

TESTING EMBEDDED SYSTEMS

ThoughtWorks®

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Fosdem 2016

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SUBJECTS COVERED

- Unit testing (Unity)
- BDD (Cucumber) as a front-end for functional & acceptance tests
- Orchestrating tests across multiple targets

CHALLENGES TESTING EMBEDDED SOFTWARE

Run tests locally

Hope that it cross-compiler

Write simulator

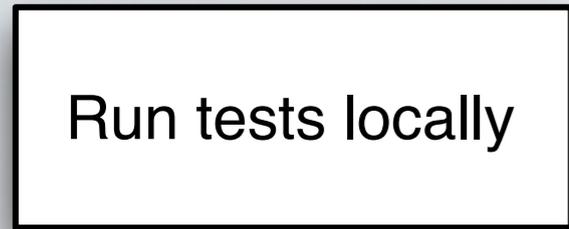
Run tests on simulator

Hope that it runs on hardware

Develop hardware

Run tests on hardware

Optimal



SOLID TESTING



UNITY TEST CODE

```
void test_1(void)
{
    TEST_ASSERT_EQUAL(2+2, 4);
}

void test_2(void)
{
    TEST_ASSERT_EQUAL(1+1, 3);
}
```

UNITY RUNNER CODE

```
int main(void)
{
    SetupTests();

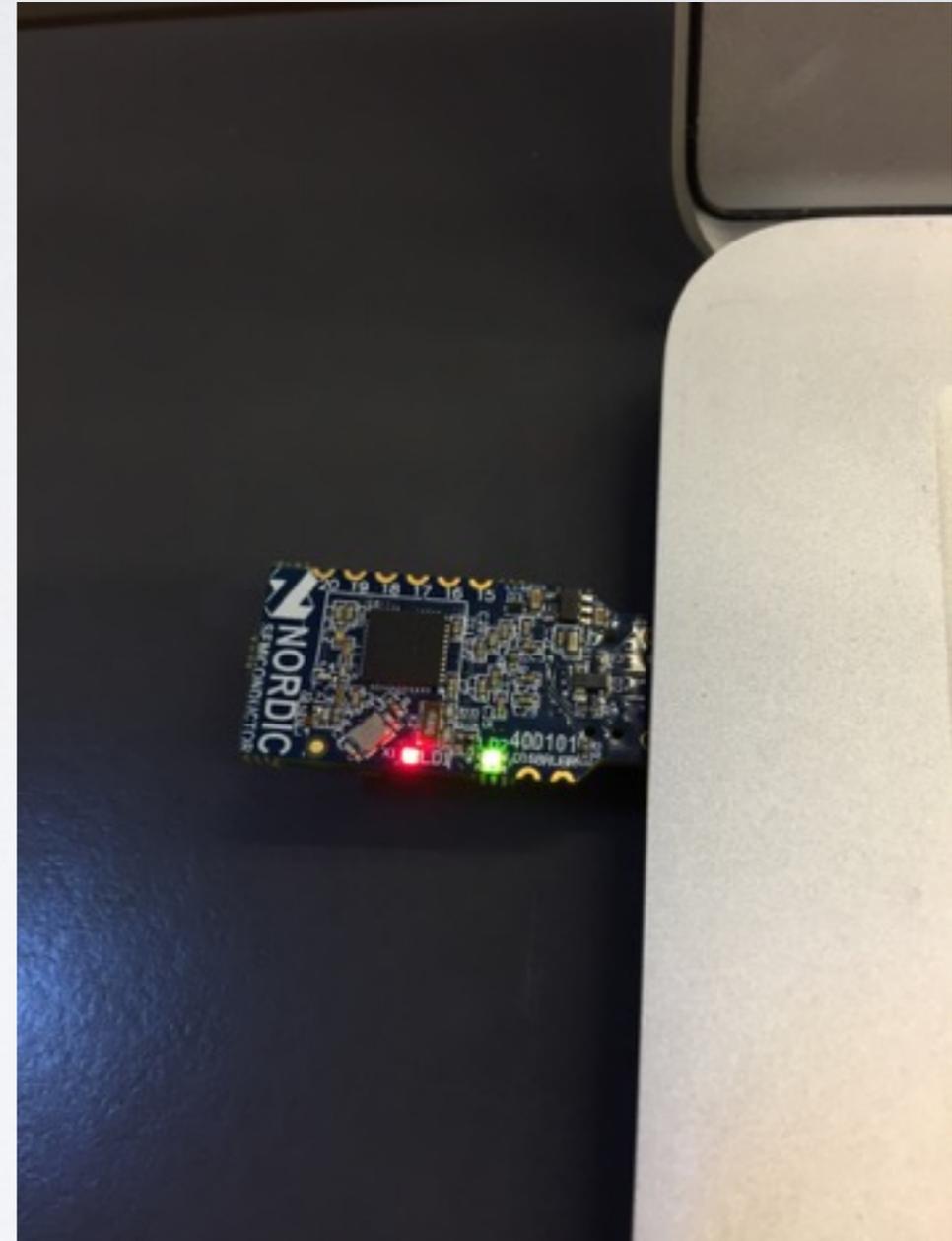
    RUN_TEST(test_1);
    RUN_TEST(test_2);

    TeardownTests();
}
```

BUILD UNIT TESTS

FLASH UNIT TESTS

SEE IT RUN



BDD FOR EMBEDDED



THE CASE FOR BDD

- Describes the behaviour in simple English
- Promotes collaboration within the product team
- Highlights business value
- Direct mapping from user story acceptance criteria
- Living documentation, unified view of the product

COLLABORATION

Feature: Patient monitoring

Scenario: Alert nurse on disconnect

Given patient is monitored

When I disconnect the monitor

Then I am alerted

IMPLEMENT A SIMULATOR

```
class Monitor
  def disconnect
    driver.led(RED, ON)
  end
end
```

IMPLEMENT FEATURE STEP

```
Given(/ ^patient is monitored$/ ) do  
  pending  
end
```

```
When(/ ^I disconnect the monitor  
$/ ) do  
  monitor.disconnect  
end
```

VALIDATE UNDER SIMULATOR

Feature: Patient monitoring

Scenario: Alert nurse on disconnect

Given patient is monitored

When I disconnect the monitor

Then I am alerted

...

1 scenarios (1 passed)

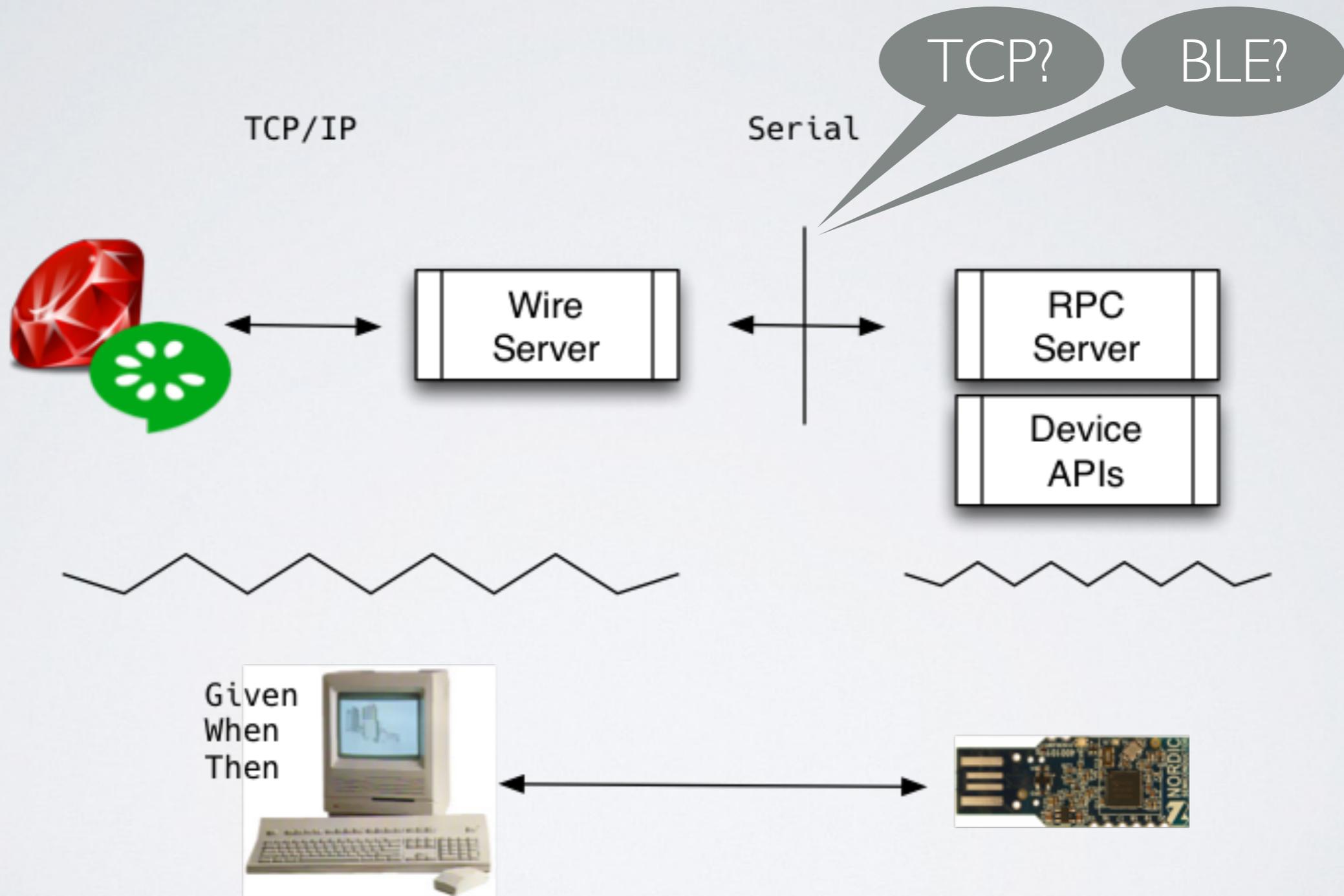
3 steps (3 passed)

0m0.0052s

WHEN SIMULATION IS NOT ENOUGH

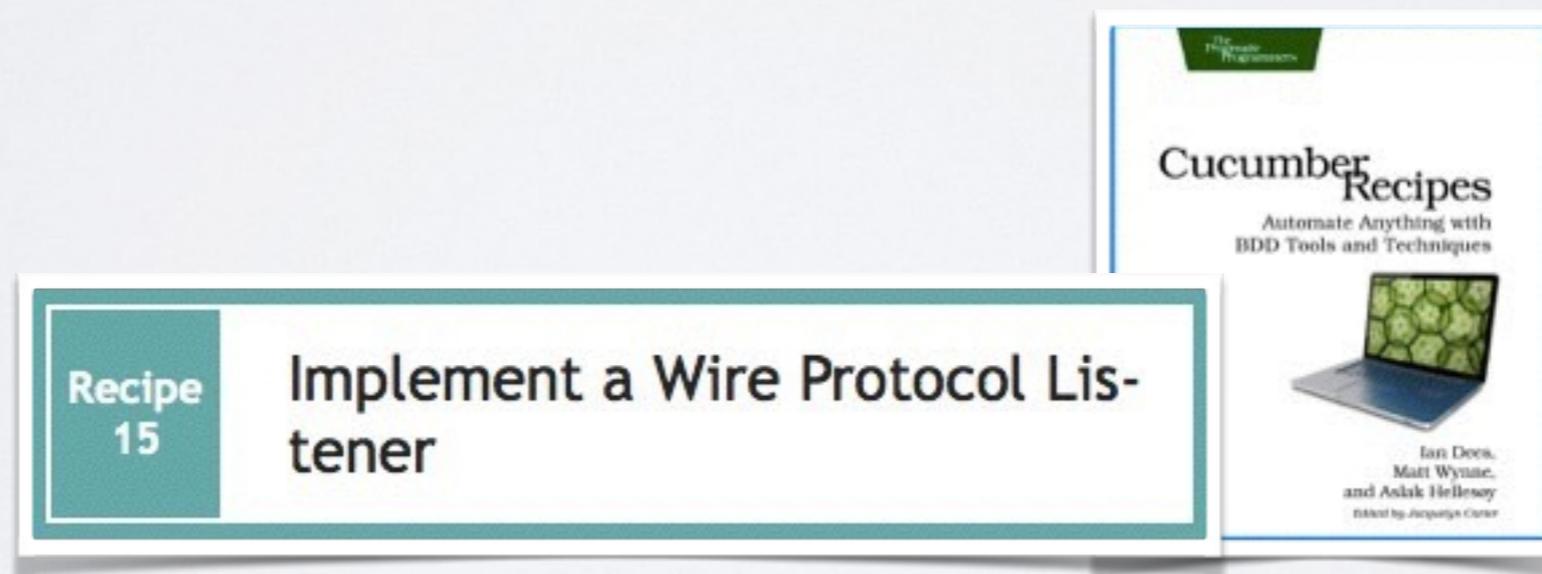


IN-SITU TESTING

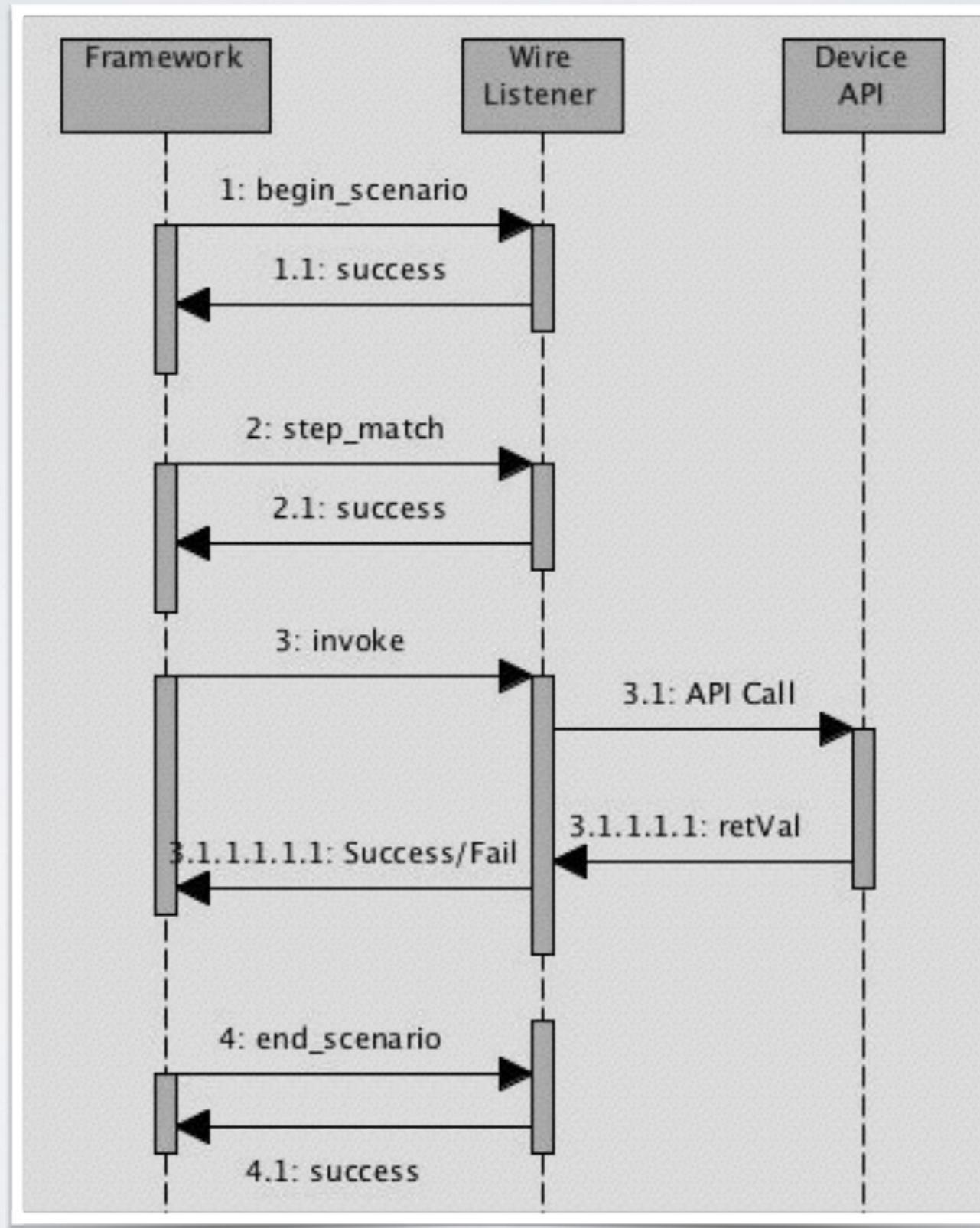


THE “WIRE”

- When your system does not have native support
- When you want a lean, portable implementation



SIMPLIFIED WIRE PROTOCOL

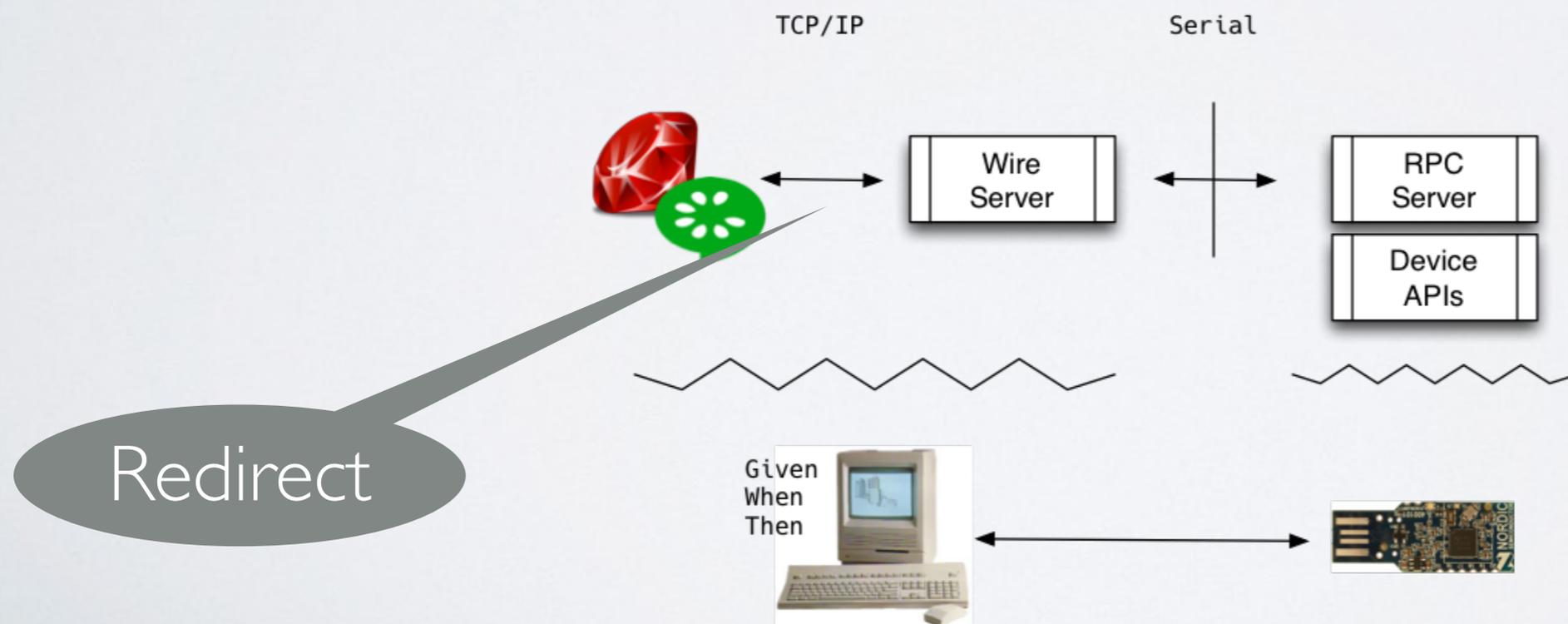


WIRE IMPLEMENTATION BLUEPRINT

- TCP/IP loop managing Cucumber protocol
- Function table for API invocation
- API proxy implementation returning status to Cucumber

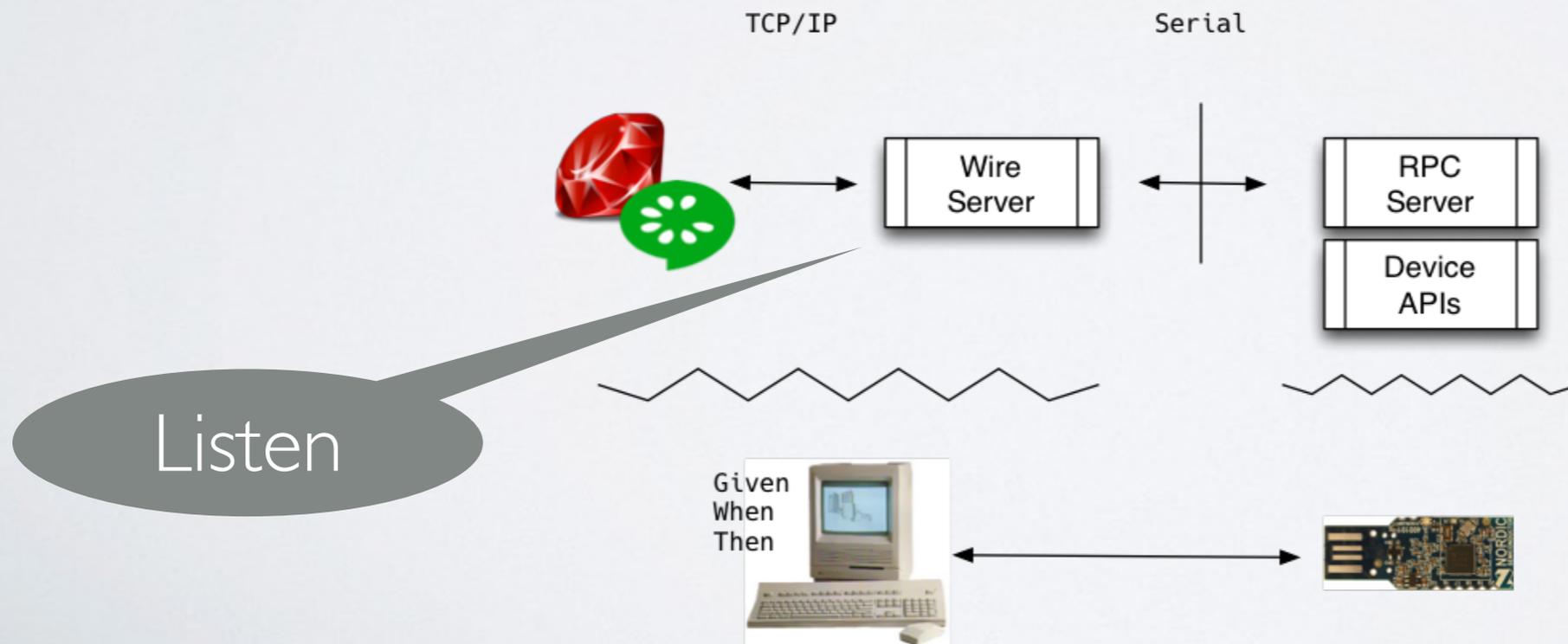
HOST HOOKING CUCUMBER TO WIRE SERVER

```
features/step_definitions/cucumber.wire  
host: host  
port: 3901
```



SERVER TCP/IP LOOP

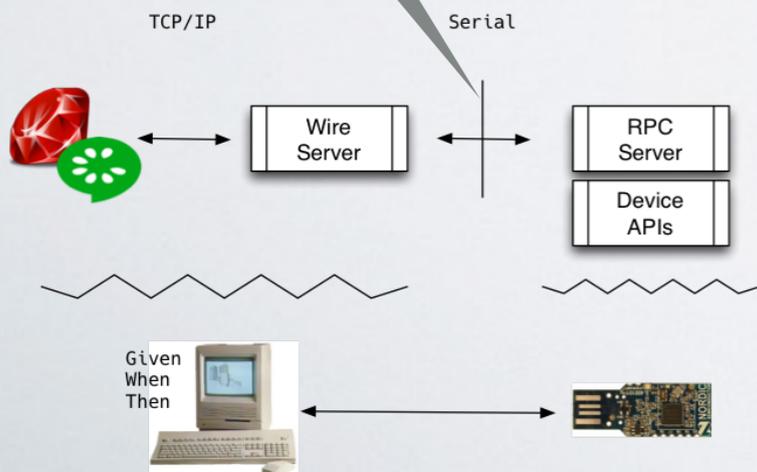
```
while(1)
{
  getRequest(...);
  handleRequest(...);
}
```



BRIDGE TO DEVICE

```
int begin_callback(...)  
{  
    serial_open(...);  
}  
  
int end_callback(...)  
{  
    serial_close(...);  
}
```

Bridge



UP CLOSE AND PERSONAL

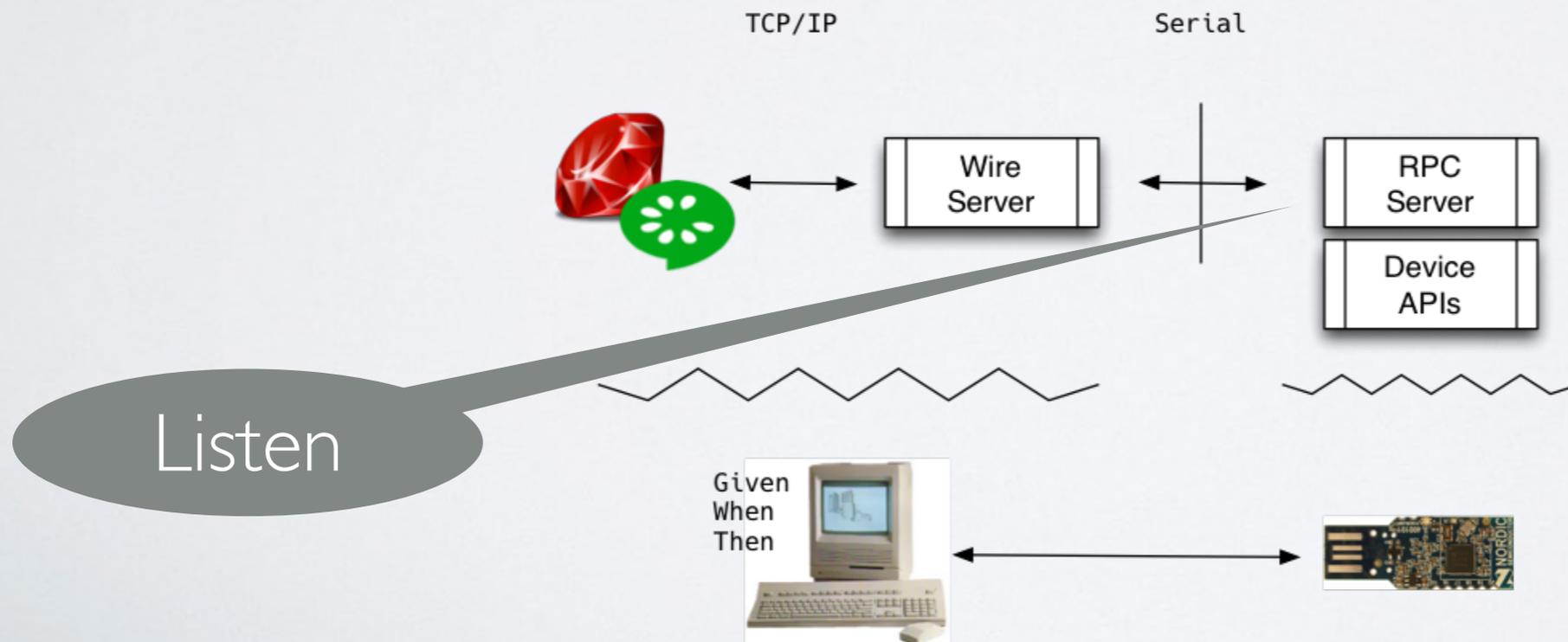


WIRE SERVER TO THE DEVICE

```
int patient_is_monitored(...)  
{  
    serial_write(..., "EXEC 0\r");  
    serial_read(...);  
    return(retVal);  
}
```

DEVICE RPC SERVER LOOP

```
while (true)
{
  chr = uart_read_byte();
  handle(command_buffer);
}
```



DEVICE API IMPLEMENTATION

```
if(strstr(command, "1"))  
{  
    nrf_gpio_pin_clear(GREEN);  
    nrf_gpio_pin_set(RED);  
    return("0\n");  
}
```

WIREF SERVER BACK TO CUCUMBER

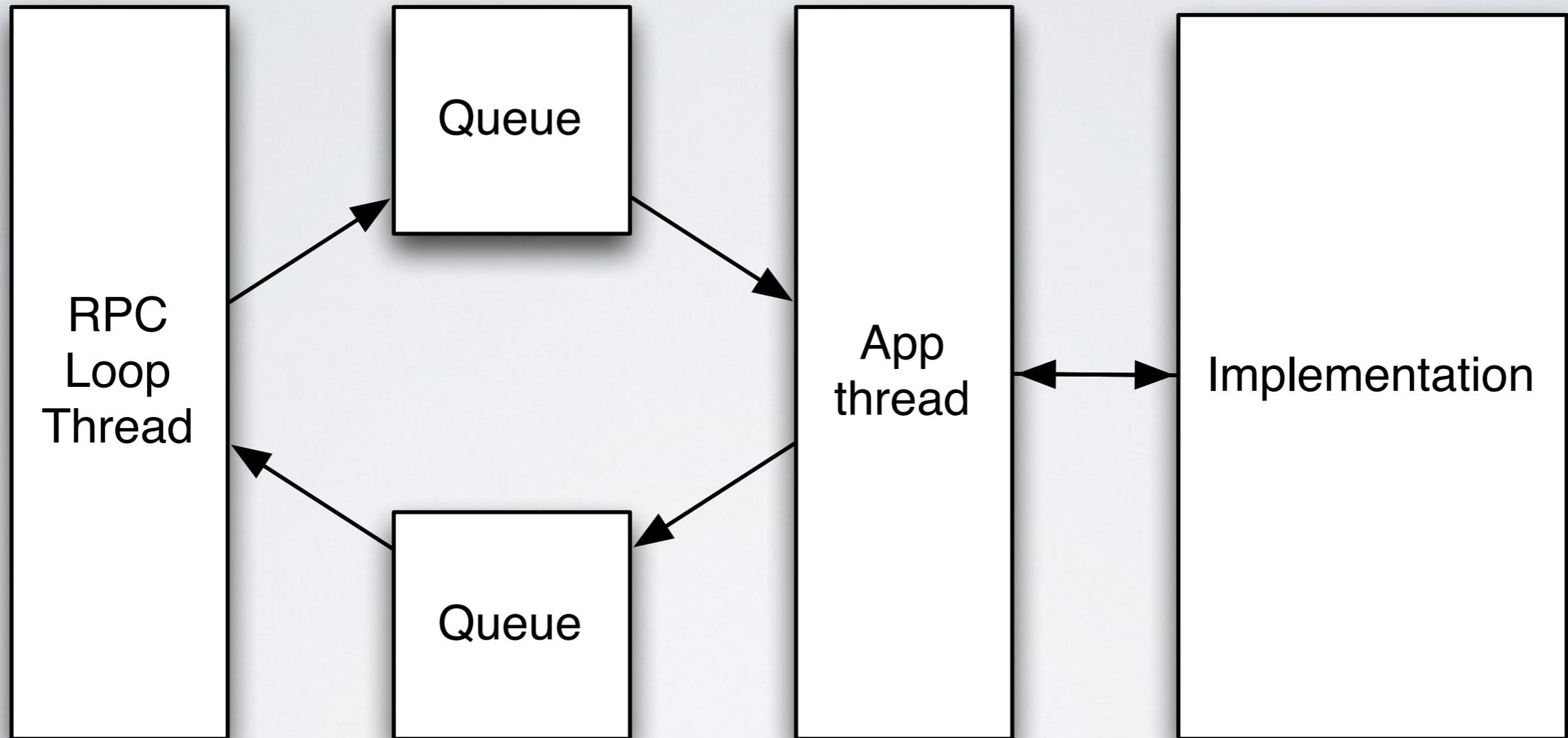
```
if(retval == 0)
{
    strcpy(buffer, "[\\"success\\"\\n");
} else {
    sprintf(buffer, "[\\"fail\\", ...);
}
```

RUNNING THE TEST

```
cucumber-tcp2serial — tmux — bash — ttys000
~/Documents/projects/embedded/cucumber-tcp2serial ($ █ | ~/Documents/projects/embedded/cucumber-tcp2serial/wire
-server (new)$ █ / s e
r ver.sh
Logger: wire_server: Started
```

SEE IT RUN

REAL APPS NEED THREADS



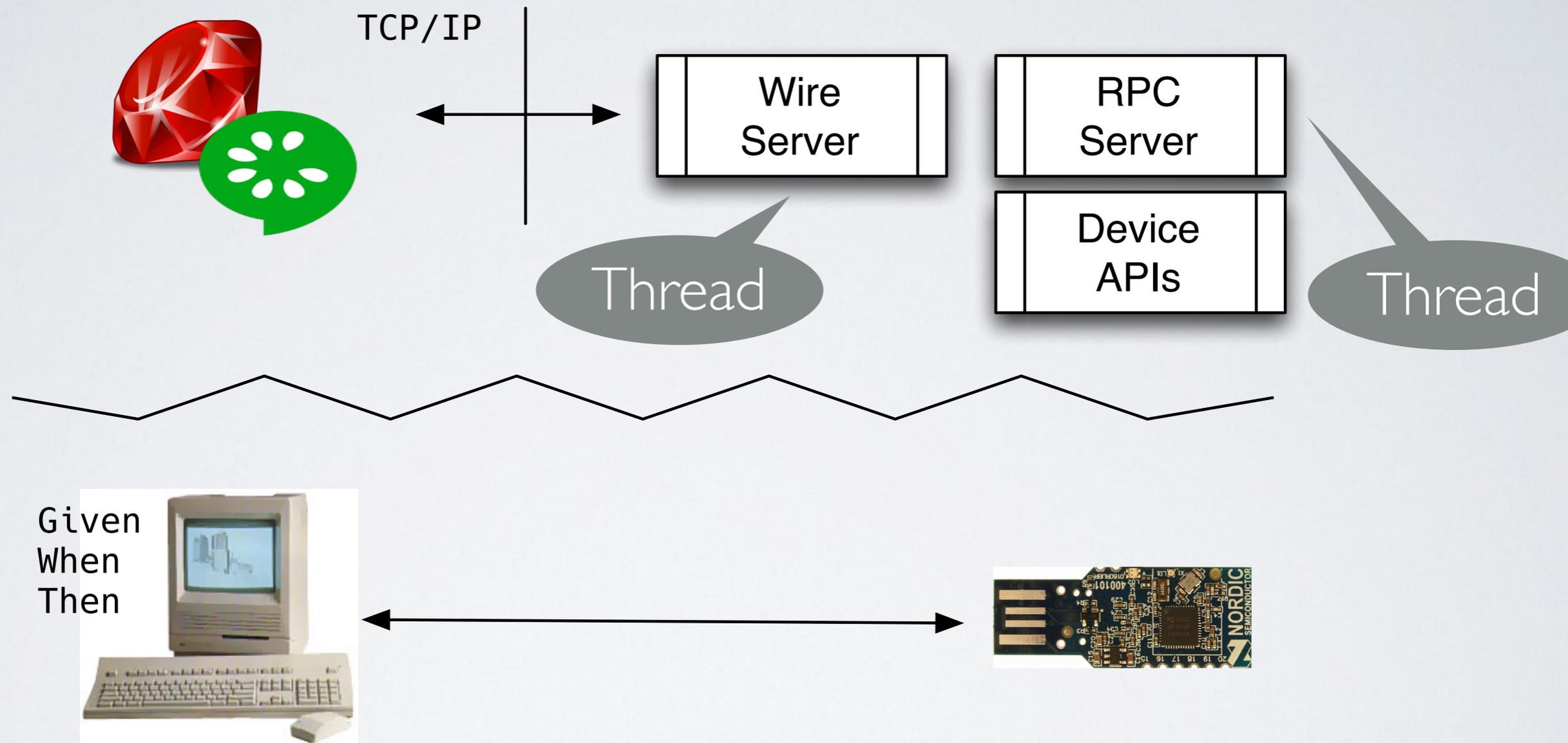
IMPLEMENTATION STACK



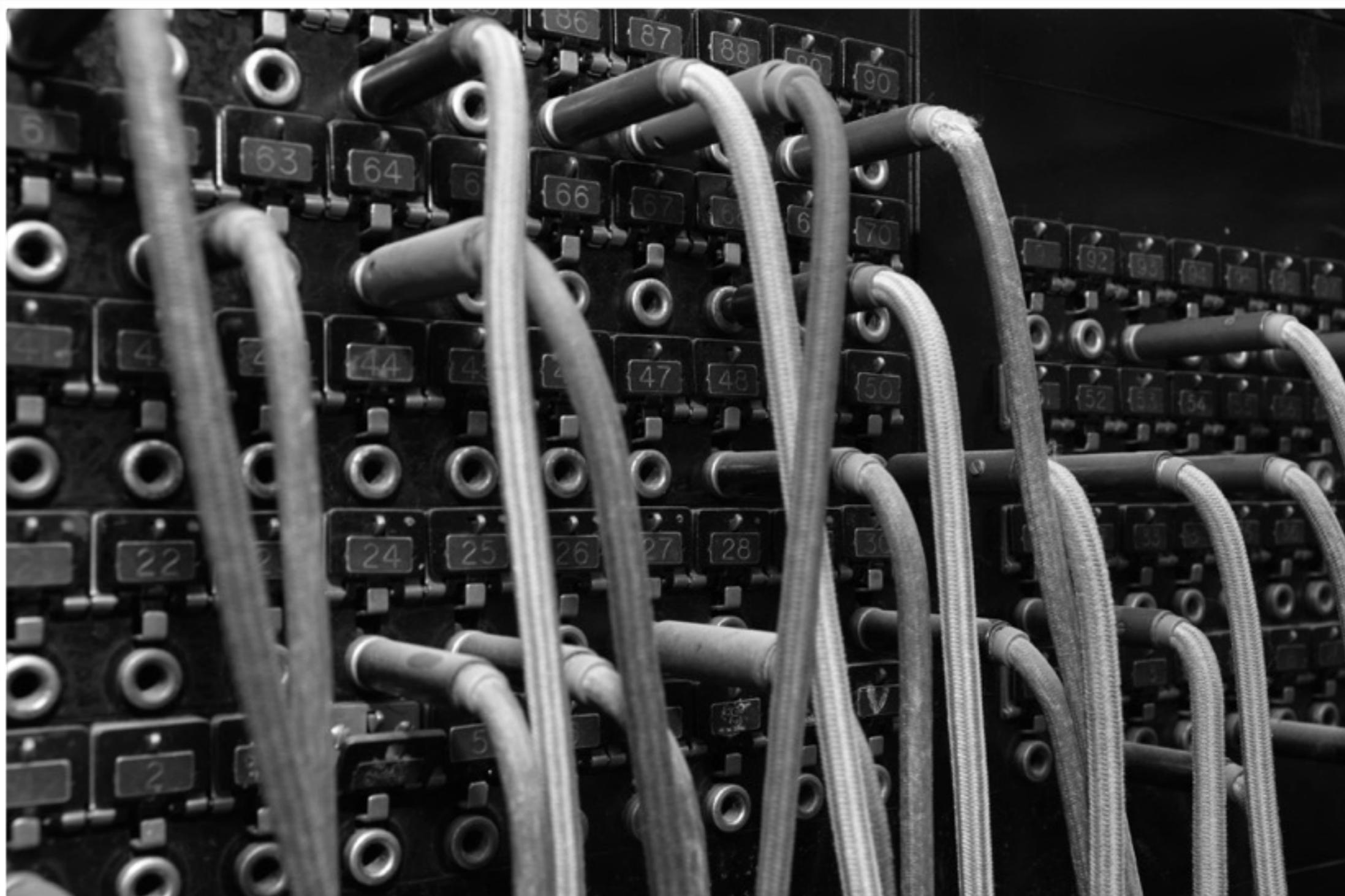
WORKING WITH CUCUMBER

- Decide on a strategy (off-board, on-board)
- Get appropriate toolchain (cross compiler, linker)
- Implement and port Wire to target
- Run the feature files
- **fail/implement/pass/refactor/repeat**

SCRIPTING THE DEVICE



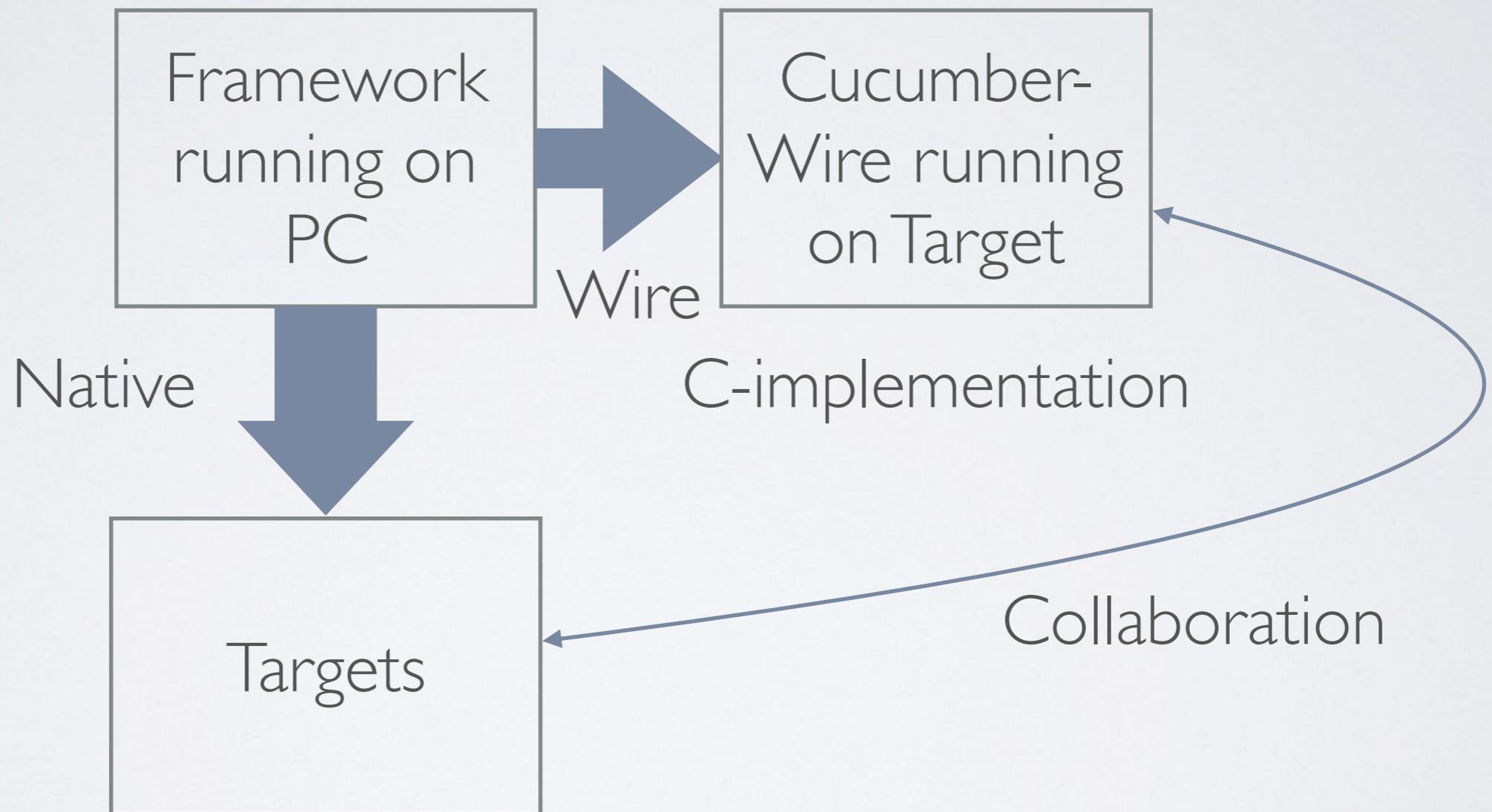
COMPLEX ENVIRONMENT



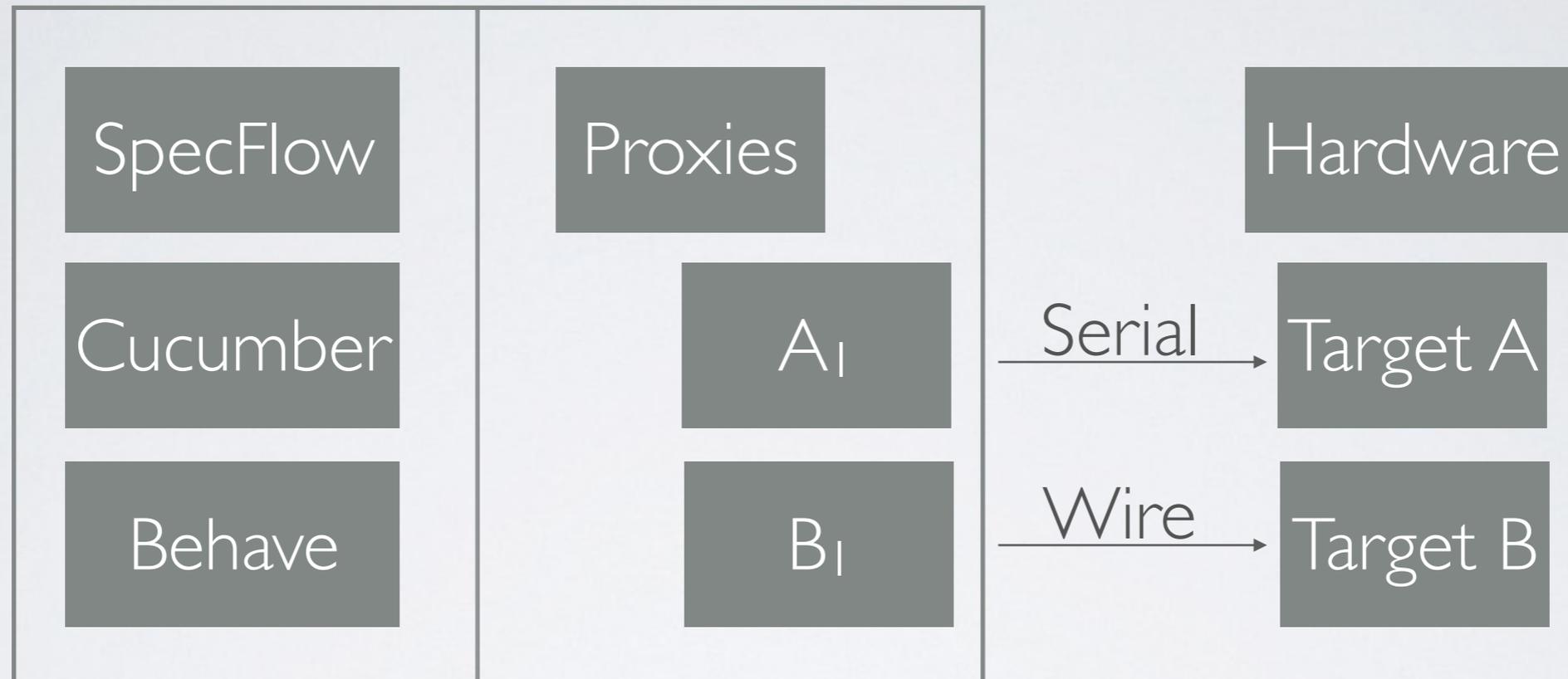
GATEWAY

- Acts as an end-to-end test orchestrator
- Switchboard events across heterogeneous devices

COLLABORATIVE END-TO-END TESTING



GATEWAY ARCHITECTURE

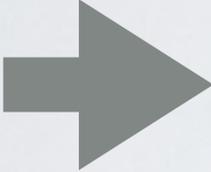


END-TO-END FEATURES

Feature: Alarm assured to appear in quiet mode

Scenario: Pressure alarm

Given device is in quiet mode

 When pressure sensor is disconnected

Then a silent alarm will appear

GATEWAY STEPS

```
public class QuietModeSteps
{
    SignalSimulator signalSimulator = new SignalSimulator();
    MedicalDevice medicalDevice = new MedicalDevice("192.168.1.1", 3901);

    [Given(@"device is quiet mode")]
    public void GivenDevicesIsQuietMode()
    {
        Assert.IsTrue(medicalDevice.SetQuietMode());
    }

    [When(@"pressure sensor is disconnected")]
    public void GivenPressureSensorIsDisconnected()
    {
        Assert.IsTrue(signalSimulator.SetPressure(off));
    }
}
```

Serial

Wire
on device

GATEWAY PROXIES

```
class MedicalDevice
{
public MedicalDevice(string ipAddress, int port)
{
    wire = new Wire(myAddress, port);
    wire.Open();
}

public bool SetQuietMode()
{
wire.Send("[\"step_matches\",
    {\"name_to_match\": \"set quiet mode on\"}]\\n\");
wire.Send("[\"invoke\", {\"id\": \"7\", \"args\": [\"on\"]}]\\n\");
    return(wire.Ack());
}
}
```



Ugh...

EMULATING WIRE

```
public class Wire
{
    public int Open()
    {
        client = new TcpClient(myAddress, myPort);
        stream = client.GetStream();
        return(Send("[\rbegin_scenario\r"]\n));
    }

    public int Close()
    {
        stream = client.GetStream();
        Send("[\rend_scenario\r"]\n);
        return(client.Close());
    }
}
```

SPECFLOW TO WIRE

SpecFlow

Proxies

Target

Given ... quiet mode

A_I

```
int SetQuietMode("on") {}
```

Wire

TCP →

Wire

Match:

```
"set quiet\'(on|off)\'"
```

Invoke:

idx:0, params:"on"

A

```
int set_quiet(char* state){}
```

COMPLIANCE CONSIDERATIONS

- Security - Anyone can connect to Wire!
- Regulation may not allow non-application code on a production system

Shut down the wire thread in production

LESSONS LEARNED

Threads & Target
Architecture

Vocabulary



National Library of Australia

nla.pic-an24431205-v



OPEN SOURCE

- Unit testing example

<https://github.com/ihassin/nrf51-unity>

- Cucumber/Listener/RPC example

<https://github.com/ihassin/cucumber-wire-tcp2serial>

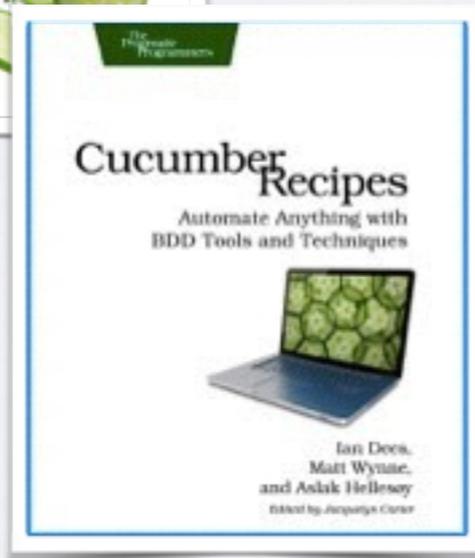
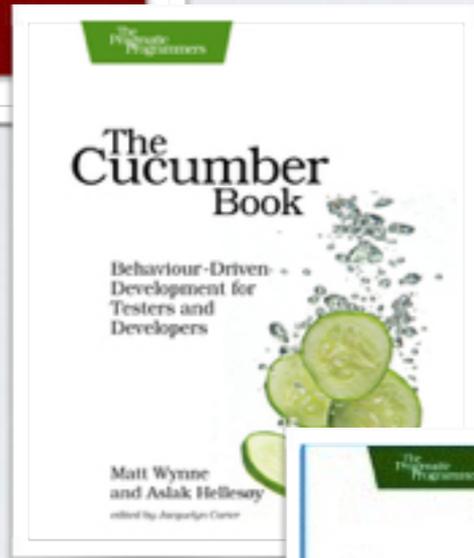
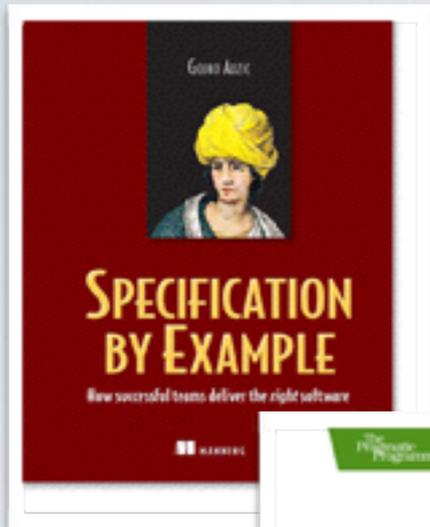
- Development environment provisioning (Linux)

<https://github.com/ihassin/fruitymesh-ubuntu-vm>

- Development environment provisioning (OS-X)

<https://github.com/ihassin/fruitymesh-mac-osx>

REFERENCES



- Unity
- Cucumber
- Specification by example
- The Cucumber Book
- Cucumber Recipes
- SpecFlow
- Nordic Semiconductor

Photo Credits:

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THANK YOU!

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