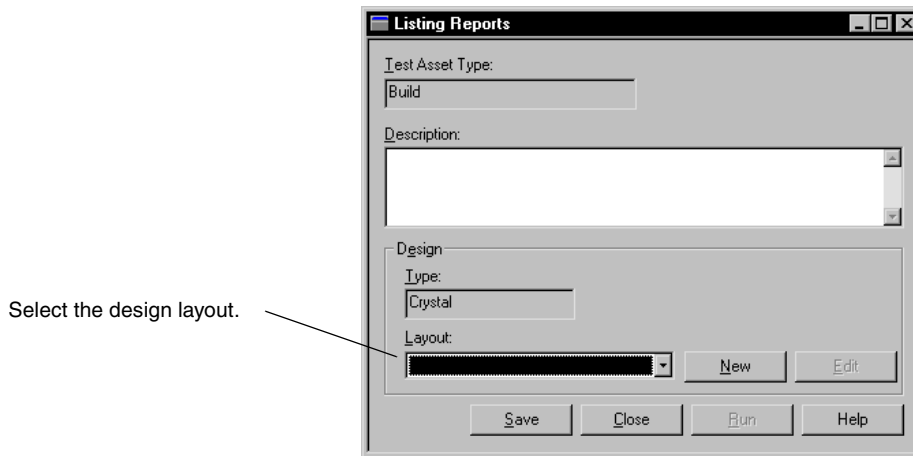
When you create a Test Case Trend report, select the information about test cases or test inputs over several builds, iterations, or dates that you want to appear in a report.



**Note:** For detailed procedures, see the TestManager Help.

## Creating a Listing Report

When you create a listing report, you determine how you want the information to appear by choosing a Crystal Reports design layout. You can create new design layouts or customize existing Crystal Reports layouts. For more information, see *Customizing Design Layouts for Listing Reports* on page 189.



## Creating Performance Testing Reports

When you create performance testing reports, specify the log data on which to run the report and how to manipulate the log data to see just the information you need. For detailed information about creating performance testing reports, see *Reporting Performance Testing Results* on page 331.

## Opening a Report

After creating and saving a report, open it and, if necessary, make changes to the report.

To open or change a report, do one of the following:

- Click **Reports > Open**, select a report from the list, and then click **OK**.
- In the **Analysis** tab of the Test Asset Workspace, select the type of report you want to open. Select the particular report you want to open or change.
- Open the report from the Report bar (performance testing reports only.)

**Note:** For more details about opening a report, see the TestManager Help.

## Running Reports

You can run reports from:

- The Test Asset Workspace.
- The Report menu.
- The Report bar (performance testing reports only). For information, see *Running Reports from the Report Bar* on page 334.

**Note:** For detailed procedures, see the TestManager Help.

### Running a Report from the Test Asset Workspace

To run a report from the Test Asset Workspace:

- In the **Analysis** tab of the Test Asset Workspace, expand the type of report to run. Right-click the particular report and then click **Run**.

**Note:** For detailed procedures, see the TestManager Help.

### Running a Report from the Menu

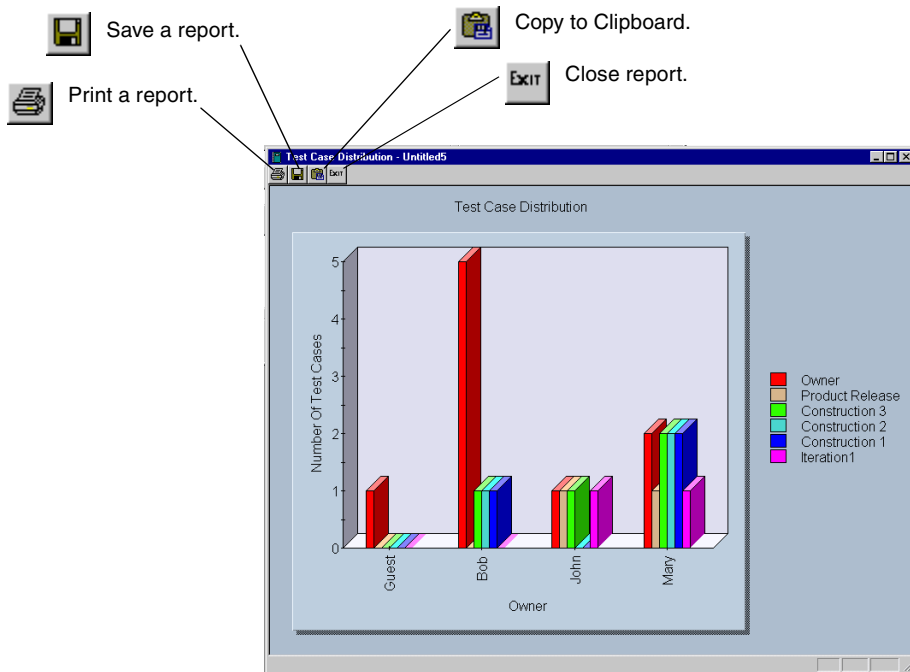
To run a report from the menu:

- Click **Reports > Run** and then select the type of report to run. Select a particular report and click **OK**.

**Note:** For detailed procedures, see the TestManager Help.

## Printing, Saving, or Copying a Test Case Report

After you run a test case report, you can print, save, or copy it to the Clipboard.



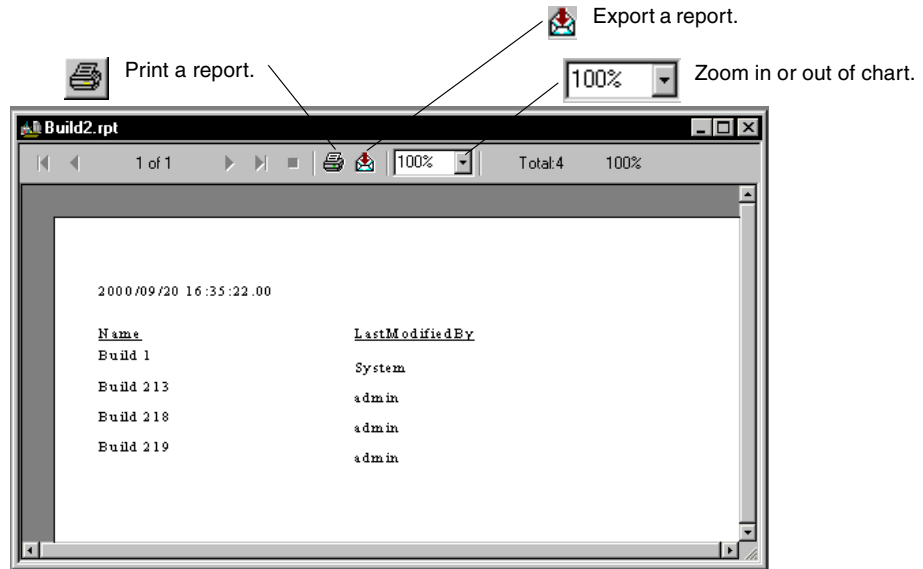
**Note:** Tree view type test case reports cannot be saved or copied. You can only print tree view type test case reports.

**Note:** For detailed procedures, see the TestManager Help.

## Printing, Exporting, or Zooming In on a Listing Report

After you run a listing report, print it or export it to a different file format and save it on your computer. You can export a finished report to a number of popular spreadsheet and word processor formats, as well as to HTML, ODBC, and common data interchange formats. Distributing the information is easy. For example, you may want to use the report to project trends in a spreadsheet or to mail to other members of your testing team.





**Note:** For detailed procedures, see the TestManager Help.

## Copying Reports to a New Project

If you create a report or a new design layout and want to use it in a new project, use the Administrator to copy them when you create a new project. The Administrator copies any saved listing reports and listing design layouts to the new project.

For information, see the Administrator Help.

## Creating a Query

A query is a request for specific information from a Rational Test datastore. You can create a query for each type of TestManager report.

### Queries for Test Case Distribution, Test Case Trend, and Performance Testing Reports

TestManager provides predefined queries to narrow down the data in Test Case Distribution, Test Case Results Distribution, Test Case Trend, and performance testing reports. You can edit the existing queries and create your own queries for these reports.

To create a query, do one of the following:

- Create or open a report and then click **New** next to the **Query** field.
- Click **Tools > Manage > Queries > Test Case**.

**Note:** For detailed procedures, see the TestManager Help.

### **Queries for Listing Reports**

To create a query for a listing report, you must install Crystal Reports 8.5 Professional Edition (purchased separately). For more information about creating a query for listing reports, see the Crystal Reports Help.

# **Part 2: Functional Testing with Rational TestManager**



# Creating Functional Testing Suites

# 7

This chapter describes how to create functional testing suites. It includes the following topics:

- About suites
- Inserting a computer group into a suite
- Inserting a test script into a suite
- Inserting a test case into a suite
- Inserting a suite into a suite
- Setting a precondition on a test script, test case, or suite
- Inserting a selector into a suite
- Inserting other items into a suite
- Running tests on a specific computer
- Distributing tests among different computers
- Executing suites

**Note:** For detailed procedures, see the TestManager Help.

## About Suites

---

A suite shows a hierarchical representation of the tasks that you want to test. It shows such items as the computers that run the test, the test scripts that run, and how many times each test script runs.

Through a suite, you can:

- Assign test cases to computers and rerun the test cases without having to reassign them.
- Run test scripts and test cases on the next available computer, thus speeding up your testing process.

- Set preconditions on items in a suite, which require that they complete successfully before the next item in the suite runs.
- Synchronize virtual testers.

**Note:** The suites in this chapter contain GUI test scripts, which are generally used for functional testing. A suite, however, can also contain VU scripts, VB scripts, or other user-defined test script types.

## Inserting a Computer Group into a Suite

---

When you create a suite for functional testing, set up *computer groups* first. A computer group contains the test scripts that the suite runs and declares which computers are available to the suite.

Your test can run on any Agent computer that you have defined in TestManager. If you have not defined any computers, TestManager runs your test on the Local computer. For information about defining computers, see *Defining Agent Computers and Computer Lists* on page 97.

If you simply insert a computer group and accept the defaults, TestManager creates one computer group. Use multiple computer groups only if you want to:

- Assign certain items to run on certain sets of computers. The items assigned to a group use only the computers assigned to that group.
- Mix GUI and VU test scripts in a suite. GUI and VU test scripts must be in different computer groups.

When you insert a computer group into a suite, you must decide when to assign the computers. The method that you use applies to the entire suite. You can:

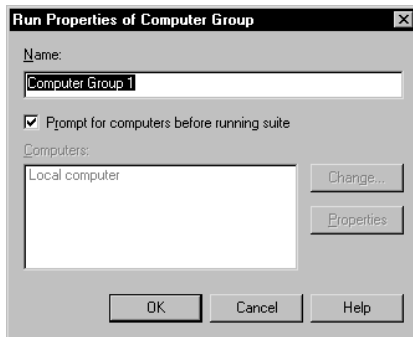
- Assign specific computers when you insert the computer group. The suite runs if any these computers are available at runtime.
- Wait until runtime to assign specific computers. TestManager prompts you for the computers when you run the suite. The suite runs if any of these computers are available at runtime.

When you assign computers at runtime, you limit the suite to one computer group.

- Run the test on any computer that is free to run a test script. This is called *distributed functional testing*. For more information about distributed functional testing, see *Distributing Tests Among Different Computers* on page 218.

To insert a computer group into a suite:

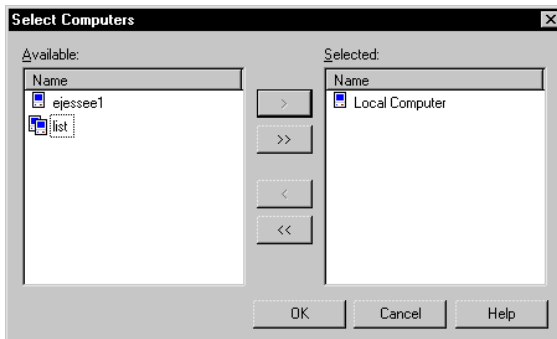
- Click **Suite > Insert > Computer Group**.



At this point, the virtual testers in the computer group are assigned to the Local computer.

To assign the virtual testers in the group to Agent computers:

- Clear **Prompt for computers before running suite**, and then click **Change**.

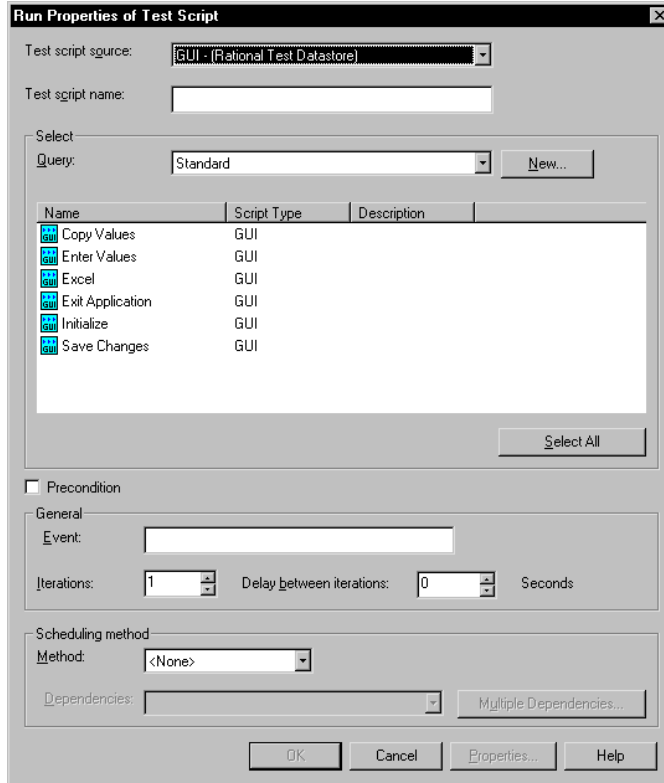


## Inserting a Test Script into a Suite

After you insert a computer group into a suite, insert the test scripts that the computer group will run. One test script runs on one computer at a time.

To insert a test script into a suite:

- From an open suite, select the computer group to run the test script, and then click **Suite > Insert > Test Script**.



**Note:** For detailed procedures, see the TestManager Help.

You can set a precondition on a test script. When you set a precondition, the test script must successfully complete in order for other suite items with the same parent to run.

For example, a test script might establish a certain state in the software. You can run the test script to establish the state and then perform a series of tests that depend on the system state.

For information about preconditions, see *Setting a Precondition Within a Suite* on page 212.



## Inserting a Test Case into a Suite

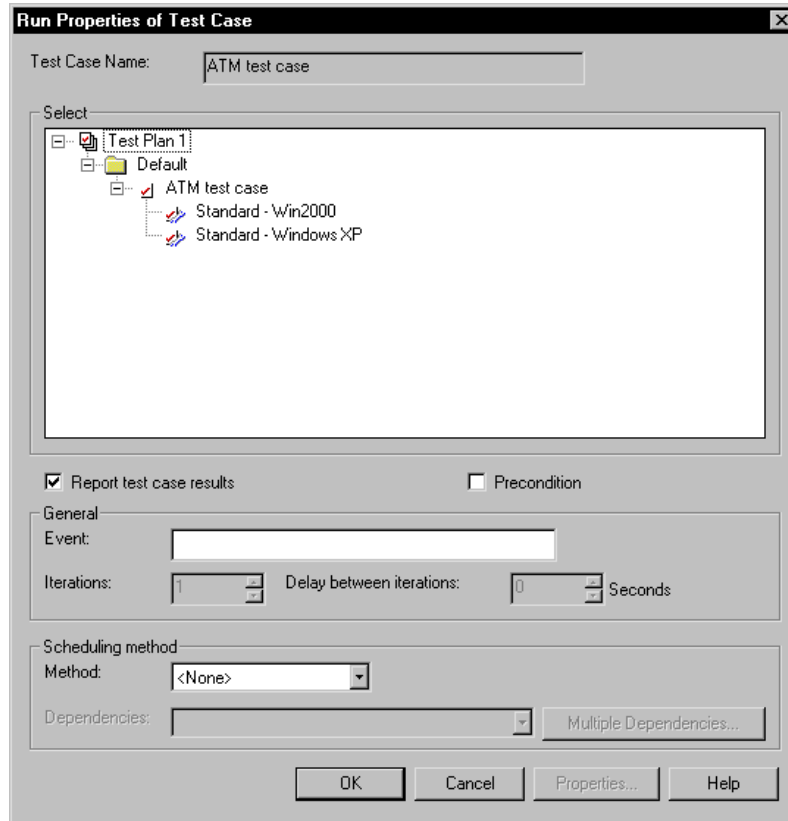
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Test cases let you:

- Define a test without being concerned about its implementation. Over time, the implementation can be changed, but the test case remains the same. The benefit is that you can create a suite with a test case and change the implementation (test script) without updating or maintaining the suite.
- Insert test cases into suites so that you can run multiple test cases at one time and save the set of test cases that are running together.
- Insert configured test cases to verify that a test case succeeds in multiple different environments. When you insert configured test cases in suites, TestManager automatically assigns the test cases to the appropriately configured computers.

To insert a test case into a suite:

- Click **Suite > Insert > Test Case**.



**Note:** For detailed procedures, see the TestManager Help.

You can set a precondition on a test case. When you set a precondition, the test case must successfully complete in order for other suite items with the same parent to run. For information about preconditions, see *Setting a Precondition Within a Suite* on page 212.

To set a precondition on a test case:

- Right-click the test case to which to apply the precondition and select **Run Properties**.

## Inserting Suites and Scenarios into Suites

---

Inserting suites or scenarios into a suite allows you to maintain a hierarchy of suite items. When you insert a suite or scenario into a suite, you can:

- Reuse suite items without having to duplicate them in multiple areas of a suite.
- Group suite items together so they can be shared by more than one computer group.
- Maintain your suite more easily. This is especially true if you have a complicated suite that uses many test scripts. Grouping the suite items under a suite or a scenario has the added advantage of making your suite easier to read and maintain.

In functional testing, you typically insert a suite into a suite, because inserting a suite provides more flexibility. In general, insert a suite into a suite when:

- You want to reuse a series of items in *multiple* suites. You can insert a suite into different suites.
- You want any change that you make to a suite replicated in every instance of that suite.

Insert a scenario into a suite when:

- You want to reuse a series of items in *one* suite. You cannot insert a scenario into different suites.
- You want to see the hierarchy of the suite items when you open a suite. A scenario lets you see this structure. If you insert a suite into a suite, you must open the child suite to see the suite items.

For example, you could create three suites, each testing a different aspect of an accounting application:

- One suite opens and edits the spreadsheets.
- One suite tests all the menus.
- One suite tests complex formulas within the spreadsheet.

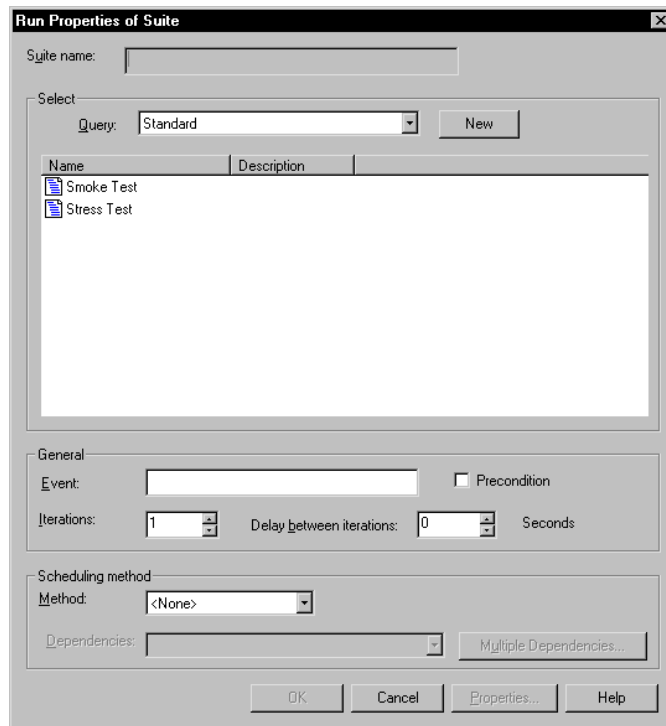
All three suites need virtual testers to open the accounting application. Yet within each suite, unique tasks need to be repeated. You can create a separate suite for opening the application and insert that suite into each of the three suites. You can then insert a scenario into each suite to represent the tasks that are unique to the suite.

## Inserting a Suite into a Suite

If a suite contains computer groups, you can insert it into other suites. Inserting a suite into a suite is useful when you are creating a complex test or when you are creating multiple tests that perform duplicate functions. You can create and check a suite and then insert it into larger suite. You save time by not having to redefine the same test assets in each suite. Any change made to a suite is replicated in every instance of that suite.

To insert a suite into a suite:

- Click **Suite > Insert > Suite**.



**Note:** For detailed procedures, see the TestManager Help.

You can set a precondition on a suite. When you set a precondition, the suite must successfully complete in order for other suite items with the same parent to run. For information about preconditions, see *Setting a Precondition Within a Suite* on page 212.

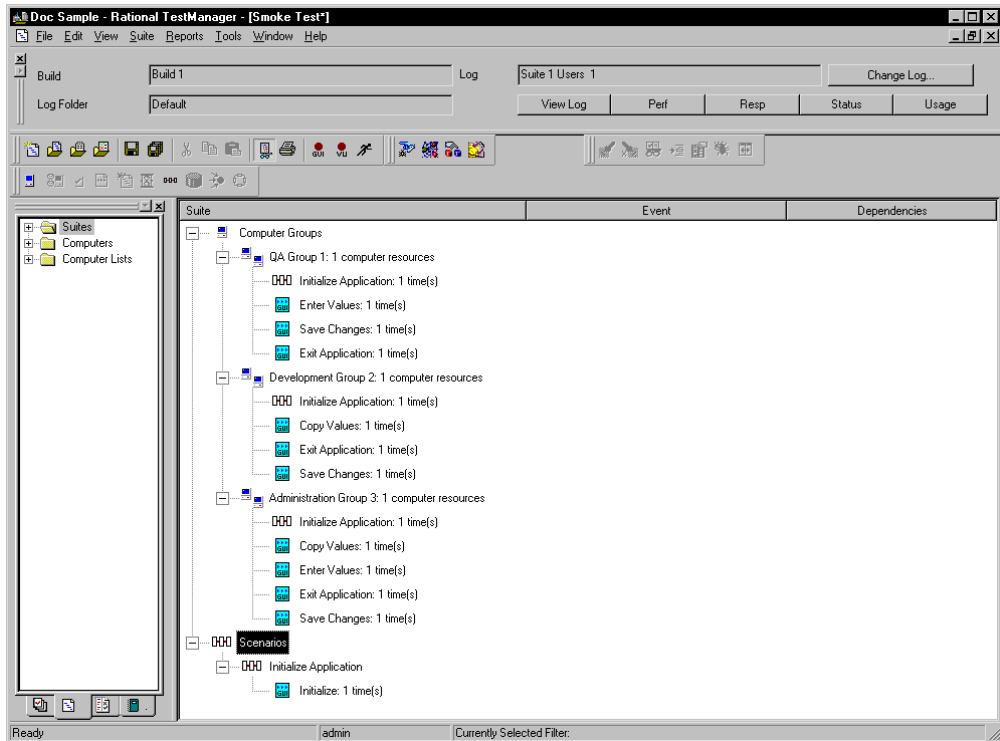
To set a precondition on a suite:

- Right-click the suite to which to set the precondition, and then select **Run Properties**.

## Inserting a Scenario

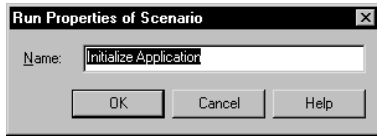
You define a scenario in the **Scenarios** section of the suite by inserting a scenario and then inserting items within it. To make a computer group execute a scenario, insert the scenario name in a computer group. Otherwise, the scenario is not executed.

In the following suite, all three computer groups run the test scripts needed to initialize the application before testing various parts of it. You can simplify this suite by storing the required initialization test script in a scenario. The suite shows the test script Initialize as part of the Initialize Application scenario. A delay could be added to this scenario after the test script is run, and that change would filter to all instances of the Initialize Application scenario.



To create a new scenario:

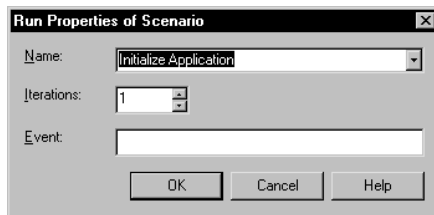
- From the Scenarios section of the suite, click **Suite > Insert > Scenario**.



**Note:** For detailed procedures, see the TestManager Help.

To insert a scenario into a suite:

- Click where you want to place the scenario, and then click **Suite > Insert > Scenario**.



**Note:** For detailed procedures, see the TestManager Help.

After you have created the scenario and the computer group that runs the scenario, it is a good idea to populate the scenario. A scenario requires only test scripts to run. However, like a computer group, a realistic scenario may also contain test cases, suites, and selectors.

## Setting a Precondition Within a Suite

---

When you insert a test script, test case, or suite into a suite, you can specify whether successful completion of that item is a *precondition* for the remainder of that suite sequence. The item must pass for the remaining suite items at the same level to run.

For example, suppose a suite includes two suites, each of which contains an initialization test script and several test cases. If you set a precondition on the initialization test script and the test script fails, TestManager skips all remaining test cases within that suite *only*. The suite run resumes at the beginning of the second suite.

Preconditions apply only to the specific instance of the test script, test case, or suite. For example, if you insert a test script multiple times and you want to set a precondition on all instances of the test script, you must set the precondition for each test script.

## How to Set a Precondition

To set a precondition:

- Right-click the test script, suite, or test case on which to set the precondition, and then select **Run Properties**.

**Note:** For detailed procedures, see the TestManager Help.

## Relating Preconditions Set in Suites to Those in Test Cases

The preconditions that you set when designing and implementing test cases (discussed in chapters 3 and 4) are not related to the preconditions that you set within a suite.

A precondition set on a test case is a setup dependency to ensure that a test case can run properly. You can enter text in the field. Although TestManager does not use this text, you can refer to it later. If a precondition fails, the test case may still meet the acceptance criteria, but the constraints necessary for the test case to run are not met.

A precondition set within a suite must complete successfully for subsequent items at the same level in the suite to run. TestManager uses this field. If a precondition fails, TestManager does not run remaining suite items at the same level in the suite.

However, you can relate the two types of preconditions so that the suite precondition enforces the test case precondition. The following steps show how to do this:

- 1 Set a precondition on a test case.
- 2 Within a suite, insert a test script that checks that the test case precondition is met.
- 3 Within a suite, set a precondition on the test script itself.

## Inserting a Selector into a Suite

---

TestManager allows you to set suite items to run in different sequences by setting a *selector*. A selector provides more sophisticated control than running a simple sequence of consecutive items in a suite. A selector tells TestManager which items to execute and in what sequence. For example, you might want to repeatedly select a test script at random from a group of test scripts. A selector helps you to do this.

The following list explains the types of selectors that are used in functional testing. The other types of selectors are used in performance testing.

- **Sequential** – Runs each suite item in the order in which it appears in the suite. This is the default.

- **Parallel** – Distributes each suite item to any computer that is available. This selector is used in distributed functional testing. The suite items are parceled out in order, based on which computers are available to run another test script. Once an item runs, it does not run again.

A parallel selector distributes each test script without regard to its iterations. For example, assume Script A runs for 10 iterations and Script B runs for only one iteration. The number of iterations does not affect the way the scripts are distributed.

To insert a selector into a suite:

- Select the computer group or a scenario to contain the selector, and then click **Suite > Insert > Selector**.



**Note:** For detailed procedures, see the TestManager Help.

## Inserting Other Items into a Suite

---

The items described in the following sections are generally used in performance tests. You may occasionally use these items in functional tests.

### Inserting a Delay

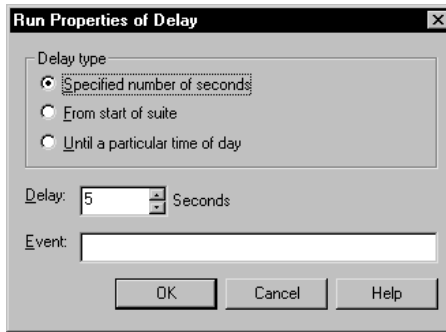
A *delay* tells TestManager how long to pause before it runs the next item in the suite.

In functional testing, use delays to cause test scripts to wait before executing. For example, if one virtual tester updates a record, you can insert a delay to give the application time to process and display the correct information. By providing a delay, you ensure that the application has enough time to complete a task, in case another virtual tester must perform an action as a result of that task.



To insert a delay into a suite:

- Click the computer group, scenario, or selector to add a delay, and then click **Suite > Insert > Delay**.



**Note:** For detailed procedures, see the TestManager Help.

## Inserting a Synchronization Point

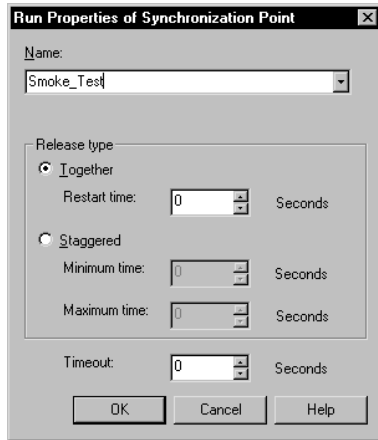
A *synchronization point* lets you coordinate the activities of a number of virtual testers by pausing the execution of each virtual tester at a particular point. Synchronization points are used primarily in performance testing suites. However, you might use synchronization points in a functional testing suite to test what happens when two virtual testers access a file at the same time.

A synchronization point is in effect until one of the following events occurs:

- All virtual testers associated with the synchronization point arrive at the synchronization point.
- A time-out period is reached before all virtual testers arrive at the synchronization point.
- You manually release the virtual testers while monitoring the suite.

To insert a synchronization point into a suite:

- Click **Suite > Insert > Synchronization Point**.



**Note:** For detailed procedures, see the TestManager Help.

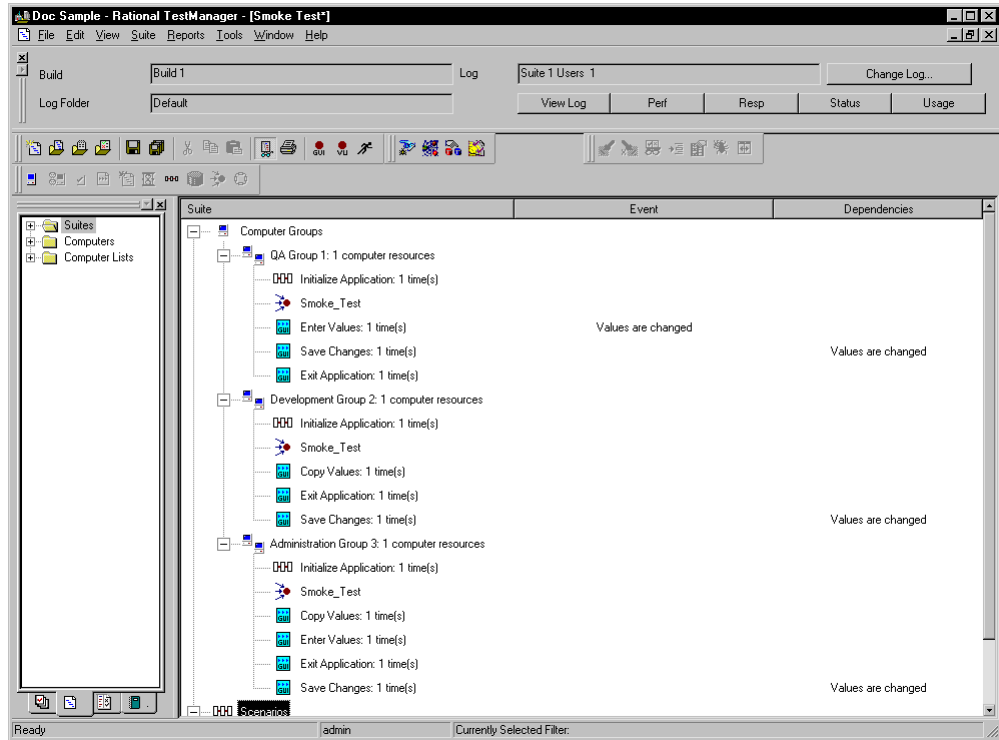
For more information about how synchronization points work, see *How Synchronization Points Work* on page 288.

## Using Events and Dependencies to Coordinate Execution

An *event* is a mechanism that coordinates the way items are run in a suite. For example, you cannot test whether an application saves changes made to certain values unless those values have actually changed. You set a *dependency* on the test scripts that save changes, which blocks virtual testers until the *event* (the changes actually being made) occurs.

You can have multiple events in a suite. Although only one item in a suite can *set* an event, many items can *depend* on an event.

The following suite shows virtual testers waiting until the first virtual tester changes values:



The second column in the suite lists the events, and the third column lists the dependencies.

To add a test script that sets or depends on an event:

- Click **Suite > Insert > Test Script**.

**Note:** For detailed procedures, see the TestManager Help.

This example shows how to add a test script that sets an event and another test script that depends upon an event. However, scenarios and delays can also set events.

## Distributing Tests Among Different Computers

---

You may want to distribute your test scripts among different computers. For example, your tests may not be designed for a specific computer. Or you may want to run your tests on a group of computers so that they can complete as fast as possible. With TestManager, you can run many computers concurrently and distribute your tests among these computers. This enables you to speed up the testing process.

To distribute your tests among different computers, follow these steps:

- When you insert computer groups into a suite, click **Change** and add your computers to the computer list that appears. For more information about setting up test scripts to run on different computers, see *Inserting a Computer Group into a Suite* on page 204.
- After you have inserted your computer groups, insert a Parallel selector. The test scripts that you insert under the selector are continuously sent out to the next available computer. Of course, the test scripts must be designed so that they are self-contained and do not rely on one another. For more information about the parallel selector, see *Inserting a Selector into a Suite* on page 213.

### Example of a Distributed Functional Test

In the following example, assume that you want to test your Accounting software. You want to distribute your tests over different computers so that they can run as quickly as possible.

The following table summarizes how you set up this test.

Test Scripts	Suite	Reports
A script to log virtual tester in. A modular script for each virtual tester task. A test script to perform any cleanup work and then shut down the application.	One computer group that logs the users in. One computer group that contains a Parallel selector and modular scripts that run on any computer. One computer group that shuts down the application.	Test log report to show whether all virtual testers in the suite successfully ran to completion.

This table shows one way to perform a distributed functional test. There are many other ways to use TestManager to build and run effective distributed functional tests. The most important thing to keep in mind is that all of the test scripts should be modular.

## Executing Suites

---

After you have created and saved a suite, you can:

- Check the suite for errors. To do this, open the suite, and then click **Suite > Check Suite**.
- Check the status of Agent computers. To do this, open the suite, and then click **Suite > Check Agents**.
- Control the runtime information of the suite. To do this, open the suite, and then click **Suite > Edit Runtime**.
- Control how the suite terminates. To do this, open the suite, and then click **Suite > Edit Termination**.
- Run the suite. To do this, open the suite, and then click **File > Run Suite**.

Finally, while the suite is running, you can monitor its progress. For information about monitoring suites, see *Monitoring Test Runs* on page 132.



This chapter explains how to use the Comparators to compare and view data captured when you use verification points in a Robot test script or in QualityArchitect. This chapter includes the following topics:

- About the Four Comparators
- Starting a Comparator
- Using the Object Properties Comparator
- Using the Text Comparator
- Using the Grid Comparator
- Using the Image Comparator

**Note:** For detailed procedures, see the TestManager Help.

## About the Four Comparators

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After you play back a test case, test script, or suite, TestManager writes the results to a test log that appears in the Test Log window of TestManager. The test log tells you whether each test case, test script, or suite passed or failed.

For further details, click the Details tab of the test log. When you double-click a failed verification point in the test log, the appropriate Comparator for that verification point appears. You can view and compare data captured using the Comparators to pinpoint the exact reason that a verification point failed.

**Note:** You can use the Comparators only with test scripts containing verification points created with Robot.

When you record a test script that includes a verification point, Robot creates a *Baseline file* that contains the data that you captured.

When you play back a test script, Robot compares the properties in the Baseline file with the properties in the application-under-test. If the comparison fails, Robot saves the data that caused the failure to an *Actual file*. The results of the verification point appear in a test log.

The four Comparators are as follows:

- **Object Properties Comparator** – Use the Object Properties Comparator to view and compare the properties captured when you use the Object Properties verification point.
- **Text Comparator** – Use the Text Comparator to view and compare alphanumeric data captured when you use the Alphanumeric verification point.
- **Grid Comparator** – Use the Grid Comparator to view and compare data captured when you use the following verification points: Object Data, Menu, or Clipboard. QualityArchitect uses the grid comparator to display verification point information.
- **Image Comparator** – Use the Image Comparator to view and edit bitmap images captured when you use the following verification points: Region Image or Window Image. You can also view Unexpected Active Windows.

## Starting a Comparator

---

To start a Comparator from TestManager:

- 1 Click **File > Open Test Log**.
- 2 Expand the Build folder that contains the log, and then double-click the log.  
For the Test Log window of TestManager to open a Comparator, the log must contain a verification point for that particular Comparator.
- 3 Click the **Details** tab at the bottom of the Test Log window.
- 4 In the **Event Type** column, click the plus sign (+) to expand a test script and view all verification points.
- 5 Right-click a verification point and click **View Verification Point**.

The Comparator for that particular verification point opens and that verification point appears.

If the verification point failed, the Comparator opens with both the Baseline and Actual files displayed.

To start a Comparator from Robot, see the *Rational Robot User's Guide*.



# Using the Object Properties Comparator

Use the Object Properties Comparator to view and compare the properties captured when you use the Object Properties verification point in a Robot test script.

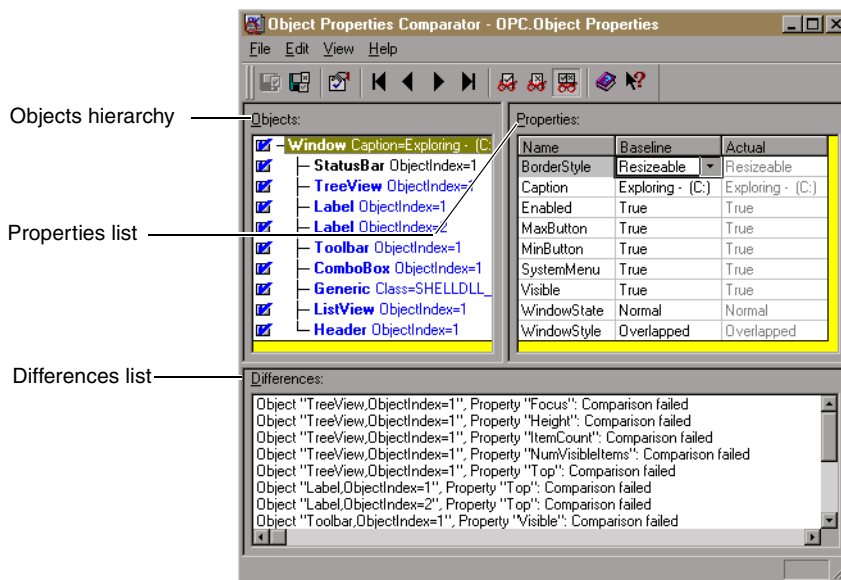
You can use the Object Properties Comparator to:

- Review, compare, and analyze the differences between the Baseline file and the Actual file.
- View or edit the Baseline file for an Object Properties verification point.

To start the Object Properties Comparator from the test log window, see *Starting a Comparator* on page 222.

## The Main Window

The main window of the Object Properties Comparator contains the Objects hierarchy, the Properties list, and the Differences list.



The *Objects hierarchy* contains the list of all objects that Robot records in the Object Properties verification point. The *Properties list* contains the list of properties of those objects. When you select an object on the left, its properties appear on the right. You can control the display of both the Objects and Properties sections of the window by using the **View** commands.

The *Differences list* shows the objects that have differences between the Baseline and the Actual files. If you click an object in the list, that object is highlighted in the Objects hierarchy and Properties list. If you are viewing a file with no failures, this section does not appear. To show or hide this section, click **View > Show Difference List**.

## The Objects Hierarchy and the Properties List

When the Object Properties Comparator is opened, the Objects hierarchy and Properties list appear as follows:

- The Objects hierarchy appears in the left pane of the window. It displays the list of all objects recorded by Robot using the Object Properties verification point and saved in the Baseline file.
- The Properties list appears in the right pane of the window. It displays the list of properties of the selected object, and the properties' values in the Baseline file and the Actual file (if there are differences).

If the verification point passed, the Comparator displays the Objects hierarchy and the Properties list with only the Baseline column.

If the verification point failed, the Comparator displays the Objects hierarchy and the Properties list with both the Baseline and Actual columns, so you can compare them.

**Note:** If the verification point contains just one object, the Objects hierarchy does not appear. To display it, click **View > Objects** or **View > Objects and Properties**.

## Changing the Window Focus

To change the focus between the Objects hierarchy and the Properties list, do one of the following:

- Click the mouse in the section.
- Press TAB.
- Press ALT+O to set the focus to the Objects hierarchy.
- Press ALT+P to set the focus to the Properties list.

## Working Within the Objects Hierarchy

To display the Objects hierarchy:

- Click **View > Objects** or **View > Objects and Properties**.

The object list is hierarchical. You can expand or collapse the view of objects by selecting a top-level object and using the **View > Expand** and **View > Collapse** commands.

When you select an object, the properties for that object are displayed in the Properties list.

Each object is listed by its object type and is bold. After the object name, information such as the object class or index may appear. Use it to identify the object. If the object is red, it has properties with different values in the Baseline and the Actual files. If the object is blue, it exists in the Baseline file but not in the Actual file.

You can do any of the following to work within the Objects hierarchy. The Objects hierarchy must have window focus.

- Press HOME, END, PAGEUP, PAGEDOWN, UP ARROW, and DOWN ARROW to move between objects.
- Click the check box that precedes each object to select or deselect it for testing. All objects preceded by a check mark are tested.
- Select an object preceded by a check mark to display its properties in the Properties list.
- Select an object and press INSERT to display a dialog box for adding and removing properties from the Properties list for that object.
- Double-click a parent object to expand or collapse its children.
- Press plus (+) to expand the highlighted object one level, or press minus (-) to collapse the highlighted object. Press asterisk (\*) to expand all objects.
- Right-click an object in the hierarchy to display the Objects shortcut menu.
- Double-click an object that is labeled **Unknown** to define the object. For information about defining unknown objects during recording, see the *Rational Robot User's Guide*.

## Working Within the Properties List

To display the Properties list:

- Click **View > Properties** or **View > Objects and Properties**.

The Name column shows the name of the property. The Baseline and Actual columns display the values for the properties. Values in the Baseline column represent the properties from the original recording of the Object Properties verification point. Values in the Actual column represent the state of the properties in the latest played-back version. By default, if the Baseline and Actual column values differ, both columns are displayed.

Use the **View** commands to control which columns appear in the Properties list.

If a property is red, it has different values in the Baseline and the Actual files. If a property is blue, it exists in the Baseline file but not in the Actual file. If a value cell is blank, the property has an empty value.

You can do any of the following to work within the Properties list. The Properties list must have window focus.

- Type the first letter of a property's name to move to that property or to the first property beginning with that letter.
- Press HOME, END, PAGEUP, PAGEDOWN, UP ARROW, and DOWN ARROW to highlight a property.
- Press INSERT to display a dialog box for adding and removing properties from the Properties list.
- Select a property and press DELETE to remove it from the list.
- Double-click the value cell of a property to edit the value.
- Position the pointer on the vertical border between column title cells. Drag the pointer to the right or left to change the column widths.
- Point to a property and click the right mouse to display the Properties shortcut menu.

## Loading the Current Baseline

To load the Current Baseline file:

- Click **File > Load Current Baseline**.

If the Current Baseline is already displayed, this command is disabled. In order to edit a Baseline, you must be viewing the Current Baseline. Editing can include creating a mask, cutting, copying, pasting, duplicating, moving, or deleting masks, or using the Auto Mask feature.

The Current Baseline is the latest saved baseline file and is used as the expected result for verification point comparisons. It is this Current Baseline that you see in the Comparator when the Comparator is opened through Robot. However, when the Comparator is opened through the Test Log window of TestManager, which is the more common method, the Comparator may display the historical Baseline and Actual. Because only the Current Baseline can be edited, if you have the historical Baseline or any other logged Baseline showing, you cannot use any of the editing commands—they are disabled. You can manually force the Current Baseline to be loaded by using this command.

## Locating and Comparing Differences

The Object Properties Comparator begins its comparison with the first object in the Objects hierarchy and its properties in the Properties list.

Objects that contain differences between the Baseline and Actual lists are red. Objects that are in the Baseline list but not in the Actual list are blue.

To locate the first difference between the Baseline data and the Actual data:

- Click **View > First Difference**.

When the difference is located, the failure is highlighted. The Differences list indicates the failure number and provides information about the failure.

To navigate between differences, use the **View** commands.

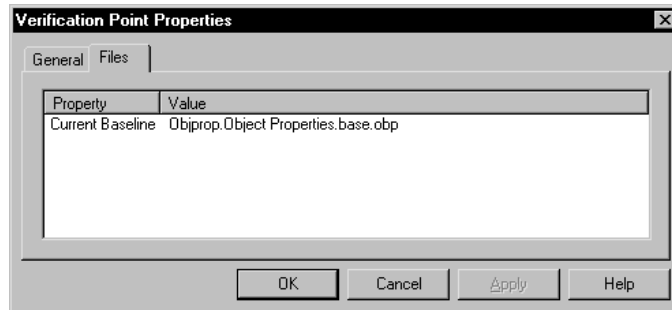
You can also select a description in the Differences list to highlight that failure in the Properties list.

## Viewing Verification Point Properties

To view verification point properties:

- Click **File > Verification Point Properties**.

The Verification Point Properties dialog box shows the verification point type, the name of the Baseline file, and the name of the Actual file.



## Adding and Removing Properties

When you first create an Object Properties verification point, you can specify the properties to test by adding and removing them from the Properties list. You can also add and remove properties from the list when you view the data file in the Object Properties Comparator. This lets you refine a test even after it has been created and played back.

For example, if the Properties list for a verification point contains a Height property that you decide you do not want to test, you can remove the property in the Comparator. You can also apply the properties in the list to all objects of the same type for this verification point, and then define a list of default properties for each type of object.

To add a property to the Properties list:

- Click **Edit > Edit Property List**.

Removing a property removes it from the Properties list but does not remove the property from the verification point's Baseline file. Removing a property means that it can no longer be tested in future playbacks. Once removed, properties can be added back later.

To remove properties from the Properties list:

- Click **Edit > Remove Property**.

If you remove a property, you can add it back to the Properties list at a later time by using the **Edit > Edit Property List** command.

## Editing the Baseline File

When there are intentional changes to the application-under-test, you may need to modify the Baseline file to keep it up-to-date with the developing application.

When editing the Baseline file, you can:

- Edit a value in the Properties list.
- Cut, copy, and paste a value.
- Copy values from the Actual to the Baseline file.
- Change a verification method.
- Change an identification method.
- Replace the Baseline file.

**Note:** You cannot edit the Actual file.

For step-by-step instructions on these tasks, search for the task in the Object Properties Comparator Help.

## Saving the Baseline File

To save changes made to the Baseline file:

- Click **File > Save Baseline**.

This command is enabled only if you have made changes to the Baseline file.

## Using the Text Comparator

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Use the Text Comparator to view and compare alphanumeric data captured when you use the Alphanumeric verification point in a Robot test script.

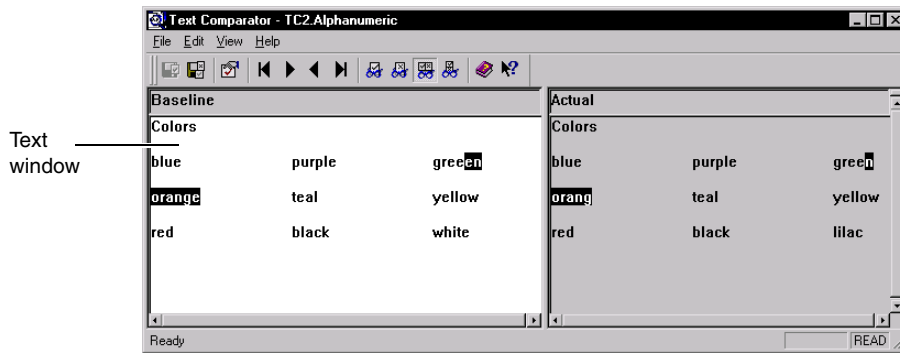
You can use the Text Comparator to:

- Review, compare, and analyze the differences between the Baseline file and the Actual file.
- View or edit the Baseline file for an Alphanumeric verification point.

To start the Text Comparator, see *Starting a Comparator* on page 222.

### The Main Window

The main window of the Text Comparator contains the Text window.



### The Text Window

The Text window has two panes: Baseline and Actual. The Baseline pane shows the data file that serves as a Baseline file for a comparison. The Actual pane shows data from the current playback. You can control the display of the panes by using the **View** commands.

The Text window uses a typical text editor format. In general, use the same rules and methods for typing, selecting, and deleting that you would use in a standard text editor (such as Notepad).

The Baseline pane has a white background and the Actual pane has a gray background. Data that failed the comparison between the Baseline file and the Actual file appears in reverse color when you use one of the locating commands to highlight it.



In the Text window, you can:

- Scroll the Text window
- Change the widths of the text panes
- Use word wrap

For step-by-step instructions, search for each task in the Text Comparator Help.

## Locating and Comparing Differences

To locate the first difference between the Baseline data and the Actual data:

- Click **View > First Difference**.

To navigate between differences, use the **View** commands.

The comparison starts in the upper left corner of the pane. The Comparator then scans for differences by going across each row of text in order, as it would in a text editor.

When the comparator finds a difference using the **View** commands, the difference between the Baseline file and the Actual file appears in reverse color.

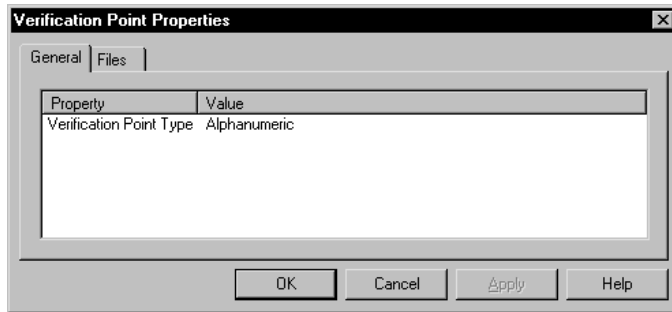
The Alphanumeric verification point stores the specified verification method as part of the test script command. For data files created by the Alphanumeric verification point, the Comparator assumes a case-sensitive comparison, regardless of how it was recorded. For numeric data, the Comparator assumes Numeric Equivalence as the verification method.

## Viewing Verification Point Properties

To view verification point properties:

- Click **File > Verification Point Properties**.

The Verification Point Properties dialog box shows the verification point type, the name of the Baseline file, and the name of the Actual file.



## Editing the Baseline File

When there are intentional changes to the application-under-test, you may need to modify the Baseline file to keep it current with the developing application.

When editing the Baseline file, you can:

- Edit the data.
- Cut, copy, and paste data.
- Copy data from the Actual to the Baseline file.
- Replace the Baseline file.

**Note:** You cannot edit the Actual file.

For step-by-step instructions on these tasks, search for each task in the Text Comparator Help.

## Saving the Baseline File

To save changes made to the Baseline file:

- Click **File > Save Baseline**.

This command is enabled only if you have made changes to the Baseline file.

## Using the Grid Comparator

Use the Grid Comparator to view and compare data captured when you use the following verification points in a Robot test script:

- Object Data
- Menu
- Clipboard

QualityArchitect also uses the grid comparator to display verification point information.

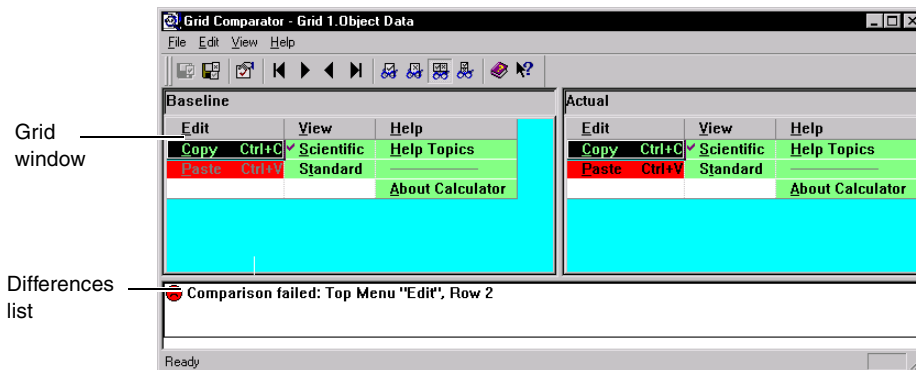
You can use the Grid Comparator to:

- Review, compare, and analyze the differences between the Baseline file and the Actual file.
- View or edit the Baseline file for a verification point.

To start the Grid Comparator, see *Starting a Comparator* on page 222.

### The Main Window

The main window of the Grid Comparator contains the Grid window and the Differences list. The Grid window contains the grids of data recorded in an Object Data, Menu, or Clipboard verification point. The Differences list displays descriptions of any items that failed during playback.



## The Grid Window

The Grid window has two panes: Baseline and Actual. The Baseline pane shows the data file that serves as a Baseline file for a comparison. The Actual pane shows data from the current playback. You can control the display of the Baseline and Actual files by using the **View** commands.






The grids in the panes show data in row and column format. Cells with a green background contain data that passed the comparison between the Baseline file and the Actual file. Cells with a red background failed the comparison.

You can set display options to control the Grid window. For more information, see *Setting Display Options* on page 235.

## Differences List

The Differences list displays the Actual items that failed during playback. This list shows the reasons why a verification point failed and displays icons to graphically illustrate the type of failure. If you click an item in the list, that item is highlighted in the grid. If you are viewing a file with no differences, this section does not appear.

The following icons may appear in the Differences list:

Icon	Meaning
	No differences found
	Comparison failed
	Item not found
	Different sizes
	Key not found

To work in the Differences list:

- Use the vertical scroll bar to scroll through the list of descriptions.
- Select a description in the Differences list to highlight the failure in the Baseline and Actual files.

## Setting Display Options

You can set the following display options in the Grid Comparator:

- Change the column widths.
- Transpose the grid data.
- Synchronize the scroll bars.
- Synchronize the cursors.

For step-by-step instructions, search for each task in the Grid Comparator Help.

## Locating and Comparing Differences

To locate the first difference between the Baseline data and the Actual data:

- Click **View > First Difference**.

To navigate between differences, use the **View** commands.

You can also select a description in the Differences list to highlight that failure in the Baseline and Actual panes.

In the grid panes, the comparison starts with the first data cell in the grid (the cell in the upper-left corner). The Comparator then scans for differences by going down the first column. At the end of the column, the comparison goes to the top of the second column, and so on.

When a difference is located, the Comparator highlights the area of difference using reverse color and highlights the description in the Differences list. You can also select a description in the Differences list to highlight that failure in the Baseline and Actual files.

Verification points that have entire rows or columns selected compare the data in each cell as well as the number of cells in the row or column. If the number of cells is different, the Comparator highlights the row or column and italicizes the header number or text. It also displays a red line around the header cell.

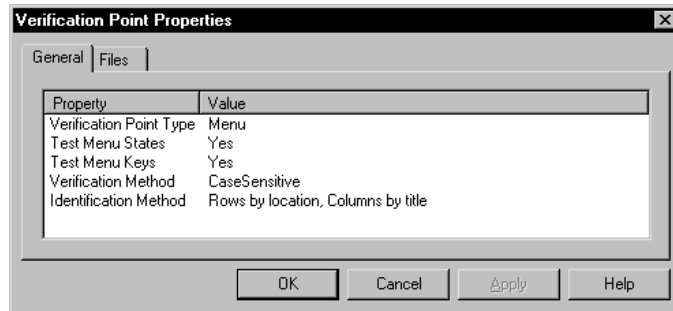
If the data displayed in the grid is larger than the window, use the scroll bars to view other areas of the data or resize the window.

**Note:** If a difference is highlighted in the Baseline file and the description in the Differences list is `Item cannot be found`, it means that you cannot highlight the difference in the Actual file, because the item is missing there.

## Viewing Verification Point Properties

To view verification point properties:

- Click **File > Verification Point Properties**.



The Verification Point Properties dialog box shows:

- Verification point type.
- Test menu states.
- Test menu keys.
- Verification method.
- Identification method.
- Name of the baseline file.
- Name of the actual file.

## Using Keys to Compare Data Files

You can use the Key/Value identification method when you create Object Data or Clipboard verification points in Robot.

For verification points that have the Rows by Key/Value identification method, use the Grid Comparator to add or change keys in the Baseline file. As in a relational database, keys can be used to uniquely identify a row for comparison.

You can add or change keys to determine what the important comparisons are in a verification point and possibly to change a failed verification point into one that passes.

If the value of the data in a key column changes, Robot cannot locate the record, and the verification point fails. You may then want to change the keys in the Comparator to gain more insight into why the verification point failed.

If you have not specified keys that ensure uniqueness, the test can fail because Robot might compare the selected record to a record that contains similar values but that is not the record you want to test. You can experiment by changing the keys in the Comparator to improve the predictability of the verification point.

If the database schema changes, change the keys in the Comparator to identify new and unique columns.

To use keys to compare data files:

- 1 Click the name of a column in the Baseline file.
- 2 Click the right mouse, or press CTRL+K to add or remove a key.

The data in the Baseline and Actual files should be automatically compared again. At this point you can evaluate the new key placement.

If a key column in the Baseline file has different data from the Actual file, the Differences list displays `Row not found: Row x` and includes the value from the Baseline key column.

If there are no key columns and the row data in the Baseline and Actual files does not match exactly, the Differences list displays `Row not found: Row where x` and includes each column name and value from the Baseline file.

## Editing the Baseline File

When you make intentional changes to the application-under-test, you may need to modify the Baseline file to keep it current with the developing application.

When editing the Baseline file, you can:

- Edit the data.
- Edit a menu item.
- Cut, copy, and paste data.
- Copy data from the Actual to the Baseline file.
- Save the Baseline file.

**Note:** You cannot edit the Actual file.

For step-by-step instructions, search for each task in the Grid Comparator Help.

## Saving the Baseline File

To save changes made to the Baseline file:

- Click **File > Save Baseline**.

This command is enabled only if you have made changes to the Baseline file.

## Using the Image Comparator

---

Use the Image Comparator to open and view bitmap images captured when you use the following verification points in a Robot test script:

- Region Image
- Window Image

You can use the Image Comparator to:

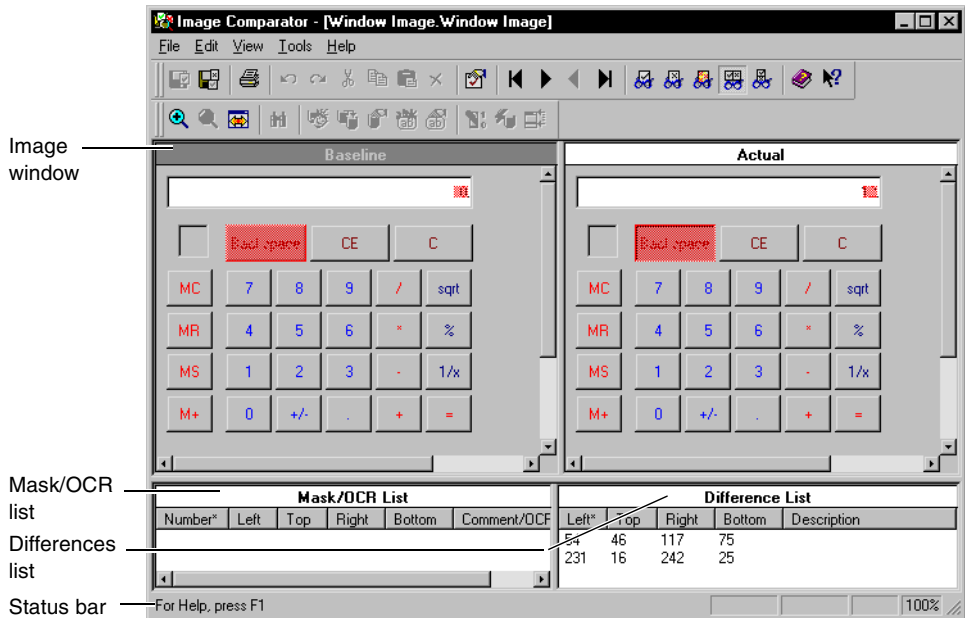
- Review and analyze the differences between the Baseline image file and the Actual image file.
- Edit the Region Image or Window Image verification points by creating masks on the image.
- Create OCR regions to read the text within a region.
- View images of unexpected active windows that cause a failure during a test script's playback.

To start the Image Comparator, see *Starting a Comparator* on page 222.



## The Main Window

The main window of the Image Comparator contains the Image window, the Mask/OCR List, the Differences List, and the status bar.



## The Image Window

The Image window has two panes: Baseline and Actual. The Baseline pane shows the image file that serves as an expected file for a comparison. The Actual pane shows the image from the current playback. You can control the display of both panes by using the **View** commands.

The parts of the image that passed the comparison between the Baseline file and the Actual file appear exactly as they were recorded. The parts of the image that failed the comparison (that is, the differences) are shown as red regions.

You can move the image within a pane and zoom the image. For information, see *Moving and Zooming an Image* on page 243.

## Differences List

The Differences List displays a list of the items that failed during playback. The Left, Right, Top, and Bottom columns represent the measurement of the sides of the difference area, in numbers of pixels. The number in the Left column is the number of pixels from the left margin to the left edge of the difference region. The number in the Right column is the number of pixels from the left margin to the right edge of the difference region. In the same manner, the Top and Bottom columns define the number of pixels to the top and bottom edges of the difference region, from the top margin.

To work in the Differences List:

- Use the vertical scroll bar to scroll through the list of descriptions.
- Select a description in the Differences list to highlight the failure in the Baseline and Actual files.
- Double-click an item in the list to position the image so that the region is centered in the view. It flashes briefly and then is selected.
- The Difference list is sortable by column. The currently sorted column is indicated with an asterisk. To sort by a different column, click the column header. The list is sorted in ascending order of the selected column.

## Mask/OCR List

Masks are used to hide the underlying masked area from comparison when test scripts are played back. Any areas of the image that contain a mask are not compared when you play back a test script containing an Image verification point.

Robot uses OCR regions to read the text within a designated region and to compare it in subsequent playbacks of the test script.

The Mask/OCR List in the lower-left pane of the main window lists any masks and OCR regions that are being used in the verification point. When you select a mask or OCR region in the list, it is highlighted in the Baseline and Actual files. This list works in the same way that the Differences List works, as described in the previous section, Differences List. The Mask/OCR List part of the Image Comparator is empty if you do not have any masks or OCR regions defined for the verification point.

The Left, Right, Top, and Bottom columns represent the measurement of the sides of the mask or OCR region in number of pixels.

These measurements work in the same way as they work in the Difference List. The Comment column for masks contains optional comments, which you can add by selecting a mask and clicking **Edit > Mask Properties**. The OCR Text column for OCR regions contains the text in the region to be tested.

## The Status Bar

The status bar at the bottom of the main window provides useful information as you work with the Comparator. To show or hide the status bar, choose **View > Status Bar**.

The message area in the left part of the status bar displays menu command descriptions and operational messages, such as progress updates, while the Comparator is scanning the image for differences.

On the right side of the status bar, four small panes for specific information appear:

**ReadOnly** – Indicates a read-only state. This happens if the current Baseline is not displayed, because the current Baseline is the only file that you can edit.

**Load CBL** – Indicates that the current Baseline is not being displayed. If you want to make edits, click **File > Load Current Baseline** to display the current Baseline.

**BLINK** – Indicates that the Blink feature is turned on.

**<zoom percentage>** – Indicates the zoom percentage of the window. If you have the original or normal view, the zoom percentage is 100%. If you have zoomed to some percentage of the normal view, that percentage is shown. If you have fit the image to the window, *FITTED* appears.

## Locating and Comparing Differences

To display differences in the Baseline and Actual images:

- Click **View > Show Differences**.

To locate the first difference:

- Click **View > First Difference**.

When a difference is located, the Comparator flashes it briefly, centers the difference in the panes, and then selects it in both panes.

To navigate between differences, use the **View** commands.

You can also select a difference in the Differences List to highlight that failure in the Baseline and Actual images.

## Changing How Differences Are Determined

Each difference region represents a logical set of differing pixels—a cluster of differing pixels close together. Depending on your preference setting, the Comparator determines whether this region is close enough to the last one to be classified as either the same or a different difference region. Every time the Comparator defines a new region around a differing pixel, the Comparator determines whether the region is close enough to any other previously defined region. If so, the Comparator combines the two rectangular regions. Otherwise, the region becomes a new difference region.

To change how differences are determined:

- 1 Click **Tools > Options**.

Use this setting to specify how close is close enough when a new differing pixel has been found.

- 2 Change the setting under **Difference Regions**. Move the sliding bar to determine whether more or fewer difference regions are created.

When you move the bar, the picture next to the slide is a representation of that choice.

## Changing the Color of Masks, OCR Regions, or Differences

To change the color of masks, OCR regions, or differences in the Image window:

- 1 Click **Tools > Options**.

- 2 Change the setting under **Colors**.

**Masks** – Select the highlight color for masks in the image. The masks are displayed as a block of this color in the Baseline and Actual files. The default color is a light green. Click **Change** to select a different color.

**Differences** – Select the highlight color for differences in the image. The difference regions are displayed as a block of this color in the Baseline and Actual files. The default color is a light red. Click **Change** to select a different color.

**OCR regions** – Select the highlight color for OCR regions in the image. The regions are displayed as a block of this color in the Baseline and Actual files. The default color is a light blue. Click **Change** to select a different color.

## Moving and Zooming an Image

You can move the image within the Baseline and Actual panes in several ways:

- Use the horizontal and vertical scroll bars. Scrolling is synchronized if you are viewing both files.
- Use the moving hand pointer. If you hold down the left mouse anywhere in the image that is not a mask or a difference region, the mouse pointer turns into a hand. Use it to move the image around in the window.

**Note:** You can use the zooming commands to move around the image. You can zoom in, zoom out, zoom by percentage, fit the image exactly to the window, or return to the normal image size.

- To zoom in on the image, click **View > Zoom > Zoom In**.

This zooms in on the image by a factor of 2. If you have a mask, OCR region, or difference region selected when you use the Zoom command, the zooming is centered on that region. If you do not have a region selected, the zoom is centered on the entire image. You can use the command repeatedly to keep zooming into the image.

- To zoom out from the image, click **View > Zoom > Zoom Out**.
- To zoom the normal display of the image by a percentage, click **View > Zoom > Zoom Special** and the percentage.
- To restore the image to its original size, click **View > Zoom > Normal Size**.
- To fit the image to the full size of the pane, click **View > Zoom > Fit To Window**.

Zoom factors always retain the image's aspect ratio to ensure that text and images appear without distortion. **Fit To Window** represents the largest zoom factor that can display the entire image in the window while maintaining the image's aspect ratio.

## Viewing Image Properties

To view the properties of an image:

- Click **File > Properties**.

The Image Properties dialog box shows information about the image, including its scale, color, size, and the creation date of the file.

## Working with Masks

You can create masks in the Image Comparator with the **Edit > New Mask** command. Masks are used to hide the underlying masked area from comparison when test scripts are played back. Any areas of the image that contain a mask are not compared when you play back a test script that contains an Image verification point.

Use masks to ensure that certain regions are not tested. For instance, if your application has a date field, you might want to mask it to avoid a failure every time the test script is played back. You can also apply masks to hide differences that you determine were caused by intentional changes to the application, so that they do not cause failures in future tests.

Because you can only edit the Baseline file, you cannot perform the following procedures in the Actual file. However, when you select a mask in the Baseline file, the mask is also selected in the Actual file. You cannot modify the mask in the Actual file—it is shown there for convenience only.

You can do the following with masks:

- Display masks
- Create masks
- Move and resize masks
- Cut, copy, and paste masks
- Duplicate masks
- Delete masks
- Automatically mask differences

For step-by-step instructions, search for each task in the Image Comparator Help.

## Working with OCR Regions

Robot uses Optical Character Recognition (OCR) regions to read the text within a designated region and compare it in subsequent playbacks of the test script.

You can use OCR regions to verify proper operation of an application that dynamically paints text in window areas or where the Actual text is difficult to obtain. OCR regions are also useful in situations where a text string's font or weight may change unexpectedly but go undetected using traditional verification methods. To achieve the correct verification, you can define OCR regions on existing or newly captured Image verification points.

You can do the following with OCR regions:

- Create an OCR region
- Move and resize OCR regions
- Cut, copy, and paste OCR regions
- Duplicate OCR regions
- Delete OCR regions

For step-by-step instructions, search for each task in the Image Comparator Help.

## Saving the Baseline File

To save changes made to the Baseline file:

- Click **File > Save Baseline**.

This command is enabled only if you have made changes to the Baseline file.

## Viewing Unexpected Active Window

Robot is designed to respond to unexpected active windows (UAW) during test script playbacks. An unexpected active window is any unscripted window appearing during test script playback that interrupts the playback sequence and prevents the expected window from being made active. An example of a UAW is an error message generated by the application-under-test or an e-mail notification message window.

You can view the unexpected window in the Image Comparator only if you have set the option in Robot. In the GUI Playback dialog box in Robot, click the **Unexpected Active Window** tab. Make sure that the **Detect unexpected active windows** and the **Capture screen image** options are both selected. (For more information about setting an unexpected active window option, see the *Rational Robot User's Guide*.)

To open a UAW to view in the Comparator:

- 1 Start TestManager and open a log file containing a UAW.
- 2 Do one of the following in the **Event Type** column:
  - Double-click an unexpected active window event.
  - Select an unexpected active window event and click **UAW**.

The Image Comparator opens and that UAW appears.





# **Part 3: Performance Testing with Rational TestManager**



This chapter introduces performance testing with TestManager. It includes the following topics:

- About performance testing
- Rational TestManager and performance testing
- Planning performance tests
- Implementing performance tests
- Examples of performance tests
- Analyzing performance results

**Note:** For detailed procedures, see the TestManager Help.

## About Performance Testing

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A *performance test* helps you determine whether a multicient system is performing to defined standards under varying workloads and configurations.

Performance testing is a class of tests implemented and executed to characterize and evaluate the performance-related characteristics of the tested server such as:

- Timing profiles
- Execution flow
- Response times
- Operational reliability and limits

Different types of performance tests, each focused on a different test objective, are implemented throughout the software development life cycle.

Early in the development lifecycle—in the elaboration iterations—performance tests focus on identifying and eliminating architecture-related performance bottlenecks. Later in the lifecycle—in the construction iterations—performance tests tune the software and environment (optimizing response time and resources), and verify that the applications and system acceptably handle high workload and stress conditions, such as a large number of transactions, clients, or volumes of data. Different types of performance tests are suited to each iteration.

## Rational TestManager and Performance Testing

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Performance testing with TestManager helps you discover and correct performance problems before you deploy your application in the real world. With TestManager, you have all of the tools you need to identify, isolate, and analyze performance bottlenecks.

As an automated load testing tool, TestManager emulates one or many actual users performing various computing tasks. By replacing users with virtual testers, TestManager removes the need for users to manually add workload to the server.

Because TestManager lets you play back the activities of multiple virtual testers on a single computer, you can run tests involving hundreds or thousands of virtual testers on just a few computers—or on one computer.

### Creating Test Scripts

A test script can come from a number of sources:

- You can record a session in Robot. Robot records activities in the session and then automatically creates a test script that represents the user's interactions with the server. For more information about recording a session, see the *Rational Robot User's Guide*.
- You can import a test script from QualityArchitect. When you generate a Java or Visual Basic script through QualityArchitect, you can view it through TestManager, just like any other test script. You can run it, use it to implement a test case, or insert it into a suite.
- You can write a Java or Visual Basic test script by hand. The test script must follow the conventions defined for these test script types. For more information, see the *Rational Test Script Services for Java* and *Rational Test Script Services for Visual Basic* manuals.

- You can write a test script using any scripting language. When you supply a test script in this way, you must write an adapter so that TestManager recognizes the test script type. For more information, see the *Rational TestManager Extensibility Reference*.

## Planning Performance Tests

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Testing the performance of a server typically involves loading the server with many virtual testers. The objective is to find out how the server performs under the workload.

Some of the performance questions you might want to answer are:

- How many virtual testers can the server support under normal conditions?
- Are there any situations where server performance degrades suddenly under normal conditions?
- How does the system perform when you exceed the normal conditions? In a worst-case scenario, does the system degrade gracefully or does it break down completely?
- How does the system perform under varying hardware configurations?

The following sections discuss the key steps that are involved in planning a test.

### Testing Response Times

TestManager lets you measure various indicators of performance—for example:

- How long did it take for the action to complete?
- How quickly was the server able to respond under heavy workload conditions?

You can measure the client response time or server response time, or both.

### Setting Pass and Fail Criteria for Performance Tests

Because performance can be subjective, it is essential that you identify the features to be tested and the criteria that determine whether performance passes or fails. The pass or fail criteria often involve a range of acceptable response times.

For example, you could define the following as an acceptable response time:

- For 100 virtual testers, 90% of all transactions have an average response time of 5 seconds or less. No response time can exceed 20 seconds.

- For 500 virtual testers, 80% of all transactions have an average response time of 10 seconds or less. No response time can exceed 45 seconds.

## Identifying Performance Testing Requirements

When planning a performance test, consider the hardware and software that your test requires. For example:

- Server computers: database servers, Web servers, other server systems
- Client computers: Windows 2000, NT, 98, 95, or Me computers; network computers; or Macintosh or UNIX workstations
- Databases that will be accessed
- Applications that will be running

In addition, you need to determine the following parameters for your tests:

- The size of the test databases and other test files to accurately represent the real workload
- The distribution of data across the server to prevent I/O bottlenecks
- If you are testing a database, the settings of key database parameters

## Designing a Realistic Workload

If you are testing performance, your model must accurately mirror the workload at your site. Therefore, consider the types of transactions that occur at your site.

For example, do users query the database and update it occasionally, or do they update it frequently? If they update the database frequently, are the updates complex and lengthy, or are they short?

When designing the workload, consider these issues:

- **The workload interval** – The period of time the workload model represents.

For example, the workload interval could be a peak hour, an average day, or an end-of-the-month billing cycle.

- **Test variables** – The factors you will change during the performance test.

For example, you could vary the number of virtual testers to understand how response time degrades as the workload increases.

It is best to change only one variable at a time. Then, if performance changes with the next test, you know that the change was caused by that one variable.

You set test variables when you set up a suite. For more information, see *Implementing Tests as Suites* on page 95.

- **Virtual tester classifications** – You categorize the virtual testers into groups based on the types of activities they perform.

For each group, identify the number of virtual testers or the percentage of overall virtual testers. For example, you could group 20% of the virtual testers into Accounting, 30% of the virtual testers into Data Entry, and 50% of the virtual testers into Sales.

Set up user groups within a suite. Keep these user groups in mind as you plan the test scripts to be associated with the test. The test scripts should accurately reflect the actions of realistic user groups. For information about setting up user groups, see *Inserting User Groups into a Suite* on page 265.

- **User work profiles** – The set of activities that the virtual testers perform and the frequency with which they perform them. The virtual tester actions should mirror the mix of tasks that the users actually perform as closely as possible.

For example, if the Sales user group accesses the database 70% more than the other two groups, be sure that the workload reflects this.

- **User characteristics** – Determine how long a virtual tester pauses before executing a transaction, the rates at which the transaction is executed, and the number of times a transaction is executed consecutively. It is important to model the real user characteristics accurately because the values directly affect the overall performance of the system.

For example, a user who thinks for 5 seconds and types 30 words per minute puts a much smaller workload on the system than a user who thinks for 1 second and types 60 words per minute.

Use delays and think times to model the virtual tester characteristics. For more information about delays, see *Inserting a Delay* on page 280. For more information about think times, see the *Rational Robot User's Guide*.

When designing a workload model, make sure to consider factors such as these to ensure an accurate test environment. Taking the time to consider these factors saves time in the long run. The more clearly defined your testing goals are, the more quickly you can achieve them.

## Implementing Performance Tests

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Once you have chosen the pass and fail criteria, hardware and software requirements, and workload model, you are ready to create test scripts and set up the tests. Some issues to consider during this phase of the process are:

- **The applications to test** – It is not cost-effective to test all of your applications. Spending time and resources testing an application that has little effect on overall performance takes away from the time spent testing critical applications. You must consider this balance when planning and designing tests.

In general, you should identify the 20% of the applications that generate 80% of the workload on your system. For example, you might not want to include an application that updates a database at the end of the year only.

- **The database on which to run the test** – Decide whether you want to run the test on the production database or a test database. Running tests on production systems in current use may yield incorrect results because the effect of the regular user workload is not included in the workload model.
- **The termination conditions** – If one virtual tester fails, should the test stop or should it keep running?

If you are implementing a large number of virtual testers and a few fail, generally the test can continue. However, if a virtual tester that performs a fundamental task (such as setting up the database) fails, the test should stop.

You set termination conditions in the suite. For more information about setting termination conditions, see *Controlling How a Suite Terminates* on page 127.

- **The stable workload** – Should the test wait until all virtual testers are connected, or should the test begin running immediately?

If you are trying to measure the response time for virtual testers, you probably should wait until all testers are connected before the actual testing begins.

You define a stable workload for reporting purposes in the Performance report. For more information, see *Reporting on a Stable Workload* on page 340.



## Examples of Performance Tests

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This section summarizes some typical performance tests. Each test objective is accompanied by a table that lists the key elements to consider when defining such a test. The tables are intended only as a guide; they do not attempt to define all of the possible elements you can include in your performance tests.

### Number of Virtual Testers Supported Under Normal Conditions

Suppose you want to determine the number of virtual testers that a server can support, to ensure that the system can meet your scalability requirements. How many virtual testers can the system support before the response is unacceptable?

For example, you estimate that a database system supports 500 virtual testers. You could plan to run the test with 300, 400, 500, 600, and 700 virtual testers concurrently performing multiple tasks. The following table shows the key elements you might include when designing the test:

Test Scripts	Suite	Reports
A test script to initialize the database. A test script to log virtual testers in. A test script for each virtual tester task: <ul style="list-style-type: none"><li>▪ adding records</li><li>▪ deleting records</li><li>▪ querying the database</li><li>▪ running payroll reports</li></ul>	A fixed user group with one virtual tester. This virtual tester logs in, initializes the database, and sets an event indicating that the database is initialized.  A scalable user group with many virtual testers. This group logs in and waits until the event is set. It then executes the scenario.  A scenario that contains: <ul style="list-style-type: none"><li>▪ a selector to randomly select a test script</li><li>▪ a test script for each virtual tester task</li></ul>	A test log to show whether all virtual testers in the suite successfully ran to completion.  A Command Status report to show whether the server completed its requests successfully.  Performance reports for each suite run: 300, 400, 500, 600, and 700 virtual testers.  A Compare Performance report comparing the output of all five Performance reports.

### Incrementally Increasing Virtual Testers

A common requirement in performance testing is to model what happens across a span of time while different virtual testers perform their work. For example, suppose you want to test how your server performs early in the morning when people are starting their day. You also want to know how the server handles an increasing workload during the day and particularly at times of peak workload.

With TestManager, you could model this type of workload by incrementally loading virtual testers. You would start by developing a model of the workload that you want to test. For example, write down the frequency and volume of use of your applications. Then, when setting up your suite:

- 1 Schedule different user groups to start at different times over the life of the suite.
- 2 For each user group, set the number of virtual testers that run the test script and an iteration count (optional) as appropriate for your test.

By layering the start time and iteration count of your virtual testers, you build up workload incrementally. You also can add workload spikes at specific times in your suite run.

The following describes a sample test that represents overlapping shifts:

- You start a suite with 100 virtual testers. This group of virtual testers represents the early shift of entry clerks repeating the same group of order entry transactions over and over. Set each virtual tester to run many iterations of the transaction, and set enough iterations to keep this group of virtual testers running the test script until the suite ends. You may have to experiment to determine how many iterations you need.
- Through a suite, set a **Delay**. The **Delay type** might be from the start of the suite, or it might begin at a certain time of day. When the delay is over, 200 new virtual testers begin. This is the next shift of entry clerks, which overlaps the first shift.
- During the combined shift, which represents peak workload, 300 virtual testers perform transactions repeatedly.

The following table summarizes a sample test that represents overlapping shifts:

Test Scripts	Suite	Reports
<p>A test script to initialize the database.</p> <p>A test script to log virtual testers in.</p> <p>A test script for each virtual tester task:</p> <ul style="list-style-type: none"> <li>▪ adding records</li> <li>▪ deleting records</li> <li>▪ querying the database</li> <li>▪ running payroll reports</li> </ul>	<p>A fixed user group with one virtual tester. This virtual tester logs in, initializes the database, and sets an event indicating that the database is initialized.</p> <p>A fixed user group with 100 virtual testers. Each virtual tester logs in and waits until the event is set. Each virtual tester then executes many iterations of the scenario.</p> <p>A fixed user group with 200 virtual testers that delays for 2 hours. Each virtual tester then logs in, checks that the event is set, and executes many iterations of the scenario.</p> <p>One scenario that contains:</p> <ul style="list-style-type: none"> <li>▪ a selector to randomly select a test script</li> <li>▪ a test script for each virtual tester task</li> </ul>	<p>A test log to show whether all virtual testers in the suite successfully ran to completion.</p> <p>A Command Status report to show whether the server completed its requests successfully.</p> <p>Two Performance reports:</p> <ul style="list-style-type: none"> <li>▪ One report on the time period from the start of the run until 2 hours have passed.</li> <li>▪ One report on the time period from 2 hours until the end of the run.</li> </ul> <p>A Compare Performance report comparing the output of both Performance reports.</p>

## How a System Performs Under Stress Conditions

Stress testing can be understood as a relentless attempt to cause a breakdown in the server. Use a stress test when you suspect the server has some weak areas, which may break down completely or diminish responsiveness when an operation is performed many times or over a long period.

Because stress tests involve multiple simultaneous operations (such as sending hundreds of queries to the server at the same moment), virtual testers provide the most practical and effective means of performing this type of stress test. Running test scripts continuously helps you understand the long-term effects of running the application under stressful conditions.

In a simple stress test, you could create a test where virtual testers perform the same operation continuously and repeatedly for hours on end. Your test might involve:

- Inserting thousands of records into a database.
- Sending thousands of query requests to a database.

The following table summarizes a sample stress test:

Test Scripts	Suite	Reports
<p>A test script to initialize the database.</p> <p>A test script to log virtual testers in.</p> <p>A test script for each virtual tester task:</p> <ul style="list-style-type: none"> <li>▪ adding records</li> <li>▪ deleting records</li> <li>▪ querying the database</li> <li>▪ running payroll reports</li> </ul>	<p>A fixed user group with one virtual tester. This virtual tester logs in, initializes the database, and sets an event indicating that the database is initialized.</p> <p>A scalable user group with 1000 virtual testers. Each virtual tester logs in and waits at a sync point. When all the virtual testers are synchronized, each virtual tester executes many iterations of the scenario.</p> <p>One scenario that contains:</p> <ul style="list-style-type: none"> <li>▪ a selector to randomly select a test script</li> <li>▪ a test script for each virtual tester task</li> </ul>	<p>A test log to show whether all virtual testers in the suite successfully ran to completion.</p> <p>A Command Status report to show if the server behaved correctly, even under stress.</p> <p>Performance reports for each suite run: 900, 1000, and 1100 virtual testers. These Performance reports show when the system starts to degrade and ensure that the degradation is graceful.</p> <p>A Compare Performance report comparing the output of each Performance report.</p>

## How Different System Configurations Affect Performance

TestManager lends itself well to configuration testing because of the way a suite is organized and run. You might conduct a configuration test for a variety of reasons—for example:

- To test how your system performs with more (or less) memory
- To test how your system performs with a different amount of disk space
- To find the network card with which the system performs best

The following table summarizes a sample configuration test for 100 virtual testers:

Test Scripts	Suite	Reports
<p>A test script to initialize the database.</p> <p>A test script to log in virtual testers.</p> <p>A test script for each virtual tester task:</p> <ul style="list-style-type: none"> <li>▪ adding records</li> <li>▪ deleting records</li> <li>▪ querying the database</li> <li>▪ running payroll reports</li> </ul>	<p>A fixed user group with one virtual tester. This virtual tester logs in, initializes the database, and sets an event indicating that the database is initialized.</p> <p>A fixed user group with 100 virtual testers. Each virtual tester logs in and waits until the event is set. Each virtual tester then executes many iterations of the scenario.</p> <p>One scenario that contains:</p> <ul style="list-style-type: none"> <li>▪ a selector to randomly select a test script</li> <li>▪ a test script for each virtual tester task</li> </ul>	<p>A test log to show whether all virtual testers in the suite successfully ran to completion.</p> <p>A Command Status report to show if the server returned expected responses, even under stress.</p> <p>Performance reports for each suite run on each configuration.</p> <p>A Compare Performance report comparing the output of each Performance report.</p>

## Analyzing Performance Results

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TestManager generates considerable about your tests, and at first, the sheer volume of data might be overwhelming. However, if you planned your tests carefully, you should be reasonably certain which data is important to you.

First, check that your data is statistically valid. To do this, run a Performance report and a Response vs. Time report on your data.

**Note:** At the end of a successful suite run, TestManager runs the Performance and Response vs. Time reports automatically.

The Performance report includes two columns: Mean and Standard Deviation. If the mean is less than three times the standard deviation, your data might be too dispersed for meaningful results.

The Response vs. Time graph shows the response time versus the elapsed time of the run. The data should reach a steady-state behavior rather than getting progressively better or worse. If the response time trend gets progressively better, perhaps you included logon time in your results rather than measuring a stable workload. Or the amount of data accessed in your database may be smaller than realistic, resulting in all accesses being satisfied in cache.

After you are satisfied that your sample is valid, start analyzing the results of your tests. When you are analyzing results, use a multilevel approach. For example, if you were driving from one city to another, you would use a map of the United States to plan an overall route and a more detailed city map to get to your specific destination. Similarly, when you analyze your results, first start at a macro level and then move to levels of greater detail.

The following sections summarize the different levels of detail that you can use to analyze the results of your tests. For more information about performance testing reports, see *Reporting Performance Testing Results* on page 331.

## Comparing Results of Multiple Runs

The first level of analysis involves evaluating the graphical summaries of results for individual suite runs and then comparing the results across multiple runs. For example, examine the distribution of response times for individual virtual testers or transactions during a single suite run. Then compare the mean response times across multiple runs with different numbers of virtual testers.

This first-level analysis lets you know whether your performance goals are generally met. It helps identify trends in the data, and can highlight where performance problems occur—for example, performance might degrade significantly at 250 virtual testers.

For this type of analysis, run the Performance and Compare Performance reports.

## Comparing Specific Requests and Responses

The second level of analysis involves examining summary statistical and actual data values for specific virtual tester requests and system responses. Summary statistics include standard deviations and percentile distributions for response times, which indicate how the system responses vary by individual virtual testers.

For example, if you are testing an SQL database, you could trace specific SQL requests and corresponding responses to analyze what is happening and the potential causes of performance degradation.

For second-level analysis, you could:

- 1 Identify a stable measurement interval by running the Response vs. Time report and obtaining two time stamps. The first time stamp occurs when the virtual testers exit from the startup tasks. This is the time stamp of the last virtual tester who starts to do “real” work: adding records, deleting records, and so on. The second time stamp is the first virtual tester who logs off the system. You have now identified a stable measurement interval.

- 2 Create a Performance report using only the interval specified by these two time stamps.
- 3 Graph the Performance report to verify that the distribution has flattened.
- 4 Run the Performance, Compare Performance, and Command Usage reports to examine the summary statistics for this measurement interval.

## Determining the Cause of Performance Problems

The third level of analysis helps you understand the causes and significance of performance problems.

### Analyzing Results Statistically

This detailed analysis takes the low-level data and uses statistical testing to help draw useful conclusions. Although this analysis provides objective and quantitative criteria, it is more time consuming than first- and second-level analysis and requires a basic understanding of statistics.

When you analyze your data at this level, you use the concept of *statistical significance* to help discern whether differences in response time are real or are due to some random event associated with the test data collection. On a fundamental level, randomness is associated with any event. Statistical testing determines whether there is a systematic difference that cannot be explained by random events. If the difference was not caused by randomness, the difference is statistically significant.

To perform a third-level analysis, run the Performance and Response vs. Time reports.

Some of the measurements to consider during third-level analysis are:

- **Minimum** – The lowest response time.
- **Maximum** – The highest response time.
- **Mean** – The average response time. This average is computed by adding all of the response time values together and then dividing that total by the number of response time values.
- **Median** – The midpoint of the data. Half of the response time values are less than this point and half of them are greater than this point.
- **Standard Deviation** – How tightly the data is grouped around the mean.
- **Percentiles** – The percentages of response times above or below a certain point. The 90th percentile is often measured.
- **Outlier** – A value that is much higher or lower than the others in the data.

For example, System A and System B both have a mean response time of 12 milliseconds (ms). This does not necessarily mean that the system response is the same. Further evaluation of the results reveals that System A has response times of 11, 12, 13, and 12, and System B has response times of 1, 20, 25, and 2. Although the mean time is the same (12 ms), the minimum, maximum, and standard deviation are all quite different.

## **Monitoring Computer Resources and Tuning Your System**

Performance problems can be caused by limited hardware resources on your server rather than software design. For example, your disk job service times could be unacceptably slow due to a concentration of disk transfers being sent to a single disk rather than being spread across several disk drives. This problem is typically fixed by relocating some of the frequently accessed files (such as swap files or temporary files) to a disk with less activity.

Performance problems also can be caused by overloaded LAN segments or routers, resulting in substantial network congestion. Even the simplest round-trip delay from client to server and back can take several seconds. This problem is typically fixed by splitting an overloaded LAN segment into two or three segments with routers in between. Sometimes you need to add a second network card to server systems so they can be directly accessible to two LAN segments without going through a router.

Either of these hardware limitations can result in slow response time measurements that cannot be fixed by changing the software design.

TestManager lets you match CPU, memory, and disk use metrics with virtual tester response time data. You can monitor your computer resource use during a suite playback and then graph this data over the corresponding virtual tester response times, to determine whether imbalance in the hardware resources is causing slow response times.

For more information about running the Response vs. Time report, see *Mapping Computer Resource Usage onto Response Time* on page 342.



This chapter describes how to design performance testing suites. It includes the following topics:

- About suites
- Creating a suite from a Robot session
- Inserting user groups into a suite
- Inserting test scripts into a suite
- Setting a precondition on a test script, test case, or suite
- Inserting other items into a suite
- Using events and dependencies to coordinate execution
- Executing suites

**Note:** For detailed procedures, see the TestManager Help.

## About Suites

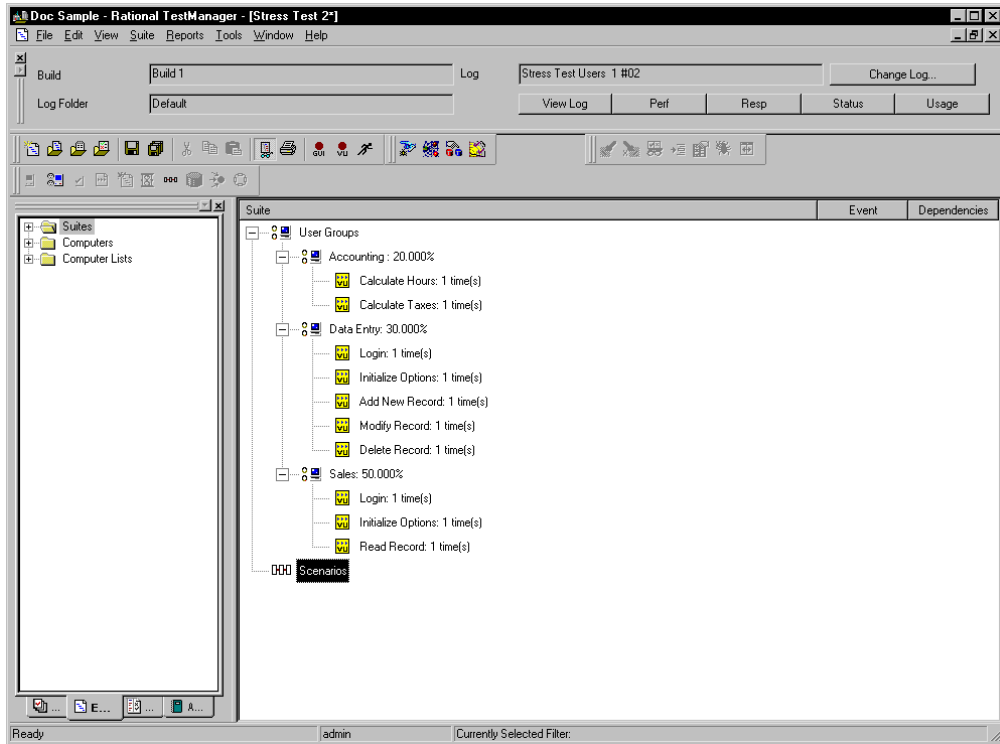
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A suite shows a hierarchical representation of the workload that you want to run. It shows such items as the user groups, the number of users in each user group, which test scripts the user groups run, and how many times each test script runs.

Through a suite, you can:

- Run test scripts and test cases.
- Group test scripts to emulate the actions of different types of virtual testers.
- Set the order in which test scripts run.
- Synchronize virtual testers.

The following simple suite shows three user groups: Accounting, Data Entry, and Sales.



In this suite:

- The Accounting user group runs two test scripts: one calculates payroll hours and one calculates payroll taxes.
- The Data Entry user group runs five test scripts: one logs in, one initializes database options, and three change database records.
- The Sales user group runs three test scripts: one logs in, one initializes database options, and one reads database records.

**Note:** The suites in this chapter contain VU test scripts, which are generally used for performance testing. A suite, however, can also contain GUI scripts, VB scripts, or other user-defined test script types.

## Creating a Suite from a Robot Session

---

If you have recorded a session in Robot, you can play back the test scripts in the session through TestManager.

When you create a suite from a session and then run the suite, you execute all of the client/server requests that you recorded during the session, in the order in which you recorded them.

Creating a suite from a session maintains the test scripts in the order in which you recorded them originally. To maintain this order, create the suite from the session. For more flexibility of placement of scripts in a suite, add the test scripts individually.

You can also create a suite based on an existing suite or from scratch. For more information about creating suites, see *Creating a Suite* on page 100.

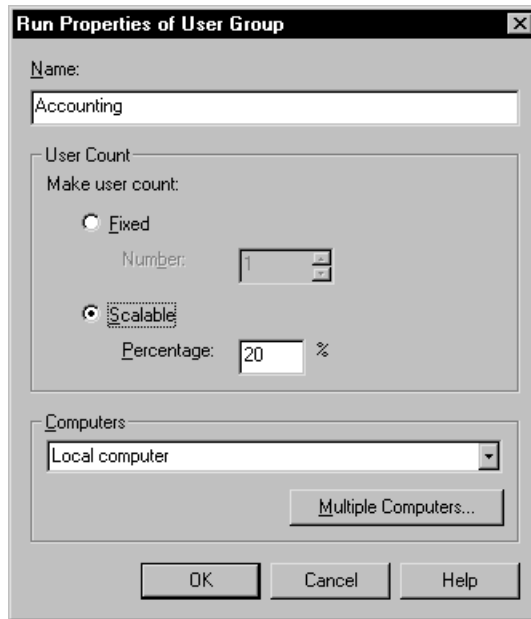
## Inserting User Groups into a Suite

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A *user group* is the basic building block for all performance testing suites. A user group is a collection of virtual testers that perform the same activity. For example, the suite on page 264 contains three user groups: Accounting, Data Entry, and Sales.

To insert a user group into a suite:

- From an open suite, click **Suite > Insert > User Group**.



**Note:** For detailed procedures, see the TestManager Help.

When you add a user group to a suite, you must specify whether the group contains fixed or scalable virtual testers:

- **Fixed** – Specifies a static number of virtual testers. Enter the maximum number of virtual testers that you want to be able to run. For example, if you enter 50 virtual testers, you can run up to 50 virtual testers in the Sales group each time you run a suite.

Typically, you assign a fixed number of virtual testers to user groups that do not add a workload. For example, one virtual tester could run a Warmup test script to open a database for the virtual testers, and another virtual tester could run a Shutdown test script to restore and close the database.

- **Scalable** – Specifies a dynamic number of virtual testers. Type the percentage of the workload that the user group represents. For example, the Accounting group might represent 20 percent of the virtual testers, the Data Entry group might represent 30 percent of the virtual testers, and the Sales group might represent 50 percent of the virtual testers in the suite. Each time you run a suite, specify the total number of virtual testers to be run; TestManager distributes the virtual testers among the scalable user groups according to the percentages you specify.

When you define a user group, you must also specify the computer where the user group runs. The default computer is the TestManager Local computer, but you can specify that the user group runs on any defined Agent computer.

Typically, you run the user group on an Agent computer if:

- A performance test requires specific client libraries, or a functional test requires specific software that is on a specific Agent computer. The user group must run on the computer that has the libraries or software installed.
- A functional test is designed for a particular computer.

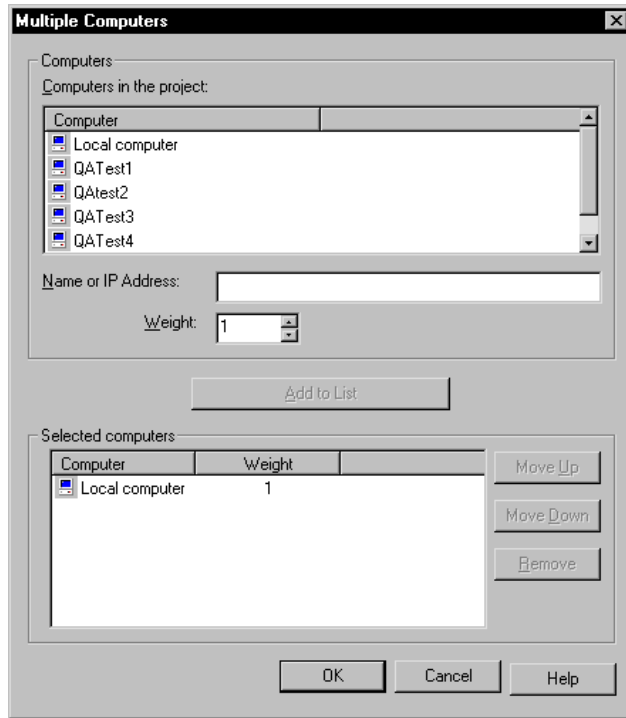
**Note:** Copy any custom-created external C libraries, Java class files, or COM components necessary for the test to the Agent computer.

You can also distribute the virtual testers among multiple Agent computers. Typically, you run a user group on multiple computers if you have:

- A functional test that must execute as quickly as possible. You can save time by running your virtual testers simultaneously on different computers.
- A large number of virtual testers, and the Local computer does not have enough CPU or memory resources to support this workload. You can conserve resources by running fewer virtual testers on each computer in the distribution.

To distribute the virtual testers in a user group among multiple Agent computers:

- Click **Suite > Insert > User Group**, and then click **Multiple Computers**.



**Note:** For detailed procedures, see the TestManager Help.

## Inserting Test Scripts into a Suite

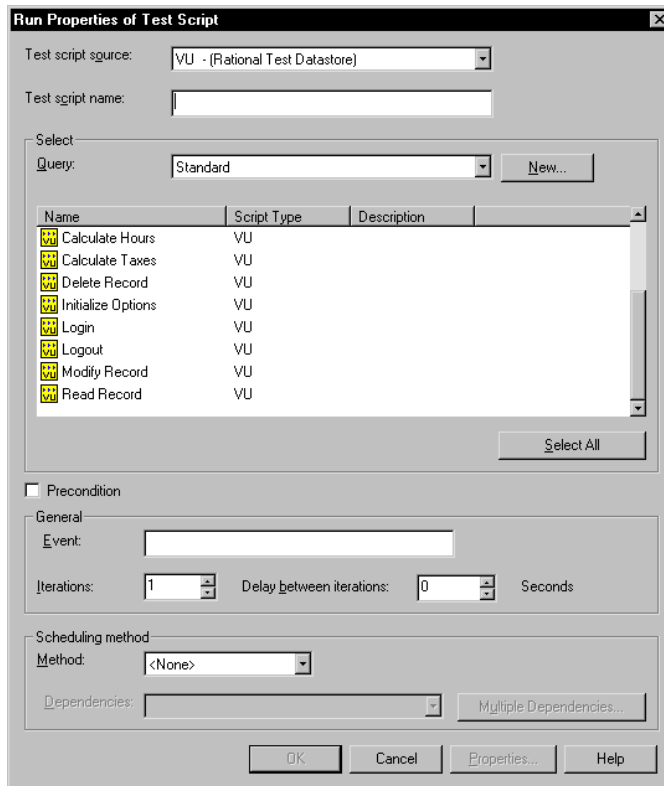
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After you insert user groups into a suite, you add the test scripts that the user groups run. The suite on page 264 shows the test scripts associated with each user group. The Accounting group runs two test scripts, the Data Entry group runs five test scripts, and the Sales group runs three test scripts.

**Note:** You cannot mix GUI and VU test scripts in a user group. You can, however, mix other test script types.

To insert a test script into a suite:

- From an open suite, select the user group to run the test script, and then click **Suite > Insert > Script**.



**Note:** For detailed procedures, see the TestManager Help.

## Setting a Precondition Within a Suite

---

When you insert a test script, test case, or suite into a suite, you can specify that successful completion of that item is a *precondition* for the remainder of that suite sequence. The item must pass for the remaining suite items at the same level to run.

For example, suppose a suite includes two suites, each of which contains an initialization test script and several test cases. If you set a precondition on the initialization test script and the test script fails, TestManager skips all remaining test cases within that suite *only*. The suite run resumes at the beginning of the second suite.

Preconditions apply only to the specific instance of the test script, test case, or suite. For example, if you insert a test script multiple times and you want to set a precondition on all instances of the test script, you must set the precondition for each test script.

## How to Set a Precondition

To set a precondition:

- Right-click the test script, suite, or test case to which to set the precondition, and then select **Run Properties**.

## Relating Preconditions Set in Suites to Those in Test Cases

The preconditions that you set when designing and implementing test cases (discussed in chapters 3 and 4) are not related to the preconditions that you set within a suite.

A precondition set on a test case is a setup dependency to ensure that a test case can run properly. You can enter text in the field. Although TestManager does not use this text, you can refer to it later. If a precondition fails, the test case may still meet the acceptance criteria, but the constraints necessary for the test case to run are not met.

A precondition set within a suite must complete successfully for subsequent items at the same level in the suite to run. TestManager uses this field. If a precondition fails, TestManager does not run remaining suite items at the same level in the suite.

However, you can relate the two types of preconditions, so the suite precondition enforces the test case precondition. The following steps show how to do this:

- 1 Set a precondition on a test case.
- 2 Within a suite, insert a test script that checks that the test case precondition is met.
- 3 Within a suite, set a precondition on the test script itself.

## Inserting Other Items into a Suite

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A suite requires only user groups and test scripts to run. However, a suite that realistically models the work that actual users perform is likely to be more complex and varied than this simple model. A realistic suite might also contain test cases, subordinate suites, scenarios, selectors, delays, synchronization points, and transactors to represent a variety of virtual tester actions.



In addition to the items that you can add to a suite in TestManager, you can add certain features to a test script *only* through Robot. These items—timers, blocks, and comments—are discussed in detail in the *Rational Robot User's Guide*.

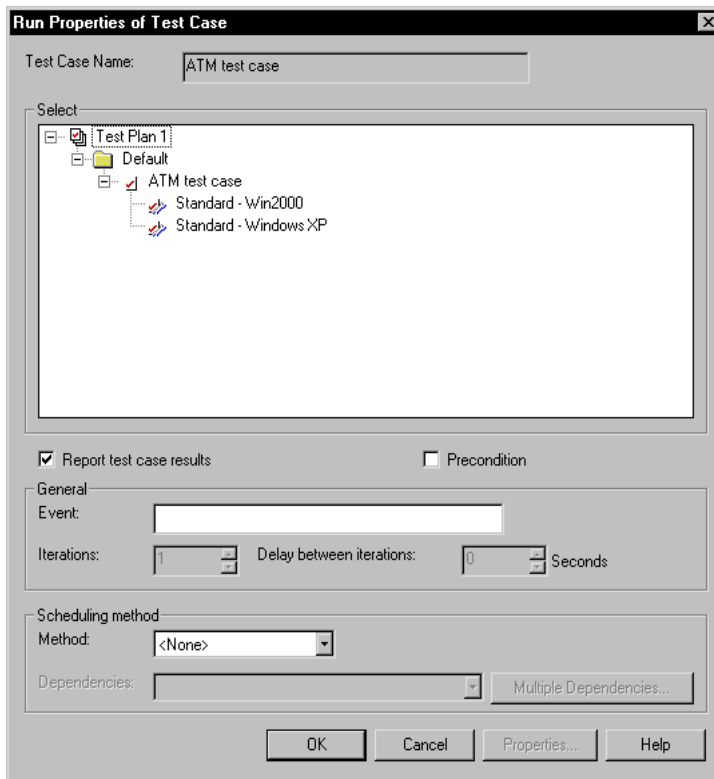
## Inserting a Test Case into a Suite

You insert test cases into suites so that you can run multiple test cases at one time and save the set of test cases that are running together.

You insert configured test cases to verify that a test case succeeds in different environments. When you insert configured test cases in suites, TestManager automatically assigns the test cases to the appropriately configured computers.

To insert a test case into a suite:

- From an open suite, click **Suite > Insert > Test Case**.



**Note:** For detailed procedures, see the TestManager Help.

You can set a precondition on a test case. When you set a precondition, the test case must successfully complete in order for other suite items with the same parent to run. For information about preconditions, see *Setting a Precondition Within a Suite* on page 269.

To set a precondition on a test case:

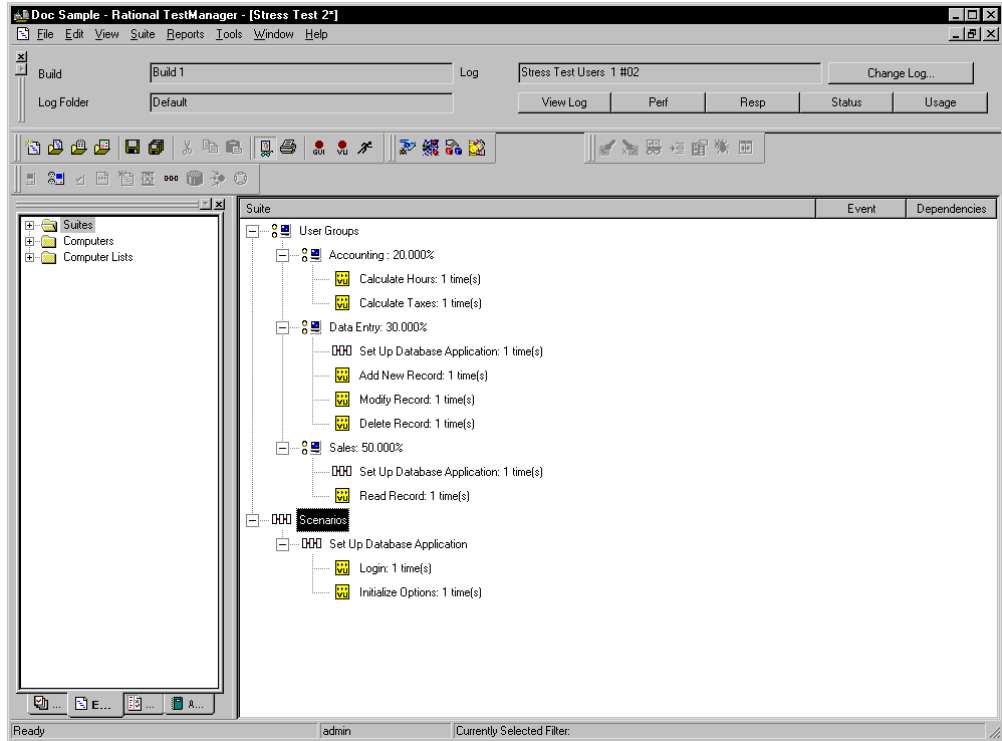
- Right-click the test case and then select **Run Properties**.

## Inserting a Scenario

A *scenario* lets you group test scripts together so they can be shared by more than one user group. If you have a complicated suite that uses many test scripts, grouping the test scripts under a scenario has the added advantage of making your suite easier to read and maintain.

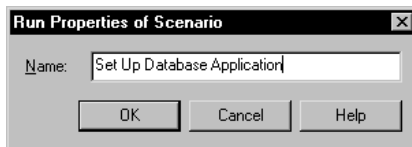
You define a scenario in the **Scenarios** section of the suite by creating a scenario and then inserting items within it. To make a user group execute a scenario, insert the scenario name in a user group. Otherwise, the scenario is not executed.

In the suite on page 264, both the Data Entry and the Sales user groups run the test scripts Login and Initialize Options. You can simplify this suite by storing both test scripts in a scenario. The following suite shows the test scripts Login and Initialize Options grouped under the Set Up Database Application scenario:



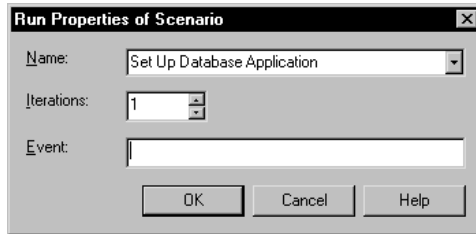
To create a new scenario:

- From the Scenarios section of the suite, click **Suite > Insert > Scenario**.



To insert a scenario into a suite:

- Click where you want to place the scenario and then click **Suite > Insert > Scenario**.



**Note:** For detailed procedures, see the TestManager Help.

After you have created the scenario and before you add the scenario to a user group, it is a good idea to populate the scenario. A scenario requires only test scripts to run. However, like a user group, a realistic scenario may also contain selectors, delays, synchronization points, and transactors. A scenario can even contain other scenarios.

## Inserting a Suite into a Suite

Although you generally use suites that contain user (rather than computer) groups in performance testing, you can insert a suite that contains computer groups into another suite. The advantage of inserting a suite into a suite is that changes that you make to the child suite are persistent. So, for example, you can insert a group of test scripts into a computer-based suite, use the group in many different suites, but update the suite only once.

For more information, see *Inserting a Suite into a Suite* on page 210.

## Inserting a Selector

TestManager allows you to set suite items to run in different sequences by setting a *selector*. A *selector* provides more sophisticated control than running a simple sequence of consecutive items in a suite. A selector tells TestManager which items each virtual tester executes and in what sequence. For example, you might want to repeatedly select a test script at random from a group of test scripts. A selector helps you to do this.

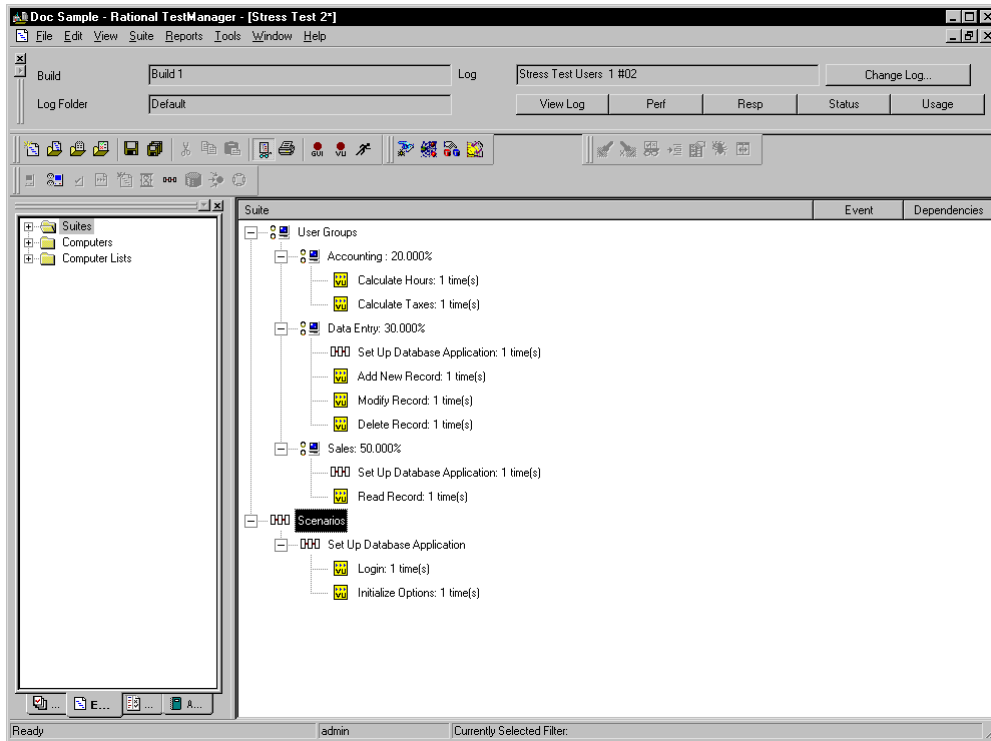
To insert a selector into a suite:

- Select the user group or a scenario that will contain the selector and then click **Suite > Insert > Selector**.



**Note:** For detailed procedures, see the TestManager Help.

Consider the following suite, which does not contain any selectors:

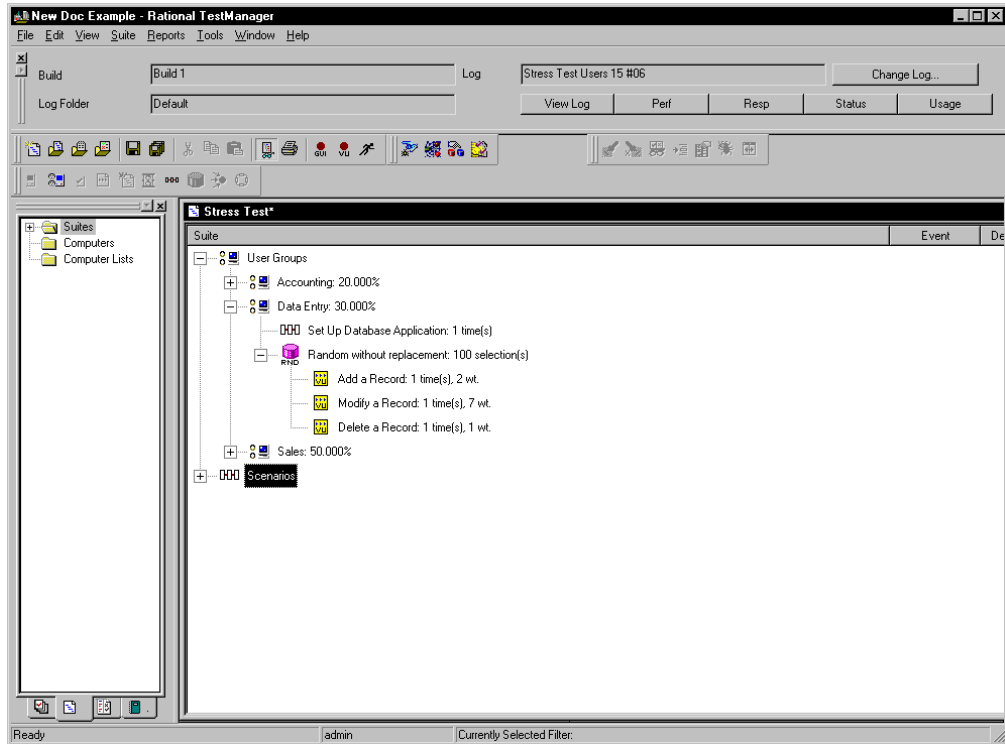


When you run the suite with 50 virtual testers, TestManager assigns 10 virtual testers to Accounting, 15 virtual testers to Data Entry, and 25 virtual testers to Sales (based on the specifications of the scalable user groups). All 50 virtual testers start executing test scripts at the same time.

- The 10 Accounting virtual testers run each test script in the order in which the test script appears in the suite: first Calculate Hours and then Calculate Taxes.
- The 15 Data Entry virtual testers run the Set Up Database Application scenario and then run the Add New Record, Modify Record, and Delete Record test scripts in the order in which the test scripts appear in the suite.
- The 25 Sales virtual testers run the Set Up Database Application scenario and then run the Read Record test script.

However, suppose your Data Entry virtual testers actually add records, delete records, and modify records randomly. Furthermore, they do not perform these tasks with the same frequency. For every record they delete, they modify seven records and add two records.

To make your user group reflect this behavior, insert a *Random selector* into the Data Entry user group. The following suite shows the Data Entry user group set up to select test scripts randomly without replacement.



When you run the suite with 50 virtual testers, scaled according to user group specifications, each Data Entry virtual tester:

- Runs the Set Up Database Application scenario.
- Picks one test script per iteration: Add New Record, Modify Record, or Delete Record. Because there are 100 iterations, each Data Entry virtual tester adds a record 20 times, modifies a record 70 times, and deletes a record 10 times. The adding, modifying, and deleting are done in any order.

## Types of Selectors

TestManager provides the following types of selectors:

- **Sequential** – Runs each test script or scenario in the order in which it appears in the suite. This is the default.

- **Parallel** – Distributes its test scripts or scenarios to an available virtual tester (one virtual tester per computer). Typically, you use this selector in functional testing. The items are parceled out in order, based on which virtual testers are available to run another test script. Once an item runs, it does not run again.

A parallel selector distributes each test script without regard to its iterations.

- **Random with replacement** – The selector runs the items under it in random order, and each time an item is selected, the odds of it being selected again remain the same.

Think, for example, of a bucket that contains 10 red balls and 10 green balls. You have a 50% chance of picking a red ball and a 50% chance of picking a green ball. The first ball selected is red. The ball is then replaced in the bucket with another red ball. Every time you pick a ball, you have a 50% chance of getting a red ball.

Because the ball is replaced after each selection, the bucket always contains 10 red and 10 green balls. It is even possible (but unlikely) to pick a red ball every time. Similarly, the Random with replacement selector is not guaranteed to run every item in it, particularly if you have set one test script to run more frequently than another. In other words, if your bucket contains 19 red balls and one green ball, the green ball might not be selected at all.

- **Random without replacement** – The selector runs the items under it in random order, but each time an item is selected, the odds change. For example, think of the same bucket that contains 10 red balls and 10 green balls. Again, the first ball selected is red. However, the ball is *not* replaced in the bucket. Therefore, the next time you have a slightly greater chance of picking a green ball. Each time you select a ball, your odds change.

Therefore, if the first 10 balls selected are red, the odds of the next 10 balls being green are 100 percent. Similarly, the Random without replacement selector runs every item in it, as long as the number of iterations of the selector is greater than or equal to the number of items in the selector.

- **Dynamic load balancing** – With dynamic load balancing, items are not selected randomly. Think again of the bucket that contains red and green balls. You have assigned an equal “weight” to each ball. If the first ball that is selected is red, the second ball selected is always green. This is because with each ball, or test script, selected, the system “dynamically balances” the workload to approach the 50-50 weight that you set. You can set other weights that are not 50-50. The key point is that the next test script to run is not selected randomly; it is selected to balance the workload according to the weight that you have set.

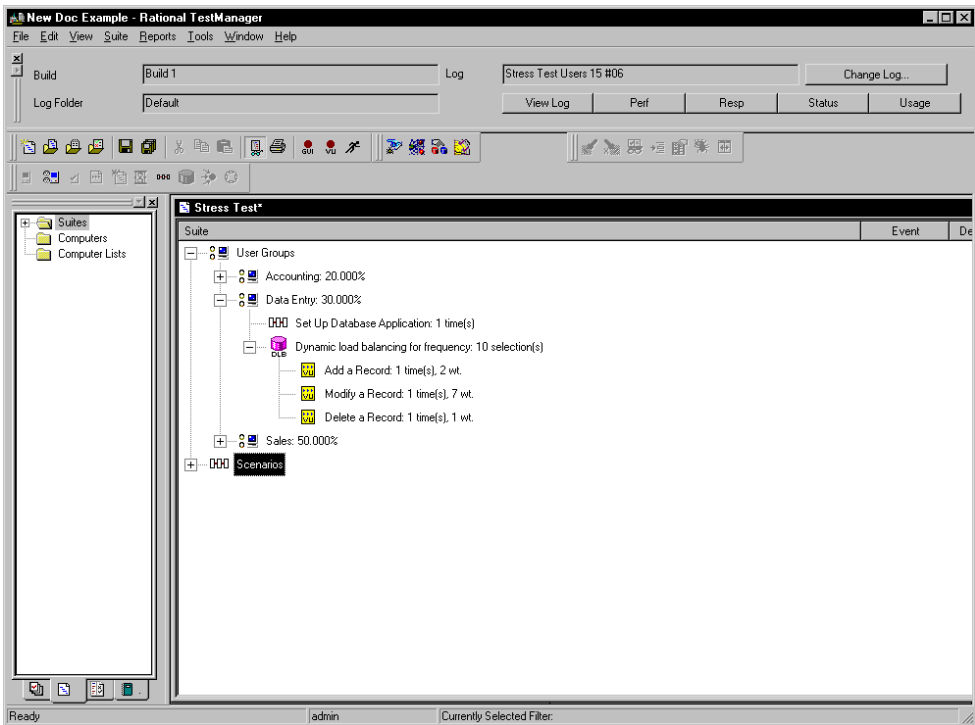


You can balance the workload either for time or for frequency. For example, assume you are dynamically balancing ScriptA and ScriptB, and using equal weights. ScriptA, however, takes twice as long to run as ScriptB.

If you balance the load dynamically for time, the load is balanced by the runtime of each test script. Because ScriptA takes twice as long to run, it is actually selected only half as often as ScriptB.

If you balance the load dynamically for frequency, both test scripts run an equal number of times. If ScriptA runs 500 times, ScriptB also runs 500 times. The fact that ScriptA takes longer to run is not factored into the balance.

Dynamic load balancing is done across all virtual testers in a user group. For example, the following figure shows the Data Entry user group with 15 virtual testers. Three test scripts, Add New Record, Modify Record, and Delete Record, are contained in a dynamic load balancing selector.



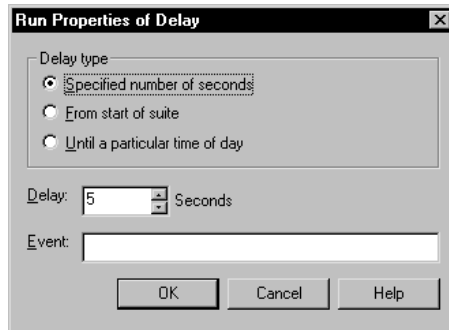
When you run the suite, the first Data Entry virtual tester selects the Modify Record script, because it has the largest weight. However, because the workload is balanced across *all* Data Entry virtual testers, after the first virtual tester exits, TestManager recalculates the weights to reflect the fact that the test script with the largest weight (7) has already been selected. By the time later virtual testers are ready to select a test script, the weights have changed so they have a greater chance of selecting the Add New Record test script.

## Inserting a Delay

A *delay* tells TestManager how long to pause before it runs the next item in the suite.

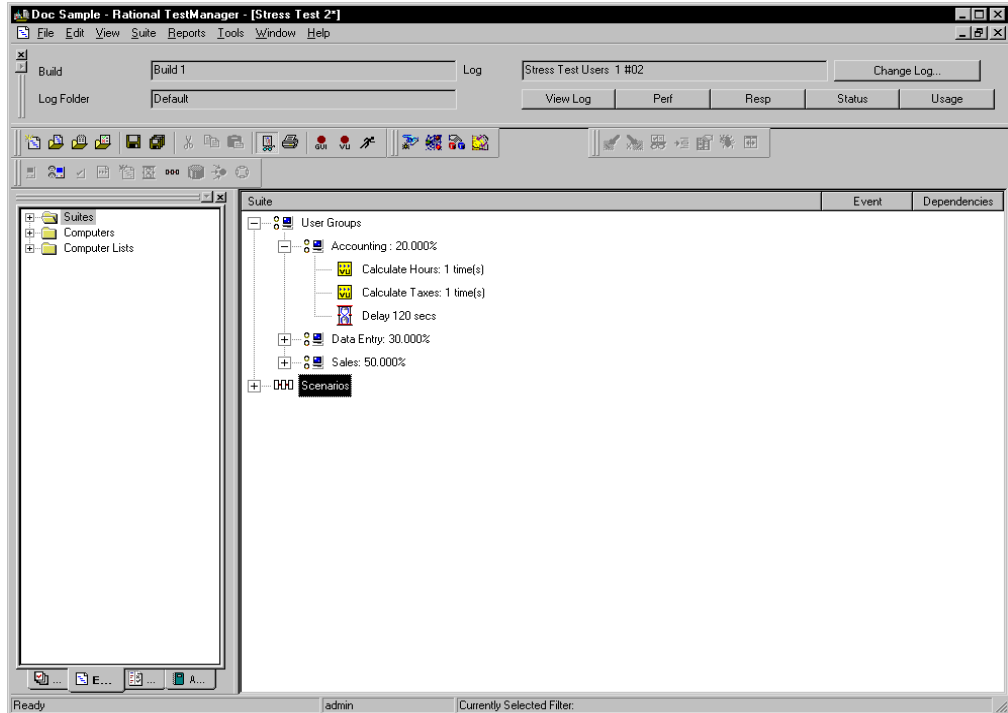
To insert a delay into a suite:

- Click the user group, scenario, or selector to which to add a delay, and then click **Suite > Insert > Delay**.



**Note:** For detailed procedures, see the TestManager Help.

In performance testing, you use delays to model typical user behavior. For example, if your Accounting user group calculates the hours and taxes, and then pauses for two minutes, you would add a delay after the Calculate Taxes test script, as shown in the following suite.



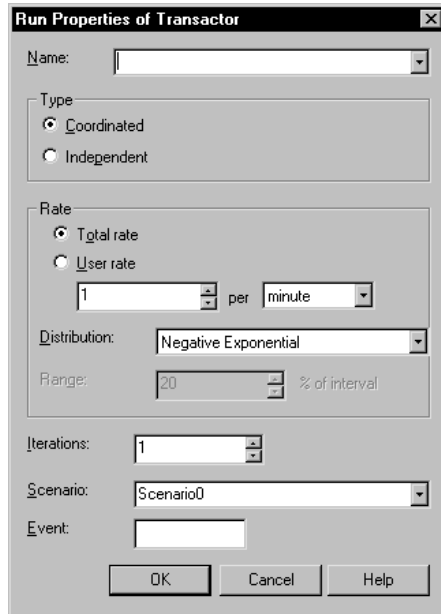
You can insert a delay into a suite or a test script. The advantages of inserting a delay into a suite are that the delay is visible in the suite and the delay is easy to change without editing the test script.

## Inserting a Transactor

A *transactor* tells TestManager the number of tasks that each virtual tester runs in a given time period. For example, you might be testing an Order Entry group that completes 10 forms per hour, or you might be testing a Web server that you want to be able to support 100 hits per minute. Use a transactor to model this time-based behavior.

To insert a transactor into a suite:

- Select the user group or selector to contain the transactor, and then click **Suite > Insert > Transactor**.



The screenshot shows the 'Run Properties of Transactor' dialog box. It has a title bar with a close button (X). The dialog is divided into several sections:

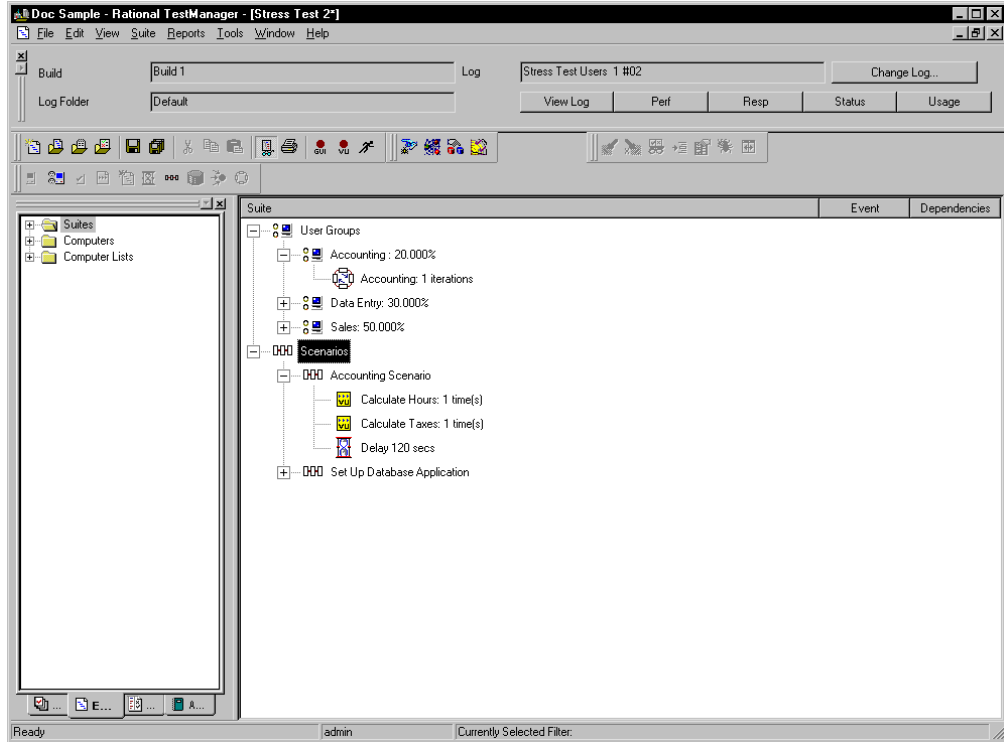
- Name:** A dropdown menu.
- Type:** Two radio buttons:  Coordinated and  Independent.
- Rate:** Two radio buttons:  Total rate and  User rate. Below these is a spinner box containing '1' followed by 'per' and a dropdown menu containing 'minute'.
- Distribution:** A dropdown menu containing 'Negative Exponential'.
- Range:** A spinner box containing '20' followed by '% of interval'.
- Iterations:** A spinner box containing '1'.
- Scenario:** A dropdown menu containing 'Scenario0'.
- Event:** An empty text box.

At the bottom of the dialog are three buttons: 'OK', 'Cancel', and 'Help'.

**Note:** For detailed procedures, see the TestManager Help.

In the previous section, you added a delay to the Accounting user group. This delay made the virtual testers pause for two minutes after they calculated the hours and taxes, as shown in the suite on page 281.

However, suppose that the Accounting group instead calculates the hours and the taxes at the specific rate of 10 transactions per hour. You could edit the suite to reflect this by replacing the selector and delay with a transactor. The following suite shows the Accounting user group after you have added a transactor:



This suite is identical to the one on page 281, except that it contains:

- A transactor, which tells TestManager the rate that you want to maintain, and how long you want to maintain this rate.
- A scenario, which contains the items that the transactor runs.

A transactor can be one of two types:

- A *Coordinated* transactor, which has a built-in synchronization point, lets you specify the total rate that you want to achieve. The virtual testers work together to generate the workload. For example, if you run a suite with 10 virtual testers and then run the same suite with 20 virtual testers, the total transaction rate stays the same.

Use a coordinated transactor when you are emulating the total transaction rate applied to a server, rather than the rate of specific times a virtual tester runs a task. For example, to emulate the number of hits per minute that a Web server can handle, use a coordinated transactor.

- An *Independent* transactor lets each virtual tester operate independently. It does *not* coordinate the virtual testers under it with a built-in synchronization point. For example, if you run a suite with 10 virtual testers and then run the same suite with 20 virtual testers, the total transaction rate doubles—because the number of virtual testers has doubled.

Use an independent transactor if different user groups run the transaction at different times or if you are emulating individual behavior rather than a group behavior. For example, to emulate an Accounting user group that performs 10 calculations per hour but not all at the same time, use an independent transactor.

Once you have defined the transactor type, you must then specify the transactor rate:

- **Total rate** – For a coordinated transactor, you generally select *Total rate*. This is because whether 100 virtual testers or 50 virtual testers are participating, it has no effect on the rate that TestManager submits transactions.
- **User rate** – For an independent transactor, you must select *User rate*.

However, select *User rate* for a coordinated transactor if you expect to change the rate frequently and want the convenience of not having to edit the suite. For example, suppose you have inserted a coordinated transactor and you want to compare a workload at 100 hits per minute, 200 hits per minute, and 300 hits per minute—increasing the workload with each suite run. If you select *User rate*, you do not have to change the rate in the transactor’s properties. Instead, when you run the suite at 100 virtual testers, 200 virtual testers, and 300 virtual testers, the rate scales proportionally.

Next, specify the distribution of the transactor:

- A *Constant* distribution means that each transaction occurs exactly at the rate you specify. For example, if the transaction rate is 4 per minute, a transaction starts at 15 seconds, 30 seconds, 45 seconds, and 60 seconds—exactly four per minute, evenly spaced, with a 15-second interval. Although this distribution is simple conceptually, it does not accurately emulate the randomness of user behavior.

A Constant distribution is useful for emulating an automated process. For example, you might want to emulate an environment where virtual testers are uploading data to a database every half hour.

- A *Uniform* distribution means that over time, the transactions average out to the rate you specify, although the time between each transaction is constant. The time between the start of each transaction is chosen randomly with a uniform distribution within the selected range. Think of this range as a “window” through which the transaction runs.

For example, the transaction rate is 4 per minute (that is, 1 transaction per 15-second interval). If you select a range of 20%, your transaction has a 3-second window on each side of that 15-second interval, because 20% of 15 seconds is 3 seconds.

Therefore, the first transaction starts at 12–18 seconds (15 plus or minus 3). The second transaction starts 15 seconds plus or minus 3 seconds after the first transaction starts. If the first transaction starts at 12 seconds, the second transaction starts at 24 to 30 seconds. However, if the first transaction starts at 18 seconds, the second transaction starts at 30 to 36 seconds.

Because each transaction starts *randomly* within the range that you specify, it is normal for transactions to run at a rate that is faster or slower than the rate that you selected for short periods of time. For example, if a transaction starts every 12 seconds for a minute (recall that the window is 12–18 seconds), the rate for that initial interval is 5 per minute—not the 4 per minute that you selected. Over time, however, the transaction rate averages out to 4 per minute.

With a Uniform distribution, a transaction has the same probability of running within the range that you specify. The transaction starts anywhere within this window. In our example, the probability of the first transaction starting at 12 seconds, 18 seconds—or anywhere in between—is equal.

- A *Negative Exponential* distribution, in contrast, changes the *probability* of when a transaction starts. This distribution most closely emulates the bursts of activity followed by a tapering off of activity that is typical of user behavior. Using the same example of 4 transactions per minute, the probability that a transaction starts immediately is high, but decreases over time. TestManager maintains the desired average rate.

Imagine that you have called a meeting at two o’clock. Most people arrive at two, a few people arrive at five minutes past two, and fewer still at ten past two. Perhaps the last straggler arrives at two-thirty. This arrival time approximates a negative exponential distribution. Most people arrive on time, and then the arrival rate declines. Mathematically speaking, the interval is chosen randomly from a negative exponential distribution with the average interval is equal to  $1/\text{rate}$ .

Transactors can be inserted in a user group or independently in a sequential or random selector. If you are inserting an independent transactor *within* a random selector, you must specify the weight of the selector. For information about selectors, see *Types of Selectors* on page 277.

A transactor can set an event. For information about events, see *Using Events and Dependencies to Coordinate Execution* on page 293.

## Inserting a Synchronization Point

A *synchronization point* lets you coordinate the activities of a number of virtual testers by pausing the execution of each virtual tester at a particular point (the synchronization point) until one of the following events occurs:

- All virtual testers associated with the synchronization point arrive at the synchronization point.

When one virtual tester encounters a synchronization point, the virtual tester stops and waits for other virtual testers to arrive. When the specified number of virtual testers reaches the synchronization point, TestManager releases the virtual testers and allows them to continue executing the suite.

- A time-out period is reached before all virtual testers arrive at the synchronization point.

When one virtual tester encounters a synchronization point, the virtual tester stops and waits for other virtual testers to arrive. Other testers arrive at the synchronization point and wait. However, before all virtual testers arrive at the synchronization point, the time-out period expires and TestManager releases the virtual testers and allows them to continue executing the suite. Virtual testers that did not make it to the synchronization point before the time-out expired do not stop at the synchronization point. They also continue executing the suite.

- You manually release the virtual testers while monitoring the suite.

When one virtual tester encounters a synchronization point, the virtual tester stops and waits for other virtual testers to arrive. Other testers arrive at the synchronization point and wait. However, this time you decide to release virtual testers from the synchronization point and continue executing the suite. All virtual testers may or may not have arrived at the synchronization point. Virtual testers that did not make it to the synchronization point before you released them manually do not stop at the synchronization point. They also continue executing the suite.



You can insert a synchronization point:

- Into a test script – Insert a synchronization point into a test script using Robot in one of the following ways:
  - During recording, using the toolbar or the Insert menu.
  - During test script editing, by manually typing the synchronization point command into the test script.

Insert a synchronization point into the test script to control exactly where the test script pauses execution. For example, insert a synchronization point command just before you send a request to a server.

Use this method if the synchronization point depends upon some logic that you add to the test script during editing.

For information about inserting a synchronization point into a test script during recording, see the *Rational Robot User's Guide*.

- Into a suite – Insert a synchronization point into a suite through TestManager.

Insert a synchronization point into a suite in TestManager to pause execution before or between test scripts rather than within a test script. Inserting a synchronization point into a suite offers these advantages:

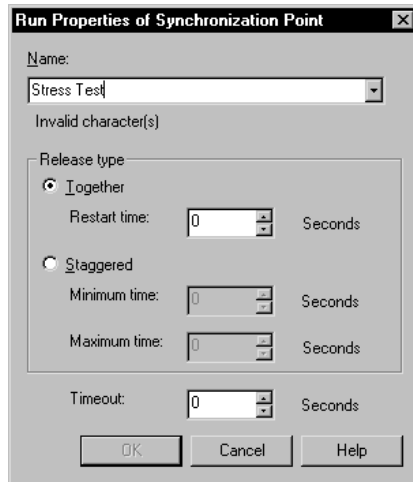
- You can easily move the location of the synchronization point without having to edit a test script.
- The synchronization point is visible within the suite rather than hidden within a test script.

When you insert a synchronization point into a suite in TestManager, you can do more than assign a synchronization point name to a test script. For example:

- You can specify whether you want the virtual testers to be released at the same time or at different times.
- If the virtual testers are to be released at different times (staggered), you can specify the minimum and maximum times within which all virtual testers are released.
- You can specify a time-out period.

To insert a synchronization point into a suite:

- Click **Suite > Insert > Synchronization Point**.



**Note:** For detailed procedures, see the TestManager Help.

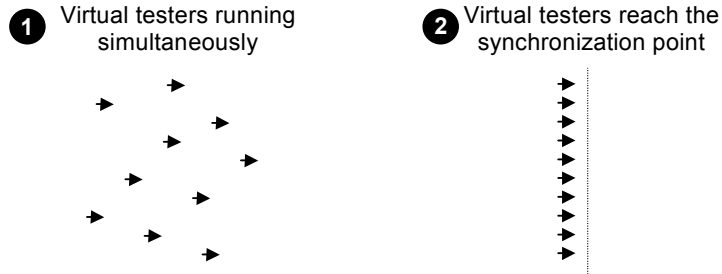
For example, when you run a stress test (an attempt to run your applications under extreme conditions to see if they or the server “break”), your suite might contain virtual testers that perform the certain operations continuously and repeatedly for hours on end. To most effectively run a stress test, you could synchronize the virtual testers so that they perform the operations at the same time to stress the system. You could do this by inserting a synchronization point to coordinate these virtual testers to perform certain functions simultaneously.

### How Synchronization Points Work

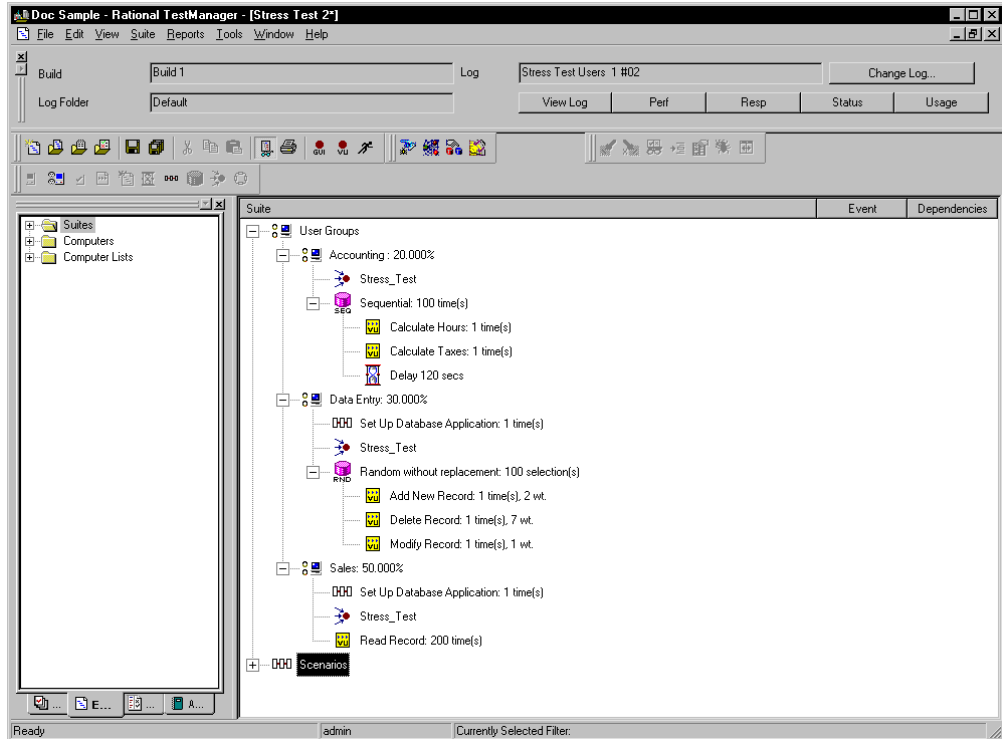
At the start of a test, all virtual testers begin executing their assigned test scripts. They continue to run until they reach the synchronization point. When specified in a test script, a synchronization point is a programmatic command (`sync_point` in a VU test script, `SQASyncPointWait` in an SQABasic test script, `TSSSync.SyncPoint` in a VB test script, or `TSSSync.syncPoint` in a Java test script). When specified in a suite, a synchronization point is placed similarly to other suite elements (delays, transactors, and so on).

The following figure illustrates a synchronization point:

The virtual testers pause at the synchronization point until TestManager releases them.



The following suite shows synchronization points called Stress Test:



The virtual testers in the Accounting user group wait at the synchronization point. The virtual testers in the Data Entry and Sales user groups perform the Set Up Database Application scenario and then wait at the synchronization point. When all the virtual testers reach the synchronization point, they are released.

If you run the test with 10,000 virtual testers, when all the virtual testers reach the Stress Test synchronization point, they are released. In this example:

- Each of the 2000 virtual testers in the Accounting group calculates the hours and taxes, pauses for two minutes, and then calculates the hours and taxes again. Each virtual tester repeats this 100 times.
- Each of the 3000 virtual testers in the Data Entry group adds, deletes, or modifies a record. Each virtual tester repeats this 100 times.
- Each of the 5000 virtual testers in the Sales group reads a record. Each virtual tester repeats this 200 times.

When setting synchronization points, you must specify how virtual testers are released from the synchronization point:

- *Together* – Releases all virtual testers at once.

Specify a *restart time* to delay the virtual testers. For example, if you set the Restart time to 4 seconds, after the virtual testers all reach the synchronization point (or the time-out occurs), they wait 4 seconds, and then they are all released.

The default restart time is 0, which means that when the last virtual tester reaches the synchronization point, all virtual testers are released immediately.

- *Staggered* – Releases the virtual testers one by one.

The amount of time that each virtual tester waits to be released is chosen at random and is uniformly distributed within the range of the specified *minimum time* and *maximum time*. For example, if the minimum time is 1 second and the maximum time is 4 seconds, after the virtual testers reach the synchronization point (or the time-out occurs) each virtual tester waits between 1 and 4 seconds before being released. All virtual testers are distributed randomly between 1 and 4 seconds.

The *time-out* period for a synchronization point specifies the total time that TestManager waits for virtual testers to reach the synchronization point. If all the virtual testers associated with a synchronization point do not reach the synchronization point when the time-out period ends, TestManager releases any virtual testers waiting there. The time-out period begins when the first virtual tester arrives at the synchronization point.

Although a virtual tester that reaches a synchronization point after a time-out is not *held*, the virtual tester is *delayed* at that synchronization point. So, for example, if the time-out period is reached, and the restart time is 1 second and the Maximum time is 4 seconds, a virtual tester is delayed between 1 and 4 seconds.

The default time-out is 0, which means that there is no time-out. Setting a time-out is useful because one virtual tester might encounter a problem and might never reach the synchronization point. When you set a time, you do not hold up other virtual testers because of a problem with one virtual tester.

A suite or test script can have multiple synchronization points, each with a unique name. A given synchronization point name can be referenced in multiple test scripts and/or suites.

### **Why Use Synchronization Points?**

By synchronizing virtual testers to perform the same activity at the same time, you can make that activity occur at some particular point of interest in your test—for example, when the application sends a query to the server.

Synchronization points inserted into test scripts are used in conjunction with timers to determine the effect of varying virtual tester load on the timed activity. For example, to simulate the effect of virtual tester load on data retrieval:

**1** While recording the test script (named VU1 in this example) that submits the query and displays the result, perform the following actions:

**a** Insert a synchronization point named `TestQuery` into the test script.

**b** Start a block.

The block times the transaction you are about to perform. The block also associates the block and timer names with the name of the emulation command that performs the transaction.

**c** Submit the query and wait for the results to be displayed.

**d** Stop the block.

**2** While recording the test script that provides the load, insert another `TestQuery` synchronization point just before you begin to record the task that provides the load. For example, just before you click to submit an order form, add a synchronization point. Name this test script VU2.

**3** Add VU1 and VU2 to a suite.

- 4 Run the suite a number of times, each time applying a different number of virtual testers to the VU2 test script. However, you need only one virtual tester running the VU1 test script in each test.

Theoretically, as the number of synchronized VU2 virtual testers increases, the time reported by the VU1 timer should also increase.

In this example, the `TestQuery` synchronization point ensures that:

- All VU2 virtual testers submit their forms at the same time—thereby providing maximum concurrent virtual tester load.
- The VU1 virtual tester submits its query at the same time that the VU2 virtual testers are loading the server—thereby providing maximum load at a critical time.

### **Release Times and Time-Outs for Synchronization Points in Test Scripts**

You cannot define minimum and maximum release times or time-out periods for synchronization points inserted into test scripts as you can for synchronization points inserted into suites. By default:

- Virtual testers held at a script-based synchronization point are released simultaneously.
- There is no time limit to how long virtual testers can be held at the synchronization point.

However, if a synchronization point in a suite has a release time range and time-out period defined for it, the release times and time-out period apply to *all* synchronization points of that same name—even if a synchronization point is in a test script.

### **Scope of a Synchronization Point**

The scope of a synchronization point includes all test scripts that reference a particular synchronization point name plus all user groups that reference that name.

For example, suppose you have the following user groups in a suite:

- A Data Entry user group of 75 virtual testers. This user group runs a test script containing the synchronization point `Before Query`.
- An Engineering user group of 10 virtual testers. This user group runs a different test script than the Data Entry groups runs. But this test script also contains a synchronization point named `Before Query`.

- A Customer Service user group of 25 virtual testers. This user group runs a test script that contains no synchronization points. However, the user group does have a synchronization point defined for it. This synchronization point is also named Before Query.

At suite runtime, TestManager releases the virtual testers held at the Before Query synchronization point when all 110 virtual testers arrive at their respective synchronization points.

## Using Events and Dependencies to Coordinate Execution

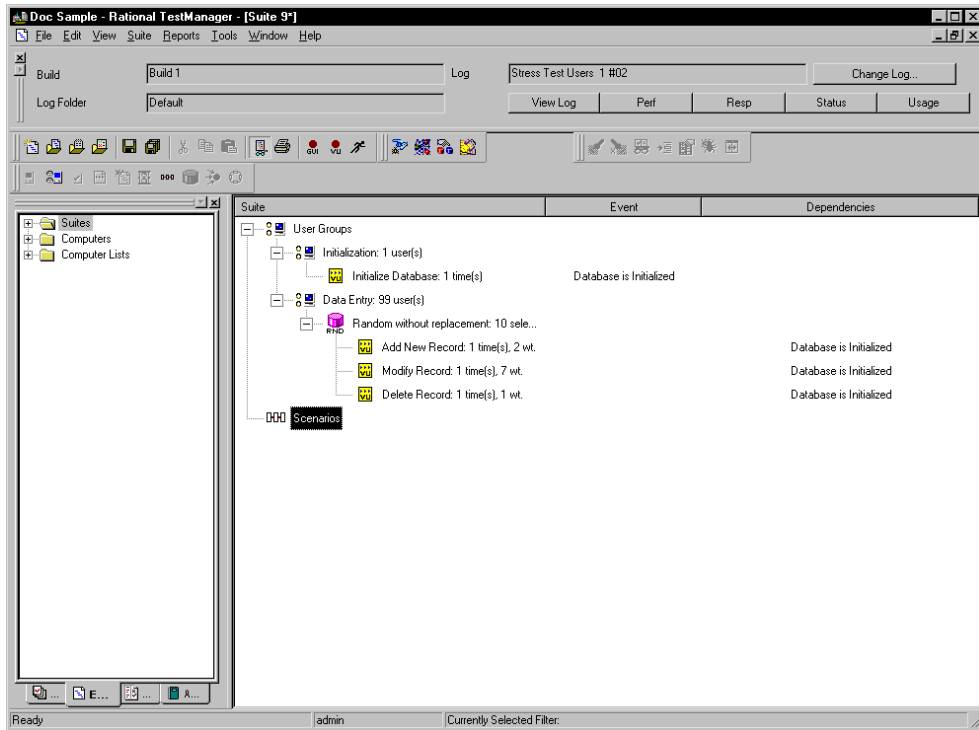
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An *event* is a mechanism that coordinates the way items are run in a suite. For example, you are running a suite that contains 100 virtual testers that access a database. You want the first virtual tester to initialize the database and the other 99 virtual testers to wait until the initialization is complete. To do this, you could set a *dependency* on the initialization event, which blocks the 99 virtual testers until the *event* (the first virtual tester initializes the database) occurs.

You can have multiple events in a suite. Although only one item in a suite can *set* an event, many items can *depend* on the event.

**Note:** Events and dependencies require only that actions occur—not necessarily that they complete successfully. If parts of your suite require that actions not only occur but also complete successfully, use a precondition on a test case, test script, or suite. For more information about preconditions set on items within suites, see *Setting a Precondition Within a Suite* on page 269.

The following suite shows 99 virtual testers waiting until the first virtual tester initializes a database:



The second column in the suite lists the events and the third column lists the dependencies. In this suite, as soon as the Initialize Database test script completes, it sets the event Database Is Initialized. The Add New Record, Modify Record, and Delete Record test scripts depend on this event and can run only after it is set.

In the previous example, the virtual testers in the Data Entry user group ran test scripts randomly. In this case, you must add a dependency to each test script in the selector, because you do not know which test script will run first. However, if the Data Entry user group runs the test scripts sequentially, add a dependency to the first test script only.

To add a test script that sets or depends on an event:

- Click **Suite > Insert > Test Script**.

**Note:** For detailed procedures, see the TestManager Help.



The previous example shows how to add a test script that sets an event and another test script that depends upon an event. However, scenarios, transactors, and delays can also set events, and executables can be dependent on an event.

## Executing Suites

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After you have created and saved a suite, you can:

- Check the suite for errors. To do this, open the suite, and then click **Suite > Check Suite**.
- Check the status of Agent computers. To do this, open the suite, and then click **Suite > Check Agents**.
- Control the runtime information of the suite. To do this, open the suite, and then click **Suite > Edit Runtime**.
- Control how the suite terminates. To do this, open the suite, and then click **Suite > Edit Termination**.
- Run the suite. To do this, open the suite, and then click **File > Run Suite**.

Finally, while the suite is running, you can monitor its progress. For information about monitoring suites, see *Monitoring Test Runs* on page 132.



This chapter describes how to create and manage datapools. It includes the following topics:

- What is a datapool
- Planning and creating a datapool
- Data types
- Managing datapools
- Managing user-defined data types
- Generating and retrieving unique datapool rows
- Creating a datapool outside Rational Test
- Creating a column of values outside Rational Test

**Note:** For detailed procedures, see the TestManager Help.

You should familiarize yourself with the concepts and procedures in this chapter before you begin to work with datapools.

**Note:** This chapter describes datapool access from VU and GUI test scripts played back in a TestManager suite. Additional information about datapools can be found in a number of different Rational documents:

- For datapool procedures, see the TestManager Help.
- For information about using datapools in VB or Java test scripts, see the Rational Test Script Services manual for your language.
- For information about datapools in custom test script types, see the *Rational TestManager Extensibility Reference*.
- For more information about creating datapools during test script recording, see the *Rational Robot User's Guide* and Robot Help.
- For information about datapools and GUI test scripts, see the *SQABasic Language Reference*.

## What Is a Datapool?

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A *datapool* is a test dataset. It supplies data values to the variables in a test script during playback.

Datapools let you automatically supply variable test data to virtual testers under high-volume conditions that potentially involve hundreds of virtual testers performing thousands of transactions.

Typically, you use a datapool so that:

- Each virtual tester that runs the test script can send realistic data (which can include unique data) to the server.
- A single virtual tester that performs the same transaction multiple times can send realistic (usually different) data to the server in each transaction.

If you do not use a datapool during playback, each virtual tester sends the same literal values to the server—the values defined in the test script.

For example, suppose you record a VU test script that sends order number 53328 to a database server. If 100 virtual testers run this test script, order number 53328 is sent to the server 100 times. If you use a datapool, each virtual tester can send a different order number to the server.

## Datapool Tools

You create and manage datapools with either Robot or TestManager. The following table shows which activities you can perform with each product:

Activity	Robot	TestManager
Automatically generate datapool commands in a test script.	•	
Create a datapool and automatically generate datapool values.	•	•
Edit the DATAPOOL_CONFIG section of a VU test script.	•	
Edit datapool column definitions and datapool values.	•	•
Create and edit datapool data types.		•

Activity	Robot	TestManager
Perform datapool management activities such as copying and renaming datapools.		•
Import and export datapools.		•
Import data types.		•

This chapter discusses datapools and explains how to perform activities related to datapools in TestManager. For information about using datapools in Robot, see the *Rational Robot User's Guide*.

## Managing Datapool Files

A datapool consists of two files: a text file and a specification file.

- Datapool values are stored in a text file with a `.csv` extension.
- Datapool column names are stored in a specification(`.spc`) file. Robot or TestManager is responsible for creating and maintaining this file. You should never edit this file directly.

`.csv` and `.spc` files are stored in the `TMS_Datapool` directory of your project.

Unless you import a datapool, Robot or TestManager automatically creates and manages the `.csv` and `.spc` files based on instructions that you provide through the user interface.

If you import a datapool, you are responsible for creating the `.csv` file and populating it with data. However, the Rational Test software is still responsible for creating and managing the `.spc` file for the imported datapool.

For information about importing datapools, see *Importing a Datapool* on page 318 and *Creating a Datapool Outside Rational Test* on page 324.

**Note:** TestManager automatically copies a `.csv` file to each Agent computer that needs it. If an Agent's `.csv` file becomes out-of-date, TestManager automatically updates it.

## Datapool Cursor

The datapool **cursor**, or row-pointer, can be shared among all virtual testers who access the datapool, or it can be unique for each virtual tester.

Sharing a datapool cursor among all virtual testers allows for a coordinated test. Because each row in the datapool is unique, each virtual tester can share the same cursor and still send unique records to the database.

In addition, a shared cursor can be persistent across suite runs. For example, suppose that the last datapool row accessed in a suite run is row 100:

- If the cursor is persistent across suite runs, datapool row access resumes with row 101 the first time the datapool is accessed in a new suite run.
- If the cursor is not persistent, datapool row access resumes with row 1 the first time the datapool is accessed in a new suite run.

**Note:** Virtual testers running SQABasic test scripts can share a cursor when playback occurs in a TestManager suite, but not when playback occurs in Robot.

For information about defining the scope of a cursor, see the description of the **Cursor** argument in the *Rational Robot User's Guide*.

## Row Access Order

Row access order is the sequence in which datapool rows are accessed at test runtime.

With GUI test scripts, you control the row access order of the datapool cursor through the *sequence* argument of the SQABasic SQADatapoolOpen command.

With VU test scripts, you control row access order through the **Access Order** setting in the Robot Configure Datapool in Script dialog box. (See the *Rational Robot User's Guide*.)

For other types of test scripts, see the Rational Test Script Services manual for your language.

## Datapool Limits

A datapool can have up to 150 columns if Robot or TestManager automatically generates the data for the datapool, or 32,768 columns if you import the datapool from a database or other source. Also, a datapool can have up to 2,147,483,647 rows.

## What Kinds of Problems Does a Datapool Solve?

If you play back a test script just once during a test run, that test script probably does not need to access a datapool.

But often during a test run, and especially during performance testing, you need to run the same test script multiple times. For example:

- During performance testing, you may run multiple instances of a test script so that the test script is executed many times simultaneously. (Remember, a virtual tester is one runtime instance of a test script.)
- During functional and performance testing, you may often run multiple iterations of a test script so that the test script is executed many times consecutively (simulating a virtual tester performing the same task over and over).

If the values used in each test script instance and each test script iteration are the same literal values—the values that you provided during recording or hand-coded into the test script—you might encounter problems at suite runtime.

The following are some examples of problems that datapools can solve:

- *Problem:* During recording, you create a personnel file for a new employee using the employee's unique social security number. Each time the test script is played back, an attempt is made to create the same personnel file and supply the same social security number. The application rejects the duplicate requests.

*Solution:* Use a datapool to send different employee data, including unique social security numbers to the server each time the test script is played back.

- *Problem:* You delete a record during recording. During playback, each instance and iteration of the test script attempts to delete the same record, and "Record Not Found" errors result.

*Solution:* Use a datapool to reference a different record in the deletion request each time the test script is played back.

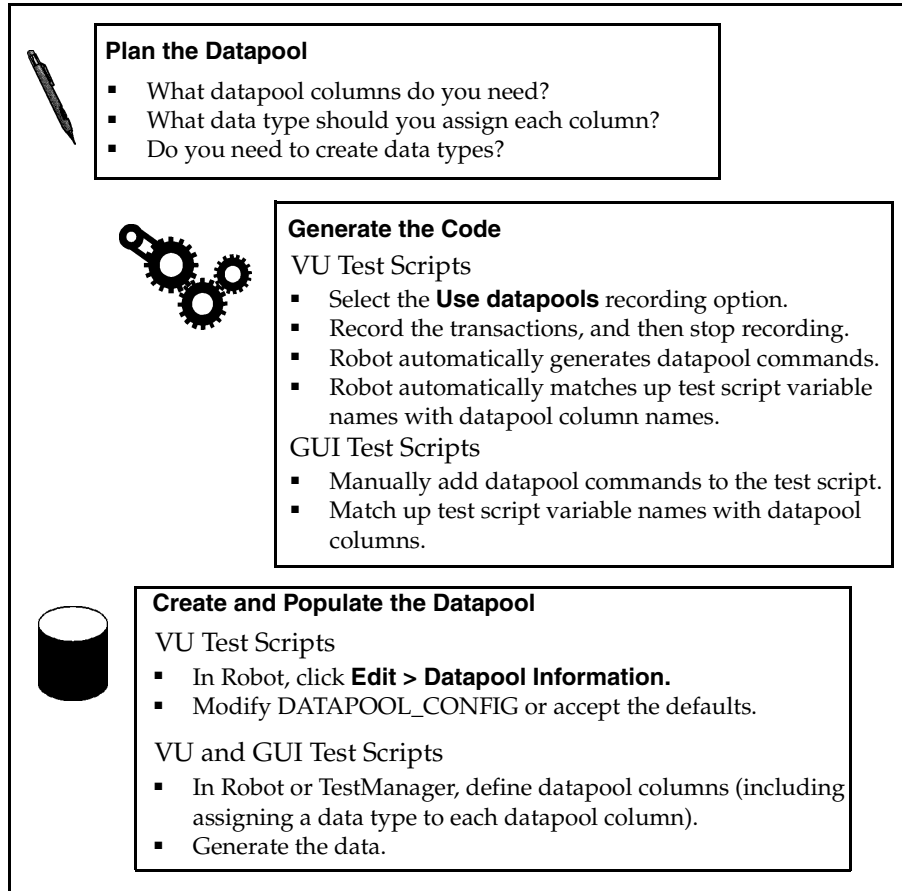
- *Problem:* The client application reads a database record while you record a test script for a performance test. During playback, that same record is read hundreds of times. Because the client application is well designed, it puts the record in cache memory, making retrieval deceptively fast in subsequent fetches. The response times that the performance test yields are inaccurate.

*Solution:* Use a datapool to request a different record each time the test script is played back.

# Planning and Creating a Datapool

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A summary of the stages involved in preparing a datapool for use in testing is illustrated in the following figure. The order of stages shown is the typical order for planning and creating a datapool for test scripts.



The following steps provide details about these activities.

## 1 Plan the datapool.

Determine the datapool columns you need. In other words, what kinds of values (names, addresses, dates, and so on) do you want to retrieve from the datapool and send to the server?

Typically, you need a datapool column for each test script variable to which you plan to assign datapool values during recording.



For example, suppose your client application has a field called **Order Number**. During recording, you type in a value for that field. With VU test scripts, the value is assigned to a test script variable automatically. During playback, that variable can be assigned unique order numbers from a datapool column.

This stage requires some knowledge of the client application and the kinds of data that it processes.

To help you determine the datapool columns that you need, record a preliminary test script. Robot automatically captures all of the values supplied to the client application during recording and lists them in the `DATAPOOL_CONFIG` section at the end of the test script. For more information, see *Finding Out Which Data Types You Need* on page 306.

## 2 Generate datapool code.

To access a datapool at runtime, a test script must contain datapool commands, such as commands for opening the datapool and fetching a row of data. With VU test scripts, a `DATAPOOL_CONFIG` section must also be present. This section contains information about how the datapool is created and accessed.

Datapool code is generated in either of the following ways:

- With *VU test scripts*, Robot generates datapool code automatically when you finish recording a session. Robot is aware of all the variables in the session that are assigned values during recording, and it matches up each of these variables with a datapool column in the test script.

To have Robot generate datapool commands automatically during recording, make sure that **Use datapools** is selected in the **Generator** tab of the Session Record Options dialog box before you record the test script.

**Note:** You must still supply data to the datapool and enable it.

- With *SQABasic test scripts*, you manually insert the datapool commands and match up test script variables with datapool columns. For information about coding datapool commands, see the *Rational Robot User's Guide*.
- For information about using datapools with other script types, see the Rational Test Script Services manual for your language.

## 3 Create and populate the datapool.

After the datapool commands are in the test script, you can create and populate the datapool.

To start creating and populating a datapool for a test script that you are editing in Robot, click **Edit > Datapool Information**.

Creating and populating a datapool for a test script involves the following general steps:

- Editing the `DATAPOOL_CONFIG` section of the test script. For example, you might want to change the default datapool access flags or exclude a datapool column from being created for a particular test script variable. Optionally, you can accept all of the default settings that Robot specifies when it creates this section in a test script.

For information about editing the `DATAPOOL_CONFIG` section of a test script, see the *Rational Robot User's Guide*.

- Defining the datapool columns that you determined you needed during the planning stage. For example, for an Order Number column, you can specify the maximum number of characters that an order number can have and whether the Order Number column must contain unique values.

For information about defining datapool columns, see the *Rational Robot User's Guide*.

You also assign a data type to each datapool column. Data types supply a datapool column with its values. For information about data types, see *Data Types* on page 304.

- Generating the data. Once you configure the datapool and define its columns, populate the datapool by clicking **Generate Data**.

**Note:** You can also create and populate a datapool file manually and import it into the datastore. For more information, see *Creating a Datapool Outside Rational Test* on page 324.

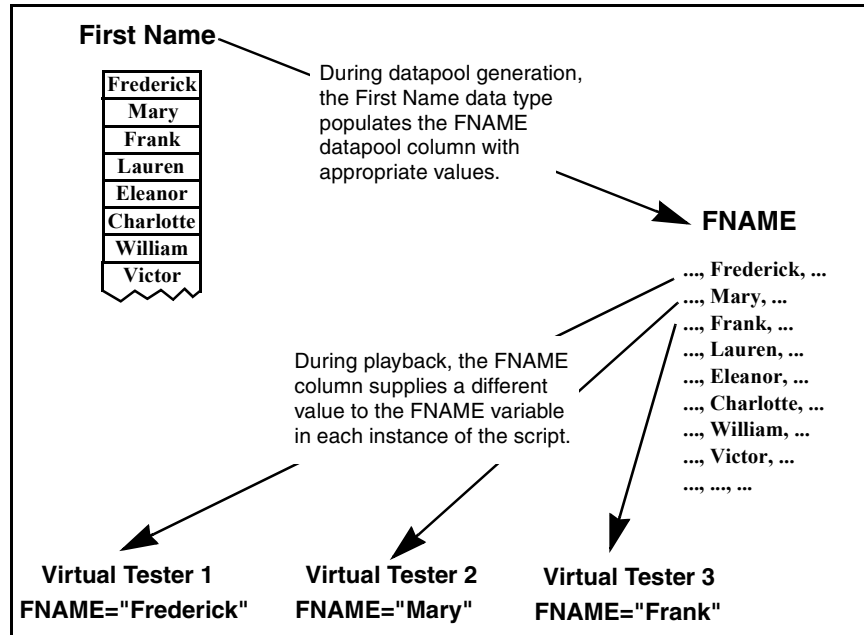
## Data Types

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A datapool **data type** is a source of data for one datapool column.

For example, the Names - First data type (shipped with Rational Test as a standard data type) contains a list of common English first names. Suppose you assign this data type to the datapool column `FNAME`. When you generate the datapool, TestManager populates the `FNAME` column with all of the values in the Names - First data type.

The following figure shows the relationship between data types, datapool columns, and the values assigned to test script variables during playback:



## Standard and User-Defined Data Types

The two kinds of datapool data types are:

- **Standard data types** that are included with Rational Test. These data types include commonly used, realistic sets of data in categories such as first and last names, company names, cities, and numbers.

For a list of the standard data types, see *Standard Datapool Data Types* on page 391.

- **User-defined data types** that you create. You must create a data type if none of the standard data types contain the kind of values you want to supply to a test script variable.

User-defined data types are useful in situations such as the following:

- When a field accepts a limited number of valid values. For example, suppose a datapool column supplies data to a test script variable named *color*. This variable provides the server with the color of a product being ordered. If the product only comes in the colors red, green, blue, yellow, and brown, these are the only values that can be assigned to *color*. No standard data type contains these exact values.

To ensure that the variable is assigned a valid value from the datapool:

- i Before you create the datapool, create a data type named Colors that contains the five supported values (Red, Green, Blue, Yellow, Brown).
  - ii When you create the datapool, assign the Colors data type to the datapool column COLOR. The COLOR column supplies values to the test script's `color` variable.
- When you need to generate data that contains multi-byte characters, such as those used in some foreign-language character sets. For more information, see *Generating Multi-Byte Characters* on page 308.

Before you create a datapool, find out which standard data types you can use as sources of data and which user-defined data types you need to create. Although you can create a data type while you are creating the datapool itself, the process of creating a datapool is smoother if you create the user-defined data types first.

## Finding Out Which Data Types You Need

To decide whether to assign a standard data type or a user-defined data type to each datapool column, determine the kinds of values to be supplied to test script variables during playback—for example, whether the variable contains names, dates, order numbers, and so on.

To find the kind of values that are supplied to a variable:

- With VU test scripts, view the `DATAPOOL_CONFIG` section of the test script. (Robot adds this information automatically during recording to a VU test script when you select **Use datapools** in the **Generator** tab of the Session Record Options dialog box.)

The `DATAPOOL_CONFIG` section contains a line for each value assigned to a test script variable during recording. In the following example, the value 329781 is assigned to the variable `CUSTID`:

```
INCLUDE, "CUSTID", "string", "329781"
```

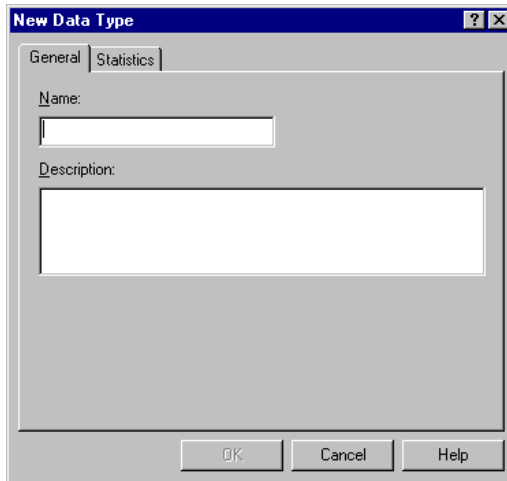
For more information about the `DATAPOOL_CONFIG` section of a test script, see the *Rational Robot User's Guide*.

## Creating User-Defined Data Types

If none of the standard data types can provide the correct kind of values to a test script variable, create a user-defined data type.

To create a user-defined data type:

- Click **Tools > Manage > Data Types**, and then click **New**.



When you create a user-defined data type, it is listed in the **Type** column of the Datapool Specification dialog box (where you define datapool columns). **Type** also includes the names of all the standard data types. User-defined data types are flagged in this list with an asterisk (\*).

**Note:** You can assign data from a standard data type to a user-defined data type. For information, see *Editing User-Defined Data Type Definitions* on page 320.

## Generating Unique Values from User-Defined Data Types

You may want a user-defined data type to supply unique values to a test script variable during playback. To do so, the user-defined data type must contain unique values.

In addition, when you are defining the datapool in the Datapool Specification dialog box, associate the following settings for the datapool column with the user-defined data type:

- Set **Sequence** to Sequential.
- Set **Repeat** to 1.
- Make sure that the **No. of records to generate** value does not exceed the number of unique values in your user-defined data type.

For information about the values you set in the Datapool Specification dialog box, see *Defining Datapool Columns* on page 311.

## Generating Multi-Byte Characters

If you want to include multi-byte characters in your datapool (for example, to support Japanese and other languages that include multi-byte characters), you can do so in either of the following ways:

- Through a user-defined data type. For information, see *Creating User-Defined Data Types* on page 306.

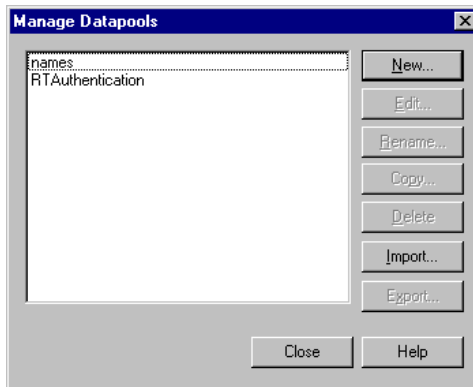
The editor provided for you to supply the user-defined data fully supports Input Method Editor (IME) operation. An IME lets you type multi-byte characters, such as Kanji and Katakana characters as well as multi-byte ASCII, from a standard keyboard. The IME is included in the Japanese version of Microsoft Windows.

- Through the Read From File data type. For information, see *Creating a Column of Values Outside Rational Test* on page 328.

## Managing Datapools

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You manage datapools from the Manage Datapools dialog box. The activities you perform in this dialog box affect datapools stored in the current datastore. For information about where datapools are stored, see *Datapool Location* on page 319.



## Creating a Datapool

When you create a datapool using TestManager, you must specify the following:

- Name and description of the datapool.

Choose a name of up to 40 characters. While a description is optional, entering one can help you identify the purpose of the datapool. Datapool descriptions are limited to 255 characters.

- Column names.

Datapool columns are also called *fields*. With VU test scripts, datapool column names must match the names of the test script variables that they supply values to. Names are case-sensitive.

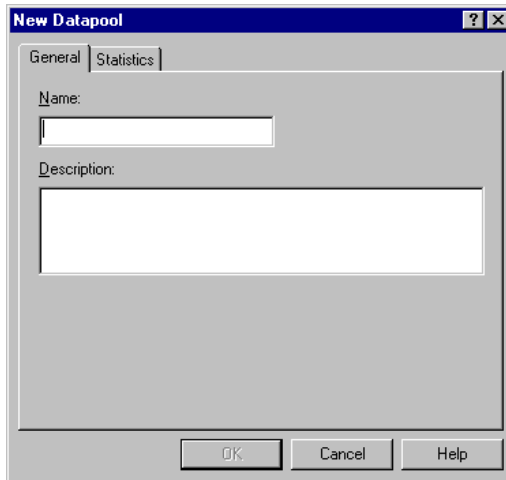
- Data type and properties for each datapool column.

For information about the properties you can define for a datapool column, see *Defining Datapool Columns* on page 311.

- Number of records to generate.

To create and automatically populate a datapool:

- Click **Tools > Manage > Datapools**, and then click **New**.



## If There Are Errors

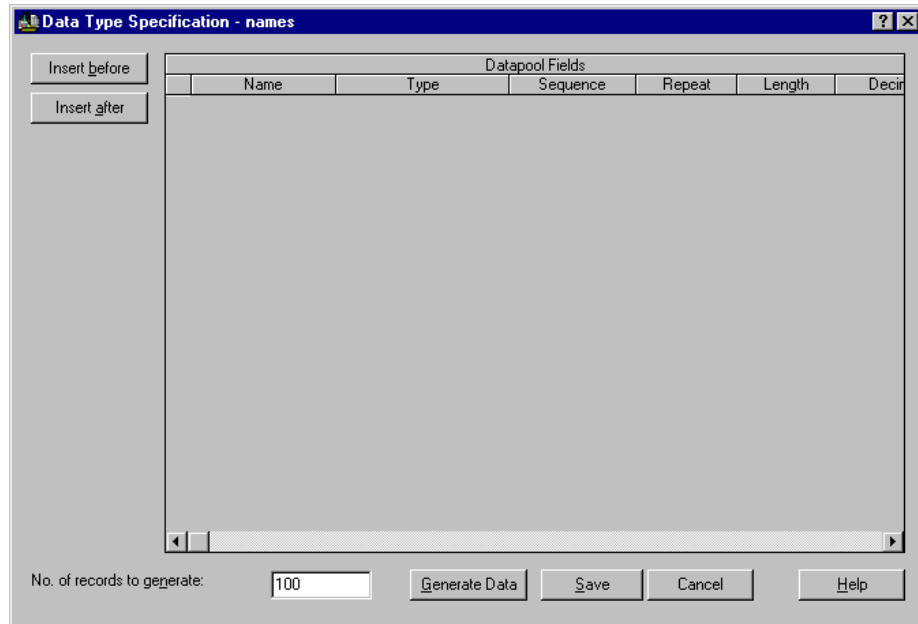
If the datapool values are not successfully generated, TestManager asks if you want to see an error report rather than a summary of the generated data. Viewing this report can help you identify where to make corrections in the datapool fields. To view an error report, click **Yes** when TestManager asks whether you want to see an error report or summary data.

## Viewing Datapool Values

If a datapool includes complex values (for example, embedded strings, or field separator characters included in datapool values), view the datapool values to ensure the contents of the datapool are as you expect.

To see the generated values:

- In the Manage Datapools dialog box, select the datapool you just created, click **Edit**, and then click **Edit Datapool Data**.



## Making the Datapool Available to a Test Script

For a test script to be able to access the datapool that you create with TestManager, the test script must contain datapool commands, such as commands for opening the datapool and fetching values. VU test scripts must also contain `DATAPPOOL_CONFIG`.

You can add datapool commands and `DATAPPOOL_CONFIG` to a test script either before or after you create the datapool with TestManager. For information about automatically adding datapool commands and `DATAPPOOL_CONFIG` to a test script during recording, see the *Rational Robot User's Guide*.



## Defining Datapool Columns

Use the following table to help you define datapool columns in the Datapool Specification dialog box:

Grid Column	Description
<b>Name</b>	<p>The name of a datapool column (and its corresponding test script variable).</p> <p>If you change the name of a datapool column, be sure that the new name matches all instances of its corresponding test script variable.</p> <p>If you create a datapool outside of the Rational Test environment and then import it, TestManager automatically assigns default names to the datapool columns. Use <b>Name</b> to match the imported datapool column names with their corresponding test script variables. Names are case-sensitive.</p> <p>You can use an IME to type multi-byte characters in datapool field names.</p>
<b>Type</b>	<p>The standard or user-defined data type that supplies values to the datapool column in <b>Name</b>. User-defined data types are marked with an asterisk (*).</p> <p>Specify the data type to assign to the datapool column, as follows:</p> <ul style="list-style-type: none"> <li>▪ To select a standard data type or an existing user-defined data type, click the currently displayed data type name, and then select the new data type from the list:           <div style="border: 1px solid black; padding: 2px; display: inline-block; margin: 5px 0;">Random alphanumeric stri ▾</div> </li> <li>▪ See Appendix B for a description of the standard data types.</li> <li>▪ If you type rather than select the name of a user-defined data type, enter an asterisk before the user-defined data type name. For example, to specify the user-defined data type MyData, type:           <p style="margin-left: 40px;">*MyData</p> </li> <li>▪ To create a new user-defined data type, enter the data type name (without the asterisk) in the field, and then press RETURN. After you click <b>Yes</b> to confirm that you want to create a user-defined data type, the Data Type Properties - Edit dialog box appears.</li> <li>▪ For information about creating a data type, see <i>Creating User-Defined Data Types</i> on page 306.</li> </ul>

Grid Column	Description
<b>Sequence</b>	<p>The order in which the values in the data type specified in <b>Type</b> are written to the datapool column. Select one of these options from the list:</p> <ul style="list-style-type: none"> <li>▪ <b>Random</b> – Writes numeric and alphanumeric values to the datapool column in any order.</li> <li>▪ <b>Sequential</b> – Writes numeric values sequentially (for example, 0, 1, 2...). With decimal numbers, the sequence is based on the lowest possible decimal increment (for example, with a <b>Decimals</b> value of 2, the sequential values are 0.00, 0.01, 0.02, ...).</li> <li>▪ <b>Sequential</b> is only supported for numeric values (including date and time values) and values generated from user-defined data types.</li> </ul> <p>When you select Sequential with numeric data types, and you specify a <b>Minimum</b> and <b>Maximum</b> range, <b>Interval</b> must be greater than 0.</p> <ul style="list-style-type: none"> <li>▪ <b>Unique</b> – With data type Integers - Signed, ensures that numbers written to the datapool column are unique. Also, set <b>Repeat</b> to 1, and define a <b>Minimum</b> and <b>Maximum</b> range.</li> </ul> <p>Do not confuse the <b>Random</b> and <b>Sequential</b> settings in this grid with <b>Random</b> and <b>Sequential</b> access order in the Configure Datapool in Script dialog box. The <b>Random</b> and <b>Sequential</b> settings in this grid determine the order in which values are written to an individual datapool column at datapool creation time. <b>Random</b> and <b>Sequential</b> access order determine the order in which virtual testers access datapool rows at suite runtime.</p>
<b>Repeat</b>	<p>The number of times a given value can appear in a datapool column. <b>Repeat</b> cannot be set to 0.</p> <p>To make values unique with Integers - Signed data types and user-defined data types, set <b>Repeat</b> to 1. For unique Integers - Signed values, also set <b>Sequence</b> to either Sequential or Unique.</p> <p>When defining unique values, ensure that the number of rows you are generating is not higher than the range of possible unique values.</p>
<b>Length</b>	<p>The maximum number of characters that a value in the datapool column can have. If the datapool column contains numeric values, <b>Length</b> specifies the maximum number of characters a number can have, <i>including</i> a decimal point and minus sign, if any.</p> <p>For example, for decimal numbers as high as 999.99, set <b>Length</b> to 6. For decimal numbers as low as -999.99, set <b>Length</b> to 7.</p> <p><b>Length</b> cannot be 0.</p>
<b>Decimals</b>	<p>Specifies the maximum number of decimal places that floating point values can have. Maximum setting is 6 decimal places.</p>

Grid Column	Description
<b>Interval</b>	<p>Writes a sequence of numeric values to the datapool column. The sequence increments by the interval you set. For example, if <b>Interval</b> is 10, the datapool column contains 0, 10, 20, and so on. If <b>Interval</b> is 10 and <b>Decimal</b> is 2, the datapool column contains 0.00, 0.10, 0.20, and so on.</p> <p>Minimum interval is 1. Maximum interval is 999999.</p> <p>With numeric data types (including dates and times), when <b>Sequence</b> is set to Sequential and you specify a <b>Minimum</b> and <b>Maximum</b> range, <b>Interval</b> must be greater than 0.</p> <p>Use <b>Interval</b> only with numeric values (including dates and times).</p>
<b>Minimum</b>	<p>Specifies the lowest in a range of numeric values. For example, if the datapool column supplies order number values, and the lowest possible order number is 10000, set <b>Type</b> to Integer - Signed, <b>Minimum</b> to 10000, and <b>Maximum</b> to the highest possible order number.</p> <p>Use <b>Minimum</b> only with numeric values (including dates and times).</p>
<b>Maximum</b>	<p>Specifies the highest in a range of numeric values. For example, if the datapool column supplies values to a variable named <i>ounces</i>, set <b>Type</b> to Integer - Signed, <b>Minimum</b> to 0, and <b>Maximum</b> to 16.</p> <p>Use <b>Maximum</b> only with numeric values (including dates and times).</p>
<b>Seed</b>	<p>The number that Rational Test uses to compute random values. The same seed number always results in the same random sequence. To change the random sequence, change the seed number.</p>
<b>Data File</b>	<p>The path to the user-defined data type file. The path is automatically inserted for you. This field is not modifiable.</p> <p>Data type files are stored in the Datatype directory of your project. You never have to modify these files directly.</p>

Some items might not be modifiable, depending on the data type that you select. For example, if you select the Names – First data type, you cannot modify **Decimals**, **Interval**, **Minimum**, or **Maximum**.

If you are generating unique values for an Integers – Signed data type, **Length**, **Minimum**, **Maximum**, and **No. of records to generate** must be consistent. For example, if you want unique numbers from 0 through 999, errors may result if you set **Length** to 1, **Maximum** to 5000, and **No. of records to generate** to a number greater than 1000.

**Note:** You can use an IME to type multi-byte characters into the **Name** column only. The IME is automatically disabled when you are editing any other column.

## Example of Datapool Column Definition

Suppose you want to record a transaction in which a customer purchase is entered into a database. During recording, you supply the client application with the following information about the customer:

- Customer name
- Customer ID
- Credit card number
- Credit card type
- Credit card expiration date

After you record the test script, create the datapool. Define the datapool's columns in the Datapool Specification dialog box, as illustrated in the following figure:

Annotations in the image:

- Float data type with 0 decimals is used for credit card numbers
- Customer ID is unique
- Date range
- Datapool column 1
- Generate 1000 datapool rows
- The only user-defined data type needed

		Datapool Fields							
Name	Type	Sequence	Repeat	Length	Decimals	Interval	Minimum	Maximum	
fName	Names - First	Random	1	20	0	0	0	0	
lName	Names - Last	Random	1	20	0	0	0	0	
custID	Integrs - Signed	Unique	1	7	0	0	1000000	9999999	
ccNum	Float - XXXX	Random	1	16	0	0	1000000000000000	9999999999999999	
ccType	*Credit Card Type	Random	1	15	0	0	0	0	
ccExpDate	Date - MM/DD/YY	Random	1	15	0	0	07011998	12312002	

No. of records to generate: 1000

Buttons: Generate Data, Save, Cancel, Help

The following are some highlights of the datapool column you have chosen:

- **fName** column. The standard data type Names – First supplies this datapool column with masculine and feminine first names.
- **lName** column. The standard data type Names – Last supplies this datapool column with surnames.
- **custID** column. The standard data type Integer – Signed supplies ID numbers to this datapool column. Because all customer IDs in this example consist of seven digits, the **Minimum** and **Maximum** range is set from 1000000 through 9999999. Also, because all IDs must be unique, **Sequence** is set to Unique.

**Note:** **Sequence** can only be set to Unique for Integer – Signed data types.

- **ccNum** column. The Integer – Signed data type generates numbers up to nine digits.  
**Note:** Because credit card numbers contain more than nine digits, the standard data type Float X.XXX is used to supply credit card numbers to this datapool column.
- **Decimals** is set to 0 so that only whole numbers are generated. **Sequence** is set to Random to generate random card numbers. To generate unique numbers, **Repeat** is set to 1.
- **ccType** column. This is the only datapool column that needs to have values supplied from a user-defined data type. The user-defined data type Credit Card Type contains just four values—American Express, Discover, MasterCard, and Visa.
- **ccExpDate** column. The standard data type Date – MM/DD/YYYY supplies credit card expiration dates to this datapool column. The range of valid expiration dates is set from July 1, 1998 through December 31, 2002. **Sequence** is set to Random to generate random dates.

## Example of Datapool Value Generation

After you define datapool columns in the Datapool Specification dialog box, click **Generate Data** to generate the datapool values.

To see the values you generated:

- 1 Click **Close**.
- 2 Click **Edit Datapool Data**.

This is what you see:

Drag this vertical bar to change column width.

fName	lName	custID	ccNum	ccType	ccExpDate
Karen	Conway	2445267	5069543149543072	Visa	09/13/1998
Koganti	Pistora	7327429	8996616484463400	Discover	01/18/2000
Clarence	Kallen	4950796	3860866544383417	Discover	07/28/1999
Pam	Elders	3211256	6367830561131982	Visa	07/29/2000
Izzy	Nies	6821857	6517053874186043	Visa	09/04/2001
Gene	McByaer	6195389	9892851646473812	MasterCard	09/22/2001
Linsey	Randolph	7593933	388978033542232	Discover	10/12/2001
Napoleon	Seibert	8265008	4900690213960734	Discover	04/20/2000
Lester	Quitt	7541706	7510525399071469	Discover	03/07/2001
Norman	Sicoli	8419493	2849627877667276	Visa	02/07/2000
Mike	Sandy	8039891	4251911486691085	Discover	08/23/2001
Gemet	McDonagh	6261296	8630209049474339	Visa	10/28/2001
Toni	Garavalia	3743098	433514421595984	MasterCard	02/11/1998
Rex	Sullins	8874076	2648600742281909	Visa	11/30/1998
Linda	Dalton	2650643	1162743126430160	Visa	03/24/2000
Emanuele	Lioce	5753551	5849409703724003	MasterCard	01/24/2001
Ginger	Bucchi	1946446	4251965524822971	Visa	03/28/1999
Murry	Scragg	8241330	9779549341305014	Visa	04/13/2001
Israel	Nichlen	6797118	2787256474102288	Discover	07/31/1999
Lyle	Rentz	7710609	4895042872558646	MasterCard	11/12/1999
Claudette	Beatlie	1421162	9896045256296100	American Express	11/03/2000
Henrietta	Byers	2052623	8939704872609540	Visa	06/16/2001
Calhi	Barbieri	1327082	7245010991034065	Visa	08/23/2000
Jackson	Noack	6833313	6778635333843530	Visa	01/07/1998
Michele	Dughman	3073764	5981411390202104	Discover	09/20/1998

## Editing Datapool Column Definitions

The Datapool Specification dialog box allows you to define and edit the columns in the datapool file. Datapool column definitions are listed as rows in this dialog box. Datapool columns are also called *fields*.

To edit the definitions of the columns in an existing datapool:

- Click **Tools > Manage > Datapools**, select the datapool to edit, and then click **Edit**.

When you finish editing datapool column definitions, choose whether to generate data for the datapool.

To see the generated values:

- In the Datapool Properties – Edit dialog box, click **Edit Datapool Data**.

If the datapool values are not successfully generated, TestManager asks if you want to see an error report rather than a summary of the generated data. Viewing this error report can help you identify where to make corrections in the datapool fields. To view an error report, click **Yes** when TestManager asks whether you want to see an error report or summary data.

## Deleting a Datapool Column

Datapool column definitions are listed as rows in the Datapool Specification dialog box. To delete a datapool column definition from the list, select the row to be deleted and press the DELETE key.

## Editing Datapool Values

To view or edit the values in an existing datapool:

- Click **Tools > Manage > Datapools**, select the datapool to edit, and then click **Edit**.

When modifying the values in an existing datapool, note that:

- When you click a value to edit it, an arrow icon appears to the left of the row you are editing.
- When you begin to edit the value, a pencil icon appears to the left of the row, indicating editing mode.
- To undo the changes that you made to a value, *before* you move the insertion point out of the field, press CTRL + Z.
- To see the editing menu, select the text to edit, and then right-click the mouse.
- To increase the width of a column, move the bar that separates column names. To increase the height of a row, move the bar that separates rows.

IName	IName	custID
Karen	Conway	2445267
Koganti	Pistora	7327429

For an example of the datapool values that TestManager generates, see *Example of Datapool Value Generation* on page 315.

## Renaming or Copying a Datapool

When you rename or copy a datapool, you must specify a new name for the datapool, up to a maximum of 40 characters.

To rename or copy a datapool:

- Click **Tools > Manage > Datapools**.

## Deleting a Datapool

Deleting a datapool removes the datapool .csv and .spc files plus all references to the datapool from the datastore.

To delete a datapool:

- Click **Tools > Manage > Datapools**.

## Importing a Datapool

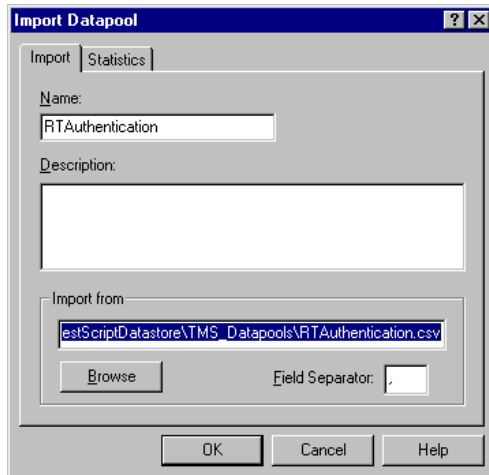
It is possible to create and populate a datapool yourself, using a tool such as Microsoft Excel. For example, you might want to export data from your database into a .csv file and then use that file as your datapool.

If you create a datapool yourself, import it into the same datastore as the test scripts that accesses it. You can use TestManager to import a datapool .csv file.

When you import a datapool, you often have to change the names of the datapool columns to match the names of the corresponding test script variables. For more information, see *Matching Datapool Columns with Test Script Variables* on page 327.

To import a datapool .csv file:

- Click **Tools > Manage > Datapools**, and then click **Import**.





## Datapool Location

When you import a datapool, TestManager copies the datapool's .csv file to the Datapool directory associated with the current project and datastore.

For example, if the current project is MyProject, and the current datastore directory is MyDatastore, then the datapool is stored in the following directory:

C:\MyProject\MyDatastore\DefaultTestScriptDatastore\TMS\_Datapool

This directory also includes the datapool's specification (.spc) file. When you create and then import a .csv file, TestManager automatically creates the .spc file for you. You should never edit the .spc file directly.

**Note:** After you import a datapool, the original file that you used to populate the datapool remains in the directory that you specified when you saved it. The Rational Test software has no further need for this file.

## Importing a Datapool from Another Project

You can use the TestManager Import feature to copy a datapool that you created for one project into another. When you import a datapool into a new project, the source datapool remains available to the original project.

To import a datapool into a new project:

- Click **Tools > Manage > Datapools**, and then click **Import**.

**Note:** If the datapool that you are importing includes user-defined data types, import the data types *before* you import the datapool. For information, see *Importing a User-Defined Data Type* on page 321.

## Exporting a Datapool

You can use the TestManager Export feature to copy a datapool to any directory on your computer's directory structure. When you export a datapool, the original datapool remains in its project and datastore.

Do not attempt to export a datapool to another Rational Test project. Instead, use the import feature to import the datapool into the new project. For more information, see *Importing a Datapool* on page 318.

To export a datapool to a location on your computer:

- Click **Tools > Manage > Datapools**.

## Managing User-Defined Data Types

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You use TestManager to manage user-defined data types. You can edit data type values and data type definitions. You can also rename, copy, and delete data types.

For information about creating user-defined data types, see *Data Types* on page 304.

### Editing User-Defined Data Type Values

If you want to add, remove, or modify data type values, or if you just want to modify the optional description, edit the data type.

You can only edit user-defined data types, not standard data types.

To edit a user-defined data type:

- Click **Tools > Manage > Data Types**.

### Editing User-Defined Data Type Definitions

Like all data types, a user-defined data type is essentially a one-column datapool. The single column contains the values that you type into the user-defined data type.

You can edit the default definition of the data type column in the Datapool Specification dialog box, just as you edit the default definition of datapool columns.

If you edit the definition of a user-defined data type and then generate values for the data type, you overwrite any existing values for the data type.

To edit the definition of a user-defined data type:

- Click **Tools > Manage > Data Types**.

You can also add values to a user-defined data type by supplying it with values from a standard data type. This automatic generation of values by TestManager can reduce the typing that you need to perform when adding values to the user-defined data type.

For example, suppose you want to create a user-defined data type that contains a list of valid product IDs. The valid ID numbers range from 1000001 through 1000100. However, there is a dash between the fourth and fifth digits (such as 1000-001).

Rather than typing in all 100 numbers, with dashes, you can have TestManager generate the numbers and assign them to a user-defined data type. Then, you can edit the data type values and each ID.

When you choose to automatically generate values, you must specify guideline values for TestManager to use during generation. These values include:

- **Type** = Integers - Signed
- **Sequence** = Sequential
- **Repeat** = 1
- **Length** = 7
- **Interval** = 1
- **Minimum** = 1000001
- **Maximum** = 1000100
- **No. of records to generate**

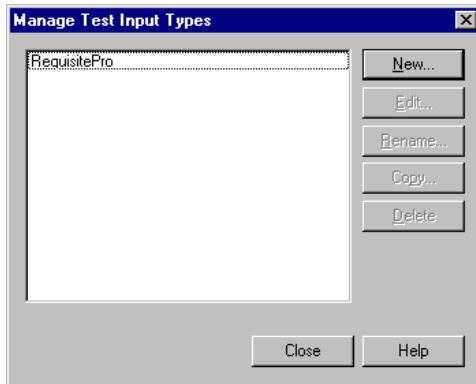
**Note:** You can also assign the standard data type Read From File to a user-defined data type. For information about using the Read From File data type, see *Creating a Column of Values Outside Rational Test* on page 328.

## Importing a User-Defined Data Type

You can import a user-defined data type from one project into another. When you import a user-defined data type into a new project, the source data type is still available to the original project.

To import a user-defined data type into a new project:

- Click **Tools > Manage > Test Input Types**.



## Renaming or Copying a User-Defined Data Type

When you rename or copy a user-defined data type, you must specify a new name for the data type, up to a maximum of 40 characters.

To rename or copy a user-defined data type:

- Click **Tools > Manage > Data Types**.

## Deleting a User-Defined Data Type

To delete a user-defined data type in TestManager:

- Click **Tools > Manage > Data Types**.

## Generating and Retrieving Unique Datapool Rows

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Many database tests work best when each row of test data is unique. For example, if a test involves virtual testers adding customer orders to a database, each new order has to be unique—in other words, at least one field in the new record has to be a “key” field containing unique data.

When you are defining datapool columns in the Datapool Specification dialog box, you specify whether a given datapool column should contain unique data. If you specify that one or more columns should contain unique data, the datapool that the Rational Test software generates is guaranteed to contain unique rows.

However, even when a datapool contains all unique rows, it is possible for duplicate rows to be supplied to a test script at runtime.

To generate and retrieve unique datapool rows, you must perform a few simple tasks when you define the datapool.

Use the following guidelines when the datapool is being accessed by either a single test script or by multiple test scripts, including both VU and GUI test scripts.

## What You Can Do to Guarantee Unique Row Retrieval

To ensure that a datapool supplies only unique rows to test scripts at runtime, follow these guidelines:

What to do	How to do it
Specify at least one column of unique data.	<p>In the Datapool Specification dialog box, specify that at least one datapool column should contain unique data. Unique data can be supplied through the Integers - Signed data type, through the Read From File data type, and through user-defined data types.</p> <p>With the Integers - Signed data type, take all of these actions:</p> <ul style="list-style-type: none"> <li>▪ Set <b>Sequence</b> to Unique or Sequential.</li> <li>▪ Set <b>Repeat</b> to 1.</li> <li>▪ If <b>Sequence</b>=Unique, set an appropriate range in <b>Minimum</b> and <b>Maximum</b>.</li> <li>▪ Make sure that the values of <b>Length</b> and <b>No. of records to generate</b> are appropriate for the set of numbers to generate.</li> </ul> <p>With the Read From File data type, see <i>Generating Unique Values</i> on page 329 for information.</p> <p>With user-defined data types, see <i>Generating Unique Values from User-Defined Data Types</i> on page 307 for information.</p>
Generate enough datapool rows.	<p>Generate at least as many unique datapool rows as the number of times the datapool is accessed during a test.</p> <p>For example, if 50 virtual testers access a datapool during a test, and each virtual tester is set for 3 iterations each, the datapool must contain at least 150 rows.</p> <p>Specify the number of rows to generate in the <b>No. of records to generate</b> field of the Datapool Specification dialog box.</p>
Disable cursor wrapping.	<p>If the datapool cursor wraps after the last row in the datapool has been accessed, previously fetched rows are fetched again.</p> <p>Disable cursor wrapping in any of these ways:</p> <ul style="list-style-type: none"> <li>▪ When editing the <code>DATAPPOOL_CONFIG</code> section of a VU test script in the Configure Datapool in Script dialog box, set <b>Wrap at end of file?</b> to <b>No</b>.</li> <li>▪ When editing a VU test script in Robot, add <code>DP_NOWRAP</code> to the list of flags in the <i>flags</i> argument of the <code>DATAPPOOL_CONFIG</code> statement or the <code>datapool1_open</code> function.</li> <li>▪ When editing a GUI test script in Robot, set the <i>wrap</i> argument of the <code>SQADatapool1Open</code> command to <b>False</b>.</li> </ul>

What to do	How to do it
Use sequential or shuffle access order.	<p>With sequential or shuffle access, each datapool row is referenced in the row access order just once. When the last row is retrieved, the datapool cursor either wraps or datapool access ends.</p> <p>With random access, rows can be referenced in the access order multiple times. Therefore, a given row can be retrieved multiple times.</p> <p>You can set row access order in any of these ways:</p> <ul style="list-style-type: none"> <li>▪ When editing the <code>DATAPOOL_CONFIG</code> section of a VU test script in the Configure Datapool in Script dialog box, set <b>Access Order</b> to <b>Sequential</b> or <b>Shuffle</b>.</li> <li>▪ When editing a VU test script in Robot, add <code>DP_SEQUENTIAL</code> or <code>DP_SHUFFLE</code> to the list of flags in the <code>flags</code> argument of the <code>DATAPOOL_CONFIG</code> statement or the <code>datapool_open</code> function.</li> <li>▪ When editing a GUI test script in Robot, set the <code>sequence</code> argument of the <code>SQADatapoolOpen</code> command to <code>SQA_DP_SEQUENTIAL</code> or <code>SQA_DP_SHUFFLE</code>.</li> </ul>
Do not rewind the cursor during a test.	<p>If you rewind the datapool cursor during a test (through the VU <code>datapool_rewind</code> function or the <code>SQABasic SQADatapoolRewind</code> command), previously accessed rows are fetched again.</p>

**Note:** Rational Test can guarantee that a datapool contains unique rows only when you generate datapool data through Robot or TestManager.

## Creating a Datapool Outside Rational Test

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To create a datapool file and populate it with data, you can use any text editor, such as Windows Notepad, or any application, such as Microsoft Excel or Microsoft Access, that can save data in .csv format.

For example, you can create a datapool file and type in the data, row by row and value by value. Or, you can export data from your database into a .csv file that you create with a tool such as Excel.

After you create and populate a datapool, you can use TestManager to import the datapool into the datastore. For information about importing a datapool, see *Importing a Datapool* on page 318.

## Datapool Structure

A datapool is stored in a text file with a .csv extension. The file has the following characteristics:

- Each row contains one record.
- Each record contains datapool field values delimited by a field separator. Any character can be used for the field separator. Some common field separators are as follows:
  - Comma ( , ). This is typically the default in the U.S. and the U.K.
  - Semicolon ( ; ). This is typically the default in most other countries.
  - Colon ( : ).
  - Pipe ( | ).
  - Slash ( / ).

The field separator can consist of up to three single-byte ASCII characters or one multi-byte character.

**Note:** To view or change the field separator, click **Start > Settings > Control Panel**, double-click the **Regional Settings** icon, and then click the **Number** tab. **List separator** contains the separator characters.

- Each column in a datapool file contains a list of datapool field values.
- Field values can contain spaces.
- A single value can contain a separator character if the value is enclosed in double quotes. For example, "Jones, Robert" is a single value in a record, not two.

The quotes are used only when the value is stored in the datapool file. The quotes are not part of the value that is supplied to your application.

- A single value can contain embedded strings. For example, "Jones, Robert "Bob"" is a single value in a record, not two.
- Each record ends with a line feed.
- Datapool column names are stored in a .spc file. (Robot and TestManager edit the .spc file. Never edit the .spc file directly.)
- The datapool name that is stored in the datastore is the same as the root datapool file name (without the .csv extension). The maximum length of a datapool name is 40 characters.

## Example Datapool

The following is an example of a datapool file with three rows of data. In this example, field values are separated by commas:

```
John,Sullivan,238 Tuckerman St,Andover,MA,01810  
Peter,Hahn,512 Lewiston Rd,Malden,MA,02148  
Sally,Sutherland,8 Upper Woodland Highway,Revere,MA,02151
```

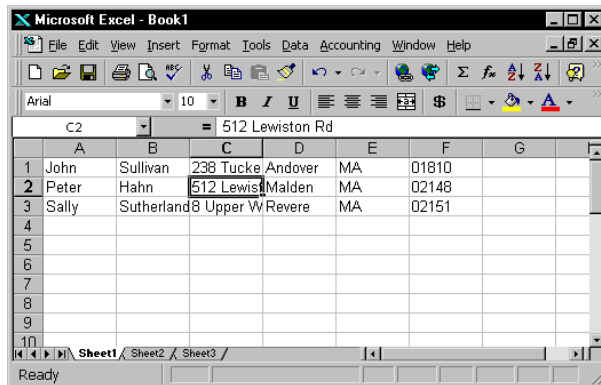
## Using Microsoft Excel to Create Datapool Data

When you are using Microsoft Excel to populate a datapool, do not separate values with the Windows separator character on page 325. Excel automatically inserts the separator character when you save the datapool in .csv format.

To create and populate a datapool using Microsoft Excel:

- Click **File > New** to create a new Excel workbook.

The following is an example of how a datapool might look as it is being populated with data in Microsoft Excel:



The screenshot shows a Microsoft Excel window titled "Microsoft Excel - Book1". The spreadsheet has columns A through G and rows 1 through 10. The data is as follows:

	A	B	C	D	E	F	G
1	John	Sullivan	238 Tucke	Andover	MA	01810	
2	Peter	Hahn	512 Lewis	Malden	MA	02148	
3	Sally	Sutherland	8 Upper W	Revere	MA	02151	
4							
5							
6							
7							
8							
9							
10							

Note that:

- Each column represents a datapool field.
- Each row is an individual datapool record containing datapool field values.



## Saving the Datapool in Excel

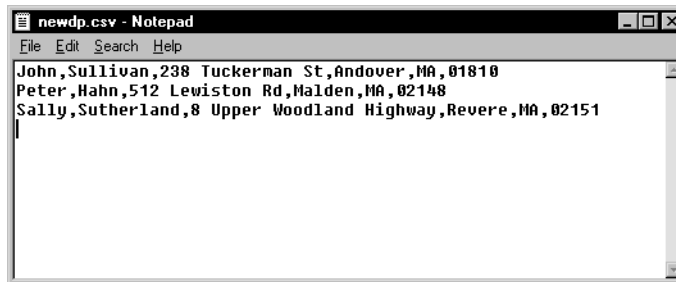
When you finish adding rows of values to the datapool, save the datapool to .csv format.

To save a datapool file using Microsoft Excel:

- Click **File > Save As**.

**Note:** Do not specify the Datapool directory in the datastore. When you later import the datapool using the TestManager Import feature, TestManager automatically copies the datapool to the Datapool directory in the current project and datastore.

If you use Windows Notepad to open the datapool file that you just created and saved, this is how it looks:



## Matching Datapool Columns with Test Script Variables

When you create a .csv file and then import it as a datapool, TestManager automatically assigns column names (that is, datapool field names) to each datapool column.

Datapool column names must match the names of the test script variables that they supply with data (including a case match). But most likely, when you create and import a datapool, the column names that TestManager assigns do not match the names of the associated test script variables. As a result, you need to edit the column names that TestManager automatically assigns when importing the datapool. You do so by modifying a column's **Name** value in the Datapool Specification dialog box.

For information about how to open the Datapool Specification dialog box during datapool editing, see *Editing Datapool Column Definitions* on page 316.

## Maximum Number of Imported Columns

You can import a datapool that contains up to 32,768 columns. If you open an imported datapool in the Datapool Specification dialog box, you can view and edit all datapool column definitions up to that limit.

A datapool is subject to a 150-column limit only if you generate data for the datapool from the Datapool Specification dialog box.

## Creating a Column of Values Outside Rational Test

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A datapool that you create with Rational Test can include a column of values supplied by an ASCII text file. You could use this feature, for example, if you want the datapool to include a column of values from a database.

Populating a datapool column with values from an external file requires two basic steps:

- 1 Create the file containing the values.
- 2 Assign the values in the file to a datapool column through the standard data type Read From File.

### Step 1. Create the File

If you want to use a file as a source of values for a datapool column, the file must be a standard ASCII text file. The file must contain a single column of values, with each value terminated by a carriage return.

You can create this text file any way you like—for example, you can use either of these methods:

- Type the list of values in Microsoft Notepad.
- Export a column of values from a database to a text file.

## Step 2. Assign the File's Values to the Datapool Column

Once the file of values exists, you assign the values to a datapool column just as you assign any set of values to a datapool column—through a data type. In this case, you assign the values through the Read From File data type.

To do so, from the Datapool Specification dialog box, in the **Type** column, select the data type Read From File for the datapool column being supplied the values from the external text file.

Use the Read From File data type to assign values to multiple columns in the same datapool.

## Generating Unique Values

You can use the Read From File data type to generate unique values to a datapool column that you create outside Rational Test.

To generate unique values through the Read From File data type, the file that the data type accesses must contain unique values.

In addition, when you are defining the datapool in the Datapool Specification dialog box, make the following settings for the datapool column associated with the Read From File data type:

- Set **Sequence** to Sequential.
- Set **Repeat** to 1.
- Make sure that the **No. of records to generate** value does not exceed the number of unique values that you are accessing through the Read From File data type.

For information about the values you set in the Datapool Specification dialog box, see *Defining Datapool Columns* on page 311.



# Reporting Performance Testing Results

# 12

This chapter discusses performance testing reports and suggests ways to evaluate the data provided in them. It includes the following topics:

- About reports
- Running reports
- Customizing reports
- Exporting reports
- Changing report defaults
- Types of reports

**Note:** For detailed procedures, see the TestManager Help.

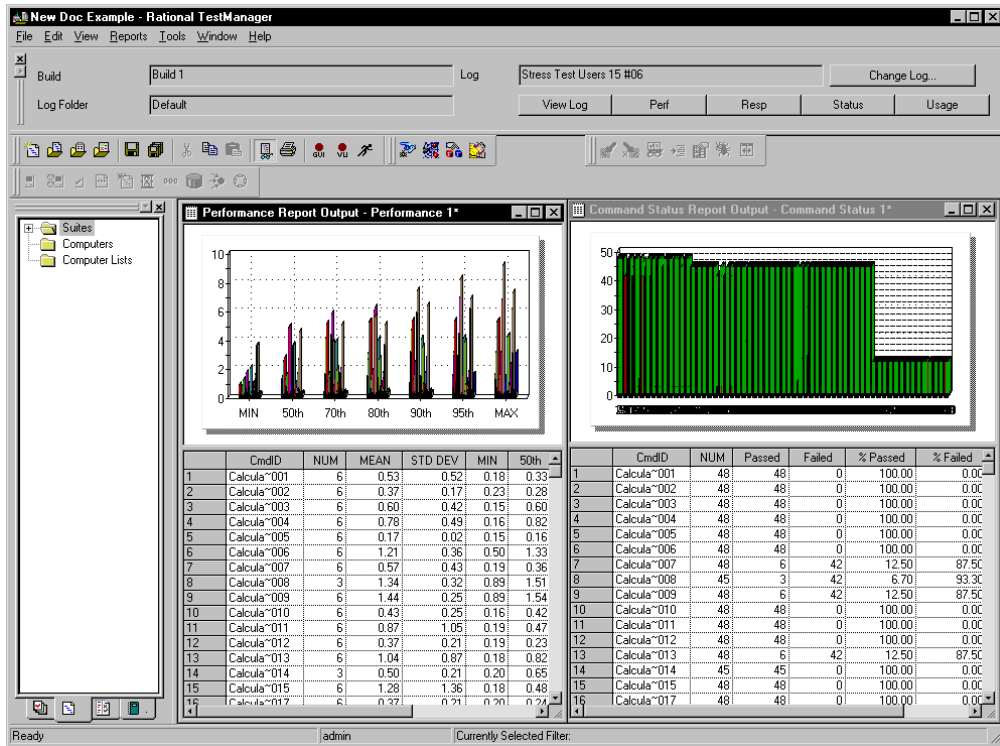
## About Reports

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TestManager provides various reports that help you analyze the success or failure of a suite run, as well as the performance of the server under specified conditions. For example, you can determine how long it takes for a virtual tester to execute a command and how response times vary with different suite runs.

By default, if a test completes successfully and the test generates appropriate data, TestManager automatically runs Command Status and Performance reports against the data in the test log and displays the processed results.

The following figure shows a sample Command Status and a sample Performance report:



After you examine report data, save or delete the report. If you save the report, TestManager gives it a default name based on the type of report and the number of existing reports of that type—for example, Performance 1. TestManager saves the report under the test logs in the project. To view the report again, open the saved report. If you delete the report, you can re-create it by running the report definition against the same test log.

The following table summarizes the different types of reports:

Report	Function	Information
Command Data	Examine errors in your run. The report shows the “conversation” between the virtual tester and the server. If you access a database, the report shows the database errors, as well as the number of rows that you expect to receive versus the number returned from the server. If you need further information, run a Command Trace report.	<i>Command Data Reports</i> on page 349

<b>Report</b>	<b>Function</b>	<b>Information</b>
Command Status	Obtain a quick summary of which and how many commands passed or failed. The report displays the status of all emulation commands and SQABasic timer commands. If the report contains failures, you might want to run the Command Data report.	<i>Command Status Reports</i> on page 352
Command Usage	View cumulative response time and summary statistics, as well as throughput information for all emulation commands for all test scripts and for the suite run as a whole.	<i>Command Usage Reports</i> on page 354
Command Trace	Examine any failures in detail. The report formats raw data from the test logs, without performing statistical analysis. It provides information including the time stamps from each emulation command and SQABasic timer command, and the counts of data sent and received.	<i>Command Trace</i> on page 362
Performance	Display the response times, and calculate the mean, standard deviation, and percentiles for each emulation command in the suite run.  This report groups responses by command ID and shows only responses that passed. In contrast, the Response vs. Time report shows each command ID individually, as well as both passed and failed responses.	<i>Performance Reports</i> on page 365
Compare Performance	Compare the response times measured by Performance reports. After you have generated several Performance reports, use the Compare Performance report to compare specific data.	<i>Compare Performance Reports</i> on page 369
Response vs. Time	Display individual response times and whether a response has passed or failed. This report is useful for looking at data points for individual responses as well as trends in the data.  This report shows each command ID individually and the status of the response. In contrast, the Performance report groups responses by command ID and shows only passed responses.  You can right-click on the report, select a computer that was in the run, and graph the resource monitoring statistics for that computer. These are the same statistics that you display when you monitor resources during a suite run.	<i>Response vs. Time Reports</i> on page 374

## Running Reports

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TestManager automatically runs the default Performance and Command Status reports at the end of a successful suite run. This section describes how to run different reports.

Reports run from the Report bar or from TestManager menus.

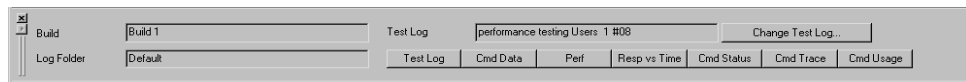
**Note:** You might also want to view the test logs—the “raw” results—before you run reports against them. This lets you quickly validate the results of your run. For information about viewing test logs, see *Viewing Test Log Results* on page 160. In addition, LogViewer provides a view of the test case results and lets you manually promote them.

### Running Reports from the Report Bar

The quickest way to run a report is to click on the Report bar. The Report bar lists the last test log that you accessed. TestManager runs the report using the information in this test log, unless you specify another one.

To run a report from the Report bar:

- 1 If the Report bar is not visible, click **View > Report Bar**.
- 2 Click any one of the report buttons.



**Note:** You can customize the Report bar by populating it with your own reports. For more information, see *Changing the Reports That Run from the Report Bar* on page 349.

### Running Reports from the Menu Bar

Although TestManager lets you run reports quickly from the Report bar, you can run only one report of each type against a test log. However, you might want to run a number of reports from a test log. For example, you might have customized a series of Performance reports and want to run each report against the same test log. You can run these reports from the menu bar.

To run a report from the menu bar:

- Click **Reports > Run**, and select the type of report to run.



# Customizing Reports

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TestManager lets you customize reports for your particular testing requirements.

You can customize a report by:

- Filtering the data.

For example, you can filter the report so that it contains only one virtual tester group, only certain test scripts, and only certain command IDs.

- Changing a report's advanced options.

For example, you can modify a Response vs. Time report so that extremely long responses are not included in the report.

- Changing a graph's appearance and type.

For example, you can display a graph as a line graph or a bar graph.

After you have customized a report and saved it, you can use it repeatedly to quickly analyze your data.

## Filtering Report Data

TestManager provides a set of default reports with predefined settings and options. You can, however, filter the report to include certain data.

For example, the Performance report on page 332 contains information from many command IDs, and the graph is complex. To see fewer command IDs, zoom in on the graph, as explained on page 345. Alternatively, right-click the report, click **Settings**, and then click **Select Command IDs**.

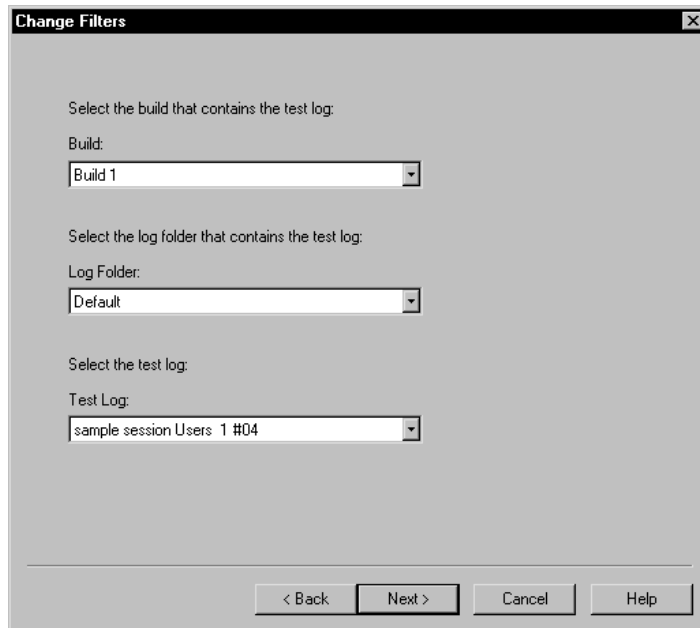
However, instead of filtering the report, it is much easier to filter the report definition beforehand so that the report include only the information you are interested in. You can filter a report definition so it includes only certain virtual testers, only certain test scripts, or only certain commands.

When you set up filtering, you must specify the following information, depending on the type of report:

- **Build and test log information** – The build and log folder that contain the test logs, and the test log that you want to use for the report
- **Virtual testers** – The virtual testers or groups associated with the test log
- **Scripts** – The test scripts associated with the virtual testers
- **Command IDs** – The command IDs in the test scripts

To set up filtering in Performance, Response vs. Time, Command Status, and Command Usage reports:

- Open or create a new report of that type, and then click **Change Filters**.



**Note:** If you are filtering virtual testers, you usually select the test log with the largest number of virtual testers. This ensures that your report filters all of the virtual testers.

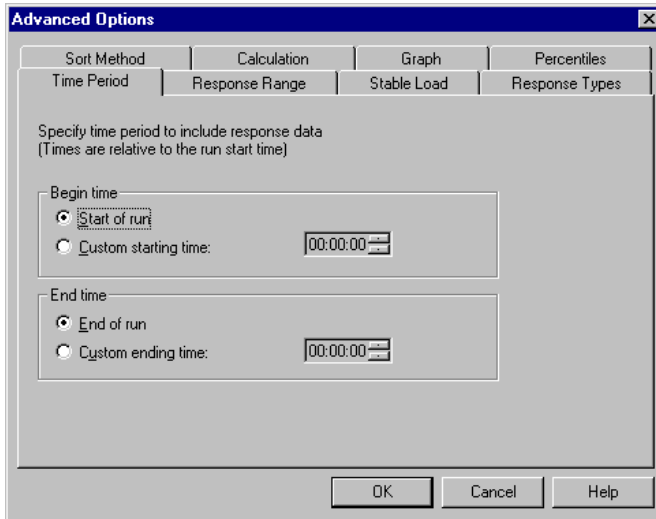
You can also filter the report *after* you run it. For more information, see *Filtering Command IDs That Appear in a Graph* on page 346.

## Setting Advanced Options

All TestManager reports have advanced options, which determine how the report data is calculated and displayed. The specific advanced options are different for each report. To fine tune a report, change the advanced options.

To see the advanced options for a report:

- Open or create a new report, and then click **Change Options**.



**Note:** For more information about advanced options, see the TestManager Help.

The following table summarizes each advanced option and lists the reports that use the option:

Option	Description	Reports
<b>Graph</b>	Display the report as a graph, a table, or both; change the type of graph displayed; change the labels for the graph axes; and add headers and footers.	Command Status, Performance, Response vs. Time, Compare Performance
<b>Response Range</b>	Include only responses that fall between a maximum and minimum time. The default includes all response times.  You might want to set a maximum response time to eliminate outliers. If you change this option for one report, change the other reports, too, so that the reports reflect the same information. For more information, see <i>Eliminating Outliers</i> on page 339.	Command Status, Performance, Response vs. Time, Compare Performance
<b>Response Types</b>	Include only HTTP responses or responses with timers. The default includes all responses. The Command Status and Response vs. Time reports also let you filter responses that contain verification points.	Command Status, Performance, Response vs. Time
<b>Sort Method</b>	Sort command IDs numerically or in the order in which they were run. The default is to sort command IDs alphabetically.	Command Status, Performance, Response vs. Time

Option	Description	Reports
<b>Stable Load</b>	Specify the number of virtual testers that must be logged on before results are reported. The default is to report results when any number of virtual testers are logged on. You might want to change this option so that a certain number of virtual testers, or all virtual testers, must be logged on. For more information, see <i>Reporting on a Stable Workload</i> on page 340.  If you change this option for one report, change the other reports, too, so that the reports reflect the same information.	Command Status, Performance, Response vs. Time
<b>Time Period</b>	Report on a specific portion of the suite run. The default is to report on the entire run.	Command Status, Performance, Response vs. Time
<b>Calculation</b>	Change how response times are calculated. The default measures the time from the end of the last send command until the last byte of the response is received. If you change this option for one report, change the other reports, too, so that the reports reflect the same information.	Performance, Response vs. Time
<b>Response Status</b>	Include only passed responses or only failed responses. The default is to include all responses.	Command Trace, Response vs. Time
<b>Summary</b>	Summarize data by virtual tester, test script, command ID (Command Status), or run (Command Usage). The default for the Command Status report is by command ID; the default for the Command Usage report is by run.	Command Status, Command Usage
<b>Options</b>	Report failed commands (and the previous passed command, for context). You can change the options to include both passed and failed commands. For more information, see <i>Including Passed and Failed Commands</i> on page 341.	Command Data
<b>Percentiles</b>	Change how the response times are grouped. Generally, the defaults of 50, 70, 80, 90, and 95 are adequate.	Performance
<b>Timestamps</b>	Omit time stamps from the report. When you omit time stamps, reports with the same emulation activity but different repetitions are identical.	Command Trace
<b>Command Types</b>	Include only SQL, HTTP, TUXEDO, IIOP, or socket commands; only test case commands; or commands that include timers. The default is to include all emulation commands.	Command Trace

Option	Description	Reports
<b>Script Filters</b>	Include only emulation commands that occur on a specific line of (or range) of code or at a specific number (or range) in the sequential execution of commands. The default is to include all emulation commands.	Command Trace
<b>TSS Environment Variables</b>	Include only certain types of TSS environment variables. The default is to include all environment variables.	Command Trace

## Eliminating Outliers

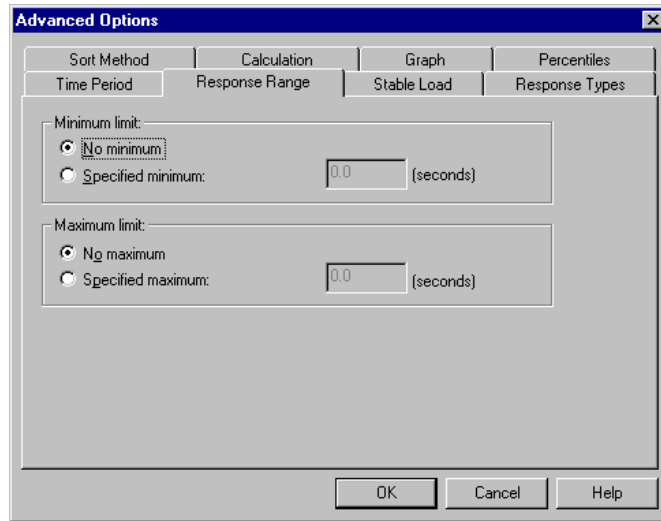
Reports may contain some values, called *outliers*, that are completely out of the normal range. For example, suppose you run a Performance report on 1000 virtual testers and most response times range from 2 to 7 seconds. The response for one command ID is 30 seconds—far more than normal. Because this occurs only once, it may be a nonrepresentative time. In some cases, you might want to eliminate such data points from the report because they may inaccurately skew cumulative data.

Although you might consider outliers merely nonrepresentative data that you want to eliminate, they may also be a legitimate sign of performance problems. Therefore, you should determine the reason for outliers before mechanically eliminating them.

To eliminate outliers:

- 1 Open or create a Performance report.
- 2 Under the **Advanced Options** summary, click **Change Options**.

- 3 In the **Response Range** tab, specify a maximum limit for a response time.



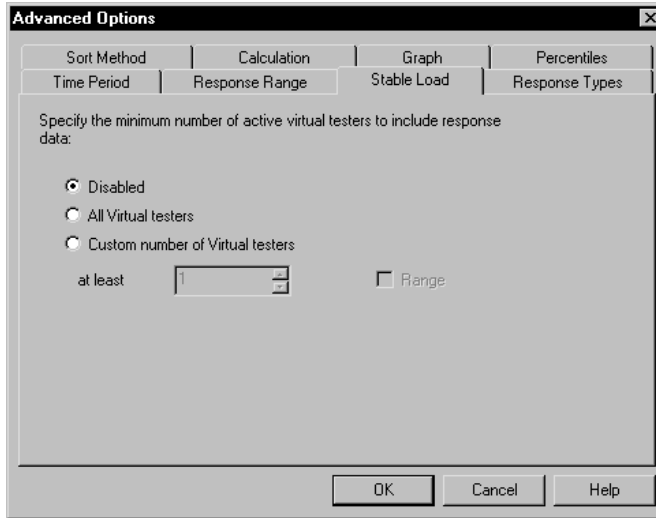
## Reporting on a Stable Workload

It is useful to limit your report to include only response times that represent a stable workload. For example, you are probably not interested in times when only a few virtual testers have logged on to the system or when most virtual testers have logged off.

To report on a stable workload:

- 1 Open or create a Performance report.
- 2 Under the **Advanced Options** summary, click **Change Options**.

- 3 In the **Stable Load** tab, specify the minimum number of virtual testers that you consider to be a stable workload.



**Note:** For detailed procedures, see the TestManager Help.

## Including Passed and Failed Commands

It is often useful to include passed commands as well as failed commands in a Command Data report.

For example, assume you are running a suite with 20 virtual testers. Of these 20 testers, 17 testers pass and three testers fail. The three testers fail when they modify a certain record.

When you examine the failed commands only, it is tempting to conclude that something is wrong with that particular record—perhaps the record does not exist in the database. However, for a clear overall picture, look at the passed commands as well as the failed commands. It could be that the 17 testers who passed also tried to modify the record. In that case, the flaw does not lie with the record itself but with the logic of your test script.

To include both passed and failed commands in a Command Data report:

- 1 Click **Report > New > Command Data Report**.
- 2 Under **Advanced Option Summary**, click **Change Options**.
- 3 In the Advanced Options dialog box, select the **Include success and failure messages** check box.

- 4 Click **OK**. The Command Data Report dialog box appears.
- 5 Click **Save** and save the report under a descriptive name, such as **Command Data--Passed and Failed Commands**.

The next time you open a Command Data report, TestManager displays the Command Data--Passed and Failed Commands report along with the default report.

## Reporting on a Particular Command ID

The default Response vs. Time report can look confusing because it contains information about every command ID. This information is useful for assessing trends in the data. However, you might want to report on a particular command ID or a small group of command IDs and display the report in a line histogram, which is easier to read.

To report on a particular command ID and then display it as a line histogram, see *Command IDs:Reporting on a Particular Command ID* in the TestManager Help Index.

## Mapping Computer Resource Usage onto Response Time

Monitoring computer resources is essential in performance testing. If you have a performance problem, you need to determine whether it is caused by a large number of virtual testers or by a hardware bottleneck. The Response vs. Time report lets you overlay computer resource statistics over response time. If your response time increases, you can determine whether this was caused by a computer resource problem.

**Note:** TestManager must be set up to *collect* the information about computer resources before you can *report* on them. When you run a suite, the Run Suite dialog box appears, and you must select the **Monitor resources** check box.

To map computer resources onto response time:

- Right-click on the graph of the Response vs. Time report, and then click **Show Resources**.

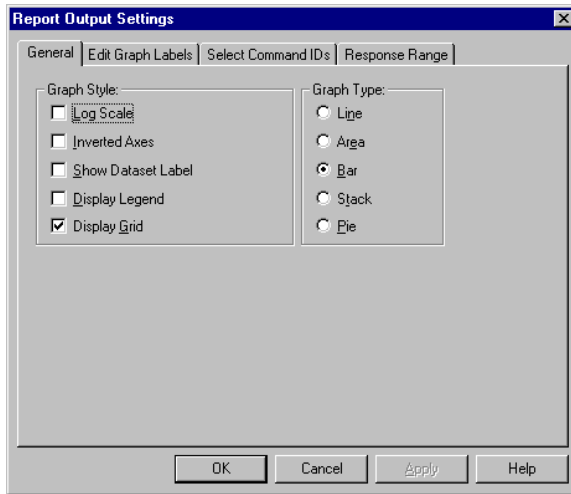
## Changing a Graph's Appearance or Type

TestManager can display the Compare Performance, Performance, Response vs. Time, and Command Status reports as both graphs and table-style reports. TestManager lets you change the type of graph that appears and enhance its display.



To change the appearance or type of a graph:

- From an open report, click **View > Settings**.



**Note:** The options for changing the appearance or type of a graph vary according to the type of report that you select.

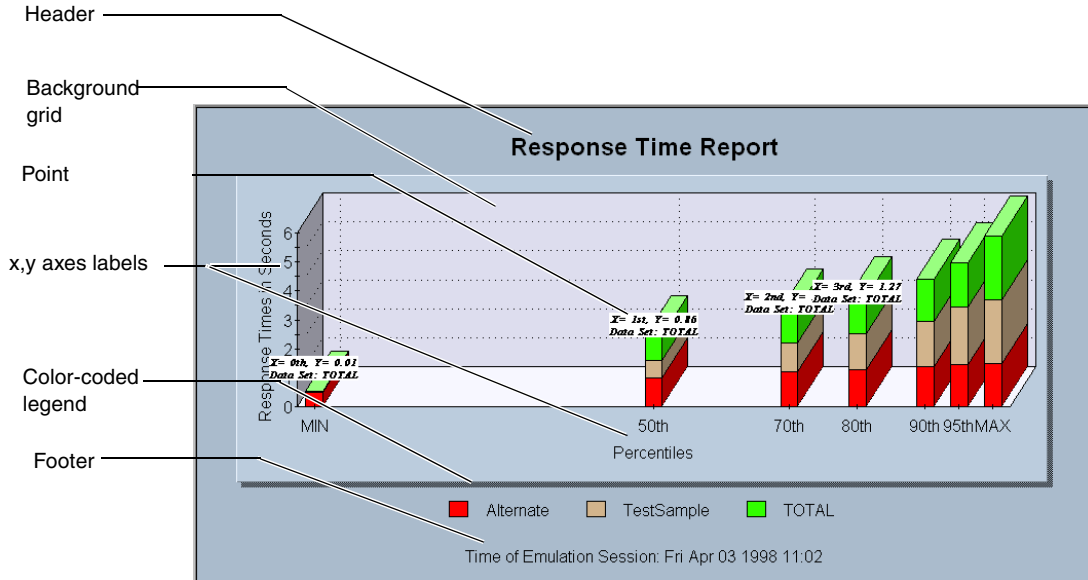
From this dialog box, you can:

- Change the appearance of a graph.
- Change the labels of a graph.
- Filter information such as the command IDs.

In a Performance report, you can also change the response range that appears in the graph.

## Changing a Graph's Appearance

TestManager lets you control a graph's format and appearance. You can display or clear information about selected points and datasets without affecting the graph's cumulative data. The following figure shows a stack graph with a header, background grid, and various other options:



Graph options that you can change include:

- **Log Scale** – Scales any graphical display type to its logarithmic equivalent.
- **Inverted Axes** – Switches the relative positions of the graph's axes.
- **Show Dataset Label** – Applies the data set labels to the graph.
- **Display Legend** – Displays a color-coded legend for all displayed graphical components (not available on the Response vs. Time report).
- **Display Grid** – Displays a grid that is useful for visual comparisons (not available on the Pie graph).

## Displaying and Clearing Data Point Information

When working with graphs, you may want to display the value of a specific point in a graph.

To display information about a data point:

- Move the mouse over the desired area of the graph, and click CTRL-SHIFT-BUTTON1.

To clear data point information:

- Right-click the graph and then click **Clear Point Information**.

## Changing a Graph's Type

When working with graphs, you can change the type of graph that TestManager displays.

To change a graph's type:

- In the graph that you want to change, click **View > Settings**, and then select a graph type.

## Enlarging and Rotating a Graph

By clicking combinations of **SHIFT/CONTROL** keys and mouse buttons, you can further manipulate a graph's appearance. The following table lists how to do this:

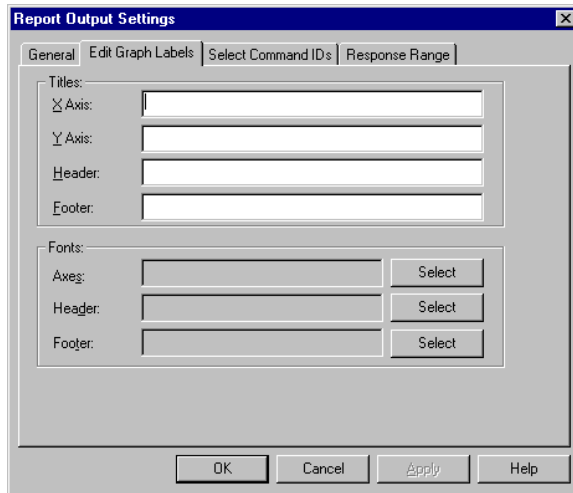
Action	Mouse/key sequence	Other required action
Enlarge a graph's size.	CTRL-BUTTON1 BUTTON2	Drag the mouse toward the bottom of the graph.
Change a graph's position.	SHIFT-BUTTON1 BUTTON2	Move the mouse to reposition the graph.
Zoom in on a graph's axes.	SHIFT-BUTTON1	Draw a box around the area to zoom, and then release BUTTON1.
Zoom in on a graph's data.	CTRL-BUTTON1	Draw a box around the area to zoom, and then release BUTTON1.
Rotate the view of a graph (stack and pie graphs only).	BUTTON1 BUTTON2	Move the mouse up and down to change the inclination angle. Move the mouse left and right to rotate the graph (stack only).
Reset a graph to its original size.	The lowercase letter "r"	None.

## Changing a Graph's Labels

When working with a Command Status, Performance, or Compare Performance graph, you can change the labels of the graph, including text, font, style, and size of a label.

To change a graph's labels:

- In the graph that you want to change, click **View > Settings**.

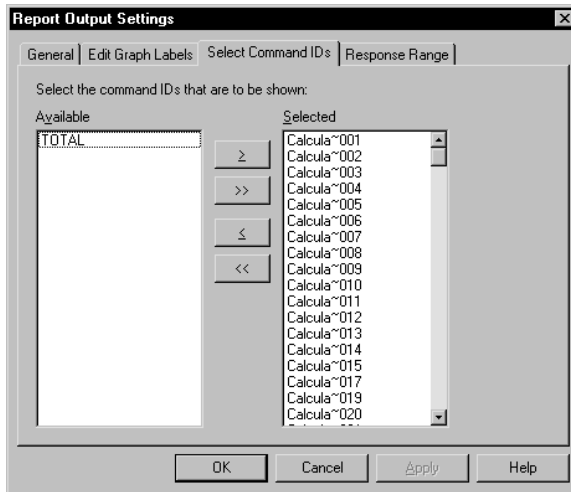


## Filtering Command IDs That Appear in a Graph

TestManager lets you filter command ID data before or after you process the report. Filtering command ID data after running the report is useful if your report results in a graph that is complex and you want to examine portions of it in more detail.

To filter the command IDs in a graph:

- In the graph in which you want to filter IDs, click **View > Settings**.



## Exporting Report Data

---

The Performance, Command Status, Compare Performance, and Response vs. Time reports display data graphically. You can export this graphic data to a .csv file for further processing.

To export report data to a .csv file:

- Display the data, and then click **File > Export to File**.

## Changing Report Defaults

---

TestManager automatically generates Performance and Command Status reports at the end of a suite run. In addition, you can click a report name on the Report bar, and TestManager runs that report.

You can specify the reports that TestManager generates at the end of a run. For example, TestManager can automatically display a Command Usage report in addition to the Performance and Command Status reports. TestManager can also generate a Performance report based on a report that you have defined instead of the default Performance report.

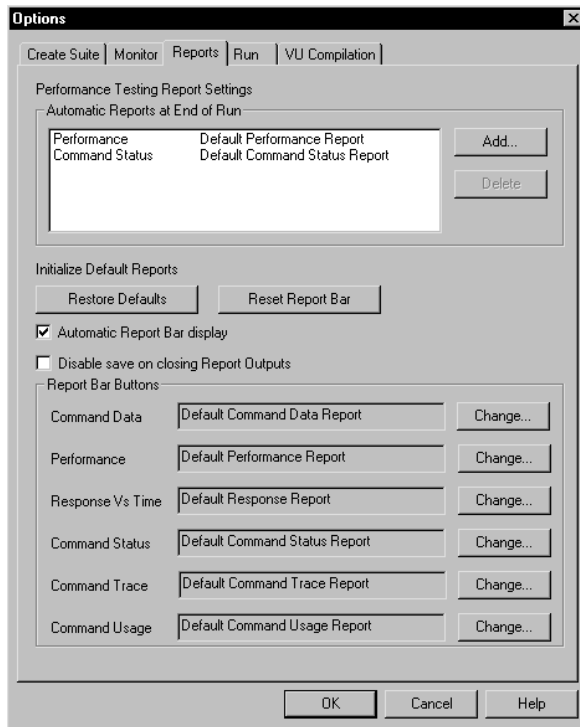
You can change the reports that TestManager runs when you click in the Report bar. For example, instead of TestManager running the default Performance report, you can have it run a Performance report that you have defined.

## Changing the Reports That Run Automatically

TestManager automatically displays Performance and Command Status reports at the end of the suite run. However, you can change the reports that TestManager automatically displays.

To change the reports that TestManager automatically displays at the end of a suite run:

- Click **Tools > Options**, and then click the **Reports** tab.



For information about changing the reports that TestManager automatically displays, see *changing default settings* in the TestManager Help Index.

## Changing the Reports That Run from the Report Bar

The Report bar lets you run reports by clicking a button. TestManager automatically runs the default reports unless you specify otherwise. For example, you may have defined a new report that you want to run from the Report bar instead of a default report.

To specify the reports that TestManager runs from the Report bar:

- Click **Tools > Options**, and then click the **Reports** tab.

For information changing the reports, see *changing reports* in the TestManager Help Index.

**Note:** To reset the Report bar so that it generates the default reports, click **Tools > Options**, click the **Reports** tab, and then click **Reset Report Bar**.

## Types of Reports

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This section discusses the types of performance testing reports available in TestManager.

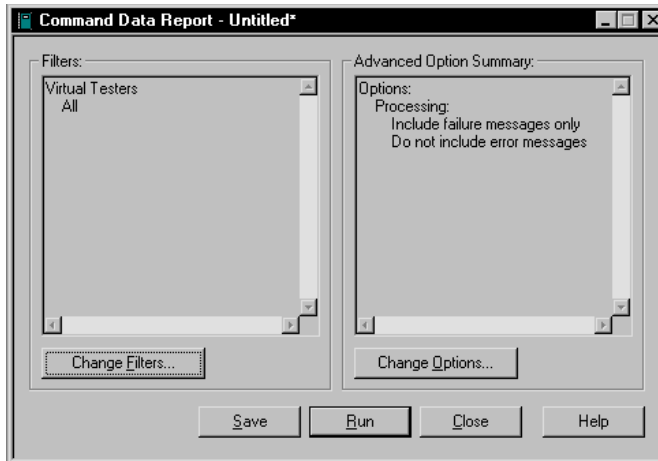
### Command Data Reports

Use Command Data reports to identify the differences between expected and actual responses in a test run.

The report shows the commands sent and the data received during the run. The report displays all response data that is written to the test log.

To define a new Command Data report:

- Click **Reports > New > Command Data**.



The following figure shows an example of a Command Data report:

```
==> Start of data for Virtual Tester: User Group1[1] <==
<<< http_request[Login1.252]: script = Login(252), source = Login(2182) [74] >>>
Connected to "www.amazon.com:80" successfully after 1 attempt
GET /g/post-holiday/go-button-gateway-blue.gif HTTP/1.1
Accept: */*
Referer: http://www.amazon.com/exec/obidos/tg/browse/-/546272/ref=ilm_3/107-1229994-5857358
Accept-Language: en-us
Accept-Encoding: gzip, deflate
User-Agent: Mozilla/4.0 (compatible; MSIE 5.5; Windows NT 5.0)
Host: www.amazon.com
Connection: Keep-Alive
Cookie: x-main=hQFiIxBUFj8mCscT@Yb5Z7xsVsOFQjBf; ubid-main=077-0853064-2749903; session-id-t

*** http_hdr_recv[Login1.253]: script = Login(253), source = Login(2203) [73] ***
EXPECT=200
ACTUAL=

<<< http_request[Login1.254]: script = Login(254), source = Login(2206) [75] >>>
Connected to "g-images.amazon.com:80" successfully after 1 attempt
GET /images/G/01/kitchen/advertisedsdp-march_side.gif HTTP/1.1
Accept: */*
Referer: http://www.amazon.com/exec/obidos/tg/browse/-/546272/ref=ilm_3/107-1229994-5857358
Accept-Language: en-us
Accept-Encoding: gzip, deflate
User-Agent: Mozilla/4.0 (compatible; MSIE 5.5; Windows NT 5.0)
Host: g-images.amazon.com
Connection: Keep-Alive
Cookie: x-main=hQFiIxBUFj8mCscT@Yb5Z7xsVsOFQjBf; ubid-main=077-0853064-2749903; session-id-t
```



## What's in Command Data Reports?

Command Data reports contain the following information:

Header and trailer lines, which show you which virtual tester generated the data. In the following example, the header and trailer lines show data from the first virtual tester in the Accounting group, Accounting[1]:

```
==> Start of data for virtual tester Accounting[1] <==  
==> End of data for virtual tester Accounting[1] <==
```

Inside the header and trailer lines, the Command Data report shows data on each command that a virtual tester executed. For example:

```
*** cmd[cmdID]: script=scrname(cmdcnt), source=srcname(srcline) [con-num] ***  
    actual data written to test log
```

Syntax	Meaning
--------	---------

<<<	The command recorded and played back successfully.
-----	--

<<*	An expected error. Indicates that an error occurred during recording and the same error occurred during playback. For example, during recording, you attempt to access a Web site that doesn't exist. During playback, the virtual testers attempt to access the same Web site. This is an expected error, because it occurred during recording and during playback.
-----	--

***	No error occurred during recording but an error occurred during playback.
-----	---

<i>cmd</i>	The command name from the log event.
------------	--------------------------------------

<i>cmdID</i>	The command ID from the log event.
--------------	------------------------------------

<i>script=scrname</i>	The name of the test script.
-----------------------	------------------------------

<i>cmdcnt</i>	The number of commands that have been executed in the test script.
---------------	--

<i>source=srcname</i>	In most cases, this is the same as the test script. However, if a test script calls another script or contains an include file, the calling test script or the file that contains the include directive is displayed.
-----------------------	---

<i>srcline</i>	The source line.
----------------	------------------

<i>con-num</i>	The value of the <code>Server_connection</code> environment variable associated with each SQL, HTTP, or socket emulation command.
----------------	---

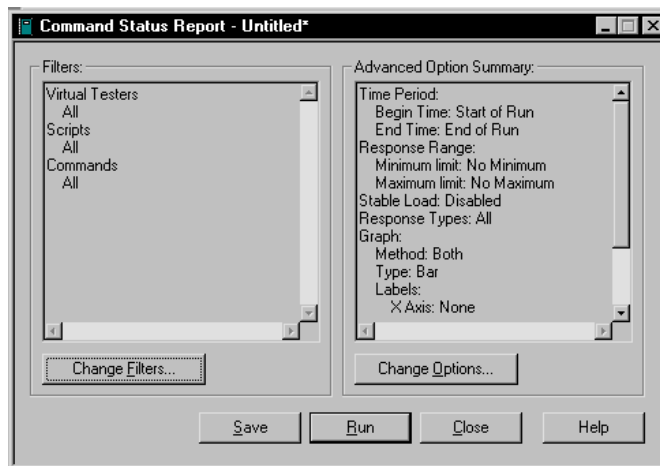
## Command Status Reports

Command Status reports show the total number of times a command has run, how many times the command has passed, and how many times it has failed. If the response that you received is the same or is expected, TestManager considers that the command has passed; otherwise, TestManager considers that it has failed.

Command Status reports reflect the overall health of a suite run. They are similar to Performance reports, but they focus on the number of commands run in the suite. Command Status reports are useful for debugging, because you can see which commands fail repeatedly and then examine the related test script.

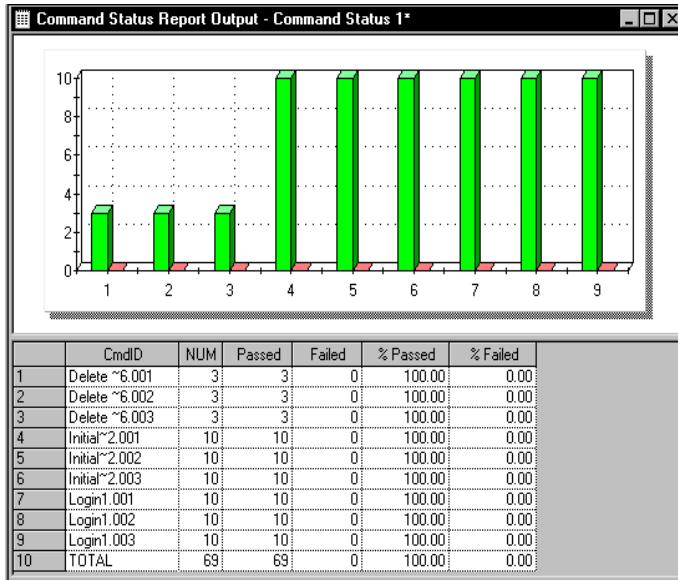
To define a new Command Status report:

- Click **Reports > New > Command Status**.



The following figure shows an example of a Command Status report. This report shows that command 1 (command ID Delete~6.001) ran 3 times and did not fail, and command 4 (command ID Initial~2.001) ran 10 times and did not fail.

The graph plots the command number against the number of times the test script ran. It displays commands that passed in green and commands that failed in red.



## What's in Command Status Reports?

Command Status reports contain the following information:

- **Cmd ID** – The command ID associated with the response.
- **NUM** – The number of responses corresponding to each command ID. This number is the sum of the numbers in the **Passed** and **Failed** columns.
- **Passed** – The number of passed responses for each command ID (that is, those that did not time out).
- **Failed** – The number of failed responses for each command ID that timed out (that is, the expected response was not received).
- **% Passed** – The percentage of responses that passed for that command ID.
- **% Failed** – The percentage of responses that failed for that command ID.

The last line of the report lists the totals for each column.

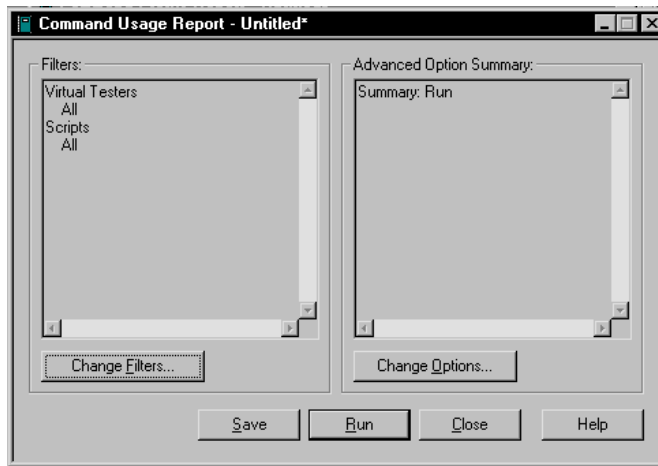
## Command Usage Reports

Command Usage reports display data on all emulation commands and responses. The report describes throughput and virtual tester characteristics during the suite run.

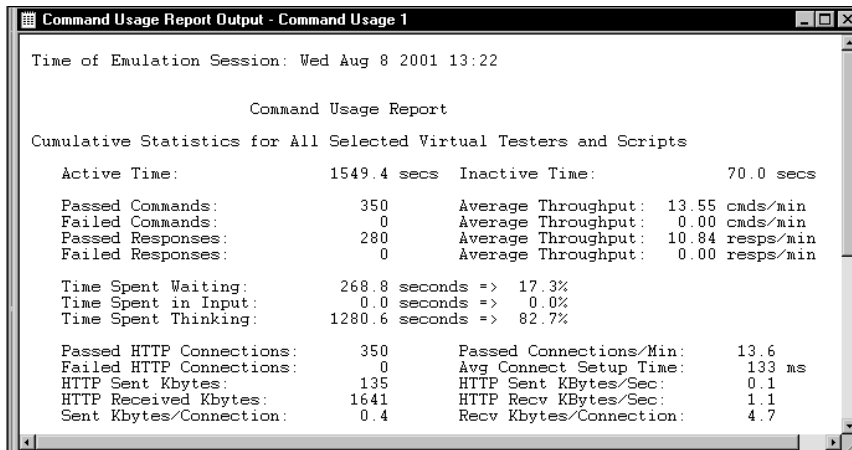
The summary information in the Command Usage report gives a high-level view of the division of activity in a test run. The cumulative time spent by virtual testers executing commands, thinking, or waiting for a response can tell you quickly where the bottlenecks are. The Command Usage report also can provide summary information for protocols.

To define a new Command Usage report:

- Click **Reports > New > Command Usage**.



The following figure shows an example of a Command Usage report:



## What's in Command Usage Reports?

Command Usage reports contain a section on cumulative statistics and a section on summary statistics.

### Cumulative Statistics

- **Active Time** – The sum of the active time of all virtual testers. The active time of a virtual tester is the time that the virtual tester spent thinking (including delays after the virtual tester's first recorded command), executing commands, and waiting for responses.
- **Inactive Time** – The sum of the inactive time of all virtual testers and test scripts. The inactive time of a virtual tester is the time before the virtual tester's first emulation command (including the overhead time needed to set up and initialize the run), and possibly interscript delay (the time between the last emulation command of the previous test script and the beginning of the current test script).
- **Passed Commands** – The total number of passed send commands; that is, commands that send virtual tester input to the server.
- **Failed Commands** – The total number of failed send commands; that is, commands that send virtual tester input to the server.
- **Passed Responses** – The total number of responses to send commands that were matched by passing receive commands. This is not the same as the total number of expected receive commands, because a response may be matched by an arbitrary number of receive commands. A response is considered expected if all receive commands used to match it have an expected status.
- **Failed Responses** – The total number of responses that were matched by failing receive commands. This is not the same as the total number of unexpected receive commands, because a response may be received by an arbitrary number of receive commands. A response is considered unexpected if any receive commands used to match it have an unexpected status.

**Note:** The total of passed commands plus failed commands often does not equal the total of passed responses plus failed responses. This is because send commands and responses in a test script do not necessarily have a one-to-one correspondence. For example, an HTTP script may issue one send command (`http_request`) and receive multiple responses to the send (`http_header_rcv` and one or more `http_nrcv` commands).

- **Average Throughput** – Four measurements of average throughput are provided: passed command throughput, failed command throughput, passed response throughput, and failed response throughput. This represents the throughput of an average virtual tester.
- **Time Spent Waiting** – The total time spent waiting for responses, given both in seconds and as a percentage of active time. The time spent waiting is the elapsed time from when the send command is submitted to the server until the server receives the complete response. The time that an `http_request` spends waiting for a connection to be established is counted as time spent waiting.
- **Time Executing Commands** – The total time spent in executing commands on the Agent computer. This measurement is provided both in seconds and as a percentage of active time.

The time spent executing VU emulation commands that access a SQL server is defined as the elapsed time from when the SQL statements are submitted to the server until these statements have completed.

The time spent executing VU emulation commands that access TUXEDO middleware is defined as the time to execute the specific ATMI primitive until it succeeds or fails.

- **Time Spent in Input** – The total time spent sending virtual tester input to the server. This measurement is provided both in seconds and as a percentage of active time.

The time spent by VU `http_request` and `sock_send` commands in sending input to the server is reported as time spent in input.

- **Time Spent Thinking** – The total time spent thinking, both in seconds and as a percentage of active time. The time spent thinking for a given command is the elapsed time from the end of the preceding command until the current command is submitted to the server. This definition of think time corresponds to that used during the run only if the TSS environment variable `Think_def` in the test script has the default LR (last received), which assumes that think time starts at the last received data time stamp of the previous response.

If any VU emulation commands are executed that access a SQL server, the Command Usage report includes:

- **Rows Received** – Number of rows received by all reported `sqlnrecv` commands.
- **Received Rows/Sec** – Average number of rows received per second. Derived by dividing the number of rows received by the active time

- **Average Rows/Response** – Average number of rows in the passed and failed responses. Derived by dividing the number of rows received by the number of passed and failed responses.
- **Average Think Time** – Average think time in seconds for `sqlexec` and `sqlprepare` statements only.
- **SQL Execution Commands** – Number of `sqlexec` commands reported.
- **Preparation Commands** – Number of `sqlprepare` commands reported.
- **Rows Processed** – Number of rows processed by all reported `sqlexec` commands.
- **Processed Rows/Sec** – Average number of rows processed per second. Derived by dividing the number of rows processed by the active time.
- **Avg Rows/Execute Cmd** – Average number of rows processed by each `sqlexec` command. Derived by dividing the number of rows processed by the number of `sqlexec` commands reported.
- **Avg Row Process Time** – Average time in milliseconds for processing a row by an `sqlexec` command. Derived by dividing the time spent on `sqlexec` commands by the number of rows processed.
- **Avg Execution Time** – Average time in milliseconds to execute an `sqlexec` or DCOM method call command. Derived by dividing the time spent on `sqlexec` commands by the number of `sqlexec` commands.
- **Avg Preparation Time** – Average time in milliseconds to execute an `sqlprepare` command. Derived by dividing the time spent on `sqlprepare` commands by the number of `sqlprepare` commands.

If any HTTP emulation commands are executed that access a Web server, the Command Usage report includes:

- **Passed HTTP Connections** – Number of successful HTTP connections established by all reported `http_request` commands.
- **Failed HTTP Connections** – Number of HTTP connection attempts that failed to establish a connection for all reported `http_request` commands.
- **HTTP Sent Kbytes** – Kilobytes of data sent by reported `http_request` commands.
- **HTTP Received Kbytes** – Kilobytes of data received by reported `http_nrecv` and `http_recv` commands.

- **Sent Kbytes/Connection** – Kilobytes of data sent by reported `http_request` commands per connection. Derived by dividing the kilobytes of data sent by the number of successfully established HTTP connections.
- **Passed Connections/Min** – Number of successful HTTP connections established per minute. Derived by dividing the number of successful HTTP connections by the active time.
- **Avg Connect Setup Time** – Average time, in milliseconds, required to establish a successful HTTP connection. Derived by dividing the total connection time for all recorded `http_request` commands by the number of successful connections.
- **HTTP Sent Kbytes/Sec** – Kilobytes of data sent per second. Derived by dividing the kilobytes of data sent by all recorded `http_request` commands by the active time.
- **HTTP Recv Kbytes/Sec** – Kilobytes of data received per second. Derived by dividing the kilobytes of data received by all recorded `http_nrecv` and `http_recv` commands by the active time.
- **Recv Kbytes/Connection** – Kilobytes of data received by reported `http_nrecv` and `http_recv` commands per connection. Derived by dividing the kilobytes of data received by the number of successfully established HTTP connections.

If any VU emulation commands are executed that represent socket traffic, the Command Usage report includes:

- **Passed Socket Connections** – Number of successful socket connections established by all reported `sock_connect` functions.
- **Socket Sent Kbytes** – Kilobytes of data sent by reported `sock_send` commands.
- **Socket Received Kbytes** – Kilobytes of data received by reported `sock_nrecv` and `sock_recv` commands.
- **Passed Connections/Min** – Number of successful socket connections established per minute. Derived by dividing the number of successful socket connections by the active time.
- **Socket Sent Kbytes/Sec** – Kilobytes of data sent per second. Derived by dividing the kilobytes of data sent by all recorded `sock_send` commands by the active time.
- **Socket Recv Kbytes/Sec** – Kilobytes of data received per second. Derived by dividing the kilobytes of data received by all recorded `sock_nrecv` and `sock_recv` commands by the active time.



If any VU emulation commands are executed that access TUXEDO middleware, the Command Usage report includes:

- **Tuxedo Execution Commands** – Number of TUXEDO commands reported.
- **Avg Execution Time** – Average time in milliseconds to execute a TUXEDO command. Derived by dividing the time spent on TUXEDO commands by the number of TUXEDO commands.

If any `start_time` emulation commands are executed, the Command Usage report includes:

- **stop\_time Commands** – The number of `stop_time` commands reported.
- **stop\_time Cmds/Min** – Number of `stop_time` commands per minute. Derived by dividing the number of `stop_time` commands by the active time.
- **start\_time Commands** – The number of `start_time` commands reported.
- **Avg Block Time** – Average response time in seconds for reported `stop_time` commands. Derived by dividing the sum of the response times for all `stop_time` commands by the number of `stop_time` commands. The response time of a `stop_time` command is the elapsed time between it and its associated `start_time` command.

If any VU `emulate` emulation commands are executed, the Command Usage report includes:

- **Passed emulate Commands** – Number of `emulate` commands that report a passed status.
- **Passed emulate Time Spent** – Total time spent, from when the passed `emulate` commands start to where they end.
- **Failed emulate Commands** – Number of `emulate` commands that report a failed status.
- **Failed emulate Time Spent** – Total time spent, from when the failed `emulate` commands start to where they end.

If any `testcase` emulation commands are executed, the Command Usage report includes:

- **Passed testcase Commands** – Number of `testcase` commands that report a passed status.
- **Failed testcase Commands** – Number of `testcase` commands that report a failed status.

If any user-defined commands—such as TSS commands, Visual Basic method calls, or Java commands—are executed, the Command Usage report includes a section for those commands.

### Summary Statistics

- **Duration of Run** – Elapsed time from the beginning to the end of the run. The beginning of the run is the time of the first emulation activity among all virtual testers and test scripts, not just the ones you have filtered for this report. Similarly, the end of the run is the time of the last emulation activity among all virtual testers and test scripts. The elapsed time does not include the process time.
- **Passed Commands, Failed Commands, Passed Responses, Failed Responses** – Identical to their counterparts in *Cumulative Statistics* on page 355.
- **Total Throughput** – Four measurements of total throughput are provided: passed command throughput, failed command throughput, passed response throughput, and failed response throughput. The total throughput of passed commands is obtained by dividing the number of passed commands by the run's duration, with the appropriate conversion of seconds into minutes. Thus, it represents the total passed command throughput by all selected virtual testers at the applied workload, as opposed to the throughput of the average virtual tester. The total failed command, and the total passed and failed response throughputs are calculated analogously.

These throughput measurements, as well as the test script throughput, depend upon the virtual tester and test script selections. The summary throughput measurements are most meaningful when you select all virtual testers and test scripts. For example, if you select only three virtual testers from a ten-virtual-tester run, the throughput does not represent the server throughput at a ten-virtual-tester workload, but rather the throughput of three selected virtual testers as part of a ten-virtual-tester workload.

- **Number of Virtual Testers** – Number of virtual testers in the suite run.
- **Number of Timers** – Number of timers in the suite run.
- **Number of Completed Scripts** – Test scripts are considered complete if all associated activities associated are completed before the run ends.
- **Number of Uncompleted Scripts** – Number of test scripts that have not finished executing when a run is halted. Test scripts can be incomplete if you halt the run or set the suite to terminate after a certain number of virtual testers or test scripts.
- **Average Number of Scripts Completed per Virtual Tester** – Calculated by dividing the number of completed test scripts by the number of virtual testers.

- **Average Script Duration for Completed Scripts** – Average elapsed time of a completed test script. Calculated by dividing the cumulative active time of all virtual testers and test scripts by the number of completed test scripts.
- **Script Throughput for Completed Scripts** – Number of test scripts-per-hour completed by the server during the run. Calculated by dividing the number of completed test scripts by the duration of the run, with the conversion of seconds into hours. This value changes if you have filtered virtual testers and test scripts.

If any timers are executed, the Command Usage report includes:

- **Avg Number of Timers** – Calculated by dividing the number of timers by the number of virtual testers.
- **Average Start and Stop Timer Duration** – Average response time in seconds for reported timers. Derived by dividing the sum of the response times for all stop timers by the number of stop timers. The response time is the elapsed time between a start timer and its associated stop timer.
- **Timer Throughput for all Virtual Testers** – Number of stop timers executed per minute during the suite run. Derived by dividing the number of stop timers by the duration of the run.

If any `emulate` emulation commands are executed, the Command Usage report includes:

- **Passed emulate Commands** – Number of `emulate` commands that report a passed status.
- **Passed emulate Time Spent** – Total time spent, from when the passed `emulate` commands start to where they end.
- **Failed emulate Commands** – Number of `emulate` commands that report a failed status.
- **Failed emulate Time Spent** – Total time spent, from when the failed `emulate` commands start to where they end.

If any `testcase` emulation commands are executed, the Command Usage report includes:

- **Passed testcase Commands** – Number of `testcase` commands that report a passed status.
- **Failed testcase Commands** – Number `testcase` commands that report a failed status.

If any user-defined commands—such as TSS commands, Visual Basic method calls, or Java commands—are executed, the Command Usage report includes a summary section for those commands.

## Command Trace

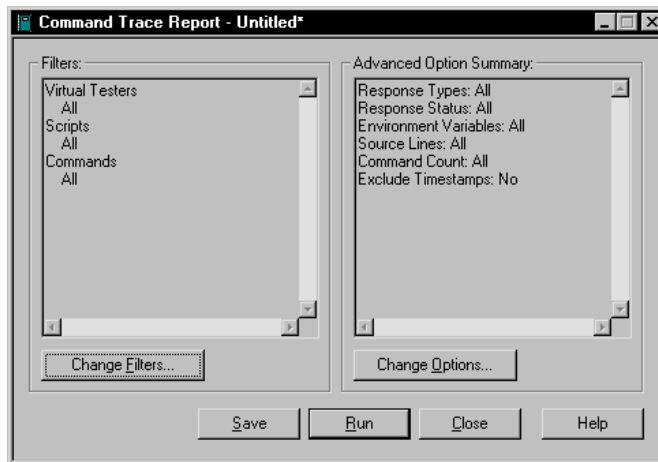
Command Trace reports list the activity of a run and enable you to examine in detail unusual or unexpected events. This report formats raw data from the suite run without performing statistical analysis.

Command Trace reports display the actual time stamps from the emulation, the counts of data sent and received, and the TSS environment variable settings (if recorded).

**Note:** To display the actual data sent or received, run a Command Data report.

To define a new Command Trace report:

- Click **Reports > New > Command Trace**.



The following figure shows an example of a Command Trace report:

---

```
Trace of Emulation Session Activity
Total Number of Virtual Testers Emulated: 10
Number of Virtual Testers in Report: 10

Information for Virtual Tester: Accounting[1]
Rational Suite TestStudio Release 8.5

Time of Suite Run: Wed Aug  8 13:22:41 2001
Time of Day Reference for Timestamps: 997291361

Virtual Tester's Environment: Screen = 0, Server_connection = 1, Emulation = NONE,
                             Screen_match = CURSOR_DATA

Login Timestamp:          7069

Virtual Tester: Accounting[1]           Test Script: Login
Beginning timestamp of test script Login: 7069

Src  Cmd
Line Count Clnt Command          Command ID          Count  First  Last
-----
34   1   1 http_request Login1.001          265   7080  10194
      49   2   2 http_request Login1.002          431   10194 10194 pass
      10214 10465
      10465 10465 pass

Virtual Tester's Environment: Server_connection = 2 ("Login1.002")
66   3   2 http_hdr_rcv Login1.003          214   10665 10665 pass
68   4   2 http_nrcv_cache Login1.004          0     10675 10675 pass

Virtual Tester's Environment: Server_connection = 1 ("Login1.001")
74   5   1 http_hdr_rcv Login1.005          163   10784 10784 pass
76   6   1 http_nrcv   Login1.006          969   10784 10784 pass
```

---

## What's in Command Trace Reports?

Command Trace reports contain the following information:

- **Total Number of Virtual Testers Emulated** – The number of virtual testers in the suite run.
- **Number of Virtual Testers in Report** – The number of virtual testers that appear. If you have filtered virtual testers, this number is different from the total number of virtual testers emulated.
- **Rational Suite TestStudio Release** – The release of TestStudio that you used to play back a test script.
- **Time of Suite Run** – The time that the suite started to run.
- **Time of Day Reference for Timestamps** – The time that the suite started to run, given as the number of seconds since 00:00:00 GMT, January 1, 1970.

To convert these time stamps into time-of-date format, use the UNIX `ctime(3)` library routine or the Windows `localtime()` library function.

For each virtual tester, the Command Trace report lists the following information:

- A line showing the virtual tester that is being reported. In this example, the tester is `Data_Entry[1]`, or the first virtual tester in the Data Entry group.
- Default TSS environment variable values and environment variable changes taking place on each virtual tester during playback. The changes correspond to environment control commands executed during the suite run.

**Note:** The default setting logs essential—but not all—environment variables. This information is generally sufficient for reporting purposes. However, to report on all environment variables, open a suite, click **Suite > Edit Settings**, click in the **TSS Environment Variable** column, and click the Logging tab. Select the Environment check box, and then rerun the suite.

The Command Trace report lists the following information:

- A test script header, which lists the virtual tester, the release, and the name of the test script.
- **Beginning Timestamp** – The time, in milliseconds (since the beginning of the suite run), at the start of execution of each test script.
- **Login Timestamp** – Recorded for each virtual tester. This corresponds to the time when the virtual tester’s logon status changed to ON.
- Emulation commands executed during the suite run. A three-line heading appears if any emulation commands are included. The Command Trace report gives the following information for each emulation command:

**Src Line** – The line number of the command in the source file, if available (Java and Visual Basic test scripts do not make this value available; therefore, the Command Trace report displays N/A).

**Cmd Count** – A running tally of the number of emulation commands executed in a test script. This tally includes `http_request` commands that are read from the cache. The report shows 0 for SQABasic timers.

**CInt** – The value of the `Server_connection` environment variable associated with each SQL, HTTP, or socket emulation command. If your test script has multiple connections, this value lets you know which receive command corresponds to which request. The Command Trace report leaves this column blank for other commands.

**Attached to Server** – For TUXEDO sessions that start with a `tux_tpinit` emulation command, this line appears.

**Command** – The emulation command that was executed. If an HTTP response was read from cache (rather than from the network), the report shows `http_nrecv(c)` (rather than `http_nrecv`).

**Command ID** – The command ID associated with the command.

**Count** – These values depend on the type of emulation command.

This is the number of bytes of data written to the test log.

For SQL emulation commands, this is the number of rows of data written to the test log.

For TUXEDO emulation commands, this is a code which can be 0 (buffer neither sent nor received), 1 (buffer sent but not received), 2 (buffer not sent but received), or 3 (buffer sent and received).

**First Timestamp** – The time, in milliseconds, that the command started executing, relative to the beginning of the suite run.

**Last Timestamp** – The time, in milliseconds, that the command stopped executing, relative to the beginning of the suite run.

**Stat** – Whether the emulation command passed or failed.

**Server *n* ("*server\_name*") disconnected** – Indicates that the server connection has been closed.

**Ending Timestamp** – The time, in milliseconds, that the test script stopped executing, relative to the beginning of the suite run. This value is reported for each test script. The duration of the test script is also reported.

**Logout Timestamp** – The time, in milliseconds, that the virtual tester's logon status changed from ON to OFF.

## Performance Reports

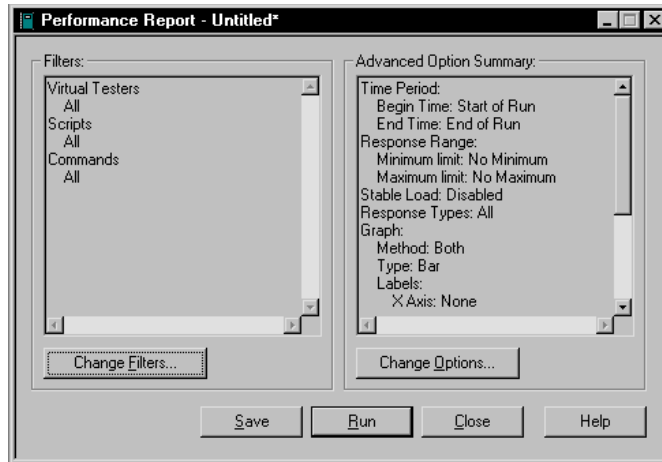
Performance reports are the foundation of reporting performance-related results in TestManager. They can show whether an application meets the criteria in your test plan or test case. For example, a Performance report can tell you whether 95% of virtual testers received responses from the test system in eight seconds or less, or what percentage of virtual testers did not receive responses from the system in that time.

You can use Performance reports to display the response times recorded during the suite run for selected commands. Performance reports also provide the mean, standard deviation, and percentiles for response times.

Performance reports use the same input data as Response vs. Time reports, and they sort and filter data similarly. However, Performance reports group responses with the same command ID, whereas Response vs. Time reports show each command ID individually.

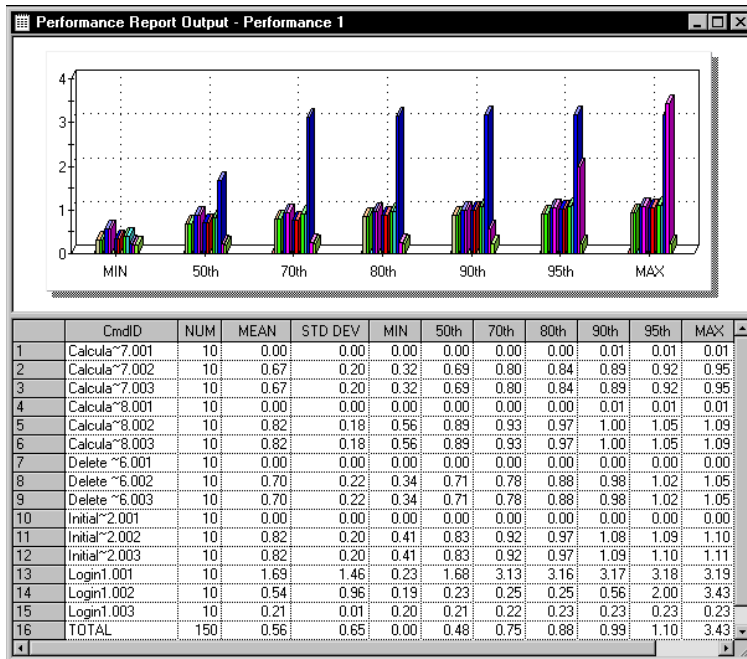
To define a new Performance report:

- Click **Reports > New > Performance**.





The following figure shows an example of a Performance report. The graph plots the seconds of response times against preset percentiles. Thus, this graph shows 15 bars for each percentile category because a total of 15 commands are graphed.



## What's in Performance Reports?

Performance reports contain the following information:

- **Cmd ID** – The command ID associated with the response.
- **NUM** – The number of responses for each command ID (the number of times each command ID appeared in the test log). In this example, each command ID has 10 responses.
- **MEAN** – The arithmetic mean of the response times of all commands and responses for each command ID.
- **STD DEV** – The standard deviation of the response times of all commands and responses for each command ID.
- **MIN** – The minimum response time for each command ID. In this example, the minimum response times range from 0.00 second, which means that the command took less than a hundredth of a second to complete, to 1.69 seconds.

- **50th, 70th, 80th, 90th, 95th** – The percentiles of the response times for each command ID.

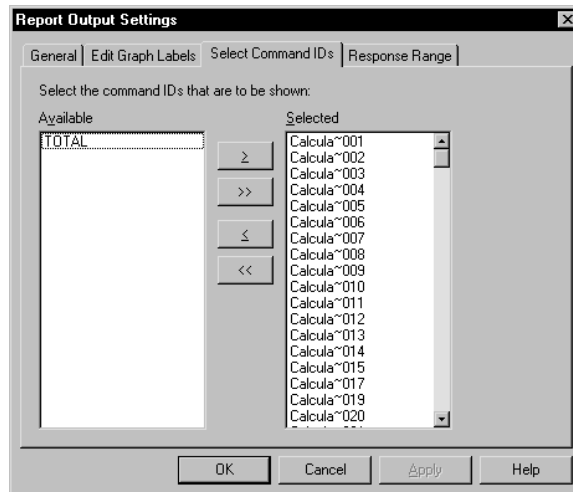
The percentiles compare the response times of each command ID. For example, the 50th column shows the 50th percentile of time for each command ID. This means that half of the commands had a shorter response time and half had a longer response time.

In this example, the 50th percentile of Calcula~7.002 is .69. This means that 50% of the response times are less than 0.69 seconds. The 95th percentile of Calcula~7.002 is .92. This means that 95% of the response times are less than 0.92 seconds.

- **MAX** – The maximum response time of all responses for each command ID. In this example, they range from 0.01 second to 3.43 seconds.

The total response time is listed in the table but is not displayed in the graph because, to a casual onlooker, a graph that includes this total might appear skewed. However, you can display the total response time. To display the total response time in the graph:

- 1 From a Performance report, right-click the graph and select **Settings**.



- 2 Click the **Select Commands IDs** tab, and then select **TOTAL**.

## Compare Performance Reports

The Compare Performance report compares response times measured by Performance reports. After you have generated several Performance reports, you can use a Compare Performance report to compare the values of a specific field in each of those reports. You also can compare reports that show different numbers of virtual testers or compare reports from runs on different system configurations.

Compare Performance reports allow you to see how benchmark information differs for various workloads. For example, you can run the same test with increasing workloads, and then compare the Performance reports of the test runs to see how performance changes under an ever increasing workload.

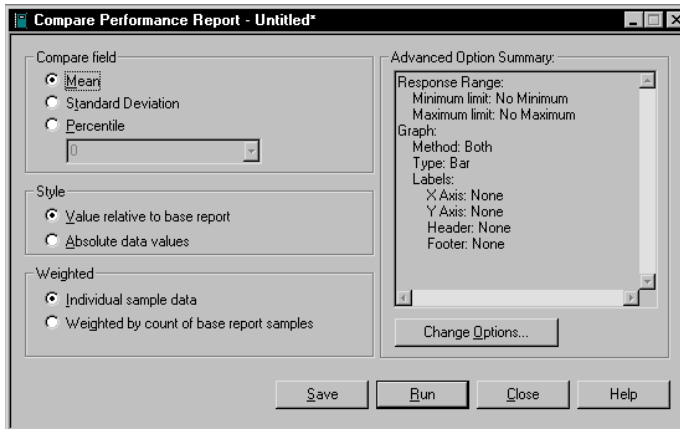
When you run a Compare Performance report, you specify the base Performance report and up to six other Performance reports.

## Defining a Compare Performance Report

Defining a Compare Performance report is similar to defining other reports.

To define a new Compare Performance report:

- Click **Reports > New > Compare Performance**.



When you define a Compare Performance report, you must define the following:

- The fields to compare in the selected Performance reports:
  - **Mean** – Compares the mean value of the response times.
  - **Standard Deviation** – Compares the standard deviation for the response times.

- **Percentile** – Compares the response times based on the percentile that you select. The percentile must be in the Performance report. For example, if the Performance reports calculate the 50, 70, 80, 90, and 95 percentiles, the Compare Performance report must use one of these percentiles.
- The style of the comparison relative to the base Performance report:
  - **Value relative to base report** – Compares the response times relative to the base Performance report. With this option, the first column in the report (the base Performance report) is always 1, and the other columns are relative to it. For example, if the base report lists a response time as 2.5 and another report lists the response time as 5, the Compare Performance report lists them as 1 and 2.
  - **Absolute data values** – The indicated response times appear in the report. For example, if the base report lists a response time as 2.5 and another report lists the response time as 5, the Compare Performance report lists them as 2.5 and 5.
- The weight of the response times that occur most frequently:
  - **Individual sample data** – The response times are not weighted. A command ID that occurs ten times and a command ID that occurs 100 times have an equal influence on the response time statistics.
  - **Weighted by count of base report samples** – The response times are weighted to reflect the frequency of occurrence of the command ID to which they correspond. Command IDs that occur more frequently have more influence on the response time statistics, and command IDs that occur less frequently have less influence on the statistics.

**Note:** For more information about advanced options, see the TestManager Help.

## What's in Compare Performance Reports?

A Compare Performance report can compare reports in a number of ways. It can compare reports absolutely or it can compare reports relative to a base report. In addition, the response times can be weighted so that command IDs that occur frequently have more influence, or they can be unweighted so that each command ID has equal influence.

There are four versions of the Compare Performance report:

- Absolute
- Weighted absolute
- Relative
- Weighted relative

## Absolute Reports

Absolute reports display the actual values of the response times, in seconds. The final line of the report gives the arithmetic sum of the response times.

To define an Absolute report:

- Click **Reports > New > Compare Performance**, and then select the **Absolute data values** and the **Individual sample data** options.

The following figure shows the last few lines of an Absolute report:

	CmdID	Build 1	Build 1	Build 1	Build 1
		Default	Default	Default	Default
		Suite 1 Users 1 #1	Suite 1 Users 5 #19	Suite 1 Users 10 #20	Suite 1 Users 20 #17
		Performance 1--1 user	Performance 1--5 users	Performance 1 -- 10 Users	Performance 1 -- 20 Users
95	Modify ~5,012	1.35	1.04	1.24	0.86
96	Print P~9,001	0.00	0.00	0.00	0.00
97	Print P~9,002	0.44	0.40	0.59	0.65
98	Print P~9,003	0.44	0.40	0.59	0.65
99	Read Re~4,001	0.00	0.01	0.01	0.00
100	Read Re~4,002	0.56	0.73	0.66	0.64
101	Read Re~4,003	0.56	0.73	0.67	0.64
102	Read Re~4,004	0.00	0.07	0.01	0.00
103	Read Re~4,005	0.65	0.88	0.62	0.74
104	Read Re~4,006	0.65	1.02	0.70	0.75
105	SUM	48.21	59.79	62.36	77.77

## Weighted Absolute Reports

Weighted Absolute reports weigh response times by their frequency of occurrence and are useful for comparing total response times.

To define a Weighted Absolute report:

- Click **Reports > New > Compare Performance**, and then select the **Absolute data values** and the **Weighted by count of base report samples** options.

The weight applied is equal to the number of valid responses for that command ID in each report. If the command IDs in the reports have a different number of responses, TestManager uses the smallest nonzero number as the weight.

The weighted absolute value is the product of this weight and the absolute value for the response time. The final line of the weighted absolute Compare Performance report gives the arithmetic sum of the weighted response times for each report.

The following figure shows the last few lines of a Weighted Absolute report:

	CmdID	Build 1	Build 1	Build 1	Build 1
		Default	Default	Default	Default
		Suite 1 Users 1 #1	Suite 1 Users 5 #19	Suite 1 Users 10 #20	Suite 1 Users 20 #17
		Performance 1-1 user	Performance 1-5 users	Performance 1 - 10 Users	Performance 1 - 20 Users
95	Modify ~5.012	1.35	1.04	1.24	0.86
96	Print P~9.001	0.00	0.00	0.00	0.00
97	Print P~9.002	0.44	0.40	0.59	0.65
98	Print P~9.003	0.44	0.40	0.59	0.65
99	Read Re~4.001	0.00	0.01	0.01	0.00
100	Read Re~4.002	0.56	0.73	0.66	0.64
101	Read Re~4.003	0.56	0.73	0.67	0.64
102	Read Re~4.004	0.00	0.07	0.01	0.00
103	Read Re~4.005	0.65	0.88	0.62	0.74
104	Read Re~4.006	0.65	1.02	0.70	0.75
105	WEIGHTED SUM	48.21	59.79	62.36	77.77

## Relative Reports

Relative reports list the base response time as 1.00 and the other response times relative to that base.

To define a Relative report:

- Click **Reports > New > Compare Performance**, and then select the **Value relative to base report** and the **Individual sample data** options.

The final line of the report gives the geometric mean of the relative response times for each report. To determine the geometric mean, TestManager multiplies the response times and then takes a root of the product equal to the number of response times.

For example, if there are five response times, TestManager multiplies them together and takes the fifth root of the product.

Mathematically, the geometric mean of a set of values  $x_1, x_2, \dots, x_k$  is expressed as:

$$(x_1 x_2 \dots x_k)^{1/k}$$

The following figure shows the last few lines of a Relative report:

	CmdID	Build 1	Build 1	Build 1	Build 1
		Default	Default	Default	Default
		Suite 1 Users 1 #1	Suite 1 Users 5 #19	Suite 1 Users 10 #20	Suite 1 Users 20 #17
		Performance 1--1 user	Performance 1--5 users	Performance 1 -- 10 Users	Performance 1 -- 20 Users
95	Modify ~5.012	1.00	0.77	0.92	0.64
96	Print P~9.001	1.00	1.00	1.00	1.00
97	Print P~9.002	1.00	0.91	1.34	1.48
98	Print P~9.003	1.00	0.91	1.34	1.48
99	Read Re~4.001	1.00	10.00	10.00	1.00
100	Read Re~4.002	1.00	1.30	1.18	1.14
101	Read Re~4.003	1.00	1.30	1.20	1.14
102	Read Re~4.004	1.00	70.00	10.00	1.00
103	Read Re~4.005	1.00	1.35	0.95	1.14
104	Read Re~4.006	1.00	1.57	1.08	1.15
105	GEO MEAN	1.00	1.75	1.80	1.73

### Weighted Relative Reports

This report is the same as the Relative report, except that it also lists the weighted geometric mean.

To define a Weighted Relative report:

- Click **Reports > New > Compare Performance**, and then select the **Value relative to base report** and the **Weighted by count of base report samples** options.

The weighted geometric mean differs from the geometric mean in that it takes into account the frequency with which the different command IDs occur. Frequently used command IDs have a greater influence on the weighted geometric mean than infrequently used ones—in contrast to the geometric mean, where all command IDs have equal influence.

The weight applied when calculating the weighted geometric mean for each command ID equals the number of valid responses for that ID in each report being compared. If the number of valid responses for a command ID differs among the reports, the smallest nonzero count is used as its weight.

Mathematically, the weighted geometric mean of a set of values  $x_1, x_2, \dots, x_k$  with frequencies (weights) of  $f_1, f_2, \dots, f_k$ , where  $f_1 + f_2 + \dots + f_k = N$ , is expressed as:

$$(x_1^{f_1} x_2^{f_2} \dots x_k^{f_k})^{1/N}$$

The following figure shows the last few lines of a Weighted Relative report:

	CmdID	Build 1	Build 1	Build 1	Build 1
		Default	Default	Default	Default
		Suite 1 Users 1 #1	Suite 1 Users 5 #19	Suite 1 Users 10 #20	Suite 1 Users 20 #17
		Performance 1--1 user	Performance 1--5 users	Performance 1 -- 10 Users	Performance 1 -- 20 Users
95	Modify ~5.012	1.00	0.77	0.92	0.64
96	Print P~9.001	1.00	1.00	1.00	1.00
97	Print P~9.002	1.00	0.91	1.34	1.48
98	Print P~9.003	1.00	0.91	1.34	1.48
99	Read Re~4.001	1.00	10.00	10.00	1.00
100	Read Re~4.002	1.00	1.30	1.18	1.14
101	Read Re~4.003	1.00	1.30	1.20	1.14
102	Read Re~4.004	1.00	70.00	10.00	1.00
103	Read Re~4.005	1.00	1.35	0.95	1.14
104	Read Re~4.006	1.00	1.57	1.08	1.15
105	GEO MEAN	1.00	1.75	1.80	1.73
106	WGHT GMEAN	1.00	1.75	1.80	1.73

### N/A and Undefined Responses

Occasionally, you might see the strings n/a and Undefn in a Compare Performance report. The following table describes when TestManager displays these strings:

If	Then the Compare Performance report
A command ID is in the base report but does not occur in the other reports.	Lists <b>n/a</b> for that command ID in the table and does not include information for that command ID in the report graph.
A command ID is in the report but does not occur in the base report.	Ignores that command ID.
You are producing a Relative report, and some command IDs have a response time of 0.	Lists the response time as <b>0</b> in the base report, and lists the other results corresponding to that command ID as <b>Undefn</b> .
All the response times for a report are listed as <b>n/a</b> or <b>Undefn</b> .	Lists the geometric mean or sum as <b>n/a</b> .

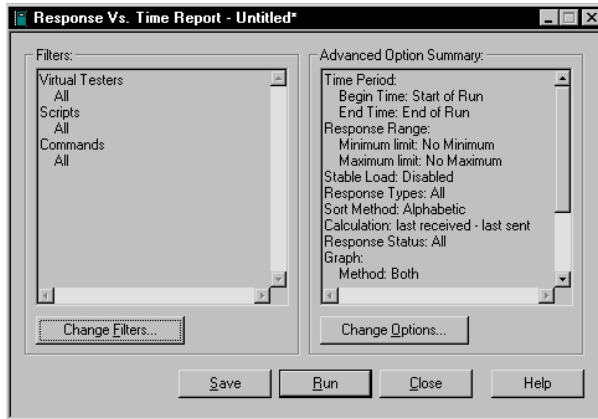
### Response vs. Time Reports

Response vs. Time reports display individual response times. Response vs. Time reports use the same input data as Performance reports, and sort and filter data similarly. However, Response vs. Time reports show each command ID individually, whereas Performance reports group responses with the same command ID.



To define a new Response vs. Time report:

- Click **Reports > New > Response vs. Time**.



Response vs. Time reports are useful for the following tasks:

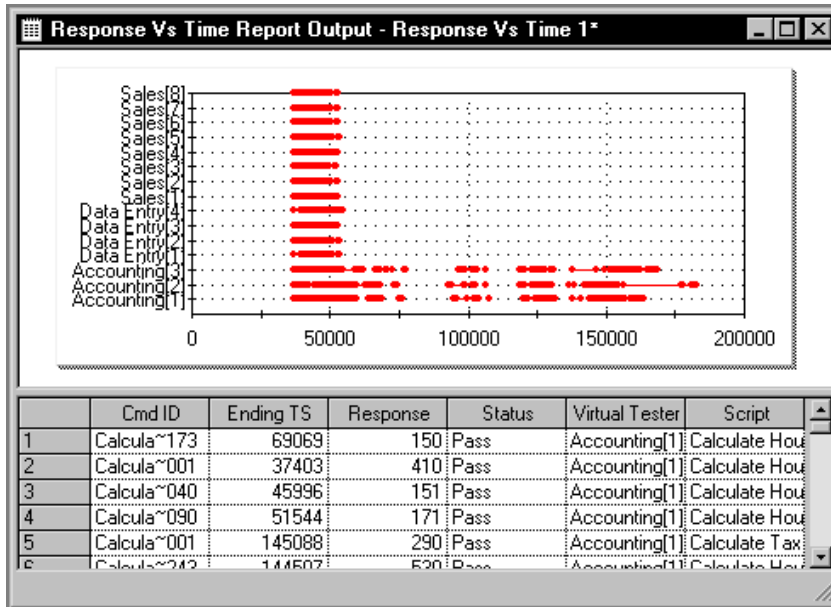
- Checking the trend in the response time. The Response vs. Time report shows the response time versus the elapsed time of the suite run.

The response time should be clustered around one point rather than getting progressively longer or shorter. If the trend changes, check that you have excluded logon and setup time in your results. The worst case is that you might need to change your test design.

- Checking any spikes in the response time. If the response time is relatively flat except for one or two spikes, you might want to investigate the cause of the spikes.
- Filtering the data so that it contains only one command ID, and then graphing that command ID as a histogram.
- Checking the resources used by a computer in the run (optional).

To see the resources used, right-click the Response vs. Time report and select a computer.

The following figure shows a Response vs. Time report.



The graph plots each virtual tester versus the response time in milliseconds. The graph contains many short lines that resemble dots. The lines indicate that the response times for all the virtual testers are quite short. The longer a line is on the X axis, the longer the response time, because the X axis graphs the response time.

## What's in Response vs. Time Reports?

Typically, Response vs. Time reports contain two sections, one for expected responses and one for unexpected responses. The responses within each section are sorted by command ID. Within each command ID, responses are sorted by the ending time stamp.

Response vs. Time reports contain the following information:

- **Cmd ID** – The command ID associated with the response.
- **Ending TS** – The ending time stamp of the response. This time stamp corresponds to the value of the read-only time stamp variable for the response. The time stamp is the interval ending time stamp as defined by the Time Period report option.
- **Response** – The response time in milliseconds.
- **Status** – Displays **Pass** or **Fail** to indicate whether the response passed or failed.
- **Virtual Tester** – The virtual tester corresponding to the response.
- **Script** – The name of the test script corresponding to the response.



# Configuring Local and Agent Computers

# A

If your suite runs a large number of virtual testers, you must set certain system environment variables for the run to complete successfully. This appendix includes the following topics:

- Running more than 245 virtual testers
- Running more than 1000 virtual testers
- Running more than 1000 virtual testers on one NT computer
- High-volume performance testing on Windows platforms
- Running more than 24 virtual testers on a UNIX Agent
- Controlling TCP port numbers
- Setting up IP aliasing
- Assigning values to system environment variables

**Note:** For detailed procedures, see the TestManager Help.

## Running More Than 245 Virtual Testers

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If your suite runs more than 245 virtual testers total, you must change two settings in the NuTCRACKER operating environment on the Local computer. To run more than 245 virtual testers on an NT Agent computer, you must make the same changes on that Agent.

To change these settings:

- 1 Click **Start > Settings > Control Panel > Nutcracker**.
- 2 Click the **NuTC 4 Options** tab.
- 3 Select **Semaphore Settings** from the Category list.
- 4 Change the **Max Number of Semaphores** to  $N + S + 10$ , where  $N$  is the number of virtual testers that you want to run and  $S$  is the number of shared variables used by scripts in the suite.
- 5 Repeat for **Max Number of Semaphores Per ID**.

- 6 Click **OK**.
- 7 Click **Restart Later**.
- 8 Restart NT.

## Running More Than 1000 Virtual Testers

---

If your suite runs more than 1000 virtual testers total, you must create an environment variable that sets the minimum shared memory size on the Local computer. To run more than 1000 virtual testers on an NT Agent computer, you must make the same changes on that Agent.

To create and set this environment variable:

- 1 Click **Start > Settings > Control Panel > System**.
- 2 Click the **Environment** tab.
- 3 Create an environment variable named `RT_MASTER_SHM_MINSZ`, and set its value to  $700 * N$ , where  $N$  is the number of virtual testers that you want to run.  
  
On the Local computer,  $N$  is the total number of virtual testers for the entire run.  
On the Agent computer,  $N$  is the number of virtual testers that run on that Agent.
- 4 Click **Set** and then click **OK**.
- 5 Restart NT.

## Running More Than 1000 Virtual Testers on One NT Computer

---

If your suite runs more than 1000 virtual testers on an NT computer, you must create and set a system environment variable on each NT computer running more than 1000 virtual testers.

To create and set this environment variable:

- 1 Click **Start > Settings > Control Panel > System**.
- 2 Click the **Environment** tab.
- 3 Create an environment variable named `RT_MASTER_NTUSERLIMIT`, and set its value to the number of virtual testers that you want to run.
- 4 Click **Set**, and then click **OK**.
- 5 Restart TestManger (on the Local computer) or the test Agent (on the Agent computer) for the new setting to take effect on that computer.

# High-Volume Performance Testing in Windows Platforms

To further customize system settings for high-volume testing on a single Windows-based computer (600 to 1000 testers or more), you must edit the registry to increase desktop heap memory (memory used for dynamic memory allocation).

**Warning:** Exercise extreme caution when modifying the registry. Backup the registry and understand how to restore the registry from backup before proceeding.

To increase desktop heap:

- 1 Open the Windows Registry Editor. Click **Start > Run**, then type **regedit** and click **OK**.
- 2 Locate the following key:

Key	HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Control\Session Manager\SubSystems
Name	Windows
Value	%SystemRoot%\system32\csrss.exe ObjectDirectory=\Windows SharedSection=1024,3072,512 Windows=On SubSystem Type=Windows ServerDll=basesrv,1 ServerDll=winsrv:UserServerDllInitialization,3 ServerDll=winsrv:ConServerDllInitialization,2 ProfileControl=Off MaxRequestThreads=16
Type	REG_EXPAND_SZ

- 3 Edit the string “SharedSection=xxxx,yyyy,zzzz” as follows:

**Note:** Edit this string *only*.

xxxx	The first value listed applies to the desktop heap common to all desktops. Leave this value unmodified.
yyyy	<p>The second value applies to the system-wide desktop heap and controls the heap used for all Windows objects. The value must be sufficiently large for the number of virtual testers desired. Allow for approximately 5K per virtual tester for Windows NT and Windows 2000, and 10K per virtual tester for Windows XP.</p> <p>This value must be set on the computer on which the virtual testers are running. For example, set this value on an agent computer on which virtual testers are running, but not necessarily on a local computer running a test unless the virtual testers are running there.</p> <p>This setting only applies if the Rational Test Agent is run from the desktop. It has no effect if the test agent is run as a service. Modify the non-interactive desktop heap instead.</p>

zzzz	<p>The third value applies to non-interactive desktop heap. If this parameter is missing from your registry, the default value will be 512K.</p> <p>If you are running Rational Test Agent as a service, do not modify system-wide desktop heap. Instead modify this non-interactive desktop heap value, setting it to an amount appropriate for the number of virtual testers you are running. Allow for approximately 5K per virtual tester for Windows NT and Windows 2000, and 10K per virtual tester for Windows XP.</p>
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For example, if using the test machine as an agent, set up the SharedSection value for 2,000 virtual testers as follows:

```
SharedSection=1024,10000,512
```

- 4 Reboot the system for changes to take effect.

Increasing desktop heap can allow an ill-behaving application to consume more resources than desired. While increasing heap will allow more virtual testers to run, it also decreases the number of desktops that can be created. These values should only be increased by an amount sufficient to run the number of virtual testers desired.

## Running More Than 24 Virtual Testers on a UNIX Agent

---

If your suite runs more than 24 virtual testers on a UNIX Agent computer, you must set the following system environment variables:



System Environment Variable	Value
Total TestManager processes (NPROC, MAXUP)	The number of virtual testers on the Agent + 5.
Total open files (NFILE, NINODE)	$(6 * N) + (open\_files * N) + (connections * N)$ <i>N</i> is the number of virtual testers on the Agent. <i>open_files</i> is the number of files explicitly opened within test scripts. <i>connections</i> is the number of connections open concurrently.
Total system-wide shared memory (SHMALL/SHMMAX)	$724 + 5609N + 16S + 13G + group\_names$ bytes <i>N</i> is the number of virtual testers on the Agent. <i>S</i> is the number of shared variables in all the test scripts in the suite. <i>G</i> is the number of user groups in the suite. <i>group_names</i> is the length of all user group names in the suite.
Semaphore set IDs (SEMMNI, SEMMAP)	1
Total semaphores (SEMMNS)	The number of virtual testers on the Agent.
Semaphores per set (SEMMSL)	The number of virtual testers on the Agent.

**Note:** These values are in addition to the requirements of other system processes or applications. The current system values should *not* be decreased. For example, if other system processes require SEMMNI=10, do not decrease the value to 1.

For example, for a Solaris Agent running 2000-4000 virtual testers, set system environment variables as follows:

```
set semsys:seminfo_semmap=1024
set semsys:seminfo_semmni=4096
set semsys:seminfo_semmns=4096
set semsys:seminfo_semmnu=4096
set semsys:seminfo_semmsl=4096
set semsys:seminfo_semopm=50
set semsys:seminfo_semume=64
set shmsys:seminfo_shmmni=1024
set shmsys:seminfo_shmmax=100072000
set shmsys:seminfo_shmseg=100
set shmsys:seminfo_shmmin=1
```

## Controlling TCP Port Numbers

---

The `rtmstr_v` and `rtmstr_s` network services control the ports on the Local computer to which the Agent communication software connects. These network services allow tests to be run with Local and Agent computers on different networks separated by a firewall, by controlling the ports to which the listening Local server processes bind.

In a test run involving Agents, there are multiple socket connections between the Local computer and each Agent.

Connections made from the Local to the Agent computer are always made to a single well-known port on which the Agent is listening. This port defaults to 8800.

Two connections are made from each Agent computer to the Local computer, one to a Local server process named `rtvsrv` and another to a Local server process named `rtssrv`. Each server process listens on a separate port. The processes do not bind to a specific port; instead the Local computer's operating system chooses a port dynamically. The Local computer then communicates these port values to the Agent during run initialization. (Note that all Agents connect to the same two ports on the Local computer.) These two dynamically chosen ports on the Local computer cause firewall administration problems because the two ports to be used cannot be determined in advance.

You can control this problem by using the optional presence of network services (the traditional TCP/UDP network services defined in an `/etc/services` file, not to be confused with an NT service). On NT, the services file is found in `drive\WINNT\system32\drivers\etc\services`. There is one entry per line, which lists the service name, the port number, and the protocol (TCP or UDP).

Specifically, control over the ports is provided as follows:

`rtvsrv` binds to the port (in priority order):

- 1 The value of the TCP service named `rtmstr_v`, if defined.
- 2 If not defined, a port dynamically chosen by the system.

`rtssrv` binds to the port (in priority order):

- 1 The value of the TCP service named `rtmstr_s`, if defined.
- 2 If not defined, a port dynamically chosen by the system.

The ports defined by these two services are independent. That is, they do not need to be adjacent nor related to the well-known Agent port of 8800. They do need to be unique. We suggest using the ports 8801 and 8802 if they are not used for some other service on the Local computer.

For example, if you want the ports on the Local computer to be 8801 and 8802, add the following two lines to the services file:

```
rtmstr_s8801/tcp# TestStudio Master S server
rtmstr_v8802/tcp# TestStudio Master V server
```

In addition, the `rtagent` network service has been added to control the port at which the Agent listens. If the well-known Agent port of 8800 is already in use by another application on one or more Agent computers, an alternate port needs to be specified using the `rtagent` service.

The `rtagent` service is put in the services file in the same way that the network services `rtmstr_v` and `rtmstr_s` are put in the file. The difference is that the `rtagent` service must be defined on the Local computer and all Agents used in the testing run, and must be identical for all systems. The Agents must be rebooted after altering the service file.

For example, if you want the Agent to listen on port 8888, add the following line to the services file on both the Local and Agent computers:

```
rtagent8888/tcp# TestStudio Agent
```

## Setting Up IP Aliasing

---

TestManager provides IP aliasing, which allows many IP addresses to be assigned to the same physical system. Every virtual tester can be assigned a different IP address to realistically emulate your virtual tester community. The requests generated by these virtual testers receive responses back from the Web server with timing characteristics and validation recorded intact.

To use IP aliasing on any particular computer, the system administrator must set up the IP addresses on that system.

For Windows NT, this can be done with the **Settings > Control Panel > Network > Protocols > TCP/IP Protocol > Properties > Advanced > IP Addresses > Add**.

For UNIX, this can be done with the `ifconfig` (1) command line utility. See the `ifconfig` manual pages for specific details appropriate to that operating system. To set up large numbers of IP addresses, it is convenient to use a Perl or UNIX shell script. A sample Korn shell script for this purpose named `ipalias_setup` can be found in the bin directory of UNIX Agent installs. (You must have root privileges to set up IP aliases with `ifconfig`.)

Be careful when assigning IP addresses to a computer, because you may run into problems such as conflicting IP addresses or routing considerations. We recommend that IP addresses be assigned by a qualified network administrator.

After IP Aliasing is set up, open a suite, click **Suite > Edit Runtime**, and then select the **Enable IP Aliasing** check box.

If IP Aliasing is selected in the suite, at the beginning of a run, the TestManager software on each computer (Local or Agent) queries the system for all available IP addresses. Each suite scheduled to run on that computer is assigned an IP address from that list, in round-robin fashion. If a computer has more virtual testers than IP addresses, an IP address is assigned to multiple virtual testers. If a computer has fewer virtual testers than IP addresses, some IP addresses are not used. This approach optimizes the distribution of IP addresses regardless of the number of virtual testers scheduled on a computer and frees you from having to match IP addresses to specific virtual testers.

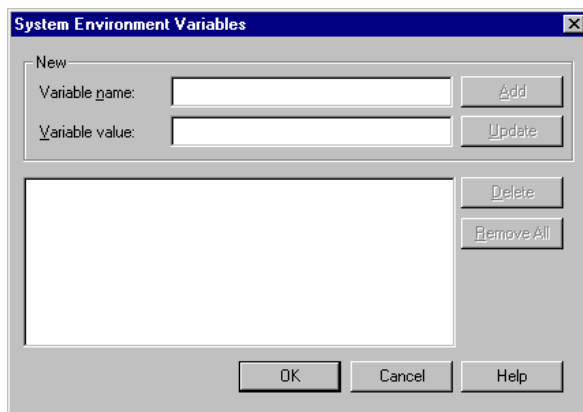
## Assigning Values to System Environment Variables

---

TestManager passes the system environment variables set on an Agent computer to each virtual tester. If you are using virtual testers to test a database server or application, you can override these system environment variables.

To override the value of a system environment variable:

- Click **Suite > Edit Settings**, and then click in the **Sys Environment Variables** column of the User Settings dialog box.



You can change the value of a previously set system environment variable in the System Environment Variables dialog box. For more information, see the TestManager Help.

You can set system environment variables for listed testing platforms as follows:

Testing Platform	System Environment Variable Settings
Oracle on a UNIX Agent	<p>Specify the directory that contains the client software in the variable ORACLE_HOME.</p> <p>Example:</p> <pre>ORACLE_HOME = /ora/app/oracle/product/8.0.5</pre> <p>If /var/opt/oracle does not contain tnsnames.ora, assign the pathname of the file to the variable TNS_ADMIN.</p> <p>Example: TNS_ADMIN = /home/uname/oracletest</p>
Sybase on a UNIX Agent	<p>Specify the directory that contains the client software in the variable SYBASE.</p> <p>Example: SYBASE = /usr/local/sybasec</p> <p>Specify the directory that contains the Sybase client libraries in the path of one of the following system environment variables:</p> <p>PATH (Windows)</p> <p>LD_LIBRARY_PATH (Solaris Agents)</p> <p>SHLIB_PATH (HP-UX Agents)</p> <p>LIBPATH (AIX Agents)</p>
Java on a UNIX Agent	<p>Specify the directory that contains the Java libraries in the variable LD_LIBRARY_PATH.</p> <p>Example:</p> <pre>LD_LIBRARY_PATH=/usr/jre118/lib/linux/native_threads</pre> <p>When the Agent computer is also using third-party software (such as IBMWebSphere) you must specify the directory location of that software's libraries in the system environment variable LD_LIBRARY_PATH in addition to the Java libraries.</p> <p>In addition, for Java Developers Kit version 1.1, you must also set the following variable:</p> <pre>JAVA_COMPILER=NONE</pre>

Testing Platform	System Environment Variable Settings
<p>Local or Agents running TUXEDO test scripts</p>	<p>Specify the directory that contains the client software in the variable TUXDIR.</p> <p>Set the NLSPATH environment variable to the path of the directory that contains the TUXEDO message file.</p> <p>Set the value of \$TUXDIR/lib to one of the following system environment variables:</p> <ul style="list-style-type: none"> <li>LD_LIBRARY_PATH (Solaris Agents)</li> <li>SHLIB_PATH (HP-UX Agents)</li> <li>LIBPATH (AIX Agents)</li> </ul> <p>For Windows NT Local computers, these must be defined only for TUXEDO client-only installations. The TUXEDO full runtime installation process sets them automatically. For more information, see the TUXEDO installation instructions.</p> <p>Set one of the following:</p> <p>The Workstation Listener's address to WSNADDR.</p> <p>Example:</p> <pre>WSNADDR=//sparky:36001 WSNADDR=00028CA1C0A8F0D6</pre> <p>The Workstation Listener's host name and port to WSLHOST and WSLPORT. These variables override WSNADDR, if set.</p> <p>Example:</p> <pre>WSLHOST=sparky WSLPORT=36001</pre>
<p>Local or Agents running TUXEDO test scripts that use FML typed buffer field names</p>	<p>Set a list of FML field table file names to FIELDTBLS. This variable is used by Agents running test scripts that contain FML typed buffer field name references. If this variable is not set, functions that use FML typed buffer field names that are not included in this list fails, causing dependent commands to fail.</p> <p>Example: FIELDTBLS=ct.fl dtbl,inv.fl dtbl</p> <p>Set the absolute pathname of the directory containing the FML field table file to FLDTBLDIR. This variable is used by Agents running test scripts that contain FML typed buffer field name references. If this variable is not set, functions that use FML typed buffer field names that are not included in this list (for example, tux_setbuf_int ()) fails, causing dependent commands to fail.</p> <p>Example: FLDTBLDIR=/u1/tuxapp/dat</p>

Testing Platform	System Environment Variable Settings
<p>Local or Agents running TUXEDO test scripts that use FML32 typed buffer field names</p>	<p>Set a list of FML32 field table file names to <code>FIELDTBLS32</code>. This variable is used by Agents that run test scripts that contain FML32 typed buffer field name references. If this variable is not set, functions that use FML32 typed buffer field names that are not included in this list will fail, causing dependent commands to fail.</p> <p>Example: <code>FIELDTBLS32=ct32.fldtbl,inv32.fldtbl</code></p> <p>Set the absolute pathname of the directory containing the FML32 field table files to <code>FLDTBLDIR32</code>. This variable is used by Agents running test scripts that contain FML32 typed buffer field name references. If this variable is not set, functions that use FML32 typed buffer field names that are not included in this list (such as <code>tux_setbuf_int()</code>) fails, causing dependent commands to fail.</p> <p>Example: <code>FLDTBLDIR32=/u1/tuxapp/dat</code></p>
<p>Local or Agents running TUXEDO test scripts that use <code>VIEW</code>, <code>X_COMMON</code>, or <code>X_C_TYPE</code> typed buffers</p>	<p>Set a list of view description file names to <code>VIEWFILES</code>. This variable is used by Agents running test scripts that use <code>VIEW</code>, <code>X_COMMON</code> or <code>X_C_TYPE</code> typed buffers. If this variable is not set, functions that use these typed buffers that are defined in view description files not in this list fails, causing dependent commands to fail.</p> <p>Example: <code>VIEWFILES=ct.v,inv.v</code></p> <p>Set the absolute pathname of the directory containing the view description files to <code>VIEWDIR</code>. If this variable is not set, <code>tux_tmalloc()</code> or <code>tux_alloc_buf()</code> calls that try to allocate a buffer of type <code>VIEW</code>, <code>X_COMMON</code>, or <code>X_C_TYPE</code> fails, causing dependent commands or functions to fail.</p> <p>Example:  <code>VIEWDIR=/u1/tuxapp/dat:/u1/tuxapp/dat2</code></p>
<p>Local or Agents running TUXEDO test scripts that use <code>VIEW32</code> typed buffers</p>	<p>Set a list of view description file names to <code>VIEWFILES32</code>. This variable is used by Agents running scripts that use <code>VIEW32</code> typed buffers. If this variable is not set, functions that use <code>VIEW32</code> typed buffers which are defined in view description files not in this list fails, causing dependent commands to fail.</p> <p>Example: <code>VIEWFILES32=ct32.v,inv32.v</code></p> <p>Set the absolute pathname of the directory containing the view description files to <code>VIEWDIR32</code>. This variable is used by Agents running test scripts that use <code>VIEW32</code> typed buffers. If this variable is not set, <code>tux_tmalloc()</code> or <code>tux_alloc_buf()</code> calls that try to allocate a buffer of type <code>VIEW32</code> fails, causing dependent commands or functions to fail.</p> <p>Example: <code>VIEWDIR32=/u1/tuxapp/dat</code></p>

Testing Platform	System Environment Variable Settings
Solaris Agents running TUXEDO test scripts	Set the TLI network service provider pathname to <code>WSDEVICE</code> . This value is typically <code>/dev/tcp</code> . If not set, playback terminates with an error message.  Example: <code>WSDEVICE=/dev/tcp</code>
INFORMIX on a UNIX Agent computer	Assign a valid entry in the <code>\$INFORMIXDIR/etc/sqlhosts</code> file to <code>INFORMIXSERVER</code> .  Assign a value to <code>INFORMIXDIR</code> . The value depends on your version of <code>INFORMIX CLI</code> and <code>INFORMIX ESQ/L/C</code> .



# Standard Datapool Data Types

# B

This appendix contains:

- A table of standard data types.
- A table of minimum and maximum ranges for the standard data types.

**Note:** For detailed procedures, see the TestManager Help.

## Standard Data Type Table

---

Data types supply datapool columns with their values. Assign data types to datapool columns when you define the columns in the Datapool Specification dialog box.

The standard data types listed in the following table are included with your Rational Test software. Use these data types to help populate the datapools that you create.

The standard data types (plus any user-defined data types you create) are listed in the Datapool Specification dialog box under the heading **Type**. You can use this dialog box to set **Type** and the other datapool column definitions (such as **Length** and **Interval**) listed in the following table.

Note that related data types (such as cities and states) are designed to supply appropriate pairings of values in a given datapool row. For example, if the Cities - U.S. data type supplies the value Boston to a row, the State Abbrev. - U.S. data type supplies the value MA to the row.

Standard data type name	Description	Examples
Address - Street	Street numbers and names. No period after abbreviations.	20 Maguire Road 860 S Los Angeles St 8th Fl 75 Wall St 22nd Fl
Cities - U.S.	Names of U.S. cities.	Lexington Cupertino Raleigh
Company Name	Company names (including designations such as Co and Inc where appropriate).	Rational Software Corp TSC Div Harper Lloyd Inc Sofinnova Inc
Date - Aug 10, 1994	<p>Dates in the format shown.</p> <p>The day portion of the string is always two characters. Days 1 through 9 begin with a blank space.</p> <p>To include the comma ( , ) as an ordinary character rather than as the .csv file delimiter, the dates are enclosed in double quotes when stored in the datapool.</p> <p>To set a range of dates from January 1, 1900 through December 31, 2050, set <b>Minimum</b> to 01011900 and <b>Maximum</b> to 12312050.</p>	<p>Oct 8, 1997 Jun 17, 1964 Nov 10, 1978</p> <p>If the comma is the delimiter, the values are stored in the datapool as follows:</p> <p>"Oct 8, 1997" "Jun 17, 1964" "Nov 10, 1978"</p>
Date - August 10, 1994	<p>Dates in the format shown.</p> <p>The day portion of the string is always two characters. Days 1 through 9 begin with a blank space.</p> <p>To include the comma ( , ) as an ordinary character rather than as the .csv file delimiter, the dates are enclosed in double quotes when stored in the datapool.</p> <p>To set a range of dates from January 1, 1900 through December 31, 2050, set <b>Minimum</b> to 01011900 and <b>Maximum</b> to 12312050.</p>	<p>October 8, 1997 June 17, 1964 November 10, 1978</p> <p>If the comma is the delimiter, the values are stored in the datapool as follows:</p> <p>"October 8, 1997" "June 17, 1964" "November 10, 1978"</p>

Standard data type name	Description	Examples
Date - MM/DD/YY	<p>Dates in the format shown.</p> <p>You can only specify a range of dates in the same century (that is, the year in <b>Maximum</b> must be greater than the year in <b>Minimum</b>).</p> <p>To include the slashes ( / ) as ordinary characters rather than as the .csv file delimiter, the dates are enclosed in double quotes when stored in the datapool.</p> <p>To set a range of dates from January 1, 1900 through December 31, 1999, set <b>Minimum</b> to 010100 and <b>Maximum</b> to 123199.</p>	<p>10/08/97 06/17/64 11/10/78</p> <p>If the slash is the delimiter, the values are stored in the datapool as follows: "10/08/97" "06/17/64" "11/10/78"</p>
Date - MM/DD/YYYY	<p>Dates in the format shown.</p> <p>To include the slashes ( / ) as ordinary characters rather than as the .csv file delimiter, the dates are enclosed in double quotes when stored in the datapool.</p> <p>To set a range of dates from January 1, 1900 through December 31, 2050, set <b>Minimum</b> to 01011900 and <b>Maximum</b> to 12312050.</p>	<p>10/08/1997 06/17/1964 11/10/1978</p> <p>If the slash is the delimiter, the values are stored in the datapool as follows: "10/08/1997" "06/17/1964" "11/10/1978"</p>
Date - MMDDYY	<p>Dates in the format shown.</p> <p>You can only specify a range of dates in the same century (that is, the year in <b>Maximum</b> must be greater than the year in <b>Minimum</b>).</p> <p>To set a range of dates from January 1, 1900 through December 31, 1999, set <b>Minimum</b> to 010100 and <b>Maximum</b> to 123199.</p>	<p>100897 061764 111078</p>
Date - MM-DD-YY	<p>Dates in the format shown.</p> <p>You can only specify a range of dates in the same century (that is, the year in <b>Maximum</b> must be greater than the year in <b>Minimum</b>).</p> <p>To set a range of dates from January 1, 1900 through December 31, 1999, set <b>Minimum</b> to 010100 and <b>Maximum</b> to 123199.</p>	<p>10-08-97 06-17-64 11-10-78</p>
Date - MMDDYYYY	<p>Dates in the format shown.</p> <p>To set a range of dates from January 1, 1900 through December 31, 2050, set <b>Minimum</b> to 01011900 and <b>Maximum</b> to 12312050.</p>	<p>10081997 06171964 11101978</p>
Date - MM-DD-YYYY	<p>Dates in the format shown.</p> <p>To set a range of dates from January 1, 1900 through December 31, 2050, set <b>Minimum</b> to 01011900 and <b>Maximum</b> to 12312050.</p>	<p>10-08-1997 06-17-1964 11-10-1978</p>

Standard data type name	Description	Examples
Date - YYYY/MM/DD	Dates in the format shown. To include the slashes ( / ) as ordinary characters rather than as the .csv file delimiter, the dates are enclosed in double quotes when stored in the datapool. To set a range of dates from January 1, 1900 through December 31, 2050, set <b>Minimum</b> to 19000101 and <b>Maximum</b> to 20501231.	1997/10/08 1964/06/17 1978/11/10 If the slash is the delimiter, the values are stored in the datapool as follows: "1997/10/08" "1964/06/17" "1978/11/10"
Date - YYYYMMDD	Dates in the format shown. To set a range of dates from January 1, 1900 through December 31, 2050, set <b>Minimum</b> to 19000101 and <b>Maximum</b> to 20501231.	19971008 19640617 19781110
Date, Julian - DDDYY	Dates in the format shown. DDD is the total number of days that have passed in a year. For example, January 1 is 001, and February 1 is 032. To set a range of dates from January 1, 1900 through December 31, 1999, set <b>Minimum</b> to 00100 and <b>Maximum</b> to 36599.	28197 16964 31478
Date, Julian - DDDYYYY	Dates in the format shown. DDD is the total number of days that have passed in a year. For example, January 1 is 001, and February 1 is 032. To set a range of dates from January 1, 1900 through December 31, 2050, set <b>Minimum</b> to 0011900 and <b>Maximum</b> to 3652050.	2811997 1691964 3141978
Date, Julian - YYDDD	Dates in the format shown. DDD is the total number of days that have passed in a year. For example, January 1 is 001, and February 1 is 032. To set a range of dates from January 1, 1900 through December 31, 1999, set <b>Minimum</b> to 00001 and <b>Maximum</b> to 99365.	97281 64169 78314
Date, Julian - YYYYDDD	Dates in the format shown. DDD is the total number of days that have passed in a year. For example, January 1 is 001, and February 1 is 032. To set a range of dates from January 1, 1900 through December 31, 2050, set <b>Minimum</b> to 1900001 and <b>Maximum</b> to 2050365.	1997281 1964169 1978314

Standard data type name	Description	Examples
Float - X.XXX	<p>Positive and negative decimal numbers in the format shown.</p> <p>Set <b>Length</b> to the number of decimal places to allow (up to 6).</p> <p>Set <b>Minimum</b> and <b>Maximum</b> to the range of numbers to generate.</p> <p>To generate numbers with more than 9 digits (the maximum allowed with the Integers - Signed data type), use the Float - X.XXX data type and set <b>Decimals</b> to 0.</p>	<p>243.63918 -95.99 155075028157503</p>
Float - X.XXXE+NN	<p>Positive and negative decimal numbers in the exponential notation format shown.</p> <p>Set <b>Length</b> to the number of decimal places to allow (up to 6).</p> <p>Set <b>Minimum</b> and <b>Maximum</b> to the range of numbers to generate.</p>	<p>4.0285177E+068 -3.2381443E+024 8.8373255E+119</p>
Gender	<p>Either M or F, with no following period.</p>	<p>M F</p>
Hexadecimal	<p>Hexadecimal numbers.</p>	<p>1d6b77 ff 3824e7d</p>
Integers - Signed	<p>Positive and negative whole numbers. This is the default data type.</p> <p>To include negative numbers in the list of generated values, set <b>Minimum</b> to the lowest negative number you want to allow.</p> <p>Maximum range:</p> <ul style="list-style-type: none"> <li>■ <b>Minimum</b> = -999999999 (-999,999,999)</li> <li>■ <b>Maximum</b> = 999999999 (999,999,999)</li> </ul> <p>For larger numbers, use a float data type.</p> <p>If you do not specify a range, the default range is 0 through 999,999,999.</p> <p>Use this data type to generate unique data in a datapool column (for example, when you need a “key” field of unique data). You can also use Read From File and user-defined data types to generate unique data.</p>	<p>1349 -392993 441393316</p>

Standard data type name	Description	Examples
Name - Middle	Masculine and feminine middle names. If the middle name is preceded by a field with masculine or feminine value (such as a masculine or feminine first name), the middle name is in the same gender category as the earlier field.	Richard Theresa Julius
Name - Prefix	Mr or Ms, with no following period. If the name prefix is preceded by a field with masculine or feminine value (such as a masculine or feminine gender designation), the name prefix is in the same gender category as the earlier field.	Mr Ms
Names - First	Masculine and feminine first names. If the first name is preceded by a field with masculine or feminine value (such as a masculine or feminine name prefix), the first name is in the same gender category as the earlier field.	Richard Theresa Julius
Names - Last	Surnames.	Swidler Larned Buckingham
Names - Middle Initial	Middle initials only, with no following period.	B M L
Packed Decimal	A number where each digit is represented by four bits. Digits are nonprintable. Note that commas and other characters that can be used to represent a packed decimal number may cause unpredictable results when the datapool file is read.	Nonprintable digits.
Phone - 10 Digit	Telephone area codes, appropriate exchanges, and numbers.	7816762400 4123818993 5052658498
Phone - Area Code	Telephone area codes. To generate correct area code lengths, set <b>Length</b> to 3.	781 412 505
Phone - Exchange	Telephone exchanges. To generate correct exchange lengths, set <b>Length</b> to 3.	676 381 265

Standard data type name	Description	Examples
Phone - Suffix	Four-digit telephone numbers (telephone numbers without area code or exchange). To generate correct telephone number suffix lengths, set <b>Length</b> to 4.	2400 8993 8498
Random Alphanumeric String	Strings of random uppercase and lowercase letters. <b>Length</b> determines the number of characters generated.	AQSEFuOZUIUpAGsEM DESieAiRFiEqiEIDiicEw edEIDilcisewsDIEdgP
Random Alphanumeric String	Strings of random uppercase and lowercase letters and digits. <b>Length</b> determines the number of characters generated.	AYcHI8WmeMeM0AK4 Hsk9vGAQU79esDE 7Eeis93k4ELXie7S32siDI4E
Read From File	Assigns values from an ASCII text file to the datapool column. For example, you could export a database column to a text file, and then use this data type to assign the values in the file to a datapool column.  You can use this data type to generate unique data. You can also use the Integers - Signed and user-defined data types to generate unique data.  For information about using this data type, see <i>Creating a Column of Values Outside Rational Test</i> on page 328.	Any values in an ASCII text file.
Space Character	An empty string.	""
State Abbrev. - U.S.	Two-character state abbreviations.	MA CA NC
String Constant	A constant with the value of <b>Seed</b> . The datapool column is filled with this one alphanumeric value.	1234 AAA 1b1b
Time - HH.MM.SS	Times in the format shown. Hours range from 00 (midnight) through 23 (11 pm). To set a range of times from midnight to 2 pm, set <b>Minimum</b> to 0 and <b>Maximum</b> to 140000.	00.00.00 (midnight) 11.14.38 21.44.19

Standard data type name	Description	Examples
Time - HH:MM:SS	Times in the format shown. Hours range from 00 (midnight) through 23 (11 pm). To include the colons ( : ) as ordinary characters rather than as the .csv file delimiter, the dates are enclosed in double quotes when stored in the datapool. To set a range of times from midnight to 2 pm, set <b>Minimum</b> to 0 and <b>Maximum</b> to 140000.	00:00:00 (midnight) 11:14:38 21:44:19  If the colon is the delimiter, the values are stored in the datapool as follows: "00:00:00" (midnight) "11:14:38" "21:44:19"
Time - HHMMSS	Times in the format shown. Hours range from 00 (midnight) through 23 (11 pm). To set a range of times from midnight to 2 pm, set <b>Minimum</b> to 0 and <b>Maximum</b> to 140000.	000000 (midnight) 111438 214419
Zip Code - 5 Digit	Five-digit U.S. postal zip codes. To generate the correct zip code lengths, set <b>Length</b> to 5.	02173 95401 84104
Zip Code - 9 Digit	Nine-digit U. S. postal zip codes.	021733104 954012694 841040190
Zip Code - 9 Digit with Dash	Nine-digit U.S. postal zip codes with a dash between the fifth and sixth digits.	02173-3104 95401-2694 84104-0190
Zoned Decimal	Zoned decimal numbers.	3086036 450 499658196



## Data Type Ranges

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The following table lists the minimum and maximum ranges for the standard data types:

Type of range	Limitation
Maximum hours	23
Maximum minutes	59
Maximum seconds	59
Maximum two-digit year	99
Maximum four-digit year	9999
Maximum months	12
Minimum six-digit date	010100 (January 1, 00)
Maximum six-digit date	123199 (December 31, 9999)
Minimum eight-digit date	01010000 (January 1, 0000)
Maximum eight-digit date	12319999 (December 31, 9999)
Minimum negative integer (Integers - Signed)	-999999999 (-999,999,999)
Maximum positive integer (Integers - Signed)	999999999 (999,999,999)
Maximum decimal places (Float data types)	6
Male/Female title	Mr, Ms
Gender designation	M, F



This appendix provides an overview of Rational ManualTest Web Execution, a feature of Rational TestManager, that lets you run a test case with a manual test script implementation from a Web browser. The appendix includes the following topics:

- About ManualTest Web execution
- Overview of tasks
- About shared projects
- How to run a test case from a Web browser
- Viewing the results
- Troubleshooting

**Note:** For detailed procedures, see the TestManager Help.

## About ManualTest Web Execution

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A *manual test script* is a set of testing instructions that are run by a human tester. A manual test script can consist of steps and verification points that you type into a manual test script using Rational ManualTest. After you create a manual test script and associate it with a test case, creating a test case implementation, you can run the test case from a Web browser. For information about creating a manual test script, see *Creating Manual Test Scripts* on page 87. For information about test case implementations, see *Associating an Implementation with a Test Case* on page 92.

With the **ManualTest Web Execution** component of TestManager, you can:

- Run a test case with a manual test script implementation from a Web browser. The advantage to using the ManualTest Execution feature of TestManager is that you only need Web browser software to run a test case with a manual test script implementation.
- Indicate results and add comments as you perform each task in a manual test script. These results appear in a test log.
- Include your test case results in a TestManager report.

When you run a test case, you view and record the results of performing the manual steps and verification points in the manual test script.

**Note:** You can run a test case from a Web browser only if it has a manual test script implementation; you cannot run a test case with an automated test script implementation from a Web browser. If a test case has both a manual test script and an automated test script implementation, only test cases with a manual test script implementation appear in the ManualTest Web Execution component of TestManager. You can only run test cases with a manual test script implementation from a Web browser.

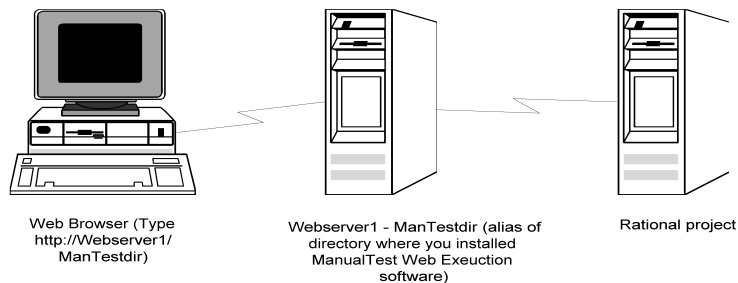
To run a test case with a manual test script implementation, you or an administrator install and configure a Web server with ManualTest Web Execution software and configure a Web browser on each client that accesses a Rational project. To run a test case using a Web browser, type the *machinename*, the network name of the Web server, and the *alias*, the name of an alias for the directory where you or your administrator installed the ManualTest Web Execution software on the Web server.

For example:

```
http://Webserver1/ManTestdir
```

For information about installing and configuring a Web server, see the *Rational Testing Products Installation Guide* or the *Rational Suite Installation Guide*.

The following figure shows a Web browser accessing the Web server to run a test case stored in a shared project. The Web server can also reside on the same computer as a Rational project:



## Overview of Tasks

---

The following table lists the tasks that you perform to run a test case with a manual test script implementation from a Web browser and where you can find information about each task.

Task	See
1 Install and configure a Web server.	The <i>Rational Testing Products Installation Guide</i> or the <i>Rational Suite Installation Guide</i>
2 Set up a Web browser.	The <i>Rational Testing Products Installation Guide</i> or the <i>Rational Suite Installation Guide</i>
3 Use Rational ManualTest to create a manual test script.	<i>Creating Manual Test Scripts</i> on page 87
4 Run a test case from a Web browser.	<i>How to Run a Test Case from a Web Browser</i> on page 404
5 View the results in the Test Log window of TestManager.	<i>Opening a Test Log in TestManager</i> on page 156

## About Shared Projects

---

We recommend that when you create a project, you make it a shared project so others can access your manual test scripts from a Web browser. To share a project, create the project in a shared directory and use the Uniform Naming Convention (UNC) for the directory name. (For more information about creating a shared directory, see the *Rational Suite Administrator's Guide* or the Rational Administrator Help.)

## How to Run a Test Case from a Web Browser

---

You run a test case with a manual test script implementation from a Web browser with the Rational ManualTest Web Execution component of TestManager. You can indicate results and add comments as you perform each task in a manual test script.

To run a test case with a manual test script implementation from a Web browser:

- 1 Start a Web browser, either Netscape Navigator 4.0 (or later) or Microsoft Internet Explorer 4.0 (or later).

- 2 Connect to the Web server by typing the following:

```
http://machinename/alias
```

where *machinename* is the network name of the Web server, and *alias* is the name of an alias for the directory where you or your administrator installed your Rational software on the Web server.

For example:

```
http://Webserver/TM
```

For information about setting up an alias for a Web server running any version of Windows, see the Rational installation guide for your product.

- 3 Log into a Rational project.
  - a Type your user name and password for the project that contains the test case that you want to run. If you do not know the user name and password, see your project administrator.
  - b Select a project from the list of projects. You need privileges to access a shared project. (For information about creating a shared project, see the *Rational Suite Administrator's Guide* or the Rational Administrator Help.)

**Note:** If your project does not appear in the list of projects, use the Rational Administrator software to register your project. For information about registering an existing project, see the Rational Administrator Help.
  - c Click **OK**. The hierarchy of test cases appears. Only those test cases with manual test script implementations appear in the hierarchy.
- 4 Navigate through the Test Case tree and click a test case with a manual test script implementation that you want to run.

**Note:** You also can run a manual test one step at a time.

For detailed information about using the ManualTest Web Execution component, see the Rational ManualTest Web Execution Help.

## Viewing the Results

---

To view the results in the Test Log window of TestManager, see *Opening a Test Log in TestManager* on page 156.

## Troubleshooting

---

This section lists some problems that you may experience when running a test case from a Web browser and how to correct each problem.

**Note:** The error messages in this troubleshooting section are ManualTest Web Execution error messages, not Web browser error messages.

If you have problems with your Web server, check that your Web server meets the software requirements. For information, see *About Shared Projects* on page 403.

**Problem** – Your Rational projects do not appear when you log into a Rational project. (You type `http://machinename/alias` and log into a Rational project.)

**Error message** – None.

**Solution** – All Web clients use the same user account to access a Rational project either on a Web server (if the project is on the Web server) or on the domain (to access shared projects on other systems in the domain).

Check two things:

- That the user account on the Web server or on the domain (for shared projects) has privileges to read and write into a Rational project. (Ask your administrator to check the privileges of the user account that the administrator sets up on the Web server.)
- To allow Web clients access, you must also log into this account when you create a new Rational project or register an existing Rational project using the Rational Administrator.

**Problem** – You cannot connect from a Web browser to a Web server running the Microsoft Personal Web Server (PWS).

**Error message** – None.

**Solution** – If you restart a Web server running PWS, PWS may not start automatically when the server restarts. This is an intermittent problem. To fix the problem, restart PWS.

To restart PWS:

- 1 Click **Start > Programs > Windows NT 4.0 Option Pack > Microsoft Personal Web Server > Personal Web Manager**.
- 2 Under **Publishing**, click **Start**.
- 3 Click **Properties > Exit**.

**Problem** – When you log into a project from a Web browser, the following error message appears.

**Error message** – Unable to connect to project.

**Solution** – Make sure that the Web server privileges are set correctly. For information, see the *Rational Testing Products Installation Guide* or the *Rational Suite Installation Guide*.

**Problem** – An error message appears when you select a manual test script.

**Error message** – Error message that includes `Server.ObjectCreate` in the message.

**Solution** – Make sure that you or the Web server administrator installs Microsoft Internet Explorer 5.0 or later on the Web server.

**Problem** – When you type text in a dialog box and submit it, erratic behavior occurs. Alternatively, when you open a manual test script, results and comments are already filled in from the last session.

**Error message** – None.

**Solution** – Disable caching on your Web browser. For information about disabling caching, see your Rational installation manual.



**Problem** – After you connect to the Web server, a Login dialog box appears. In the Login dialog box, the project select list is empty.

**Error message** – None.

**Solution** – Create a project and create manual test scripts or register an existing project that contains manual test scripts.

To create a project or register an existing project:

- 1 Do one of the following:
  - For IIS, log into the user account of the virtual directory that you configured to run a test case. See the *Rational Testing Products Installation Guide* or the *Rational Suite Installation Guide*.
  - For PWS, log into the user account under which the Web server runs. For information, see the *Rational Testing Products Installation Guide* or the *Rational Suite Installation Guide*.
- 2 Start the Rational Administrator and create a new project or register an existing project. For information about creating or registering a project, see the *Rational Suite Administrator's Guide* or the Rational Administrator Help.
- 3 If you create or register a shared project, make sure that the privileges for the project directory are set for the virtual directory user account for IIS, or for the user account that the Web server runs under for PWS.
- 4 Restart the Web server.



# Rational Test Asset Parcel File Format

# D

This appendix provides an overview of the Rational Test Asset Parcel (.RTPAR) file format, including:

- XML standards
- Samples of parcel files

For more information about exporting and importing test assets within Rational TestManager, see *Managing Test Assets* on page 59.

## XML Standards for Rational Test Asset Parcel Files

---

Rational uses XML (eXtensible Markup Language) to record test asset data in imported and exported test asset parcel (.RTPAR) files. Rational allows you to export and import the following test assets in this format:

- Test plans
- Test cases
- Test case folders
- Builds
- Iterations
- Computers
- Computer lists
- Configurations
- Configuration attributes
- Test script types
- Test input types
- Log filters
- Log event property types

Rational also allows you to export, but not import, test log data in the .RTPAR format.

All test asset parcel files must begin with a generic XML tag declaring the type of file and version of XML (<?xml version="1.0"?>) and begin and end with the <TestAssetParcel> tag. All other tags and data in the file fall within the <TestAssetParcel> tag.

The actual data associated with each attribute is placed in brackets within each attribute tag. The tag name itself describes the attribute, and within this tag is the CDATA tag that contains the actual data.

In developing the XML tags for the test asset parcel files, Rational developers have attempted to create intuitive tag names to represent the attributes associated with exportable test assets and test asset data. Whenever possible, these attribute tag names correspond to dialog box labels for the asset.

For example, assets include information about when the asset was first created in a <CreationDate> tag. For an asset initially created on Friday, August 17, 2001 at 4:23 and 7 seconds in the afternoon, the entire tag would look like this:

```
<CreationDate><![CDATA[2001:08:17:16:23:07]]></Creation Date>
```

Standard data formats for .RTPAR files include the following:

- Date and time in the format YYYY:MM:DD:HH:MM:SS
- No data is represented by <None> or the tag includes a / at the end instead of a full closing tag.

Test assets exported or imported with associated or contained assets are a special case. For example, when you export a computer list, you can choose to export just the computer list test asset with no individual computer data or all test asset data for each computer in the list. All subordinating tags and/or data for a particular related asset or attribute must be contained within the specific tag.

Placement of information about related assets within the file for the parent asset determines whether the asset is an associated asset or a contained asset. Associated assets are placed as follows:

```
<?xml version="1.0"?>
<TestAssetParcel>
  <ParentAsset>
    <Attributes>
  </Parent Asset
  <RelatedAsset>
    <Attributes>
  </RelatedAsset
</TestAssetParcel>
```

Contained assets are placed as follows:

```
<?xml version="1.0"?>
<TestAssetParcel>
  <ParentAsset>
    <Attributes>
      <ContainedAsset>
        <Attributes>
          </ContainedAsset>
        </Attributes>
      </ParentAsset>
    </TestAssetParcel>
```

If you intend to use third-party applications to create importable test assets, refer to the sample files in the next section as guidelines.

## Sample Rational Test Asset Parcel Files

---

The following examples of test asset parcel files represent the different test assets that Rational allows you to import and export. What would be unique data specific to each test asset is italicized.

### Test Plan Test Asset Parcel File

You can choose to export test plans with the following related assets:

- Contained test case folders
- Contained test cases
- Contained configured test cases
- Associated implementations
- Associated test inputs
- Associated iterations
- Associated configurations
- Associated configuration attributes

Depending on which related assets, if any, you choose to export with the test plan test asset, the .RTPAR file includes information about those related assets according to the format established for that asset individually. This example shows a test plan test asset exported with a contained test case folder, but not any other related assets.

```
<?xml version="1.0"?>
<TestAssetParcel>
  <TestPlan>
    <Name><![CDATA[Test Plan Name]]></Name>
    <Description/>
    <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
    <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
    <CreatedBy><![CDATA[Name]]></CreatedBy>
    <Owner><![CDATA[Name]]></Owner>
    <Custom1/>
    <Custom2/>
    <Custom3/>
    <ExternalDocument-List/>
    <Iteration-List/>
    <Configuration-List/>
    <TestCaseFolder>
      <Name><![CDATA[Test Case Folder Name]]></Name>
      <Description/>
      <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
      <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
      <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
      <CreatedBy><![CDATA[Name]]></CreatedBy>
      <Owner><![CDATA[Name]]></Owner>
      <Iteration-List/>
      <Configuration-List/>
    </TestCaseFolder>
  </TestPlan>
</TestAssetParcel>
```

## Test Case Test Asset Parcel File

You can choose to export test cases with the following related assets:

- Contained configured test cases
- Associated iterations
- Associated configurations
- Associated configuration attributes
- Associated implementations
- Associated test inputs

Depending on which related assets, if any, you choose to export with the test case test asset, the .RTPAR file includes information about those related assets according to the format established for that asset individually. This example shows a test case test asset exported with contained configured test cases, associated iterations, associated configurations, and associated configuration attributes.

```
<?xml version="1.0"?>
<TestAssetParcel>
  <TestCase>
    <Name><![CDATA[Test Case Name]]></Name>
    <Description/>
    <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
    <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
    <CreatedBy><![CDATA[Name]]></CreatedBy>
    <Owner><![CDATA[Name]]></Owner>
    <Purpose/>
    <Custom1/>
    <Custom2/>
    <Custom3/>
    <Preconditions/>
    <PreconditionsInherited><![CDATA[X]]></PreconditionsInherited>
    <Postconditions/>
    <PostconditionsInherited><![CDATA[X]]></PostconditionsInherited>
    <Configured><![CDATA[X]]></Configured>
    <Suspect><![CDATA[0]]></Suspect>
    <ExternalDocument-List/>
    <TestInput-List/>
    <AcceptanceCriteria/>
    <AcceptanceCriteriaInherited><![CDATA[X]]></AcceptanceCriteriaInherited>
    <AutoImplementationInherited><![CDATA[X]]></AutoImplementationInherited>
    <ManualImplementationInherited><![CDATA[X]]></ManualImplementationInherited>
    <DesignStep-List/>
    <ExecutionOption-List/>
    <Iteration-List/>
    <Configuration-List/>
  </TestCase>
</TestAssetParcel>
```

## Test Case Folder Test Asset Parcel File

You can choose to export test case folders with the following related assets:

- Contained test cases
- Contained configured test cases
- Associated iterations
- Associated configurations
- Associated configuration attributes
- Associated implementations
- Associated test inputs

Depending on which related assets, if any, you choose to export with the test case folder test asset, the .RTPAR file includes information about those related assets according to the format established for that asset individually. This example shows a test case folder test asset exported with contained test assets, contained configured test cases, associated iterations, associated configurations, and associated configuration attributes.

```
<?xml version="1.0"?>
<TestAssetParcel>
  <TestCaseFolder>
    <Name><![CDATA[Test Case Folder Name]]></Name>
    <Description/>
    <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
    <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    <LastModifiedBy><![CDATA[admin]]></LastModifiedBy>
    <CreatedBy><![CDATA[Name]]></CreatedBy>
    <Owner><![CDATA[Name]]></Owner>
    <Iteration-List/>
    <Configuration-List/>
    <TestCase>
      <Name><![CDATA[Test Case Name]]></Name>
      <Description><![CDATA[Description]]></Description>
      <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
      <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
      <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
      <CreatedBy><![CDATA[Name]]></CreatedBy>
      <Owner><![CDATA[Name]]></Owner>
      <Purpose/>
      <Custom1/>
      <Custom2/>
      <Custom3/>
      <Preconditions/>
      <PreconditionsInherited><![CDATA[X]]></PreconditionsInherited>
      <Postconditions/>
      <PostconditionsInherited><![CDATA[X]]></PostconditionsInherited>
      <Configured><![CDATA[X]]></Configured>
      <Suspect><![CDATA[X]]></Suspect>
      <ExternalDocument-List>
        <ExternalDocument><![CDATA[Document Path and Name]]></ExternalDocument>
      </ExternalDocument-List>
      <TestInput-List/>
      <AcceptanceCriteria/>
      <AcceptanceCriteriaInherited><![CDATA[X]]></AcceptanceCriteriaInherited>
      <AutoImplementationInherited><![CDATA[X]]></AutoImplementationInherited>
      <ManualImplementationInherited><![CDATA[X]]></ManualImplementationInherited>
      <DesignStep-List/>
      <ExecutionOption-List/>
      <Iteration-List>
        <Associated-Iteration><![CDATA[Iteration Name]]></Associated-Iteration>
      </Iteration-List>
      <Configuration-List>
        <Associated-Configuration><![CDATA[Configuration Name]]></Associated-Configuration>
      </Configuration-List>
      <ConfiguredTestCase>
        <Name><![CDATA[Configured Test Case Name]]></Name>
        <Description/>
        <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
        <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
        <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
        <CreatedBy><![CDATA[Name]]></CreatedBy>
        <Owner><![CDATA[Name]]></Owner>
        <Purpose/>
        <Custom1/>
        <Custom2/>
        <Custom3/>
        <Preconditions/>
        <PreconditionsInherited><![CDATA[X]]></PreconditionsInherited>
        <Postconditions/>
        <PostconditionsInherited><![CDATA[X]]></PostconditionsInherited>
        <Configured><![CDATA[X]]></Configured>
        <Suspect><![CDATA[X]]></Suspect>
        <ExternalDocument-List/>

```



```

    <TestInput-List/>
    <AcceptanceCriteria/>
    <AcceptanceCriteriaInherited><![CDATA[X]]></AcceptanceCriteriaInherited>
    <AutoImplementationInherited><![CDATA[X]]></AutoImplementationInherited>
    <ManualImplementationInherited><![CDATA[X]]></ManualImplementationInherited>
    <DesignStep-List/>
    <ExecutionOption-List/>
    <Iteration-List>
      <Associated-Iteration><![CDATA[Iteration Name]]></Associated-Iteration>
    </Iteration-List>
    <Configuration-List>
      <Associated-Configuration><![CDATA[Configuration Name]]>
    </Associated-Configuration>
    </Configuration-List>
  </ConfiguredTestCase>
</TestCase>
<TestCase>
  <Name><![CDATA[Test Case Name]]></Name>
  <Description/>
  <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
  <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
  <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
  <CreatedBy><![CDATA[Name]]></CreatedBy>
  <Owner><![CDATA[Name]]></Owner>
  <Purpose/>
  <Custom1/>
  <Custom2/>
  <Custom3/>
  <Preconditions/>
  <PreconditionsInherited><![CDATA[X]]></PreconditionsInherited>
  <Postconditions/>
  <PostconditionsInherited><![CDATA[X]]></PostconditionsInherited>
  <Configured><![CDATA[X]]></Configured>
  <Suspect><![CDATA[X]]></Suspect>
  <ExternalDocument-List/>
  <TestInput-List/>
  <AcceptanceCriteria/>
  <AcceptanceCriteriaInherited><![CDATA[X]]></AcceptanceCriteriaInherited>
  <AutoImplementationInherited><![CDATA[X]]></AutoImplementationInherited>
  <ManualImplementationInherited><![CDATA[X]]></ManualImplementationInherited>
  <DesignStep-List/>
  <ExecutionOption-List/>
  <Iteration-List/>
  <Configuration-List/>
</TestCase>
</TestCaseFolder>
<Configuration>
  <Name><![CDATA[Configuration Name]]></Name>
  <Description/>
  <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
  <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
  <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
  <CreatedBy><![CDATA[Name]]></CreatedBy>
  <Owner><![CDATA[Name]]></Owner>
  <Attribute-List>
    <Attribute>
      <Name><![CDATA[Attribute Name]]></Name>
      <Op><![CDATA[Attribute Operator]]></Op>
      <Value><![CDATA[Attribute Value]]></Value>
    </Attribute>
    <Attribute>
      <Name><![CDATA[Attribute Name]]></Name>
      <Op><![CDATA[Attribute Operator]]></Op>
      <Value><![CDATA[Attribute Value]]></Value>
    </Attribute>
  </Attribute-List>
</Configuration>
<Iteration>
  <Name><![CDATA[Iteration Name]]></Name>
  <Description/>
  <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
  <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
  <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
  <CreatedBy><![CDATA[Name]]></CreatedBy>
  <Owner><![CDATA[Name]]></Owner>
  <StartDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></StartDate>
  <EndDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></EndDate>

```

```

</Iteration>
<ConfigurationAttribute>
  <Name><![CDATA[Attribute Name]]></Name>
  <Description/>
  <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
  <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
  <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
  <CreatedBy><![CDATA[Name]]></CreatedBy>
  <Owner><![CDATA[Name]]></Owner>
  <InternalName><![CDATA[Attribute Internal Name]]></InternalName>
  <Value-List>
    <Value><![CDATA[Attribute Value]]></Value>
    <Value><![CDATA[Attribute Value]]></Value>
    <Value><![CDATA[Attribute Value]]></Value>
    <Value><![CDATA[Attribute Value]]></Value>
    <Value><![CDATA[Attribute Value]]></Value>
    <Value><![CDATA[Attribute Value]]></Value>
  </Value-List>
  <AttributeType><![CDATA[X]]></AttributeType>
</ConfigurationAttribute>
<ConfigurationAttribute>
  <Name><![CDATA[Attribute Name]]></Name>
  <Description/>
  <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS0]]></CreationDate>
  <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
  <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
  <CreatedBy><![CDATA[Name]]></CreatedBy>
  <Owner><![CDATA[Name]]></Owner>
  <InternalName><![CDATA[Attribute Internal Name]]></InternalName>
  <Value-List>
    <Value><![CDATA[Attribute Value]]></Value>
    <Value><![CDATA[Attribute Value]]></Value>
    <Value><![CDATA[Attribute Value]]></Value>
    <Value><![CDATA[Attribute Value]]></Value>
    <Value><![CDATA[Attribute Value]]></Value>
  </Value-List>
  <AttributeType><![CDATA[X]]></AttributeType>
</ConfigurationAttribute>
</Test Asset Parcel>

```

## Build Test Asset Parcel File

You can choose to export builds with the following related assets:

- Contained log folders
- Associated iterations

Depending on which related assets, if any, you choose to export with the build test asset, the .RTPAR file includes information about those related assets according to the format established for that asset individually. This example shows a build test asset exported with a contained log folder, but not any associated iterations.

```

<?xml version="1.0"?>
<TestAssetParcel>
  <Build>
    <Name><![CDATA[Build Name]]></Name>
    <Description/>
    <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
    <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
    <CreatedBy><![CDATA[Name]]></CreatedBy>
    <Notes/>
    <Owner><![CDATA[Name]]></Owner>
    <State><![CDATA[<None>]]></State>
    <LogFolder>
      <Name><![CDATA[Log Folder Name]]></Name>
      <Description/>
      <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
      <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    </LogFolder>
  </Build>
</TestAssetParcel>

```

```

        <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
        <CreatedBy><![CDATA[Name]]></CreatedBy>
        <Path/>
        <AutoNameCount><![CDATA[X]]></AutoNameCount>
    </LogFolder>
</Build>
</TestAssetParcel>

```

## Iteration Test Asset Parcel File

Iteration test assets can be exported individually or as part of a test plan.

```

<?xml version="1.0"?>
<TestAssetParcel>
  <Iteration>
    <Name><![CDATA[Iteration Name]]></Name>
    <Description/>
    <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
    <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
    <CreatedBy><![CDATA[Name]]></CreatedBy>
    <Owner><![CDATA[Name]]></Owner>
    <StartDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></StartDate>
    <EndDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></EndDate>
  </Iteration>
</TestAssetParcel>

```

## Computer Test Asset Parcel File

Computer test assets can be exported individually or as part of a computer list.

```

<?xml version="1.0"?>
<TestAssetParcel>
  <Computer>
    <Name><![CDATA[Computer Name]]></Name>
    <Description><![CDATA[Description]]></Description>
    <NetworkAddress><![CDATA[Network Address]]></NetworkAddress>
    <UsageClient><![CDATA[X]]></UsageClient>
    <UsageServer><![CDATA[X]]></UsageServer>
    <UsagePlayback><![CDATA[X]]></UsagePlayback>
    <PortInformation-List/>
  </Computer>
</TestAssetParcel>

```

## Computer List Test Asset Parcel File

You can choose to export computer lists with or without associated computers. If you choose to export associated computers with the computer list, the .RTPAR file includes information about each computer in the list in the format established for exporting individual computer test assets.

This example shows a computer list test asset exported without associated computer data:

```

<?xml version="1.0"?>
<TestAssetParcel>
  <ComputerList>
    <Name><![CDATA[Computer List Name]]></Name>
    <Description/>
    <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
    <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
    <CreatedBy><![CDATA[Name]]></CreatedBy>
    <Owner><![CDATA[Name]]></Owner>
  </ComputerList>
</TestAssetParcel>

```

This example shows a computer list test asset exported with associated computer data:

```
<?xml version="1.0"?>
<TestAssetParcel>
  <ComputerList>
    <Name><![CDATA[Computer List Name]]></Name>
    <Description/>
    <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
    <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
    <CreatedBy><![CDATA[Name]]></CreatedBy>
    <Owner><![CDATA[Name]]></Owner>
    <Computer-List>
      <Associated-Computer><![CDATA[Associated Computer Name]]></Associated-Computer>
      <Associated-Computer><![CDATA[Associated Computer Name]]></Associated-Computer>
    </Computer-List>
  </ComputerList>
  <Computer>
    <Name><![CDATA[Associated Computer Name]]></Name>
    <Description/>
    <NetworkAddress><![CDATA[Network Address]]></NetworkAddress>
    <UsageClient><![CDATA[X]]></UsageClient>
    <UsageServer><![CDATA[X]]></UsageServer>
    <UsagePlayback><![CDATA[X]]></UsagePlayback>
    <PortInformation-List/>
  </Computer>
  <Computer>
    <Name><![CDATA[Associated Computer Name]]></Name>
    <Description><![CDATA[description]]></Description>
    <NetworkAddress><![CDATA[Network Address]]></NetworkAddress>
    <UsageClient><![CDATA[X]]></UsageClient>
    <UsageServer><![CDATA[X]]></UsageServer>
    <UsagePlayback><![CDATA[X]]></UsagePlayback>
    <PortInformation-List/>
  </Computer>
</TestAssetParcel>
```

## Configuration Test Asset Parcel File

You can choose to export configurations with or without associated configuration attributes. If you choose to export associated configuration attributes with the configuration, the .RTPAR file includes information about each configuration attribute in the format established for exporting individual configuration attribute test assets.

This example shows a configuration test asset exported with associated configuration attributes:

```
<?xml version="1.0"?>
<TestAssetParcel>
  <Configuration>
    <Name><![CDATA[Configuration Name]]></Name>
    <Description/>
    <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
    <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
    <CreatedBy><![CDATA[Name]]></CreatedBy>
    <Owner><![CDATA[Name]]></Owner>
    <Attribute-List>
      <Attribute>
        <Name><![CDATA[Attribute Name]]></Name>
        <Op><![CDATA[Attribute Operator]]></Op>
        <Value><![CDATA[Attribute Value]]></Value>
      </Attribute>
      <Attribute>
        <Name><![CDATA[ttribute Name]]></Name>
        <Op><![CDATA[Attribute Operator]]></Op>
      </Attribute>
    </Attribute-List>
  </Configuration>
</TestAssetParcel>
```

```

        <Value><![CDATA[ttribute Value]]></Value>
    </Attribute>
</Attribute-List>
</Configuration>
<ConfigurationAttribute>
  <Name><![CDATA[Configuration Attribute Name]]></Name>
  <Description/>
  <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
  <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
  <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
  <CreatedBy><![CDATA[Name]]></CreatedBy>
  <Owner><![CDATA[Name]]></Owner>
  <InternalName><![CDATA[Internal Name]]></InternalName>
  <Value-List>
    <Value><![CDATA[Configuration Attribute Value]]></Value>
    <Value><![CDATA[Configuration Attribute Value]]></Value>
    <Value><![CDATA[Configuration Attribute Value]]></Value>
    <Value><![CDATA[Configuration Attribute Value]]></Value>
    <Value><![CDATA[Configuration Attribute Value]]></Value>
    <Value><![CDATA[Configuration Attribute Value]]></Value>
  </Value-List>
  <AttributeType><![CDATA[X]]></AttributeType>
</ConfigurationAttribute>
<ConfigurationAttribute>
  <Name><![CDATA[Configuration Attribute Name]]></Name>
  <Description/>
  <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
  <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
  <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
  <CreatedBy><![CDATA[Name]]></CreatedBy>
  <Owner><![CDATA[Name]]></Owner>
  <InternalName><![CDATA[Internal Name]]></InternalName>
  <Value-List>
    <Value><![CDATA[Configuration Attribute Value]]></Value>
    <Value><![CDATA[Configuration Attribute Value]]></Value>
    <Value><![CDATA[Configuration Attribute Value]]></Value>
    <Value><![CDATA[Configuration Attribute Value]]></Value>
    <Value><![CDATA[Configuration Attribute Value]]></Value>
  </Value-List>
  <AttributeType><![CDATA[X]]></AttributeType>
</ConfigurationAttribute>
</TestAssetParcel>

```

## Configuration Attribute Test Asset Parcel File

Configuration attributes can be exported individually or included when you export a configuration.

```

<?xml version="1.0"?>
<TestAssetParcel>
  <ConfigurationAttribute>
    <Name><![CDATA[Configuration Attribute Name]]></Name>
    <Description/>
    <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
    <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
    <CreatedBy><![CDATA[Name]]></CreatedBy>
    <Owner><![CDATA[Name]]></Owner>
    <InternalName><![CDATA[Internal Name]]></InternalName>
    <Value-List/>
    <AttributeType><![CDATA[X]]></AttributeType>
  </ConfigurationAttribute>
</TestAssetParcel>

```

## Test Script Type Test Asset Parcel File

You can choose to export test script types with or without contained test script sources. If you choose to export contained test script sources with the test script type test asset, the .RTPAR file includes information about each test script source in the format established for exporting individual test script source test assets.

This example shows a test script type test asset exported with contained test script sources:

```
<?xml version="1.0"?>
<TestAssetParcel>
  <TestScriptType>
    <Name><![CDATA[Test Script Type]]></Name>
    <Description/>
    <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
    <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
    <CreatedBy><![CDATA[Name]]></Name>
    <Owner><![CDATA[Name]]></Owner>
    <ConsoleAdapterName><![CDATA[Name]]></ConsoleAdapterName>
    <ExecutionAdapterName><![CDATA[Name]]></ExecutionAdapterName>
    <ConsoleAdapterType><![CDATA[X]]></ConsoleAdapterType>
    <ExecutionAdapterType><![CDATA[X]]></ExecutionAdapterType>
    <NewMethod/>
    <EditMethod/>
    <SelectMethod/>
    <RecordMethod/>
    <ExecutionMethod/>
    <ExecutionOption-List/>
    <SelectUseFileDialog><![CDATA[X]]></SelectUseFileDialog>
    <ConsoleAdapterPath/>
    <ExecutionAdapterPath/>
    <Flags><![CDATA[X]]></Flags>
    <Type><![CDATA[X]]></Type>
    <MaxTesters><![CDATA[X]]></MaxTesters>
    <ScriptSource-List>
      <Associated-ScriptSource><![CDATA[Associated Script Source]]>
      </Associated-ScriptSource>
    </ScriptSource-List>
  </TestScriptType>
  <TestScriptSource>
    <Name><![CDATA[VU - (Rational Test Datastore)]]></Name>
    <Description/>
    <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
    <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
    <CreatedBy><![CDATA[Name]]></CreatedBy>
    <Owner><![CDATA[Name]]></Owner>
    <DataPath><![CDATA[Datastore Path]]></DataPath>
    <DataPathSpecificity><![CDATA[X]]></DataPathSpecificity>
    <ConnectionOption-List>
      <ConnectionOption>
        <Name><![CDATA[Connection Option Name]]></Name>
        <Op/>
        <Value><![CDATA[X]]></Value>
      </ConnectionOption>
      <ConnectionOption>
        <Name><![CDATA[Connection Option Name]]></Name>
        <Op/>
        <Value><![CDATA[Connection Option Value]]></Value>
      </ConnectionOption>
    </ConnectionOption-List>
    <Flags><![CDATA[0]]></Flags>
    <ExecutionOption-List/>
    <DatapoolPath/>
    <DatapoolPathSpecificity><![CDATA[X]]></DatapoolPathSpecificity>
    <EnableVersioning><![CDATA[X]]></EnableVersioning>
    <Associated-ScriptType><![CDATA[Associated Script Type]]></Associated-ScriptType>
  </TestScriptSource>
</TestAssetParcel>
```

## Test Input Type Test Asset Parcel File

You can choose to export test input types with or without contained test input sources. If you choose to export contained test input sources with the test input type test asset, the .RTPAR file includes information about each test input source in the format established for exporting individual test input source test assets.

This example shows a test input type test asset exported without contained test input sources:

```
<?xml version="1.0"?>
<TestAssetParcel>
  <TestInputType>
    <Name><![CDATA[Test Input Type Name]]></Name>
    <Description/>
    <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
    <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
    <CreatedBy><![CDATA[Name]]></CreatedBy>
    <Owner><![CDATA[Name]]></Owner>
    <AdapterName><![CDATA[Adapter File Name]]></AdapterName>
    <Flags><![CDATA[X]]></Flags>
    <Type><![CDATA[X]]></Type>
    <InputSource-List/>
  </TestInputType>
</TestAssetParcel>
```

## Log Filter Test Asset Parcel File

Log filter test assets are exported individually.

```
<?xml version="1.0"?>
<TestAssetParcel>
  <LogFilter>
    <Name><![CDATA[Log Filter Name]]></Name>
    <Description/>
    <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
    <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
    <CreatedBy><![CDATA[Name]]></CreatedBy>
    <ResultOptionCriteria><![CDATA[X]]></ResultOptionCriteria>
    <EventTypeCriteria-List/>
    <EventSpecificCriteria-List/>
    <VPCriteria-List/>
    <ProtocolCriteria-List/>
    <CommonCommandCriteria-List/>
    <ASCIICommandCriteria-List/>
    <XCommandCriteria-List/>
    <HTTPCommandCriteria-List/>
    <TuxedoCommandCriteria-List/>
    <SQLCommandCriteria-List/>
    <SocketCommandCriteria-List/>
    <IIOPCommandCriteria-List/>
    <DCOMCommandCriteria-List/>
    <EJBCommandCriteria-List/>
  </LogFilter>
</TestAssetParcel>
```

## Log Event Property Type Test Asset Parcel File

Log event property type test assets are exported individually.

```
<?xml version="1.0"?>
<TestAssetParcel>
  <LogEventPropertyType>
    <Name><![CDATA[Log Event Property Name]]></Name>
    <Description/>
    <CreationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></CreationDate>
    <ModificationDate><![CDATA[YYYY:MM:DD:HH:MM:SS]]></ModificationDate>
    <LastModifiedBy><![CDATA[Name]]></LastModifiedBy>
    <CreatedBy><![CDATA[Name]]></CreatedBy>
    <Owner><![CDATA[Name]]></Owner>
    <ViewerType><![CDATA[X]]></ViewerType>
    <FormatType><![CDATA[X]]></FormatType>
    <ExternalViewerCommand/>
    <InternalViewerType><![CDATA[X]]></InternalViewerType>
  </LogEventPropertyType>
</TestAssetParcel>
```

## Test Log Details Test Asset Parcel File

When you export test log details, you can filter some log event properties. Log event properties fall into six major categories:

- **General** – Includes common event properties such as Event Type and Start Time. General properties are always exported.
- **Result** – Includes properties such as Result, Failure Reason, and Failure Description. Result properties are always exported.
- **Event Specific** – Includes the properties listed in the Export Test Log dialog box and are specific to events that occurred during the test. For an event-specific property to be exported, it must be checked.
- **User Defined** – Includes any custom property created in TestManager. User-defined properties are not listed, but to be exported, **User Defined** must be checked in the **Select properties to export** list.
- **Configuration** – Includes properties such as Operating System and OS Version. These properties are exported only if **Export Configuration Properties** is checked.
- **Defect ID** – Includes all defect IDs associated with the test log. Defect-IDs are always exported.

Exported test log files produce exceptionally large files, even when filtered. The format of these files conforms to the format of .RTPAR files as established in this appendix; therefore, a complete file is not displayed here. Try exporting a test log detail file for yourself to see the data for specific information in the .RTPAR format.



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