

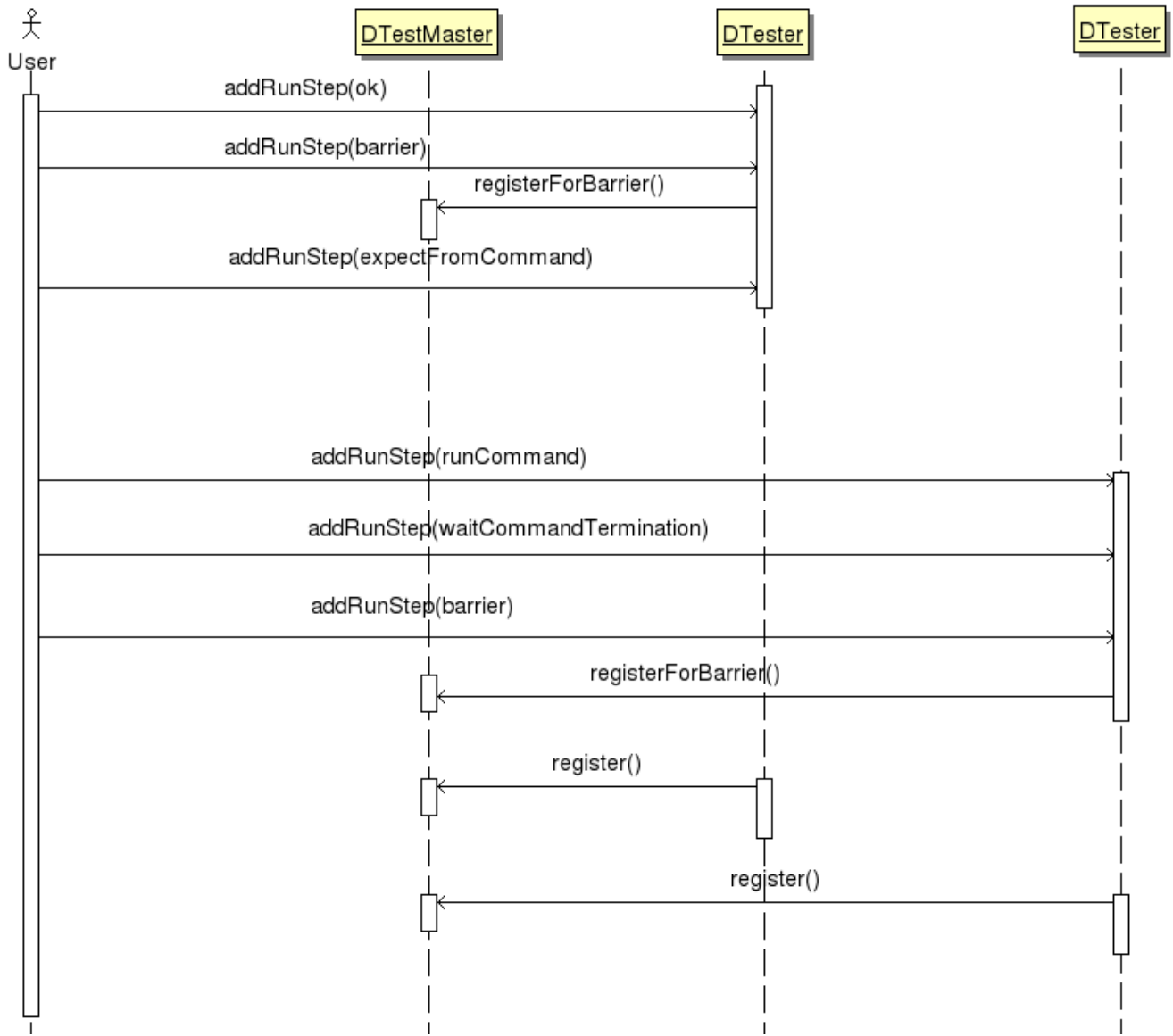
dtest Documentation

Phase 1 : definition of execution steps of each DTester

The user adds execution steps to Dtester with addRunStep().

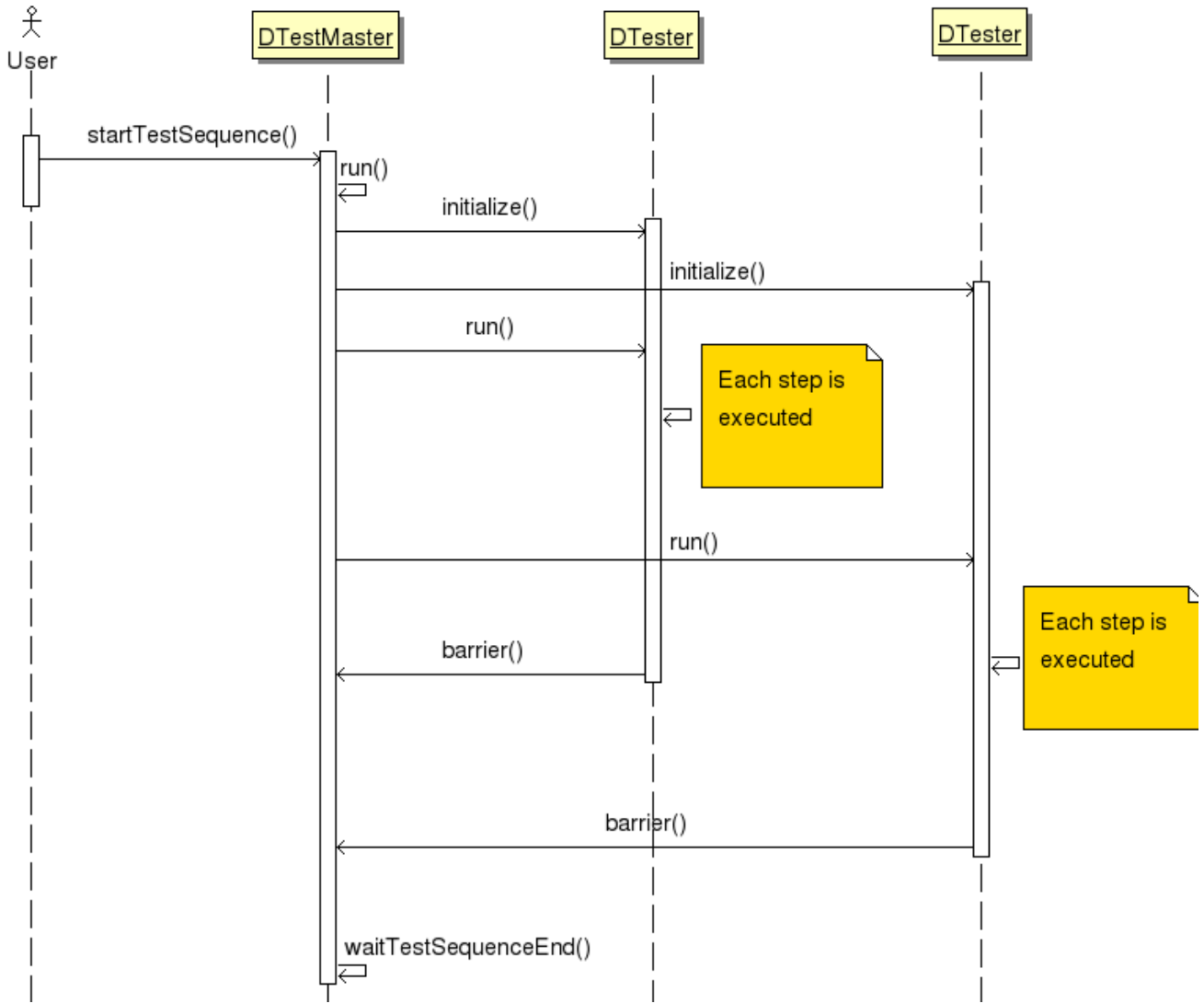
Barrier type steps automatically register to DTestMaster with registerForBarrier().

Then DTesters must register to DTestMaster with register().

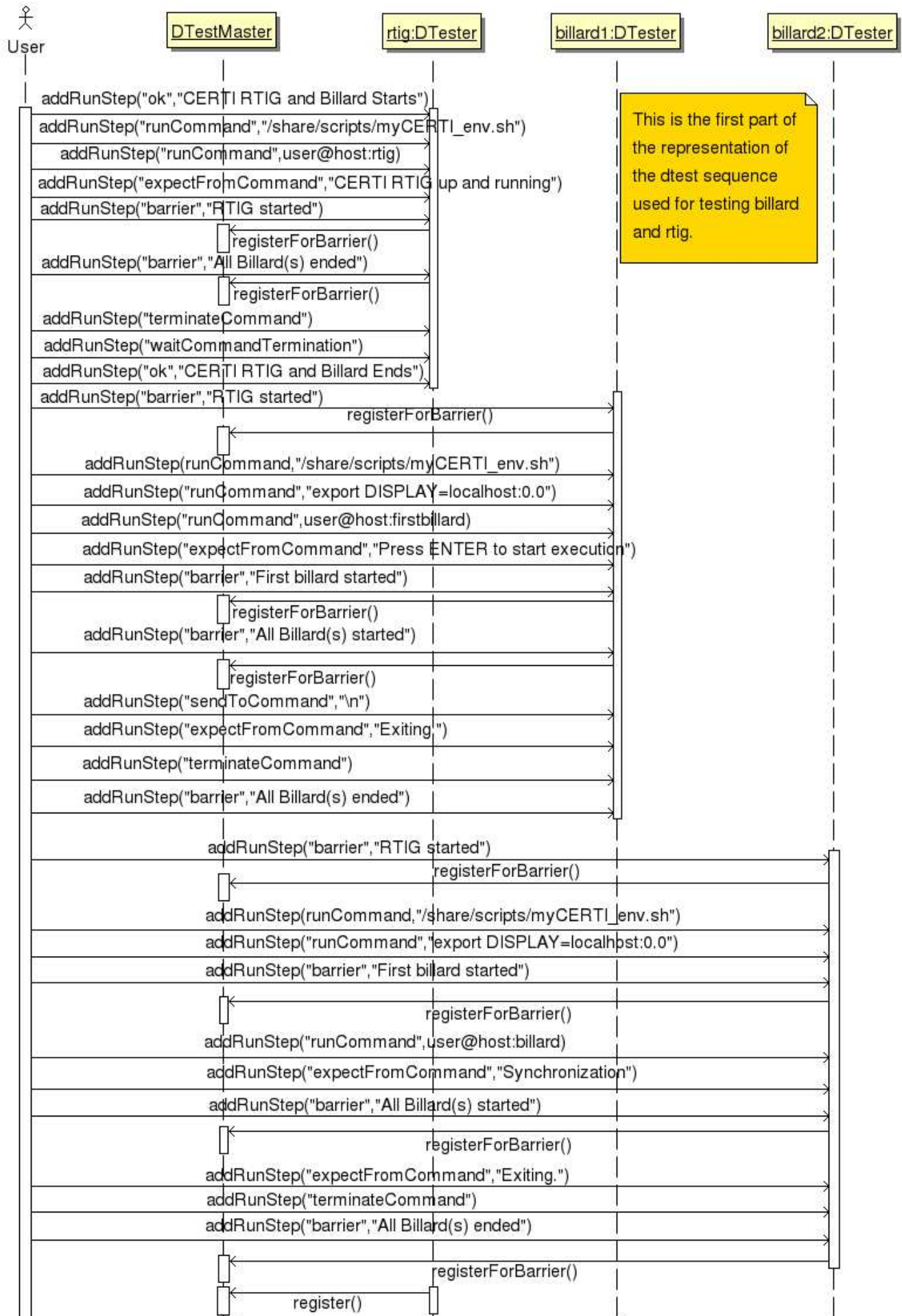


diagram_sequence_dtest

Phase 2 : the user starts test sequence with startTestSequence().
 First, Dtester threads are initialized and launched.
 Then, each step previously defined is executed.
 When a DTester reaches a barrier, it informs DTestMaster with barrier().
 If other Dtesters are missing on this barrier, the DTester waits them.
 Finally, the DTestMaster wait the end of each DTester with waitTestSequenceEnd().

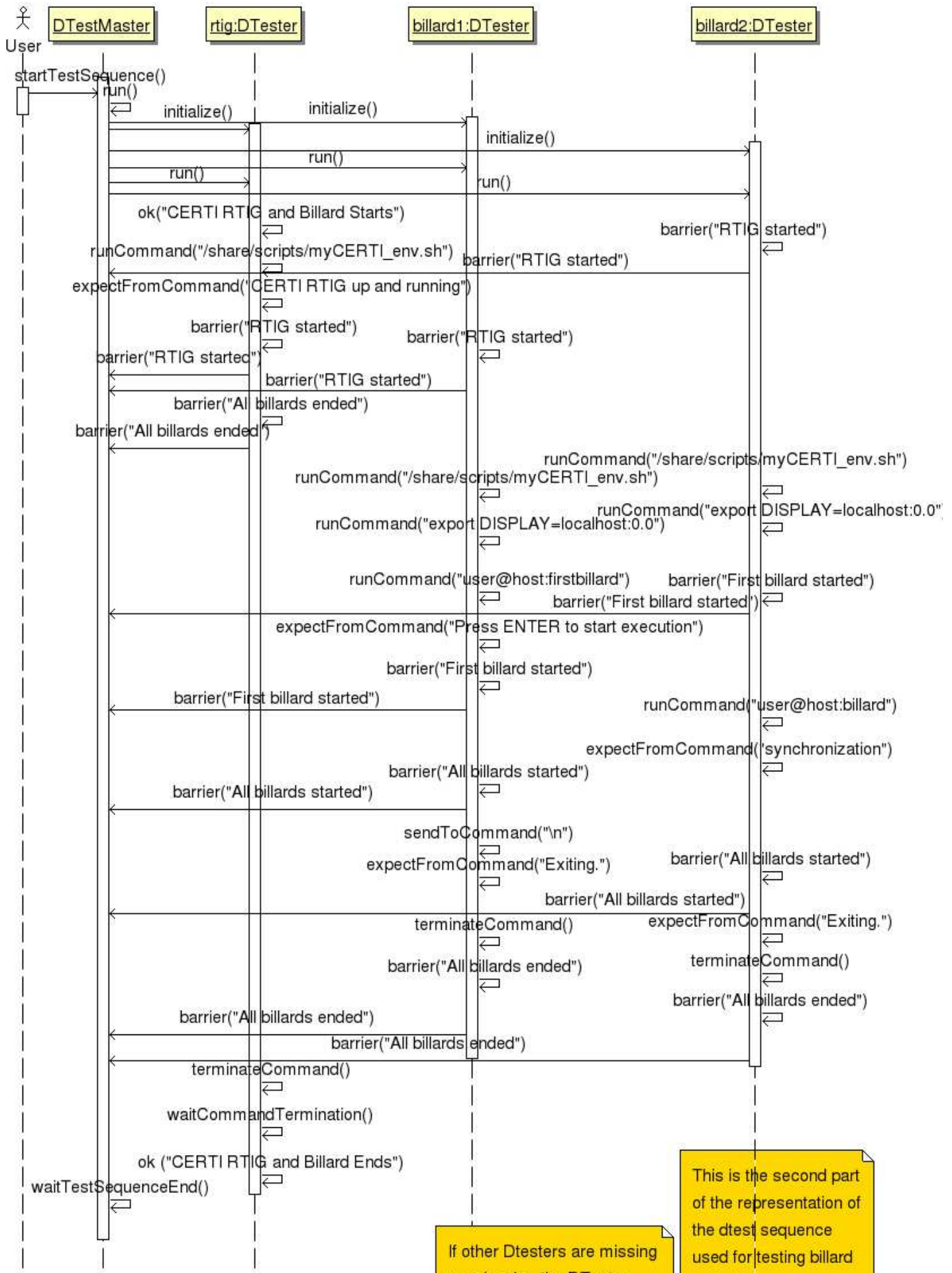


diagram_sequence_dtest2

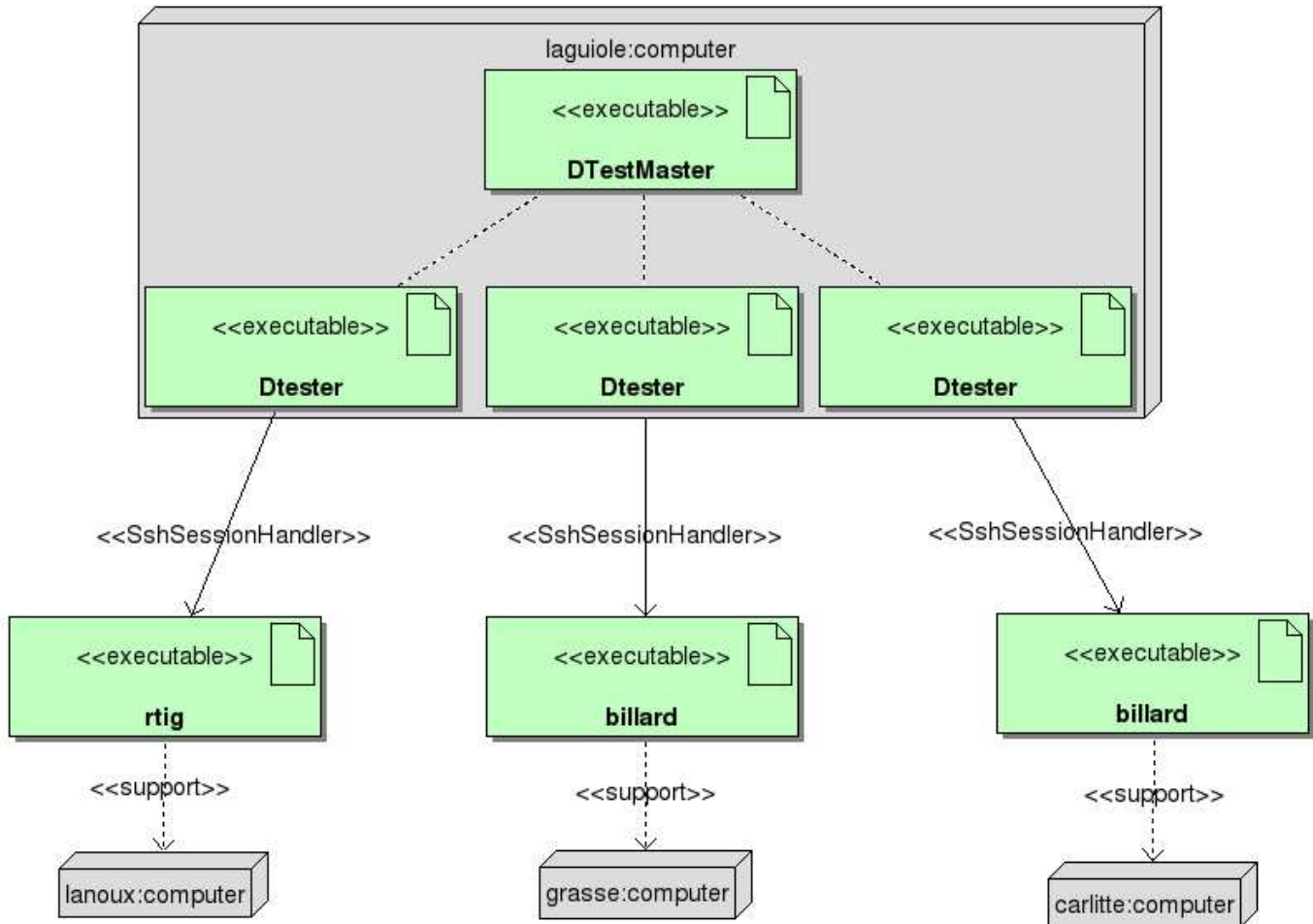


This is the first part of the representation of the dtest sequence used for testing billard and rtig.

diagram_sequence_dtest_example



diagram_sequence_dtest_example2



Here is represented the interaction between **rtig**, **billards** and their **DTesters** located on different computers. Each **Dtester** is registered in a **DTestMaster** which coordinates the synchronization of all **DTesters** mainly with the barrier synchronization method. A **Dtester** is associated to one executable (here **rtig** or **billard**) , they can communicate through a remote ssh connection **SshSessionHandler** started by the **Dtester**. Once this connection is established, a **Dtester** can send asynchronous commands to its executable and wait for output data to control the behavior of its executable.

diagram_deployment_dtest