

The Importance of Testing

March 16, 2022

Thomas D. Nadeau

Fellow/Chief Cloud Architect

The Challenges

Previous projects have focused on the generation of code from developers, but this resulted in other important things being handled “later” - sometimes being made up on the spot or along the way...

- Not really ensuring its quality
 - Dev “tests” that are typically part of the CI/CD process are useful but only to a point.
- Not understanding scaling limits of each release.
- Not handling CVTs or the creation of a Security Response team
- Testing on real hardware and realistic use cases and scenarios
- Discussions of integrations and sync with dependent/related projects (in either direction) and have the community here define a clear set of goals

The Challenges

This is something “non-devs” can get involved with and can have a very positive impact on the community

- Documentation, test plans, test scripts, etc...

Uniform event logging/failure outputs

Integrated testing onboard the platform

- Self-testing capabilities/query-based testing/etc... akin to a “loop back” test
- Diagnostic capabilities onboard platform to aid in use cases such as remote diag, etc...

Some Solutions and Actions

Think about testing and security **now** before too many artifacts are creating making it a monumental task

Think about detailing “supported” configurations and use cases so we can test for them *before* we release anything.

- This will need *physical* testing infrastructure *and* people to operate it
- Devs will need easy access, or they won't use it

Consider the creation of a CVT/Security/Vulnerability response team on day 0 as well as create a clear M.O. for patching previous releases, or even stopping in-progress releases

Create a Testing team/group on day 0 to start thinking about and defining all of the above