

TOOP Pilot Testing

TOOP has started the testing phase in July 2018. Testing in TOOP is a vital stage of the project. The services can be implemented only after they are thoroughly checked and verified. A four-step process has been put in place to test the TOOP pilot achievements.

STEP 1 “Test preparation”

In the first step, we ask the Member States (partners of the TOOP consortium) to verify if their environment is ready for testing. This step is called “test preparation”. It ensures, that Member States are using the latest version of the TOOP components, have provided their dataset, ordered and installed PKI (Public Key Infrastructure) certificates (for the Data Consumer and Provider, the Service Metadata Publisher -SMP and the AS4 gateways), etc. A dataset contains for instance the natural/legal person identifier, the address and company data of the person identified by the identifier in case of General Business Mobility pilot; this dataset has to be provided by Member States that are data provider. This is done via a carefully composed check list.

STEP 2 “Automatic testing”

In the second step, we start the test documentation part with the onboard testing. In this part of tests, the Member States are using TOOP Commander to verify their own TOOP environment by doing automatic testing. The first objective of TOOP Commander is to enable the Member State that is only Data Provider to simulate a Data Consumer using its own environment. We have extended this scope to enable a Member State to test its data sharing capabilities using its own Member State environment. TOOP Commander can be used via a command line interface.

STEP 3 “Testing with the fictional Member States”

In the third step, a Member State can start testing with fictional Member States created for the testing purpose: Freedonia and Elonia. Freedonia is an exemplary Data Consumer Member State. A User Interface is proposed for Data Provider Member States, so that they can test their dataset by using the Freedonia Data Consumer User Interface. Elonia is an exemplary Data Provider Member State. Its dataset can be used by a Data Consumer Member State. A supporting tool, the Playground Package Tracker, can be used to check the transaction logs between Data Consumer and Data Provider.

STEP 4 “Virtual connectathons”

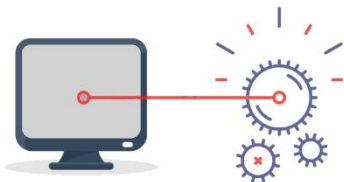
The final step consists of testing from a Data Consumer Member State to a Data Provider Member State, and this is called the connectathon. During a connectathon, a Data Consumer Member State shares its screen using Gotomeeting (an online communication tool) to show its User Interface. Then, he tries to connect with valid data using another Member State Data Provider identifier and also with a false identifier with the same Member State Data Provider. It is repeated for all pilots and for all ready Member States (Data Consumer and Data Provider).

The results of the connectathons are recorded and sent to the piloting Member States after the connectathons. All the testing steps are monitored in an excel document. If you would like to know more about TOOP pilots, visit: www.toop.eu/pilots



1. Test preparations

Technical checklists verifies if national environment is ready for testing.



2. Automatic testing

Member states use TOOP Commander to verify their own TOOP environment by doing automatic testing.



3. Testing with fictional Member States

Datasets of the fictional Member State can be used by Data Consumer and Data Providers.



4. Virtual connectathons

During virtual connectathon meetings Data Consumer Member States connect with valid data using dataset of another Data Provider.



Results of connectathons are recorded and sent to the piloting Member States