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Testing gLite for releases

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We describe the methodology for testing gLite releases. Starting from the needs given by the EGEE software management process we illustrate our design choices for testing gLite.

For certifying patches different test scenarios have to be considered: regular regression tests, stress tests and manual verification of bug fixes. Conflicts arise if these tests are all carried out at the same time on the same infrastructure. Thus virtualisation is used and its benefits are shown by several examples. Furthermore we sketch the architecture of our distributed testbed including lessons learnt from such a distributed test environment. Finally we describe the test framework we're using. We also give an overview of the tests that have been developed to test the different gLite services. Some statistics on the patches certified with this process are also presented. Apart from these more conventional testing activities we describe how we address testing maturing complex services for scalability and long term stability which require excessive testbed sizes.

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