

Performance Testing

Audience Course Performance Testing

The course Performance Testing is intended for testers, developers and others who want to learn the tools and techniques of performance testing.

Prerequisites Performance Testing

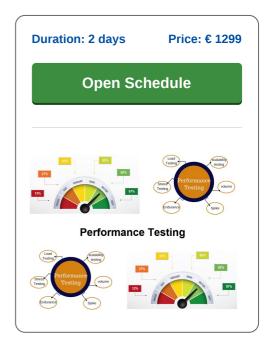
Experience with testing is required. Experience with the basic principles of programming is recommended, but not strictly necessary.

Realization training Performance Testing

The training Performance Testing is an interactive classroom training with room for your own cases. It is a hands-on training in which theory and practice are interchanged. The theory is presented on the basis of slides and demos. Several scenarios are implemented as exercises. The course times are from 9.30 to 16.30.

Certification Performance Testing

Participants receive an official certificate Performance Testing after successful completion of the course.



Content Course Performance Testing

In the course Performance Testing you will learn how to obtain quantitative results on the performance of applications under different test scenarios.

Importance of Performance

Performance is an aspect that is becoming increasingly important and is a prerequisite for making applications a success. Downtime, visitors clicking away and negative media attention can all be the result of poor performance of an application.

Measurement of Performance

During the course Performance Testing a method is developed with which the performance of an application can be measured and the results can be analyzed.

Test Plan

In the first place the course Performance Testing pays attention to making a test plan with parameters such as workload and transactions to be tested. This also includes stress testing. Tools such as JMeter and Gatling are used when specifying scripts and executing them.

Test Results

The results of the tests are reported and analyzed. Conclusions and recommendations are made based on the measurements.

Scalability and Reliability

Finally the course Performance Testing pays attention to evaluating qualitative aspects such as scalability and reliability.



Modules Course Performance Testing

Module 1 : Intro Performance Testing	Module 2 : Configuring Tooling	Module 3 : Creating Test Plan
Performance Aspects	Using JMeter	Designing the Test
Memory Issues	Running JMeter	Defining Workload
Timing Issues	Setting Classpath	Simulated Transactions
Response Times	Configuring JMeter	Refining measurements
User Experience	Non-GUI mode	Response Times
Perceived Performance	Using Gatling	Resource Usage
BenchMarking	Gatling Recorder	Web Test Plan
Types of Performance Tests	Recording Scenarios	Set HTTP Request Headers
Load Testing	Running Gatling	Add Cookie Support
Stress Testing	Isolate Processes	Add File Reporter
Performance testing	Configure Users	Saving and Running Test Plan
Module 4 : Creating Scripts	Module 5 : Test Execution	
Module 4 : Creating Scripts Configuring Tree Elements	Module 5 : Test Execution Acquire Data	
Configuring Tree Elements	Acquire Data	
Configuring Tree Elements Thinning a Test	Acquire Data Validate Tests and Tools	
Configuring Tree Elements Thinning a Test Thread Group	Acquire Data Validate Tests and Tools Prepare for Execution	
Configuring Tree Elements Thinning a Test Thread Group Controllers	Acquire Data Validate Tests and Tools Prepare for Execution Execute the Tests	
Configuring Tree Elements Thinning a Test Thread Group Controllers Generative Controllers	Acquire Data Validate Tests and Tools Prepare for Execution Execute the Tests Refining Measurements	
Configuring Tree Elements Thinning a Test Thread Group Controllers Generative Controllers Logic Controllers	Acquire Data Validate Tests and Tools Prepare for Execution Execute the Tests Refining Measurements Response Times	
Configuring Tree Elements Thinning a Test Thread Group Controllers Generative Controllers Logic Controllers Listeners	Acquire Data Validate Tests and Tools Prepare for Execution Execute the Tests Refining Measurements Response Times Resource Usage	
Configuring Tree Elements Thinning a Test Thread Group Controllers Generative Controllers Logic Controllers Listeners Timers	Acquire Data Validate Tests and Tools Prepare for Execution Execute the Tests Refining Measurements Response Times Resource Usage Data Collection	