



# Red Hat Decision Manager 7.4

## Testing a decision service using test scenarios



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Red Hat Customer Content Services  
brms-docs@redhat.com

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## Abstract

This document describes how to test a decision service using test scenarios in Red Hat Decision Manager 7.4.

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## PREFACE

As a business analyst or business rules developer, you can use test scenarios in Business Central to test a decision service before a project is deployed. You can test DMN-based and rules-based decision services to ensure these are functioning properly and as expected. Also, you can test a decision service at any time during project development.

### Prerequisites

- The space and project for the decision service have been created in Business Central. For details, see [Getting started with decision services](#) .
- Business rules and their associated data objects have been defined for the rules-based decision service. For details, see [Designing a decision service using guided decision tables](#) .
- DMN decision logic and its associated custom data types have been defined for the DMN-based decision service. For details, see [Designing a decision service using DMN models](#) .



### NOTE

Having defined business rules is not a technical prerequisite for test scenarios, because the scenarios can test the defined data that constitutes the business rules. However, creating the rules first is helpful so that you can also test entire rules in test scenarios and so that the scenarios more closely match the intended decision service. For DMN-based test scenarios ensure that the DMN decision logic and its associated custom data types are defined for the decision service.



## CHAPTER 1. TEST SCENARIOS

Test scenarios in Red Hat Decision Manager enable you to validate the functionality of business rules and business rule data (for rules-based test scenarios) or of DMN models (for DMN-based test scenarios) before deploying them into a production environment. With a test scenario, you use data from your project to set given conditions and expected results based on one or more defined business rules. When you run the scenario, the expected results and actual results of the rule instance are compared. If the expected results match the actual results, the test is successful. If the expected results do not match the actual results, then the test fails.

Red Hat Decision Manager currently supports both the new **Test Scenarios** designer and the former **Test Scenarios (Legacy)** designer. The default designer is the new test scenarios designer, which supports testing of both rules and DMN models and provides an enhanced overall user experience with test scenarios. If required, you can continue to use the legacy test scenarios designer, which supports rule-based test scenarios only.

You can run the defined test scenarios in a number of ways, for example, you can run available test scenarios at the project level or inside a specific test scenario asset. Test scenarios are independent and cannot affect or modify other test scenarios. You can run test scenarios at any time during project development in Business Central. You do not have to compile or deploy your decision service to run test scenarios.

You can import data objects from different packages to the same project package as the test scenario. Assets in the same package are imported by default. After you create the necessary data objects and the test scenario, you can use the **Data Objects** tab of the test scenarios designer to verify that all required data objects are listed or to import other existing data objects by adding a **New item**.



### IMPORTANT

Throughout the test scenarios documentation, all references to *test scenarios* and the *test scenarios designer* are for the new version, unless explicitly noted as the legacy version.

## CHAPTER 2. DATA OBJECTS

Data objects are the building blocks for the rule assets that you create. Data objects are custom data types implemented as Java objects in specified packages of your project. For example, you might create a **Person** object with data fields **Name**, **Address**, and **DateOfBirth** to specify personal details for loan application rules. These custom data types determine what data your assets and your decision services are based on.

### 2.1. CREATING DATA OBJECTS

The following procedure is a generic overview of creating data objects. It is not specific to a particular business asset.

#### Procedure

1. In Business Central, go to **Menu** → **Design** → **Projects** and click the project name.
2. Click **Add Asset** → **Data Object**.
3. Enter a unique **Data Object** name and select the **Package** where you want the data object to be available for other rule assets. Data objects with the same name cannot exist in the same package. In the specified DRL file, you can import a data object from any package.

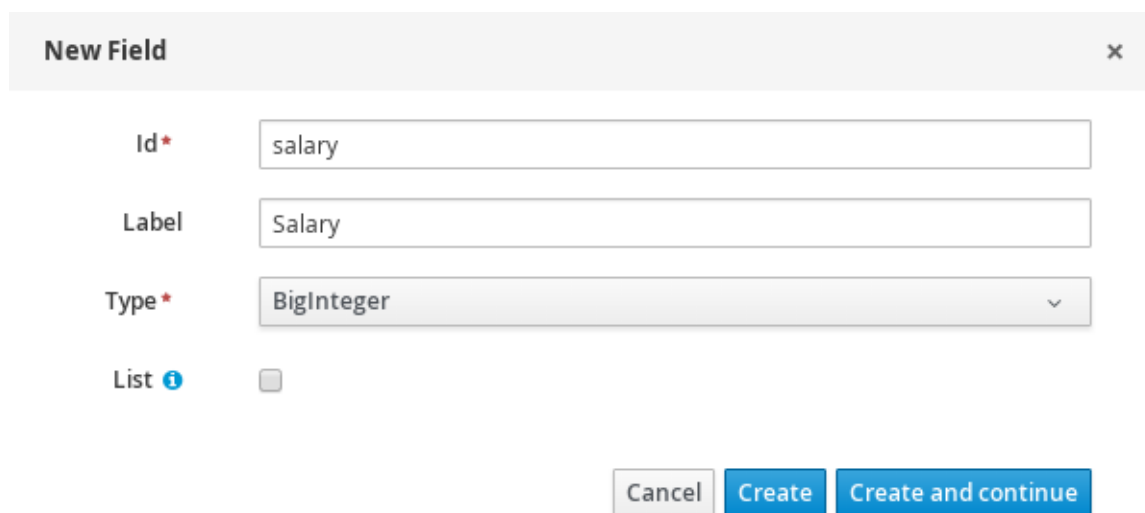


#### IMPORTING DATA OBJECTS FROM OTHER PACKAGES

You can import an existing data object from another package directly into the asset designers like guided rules or guided decision table designers. Select the relevant rule asset within the project and in the asset designer, go to **Data Objects** → **New item** to select the object to be imported.

4. To make your data object persistable, select the **Persistable** checkbox. Persistable data objects are able to be stored in a database according to the JPA specification. The default JPA is Hibernate.
5. Click **Ok**.
6. In the data object designer, click **add field** to add a field to the object with the attributes **Id**, **Label**, and **Type**. Required attributes are marked with an asterisk (\*).
  - **Id**: Enter the unique ID of the field.
  - **Label**: (Optional) Enter a label for the field.
  - **Type**: Enter the data type of the field.
  - **List**: (Optional) Select this check box to enable the field to hold multiple items for the specified type.

Figure 2.1. Add data fields to a data object



**New Field** x

**Id\***

**Label**

**Type\***  v

**List** i

7. Click **Create** to add the new field, or click **Create and continue** to add the new field and continue adding other fields.

**NOTE**

To edit a field, select the field row and use the **general properties** on the right side of the screen.

## CHAPTER 3. TEST SCENARIOS DESIGNER IN BUSINESS CENTRAL

The test scenarios designer provides a tabular layout that helps you in defining a scenario template and all the associated test cases. The designer layout consists of a table which has a header and the individual rows. The header consists of three parts, the **GIVEN** and **EXPECT** row, a row with instances, and a row with corresponding fields. The header is also known as test scenario template and the individual rows are called test scenarios definitions.

The test scenario template or header has the following two parts:

- **GIVEN** data objects and their fields - represents the input information
- **EXPECT** data objects and their fields - represents the objects and their fields whose exact values are checked based on the given information and which also constitutes the expected result.

The test scenarios definitions represent the separate test cases of a template.

You can access the **Project Explorer** from the left panel of the designer whereas from the right panel you can access the **Settings**, **Test Tools**, **Scenario Cheatsheet**, **Test Report** and the **Coverage Report** tabs. You can access the **Settings** tab to view and edit the global settings of rule-based and DMN-based test scenarios. You can use the **Test Tools** to configure the data object mappings. **Scenario Cheatsheet** tab contains notes and the cheat sheet which you can use as reference. The **Test Report** tab displays the overview of the tests and the scenario status. To view the test coverage statistics, you can use the **Coverage Report** tab from the right side of the test scenario designer.

### 3.1. IMPORTING DATA OBJECTS

The test scenarios designer loads all data objects that are located in the same package as the test scenario. You can view all the data objects from the **Data Objects** tab in the designer. The loaded data objects are also displayed in the **Test Tools** panel.

You need to close and reopen the designer in case the data objects change (for example, when a new data object is created or when an existing one is deleted). Select a data object from the list to display its fields and the field types.

In case you want to use a data object located in a different package than the test scenario, you need to import the data object first. Follow the procedure below to import a data object for rules-based test scenarios.



#### NOTE

You cannot import any data objects while creating DMN-based test scenarios. DMN-based test scenarios does not use any data objects from the project but uses the custom data types defined in the DMN file.

#### Procedure

1. Go to **Project Explorer** panel in the test scenarios designer.
2. From **Test Scenario**, select a test scenario.
3. Select **Data Objects** tab and click **New Item**.

4. In the **Add import** window, choose the data object from the drop-down list.
5. Click **Ok** and then **Save**.
6. Close and reopen the test scenarios designer to view the new data object from the data objects list.

## 3.2. IMPORTING A TEST SCENARIO

You can import an existing test scenario using the **Import Asset** button in the **Asset** tab from the project view.

### Procedure

1. In Business Central, go to **Menu → Design → Projects** and click the project name.
2. From the project's **Asset** tab, click **Import Asset**.
3. In the **Create new Import Asset** window,
  - Enter the name of the import asset.
  - Select the package from the **Package** drop-down list.
  - From **Please select a file to upload** click **Choose File...** to browse to test scenario file.
4. Select the file and click **Open**.
5. Click **Ok** and the test scenario opens in the test scenario designer.

## 3.3. SAVING A TEST SCENARIO

You can save a test scenario at any time while creating a test scenario template or defining the test scenarios.

### Procedure

1. From the test scenarios designer toolbar on the upper-right, click **Save**.
2. On the **Confirm Save** window,
  - a. If you wish to add a comment regarding the test scenario, click **add a comment**
  - b. Click **Save** again.

A message stating that the test scenario was saved successfully appears on the screen.

## 3.4. DELETING A TEST SCENARIO

You can delete existing test scenarios that were created using the test scenarios designer.

### Procedure

1. From the test scenarios designer toolbar on the upper-right, click **Delete**.

2. In the **Confirm Delete** window,
  - To add a comment regarding the deletion of the test scenario, click **add a comment**
  - Click **Delete**.

A message stating that the test scenario was deleted successfully appears on the screen.

### 3.5. RENAMING A TEST SCENARIO

You can rename existing test scenarios by using the **Rename** button from the upper-right toolbar in the designer.

#### Procedure

1. From the test scenarios designer toolbar on the upper-right, click **Rename**.
2. In the **Rename Asset** window,
  - a. Enter a name in the **Asset Name** field.
  - b. If you wish to add a comment, click **add a comment**
  - c. Click **Rename**.



#### NOTE

Clicking on **Rename** simply renames the test scenario file.

- d. From the test scenarios designer toolbar on the upper-right, click **Save**.
- e. In the **Confirm Save** window,
  - i. If you wish to add a comment, click **add a comment**
  - ii. Click **Save** again.
- f. Alternately, you could click **Save and Rename** to save and rename the scenario at the same time.

A message stating that the test scenario was renamed successfully appears on the screen.

### 3.6. COPYING A TEST SCENARIO

You can copy an existing test scenario to the same package or to some other package by using the **Copy** button from the upper-right toolbar.

#### Procedure

1. From the test scenarios designer toolbar on the upper-right, click **Copy**.
2. In the **Make a Copy** window,
  - a. Enter a name in the **New Name** field.

- b. Select the package you want to copy the test scenario to.
- c. Optionally, to add a comment, click **add a comment**
- d. Click **Make a Copy**.

A message stating that the test scenario was copied successfully appears on the screen.

### 3.7. DOWNLOADING A TEST SCENARIO

You can download a copy of the test scenario to your local machine for future reference or as backup.

#### Procedure

In the test scenarios designer toolbar on the upper-right, click the **Download** icon.

The **.scesim** file is downloaded to your local machine.

### 3.8. SWITCHING BETWEEN VERSIONS OF A TEST SCENARIO

Business Central provides you the ability to switch between the various versions of a test scenario. Every time you save the scenario, a new version of the scenario is listed under **Latest Versions**. To use this feature, you must save the test scenario file at least once.

#### Procedure

1. From the test scenarios designer toolbar on the upper-right, click **Latest Version**. All the versions of the file are listed under **Latest Version**, if they exist.
2. Click the version you want to work on.  
The selected version of the test scenario opens in the test scenarios designer.
3. From the designer toolbar, click **Restore**.
4. In the **Confirm Restore**,
  - a. To add a comment, click **add a comment**
  - b. Click **Restore** to confirm.

A message stating that the selected version has been reloaded successfully in the designer appears on the screen.

### 3.9. VIEW OR HIDE THE ALERTS PANEL

The **Alerts** panel appears at the bottom of the test scenarios designer or the project view. It contains the build information and error messages in case the executed tests are failed.

#### Procedure

From the designer toolbar on the upper-right, click **Hide Alerts/View Alerts** to enable or disable the reporting panel.

### 3.10. CONTEXTUAL MENU OPTIONS

The test scenarios designer provides contextual menu options, which enables you to perform basic operations on the table such as adding, deleting, and, duplicating rows and columns. To use the contextual menus, you need to right-click a table element. Menu options differ based on the table element you select.

**Table 3.1. Contextual menu options**

Table element	Cell label	Available context menu options
Header	# & Scenario description	Insert row below
	GIVEN & EXPECT	Insert leftmost column, Insert rightmost column, Insert row below
	INSTANCE 1, INSTANCE 2 & PROPERTY 1, PROPERTY 2	Insert column left, Insert column right, Delete column, Duplicate Instance, Insert row below
Rows	All the cells with row numbers, test scenarios description or test scenarios definition	Insert row above, Insert row below, Duplicate row, Delete row, Run scenario

**Table 3.2. Description of table interactions**

Table interaction	Description
Insert leftmost column	Inserts a new leftmost column (in either the GIVEN or EXPECT section of the table based on user selection).
Insert rightmost column	Inserts a new rightmost column (in either the GIVEN or EXPECT section of the table based on user selection).
Insert column left	Inserts a new column to the left of the selected column. The new column is of the same type as the selected column (in either the GIVEN or EXPECT section of the table based on user selection).
Insert column right	Inserts a new column to the right of the selected column. The new column is of the same type as the selected column (in either the GIVEN or EXPECT section of the table based on user selection).
Delete column	Deletes the selected column.
Insert row above	Inserts a new row above the selected row.
Insert row below	Inserts a new row below the selected row. If invoked from a header cell, inserts a new row with index 1.
Duplicate row	Duplicates the selected row.
Duplicate Instance	Duplicates the selected instance.



Table interaction	Description
Delete row	Deletes the selected row.
Run scenario	Runs a single test scenario.

The **Insert column right** or **Insert column left** context menu options behave differently,

- if the selected column does not have a type defined, a new column without a type is added.
- if the selected column has a type defined, either a new empty column or a column with the parent instance type is created.
  - if the action is performed from an instance header, a new column without a type is created.
  - if the action is performed from a property header, a new column with the parent instance type is created.

## 3.11. CONFIGURING GLOBAL SETTINGS FOR TEST SCENARIOS

You can use the global **Settings** tab on the right side of the test scenarios designer to set and modify the additional properties of assets.

### 3.11.1. Configuring global settings for rule-based test scenarios

Follow the procedure below to view and edit the global settings of rule-based test scenarios.

#### Procedure

1. Click **Settings** tab on the right side of the test scenario designer to display the attributes.
2. Configure the following attributes in the **Settings** panel:
  - **Name:** You can change the name of the existing test scenarios by using the **Rename** option from the upper-right toolbar in the designer.
  - **Type:** This attribute specifies it is a rule-based test scenario and it is read-only.
  - **Stateless Session:** Select or clear this check box to specify if the KieSession is stateless or not.



#### NOTE

If the current KieSession is stateless and the check box is not selected, the tests will fail.

- **KieSession:** (Optional) Enter the KieSession for the test scenario.
- **RuleFlowGroup/AgendaGroup:** (Optional) Enter the RuleFlowGroup or AgendaGroup for the test scenario.

3. Optionally, to skip the entire simulation from project level after test execution, select the check box.
4. Click **Save**.

### 3.11.2. Configuring global settings for DMN-based test scenarios

Follow the procedure below to view and edit the global settings of DMN-based test scenarios.

#### Procedure

1. Click **Settings** tab on the right side of the test scenario designer to display the attributes.
2. Configure the following attributes in the **Settings** panel:
  - **Name:** You can change the name of the existing test scenarios by using the **Rename** option from the upper-right toolbar in the designer.
  - **Type:** This attribute specifies it is a DMN-based test scenario and it is read-only.
  - **DMN model:** (Optional) Enter the DMN model for the test scenario.
  - **DMN name:** This is the name of the DMN model and it is read-only.
  - **DMN namespace:** This is the default namespace for DMN model and it is read-only.
3. Optionally, to skip the entire simulation from project level after test execution, select the check box.
4. Click **Save**.

## CHAPTER 4. TEST SCENARIO TEMPLATE

Before specifying test scenario definitions, you need to create a test scenario template. The header of the test scenario table defines the template for each scenario. You need to set the types of the instance and property headers for both the GIVEN and EXPECT sections. Instance headers map to a particular data object (a fact), whereas the property headers map to a particular field of the corresponding data object.

Using the test scenarios designer, you can create test scenario templates for both rule-based and DMN-based test scenarios.

### 4.1. CREATING A TEST SCENARIO TEMPLATE FOR RULE-BASED TEST SCENARIOS

Create a test scenario template for rule-based test scenarios by following the procedure below to validate your rules and data.

#### Procedure

1. In Business Central, go to **Menu → Design → Projects** and click the project for which you want to create the test scenario.
2. Click **Add Asset → Test Scenario**.
3. Enter a **Test Scenario** name and select the appropriate **Package**. The package you select must contain all the required data objects and rule assets have been assigned or will be assigned.
4. Select **RULE** as the **Source type**.
5. Click **Ok** to create and open the test scenario in the test scenarios designer.
6. To map the **GIVEN** column header to a data object,
  - a. Click an instance header in the **GIVEN** section.
  - b. Select the data object from the **Test Tools** tab.
  - c. Click **Add**.
7. To insert more properties of the data object, right-click the property header and select **Insert column right** or **Insert column left** as required.
8. To map a data object field to a property cell,
  - a. Click a property cell.
  - b. Select the data object field from the **Test Tools** tab.
  - c. Click **Add**.
9. To map the **EXPECT** column header to a data object,
  - a. Click an instance header in the **EXPECT** section.
  - b. Select the data object from the **Test Tools** tab.

- c. Click **Add**.
10. To insert more properties of the data object, right-click the property header and select **Insert column right** or **Insert column left** as required.
11. To map a data object field to a property cell,
  - a. Click a property cell.
  - b. Select the data object field from the **Test Tools** tab.
  - c. Click **Add**.  
Use the contextual menu to add or remove columns as needed.

## 4.2. USING ALIASES IN RULE-BASED TEST SCENARIOS

In the test scenarios designer, once you map a header cell with a data object, the data object is removed from the **Test Tools** tab. You can re-map a data object to another header cell by using an alias. Aliases enable you to specify multiple instances of the same data object in a test scenario. You can also create property aliases to rename the used properties directly in the table.

### Procedure

In the test scenarios designer in Business Central, double-click a header cell and manually change the name. Ensure that the aliases are uniquely named.

The instance now appears in the list of data objects in the **Test Tools** tab.

## CHAPTER 5. TEST TEMPLATE FOR DMN-BASED TEST SCENARIOS

Business Central automatically generates the template for every DMN-based test scenario asset and it contains all the specified inputs and decisions of the related DMN model. For each input node in the DMN model, a **GIVEN** column is added, whereas each decision node is represented by an **EXPECT** column. You can modify the default template at any time as per your needs. Also, to test only a specific part of the whole DMN model, its possible to remove the generated columns as well as move decision nodes from the EXPECT to the GIVEN section.

### 5.1. CREATING A TEST SCENARIO TEMPLATE FOR DMN-BASED TEST SCENARIOS

Create a test scenario template for DMN-based scenarios by following the procedure below to validate your DMN models.

#### Procedure

1. In Business Central, go to **Menu → Design → Projects** and click the project that you want to create the test scenario for.
2. Click **Add Asset → Test Scenario**.
3. Enter a **Test Scenario** name and select the appropriate **Package**.
4. Select **DMN** as the **Source type**.
5. Select an existing DMN asset using the **Choose DMN asset** option.
6. Click **Ok** to create and open the test scenario in the test scenarios designer.  
The template is automatically generated and you can modify it as per your needs.

## CHAPTER 6. DEFINING A TEST SCENARIO

After creating a test scenario template you have to define the test scenario next. The rows of the test scenario table define the individual test scenarios. A test scenario has a unique index number, description, set of input values (the **Given** values), and a set of output values (the **Expect** values).

### Prerequisites

- The test scenario template has been created for the selected test scenario.

### Procedure


1. Open the test scenario in the test scenarios designer.
2. Enter a description of the test scenario and fill in required values in each cell of the row.
3. Use the contextual menu to add or remove rows as required.  
Double click a cell to start inline editing. To skip a particular cell from test evaluation, leave it empty.

After defining the test scenario, you can run the test next.

## CHAPTER 7. USING LIST AND MAP COLLECTIONS IN TEST SCENARIOS

The test scenarios designer supports list and map collections for both DMN-based as well as rules-based test scenarios. You can define a collection like a list or a map as the value of a particular cell in both **GIVEN** and **EXPECT** columns.

### Procedure

1. Set the column type first (use a field whose type is a list or a map).
2. Double click a cell in the column to input a value.
3. In the collection editor popup, click **Add new item**.
4. Enter the required value and click the check icon  to save each collection item that you add.
5. Click **Save**.  
To delete an item from the collection, click the bin icon in the collection popup editor. Click **Remove** to delete the collection itself.

## CHAPTER 8. EXPRESSION SYNTAX IN TEST SCENARIOS

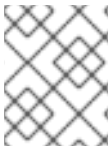
The test scenarios designer supports different expression languages for both rule-based and DMN-based test scenarios. While rule-based test scenarios support a basic expression language, DMN-based test scenarios support the FEEL expression language.

### 8.1. EXPRESSION SYNTAX IN RULE-BASED TEST SCENARIOS

The following rule-based test scenario definition expressions are supported by the test scenarios designer:

**Table 8.1. Description of expressions syntax**

Operator	Description
=	Specifies equal to a value. This is default for all columns and is the only operator supported by the GIVEN column.
=, !=, <>	Specifies inequality of a value. This operator can be combined with other operators.
<, >, <=, >=	Specifies a comparison: less than, greater than, less or equals than, and greater or equals than.
[value1, value2, value3]	Specifies a list of values. If one or more values are valid, the scenario definition is evaluated as true.
expression1; expression2; expression3	Specifies a list of expressions. If all expressions are valid, the scenario definition is evaluated as true.



#### NOTE

An empty cell is skipped from evaluation. To define an empty string, use `=,[]`, or `;`. To define a null value, use **null**.

**Table 8.2. Example expressions**

Expression	Description
-1	The actual value is equal to -1.
< 0	The actual value is less than 0.
!> 0	The actual value is not greater than 0.
[-1, 0, 1]	The actual value is equal to either -1 or 0 or 1.
<> [1, -1]	The actual value is neither equal to 1 nor -1.



Expression	Description
<code>!100; 0</code>	The actual value is not equal to 100 but is equal to 0.
<code>!= &lt; 0; &lt;&gt; &gt; 1</code>	The actual value is neither less than 0 nor greater than 1.
<code>&lt;&gt; &lt;= 0; &gt;= 1</code>	The actual value is neither less than 0 nor equal to 0 but is greater than or equal to 1.

**NOTE**

You can refer to the supported commands and syntax in the **Scenario Cheatsheet** tab on the right of the rule-based test scenarios designer.

## 8.2. EXPRESSION SYNTAX IN DMN-BASED SCENARIOS

The following data types are supported by the DMN-based test scenarios in the test scenarios designer:

**Table 8.3. Data types supported by DMN-based scenarios**

Supported data types	Description
numbers & strings	Strings must be delimited by quotation marks, for example, <b>"John Doe"</b> , <b>"Brno"</b> or <b>""</b> .
boolean values	<b>true</b> , <b>false</b> , and <b>null</b> .
dates and time	For example, <b>date("2019-05-13")</b> or <b>time("14:10:00+02:00")</b> .
functions	
contexts	For example, <b>{x : 5, y : 3}</b> .
ranges and lists	For example, <b>[1 .. 10]</b> or <b>[2, 3, 4, 5]</b> .

**NOTE**

You can refer to the supported commands and syntax in the **Scenario Cheatsheet** tab on the right of the DMN-based test scenarios designer.

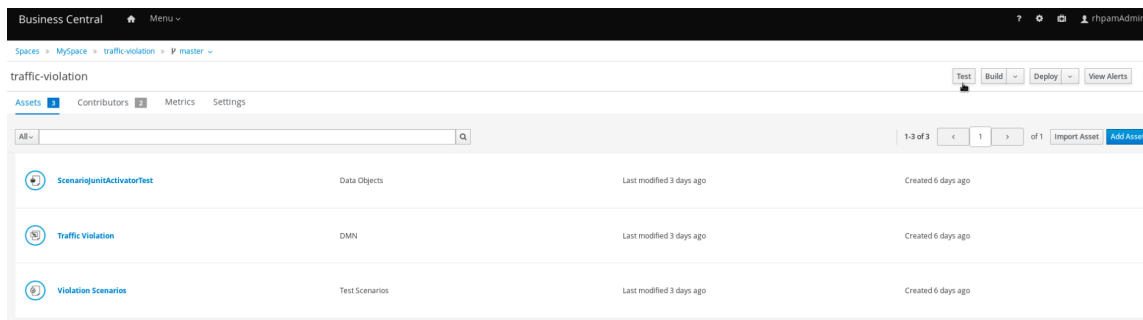
## CHAPTER 9. RUNNING THE TEST SCENARIOS


After creating a test scenario template and defining the test scenarios, you can run the tests to validate your business rules and data.

### Procedure

- To run defined test scenarios, do any of the following tasks:
  - To execute all the available test scenarios in your project inside multiple assets, in the upper-right corner of your project page, click **Test**.

### Run all the test scenarios from the project view




- To execute all the available test scenarios defined in a single **.scesim** file, at the top of the Test Scenario designer, click the **Run Test**  icon.
  - To run a single test scenario defined in a single **.scesim** file, right-click the row of the test scenario you want to run and select **Run scenario**.
- The **Test Report** panel displays the overview of the tests and the scenario status. After the tests execute, if the values entered in the test scenario table do not match with the expected values, then the corresponding cells are highlighted.
  - If tests fail, you can do the following tasks to troubleshoot the failure:
    - To review the the error message in the pop-up window, hover your mouse cursor over the highlighted cell.
    - To open the **Alerts** panel at the bottom of the designer or the project view for the error messages, click **View Alerts**.
    - Make the necessary changes and run the test again until the scenario passes.

## CHAPTER 10. RUNNING A TEST SCENARIO LOCALLY

In Red Hat Decision Manager, you can either run the test scenarios directly in Business Central or locally using the command line.

### Procedure

1. In Business Central, go to **Menu** → **Design** → **Projects** and click the project name.
2. On the Project's home page, select the **Settings** tab.
3. Select **git URL** and click the **Clipboard**  to copy the git url.
4. Open a command terminal and navigate to the directory where you want to clone the git project.
5. Run the following command:

```
git clone your_git_project_url
```

Replace **your\_git\_project\_url** with relevant data like **git://localhost:9418/MySpace/ProjectTestScenarios**.

6. Once the project is successfully cloned, navigate to the git project directory and execute the following command:

```
mvn clean test
```

Your project's build information and the test results (such as, the number of tests run and whether the test run was a success or not) are displayed in the command terminal. In case of failures, make the necessary changes in Business Central, pull the changes and run the command again.


## CHAPTER 11. EXPORTING AND IMPORTING TEST SCENARIO SPREADSHEETS

These sections show how to export and import test scenario spreadsheets in the test scenario designer. You can analyze and manage test scenario spreadsheets with software such as Microsoft Excel or LibreOffice Calc. Test scenario designer supports the **.CSV** file format. For more information about the RFC specification for the Comma-Separated Values (CSV) format, see [Common Format and MIME Type for Comma-Separated Values \(CSV\) Files](#).

### 11.1. EXPORTING A TEST SCENARIO SPREADSHEET

Follow the procedure below to export a test scenario spreadsheet using the Test Scenario designer.

#### Procedure


1. In the Test Scenario designer toolbar on the upper-right, click **Export**  button.
2. Select a destination in your local file directory and confirm to save the **.CSV** file.

The **.CSV** file is exported to your local machine.

### 11.2. IMPORTING A TEST SCENARIO SPREADSHEET

Follow the procedure below to import a test scenario spreadsheet using the Test Scenario designer.

#### Procedure

1. In the Test Scenario designer toolbar on the upper-right, click **Import**  button.
2. In the **Select file to Import** prompt, click **Choose File...** and select the **.CSV** file you would like to import from your local file directory.
3. Click **Import**.

The **.CSV** file is imported to the Test Scenario designer.



#### WARNING

You must not modify the headers in the selected **.CSV** file. Otherwise, the spreadsheet may not be successfully imported.

## CHAPTER 12. COVERAGE REPORTS FOR TEST SCENARIOS

The test scenario designer provides a clear and coherent way of displaying the test coverage statistics using the **Coverage Report** tab from the right side of the test scenario designer.

In DMN-based test scenarios, the **Coverage Report** tab contains the detailed information about the number of available decisions, number of executed decisions, percentage of executed decisions, how many times each decision has been evaluated, and which decisions are evaluated for each defined test scenario in the table. The percentage of the executed decisions is also represented as a pie chart in the same **Coverage Report** tab.



### NOTE

The coverage report is currently not supported for rule-based test scenario.

### Coverage report for test scenarios

The screenshot displays the Coverage Report for a test scenario. The main table is structured as follows:

GIVEN				EXPECT				
Best Rate	Borrower		Credit Score	Loan Amount	DTI	LLPA	LTV	Loan Payment
value	onthlyOtherDebtPr	monthlyIncome	value	value	value	value	value	value
0.10	1000	10000	100	100000	10	10	100	10

The Coverage Report sidebar on the right shows the following statistics:

- Available decisions: 5
- Tested decisions: 1
- Percentage of decisions tested: 20%

A pie chart visualizes the 20% coverage. Below the chart, it states: "A number of times each decision has been evaluated: LTV 1". At the bottom, it lists: "Decisions evaluated for test scenario 1: Test Scenario".

## 12.1. GENERATING COVERAGE REPORTS FOR DMN-BASED TEST SCENARIOS

Follow the procedure below to generate a coverage report for DMN-based test scenarios.

### Prerequisites

- The DMN-based test scenario template has been created for the selected test scenario. For more information about creating DMN-based test scenarios, see [Section 5.1, "Creating a test scenario template for DMN-based test scenarios"](#).
- The individual test scenarios have been defined. For more information about defining a test scenario, see [Chapter 6, Defining a test scenario](#).

### Procedure


1. Open the DMN-based test scenarios in the test scenario designer.
2. Run the defined test scenarios.

3. Click **Coverage Report** on the right of the test scenario designer to display the test coverage statistics.

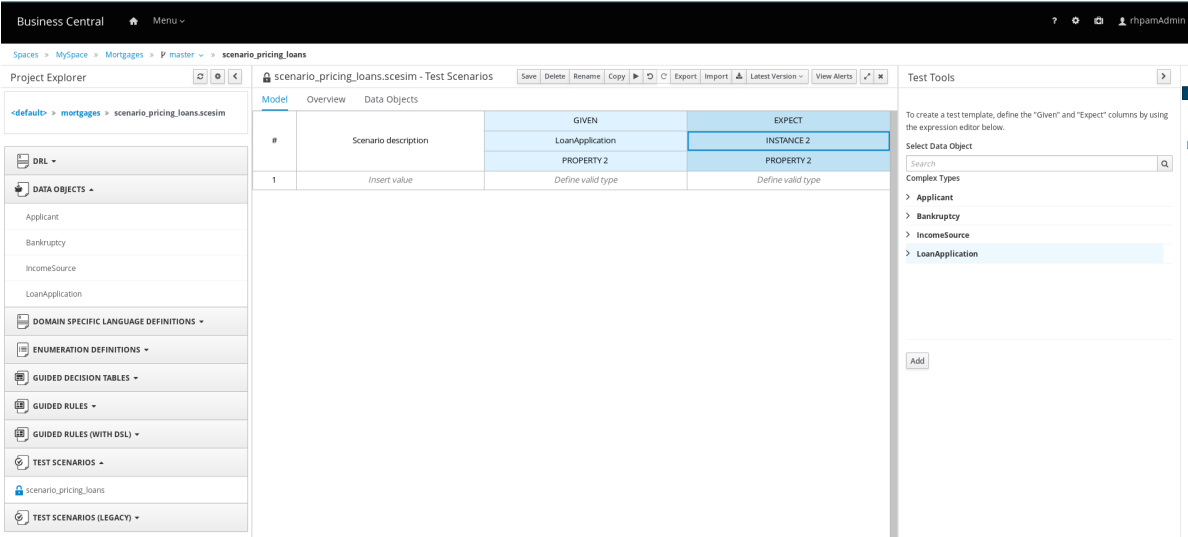
## CHAPTER 13. CREATING TEST SCENARIO USING THE SAMPLE MORTGAGES PROJECT

This chapter illustrates creating and executing a test scenario from the sample **Mortgages** project shipped with Business Central using the test scenarios designer. The test scenario example in this chapter is based on the **Pricing loans** guided decision table from the **Mortgages** project.

### Procedure

1. In Business Central, go to **Menu** → **Design** → **Projects** and click **Mortgages**.
2. If the project is not listed under **Projects**, from **MySpace**, click the three dots (  ) in the upper-right corner of the page.
3. Click **Try Samples** → **Mortgages** → **OK**.  
The Assets window appears.
4. Click **Add Asset** → **Test Scenario**.
5. Enter **scenario\_pricing\_loans** as the **Test Scenario** name and select the default **mortgages.mortgages** package from the **Package** drop-down list.  
The package you select must contain all the required rule assets.
6. Select **RULE** as the **Source type**.
7. Click **Ok** to create and open the test scenario in the test scenarios designer.
8. Expand **Project Explorer** and verify the following:
  - **Applicant**, **Bankruptcy**, **IncomeSource**, and **LoanApplication** data objects exist.
  - **Pricing loans** guide decision table exists.
  - Verify that the new test scenario is listed under **Test Scenario**
9. After verifying that everything is in place, return to the **Model** tab of the test scenarios designer and define the **GIVEN** and **EXPECT** data for the scenario, based on the available data objects.

### A blank test scenarios designer



	GIVEN	EXPECT
	LoanApplication	INSTANCE 2
	PROPERTY 2	PROPERTY 2
1	Insert value	Define valid type

10. Define the **GIVEN** column details,
  - a. Click the cell named **INSTANCE 1** under the **GIVEN** column header.
  - b. From **Test Tools** panel, select **LoanApplication** data object.
  - c. Click **Add**.
11. To create properties of the data object, right-click the property cell and select **Insert column right** or **Insert column left** as required. For this example, you need to create two more property cells under the **GIVEN** column.
12. Click the first property cell,
  - a. From **Test Tools** panel, select and expand the **LoanApplication** data object.
  - b. Click **amount** and then **Add** to map the data object field to the property cell.
13. Click the second property cell,
  - a. From **Test Tools** panel, select and expand the **LoanApplication** data object.
  - b. Click **deposit** and then **Add**.
14. Click the third property cell,
  - a. From **Test Tools** panel, select and expand the **LoanApplication** data object.
  - b. Click **lengthYears** and then **Add**.
15. Right-click **LoanApplication** header cell and select **Insert column right**. A new **GIVEN** column to the right is created.
16. Click the new header cell,
  - a. From **Test Tools** panel, select the **IncomeSource** data object.
  - b. Click **Add** to map the data object to the header cell.
17. Click the property cell below **IncomeSource**,
  - a. From **Test Tools** panel, select and expand the **IncomeSource** data object.
  - b. Click **type** and then **Add** to map the data object field to the property cell.  
You have now defined all the **GIVEN** column cells.
18. Next, define the **EXPECT** column details,
  - a. Click the cell named **INSTANCE 2** under the **EXPECT** column header.
  - b. From **Test Tools** panel, select **LoanApplication** data object.
  - c. Click **Add**.
19. To create properties of the data object, right-click the property cell and select **Insert column right** or **Insert column left** as required. Create two more property cells under the **EXPECT** column.
20. Click the first property cell,



- a. From **Test Tools** panel, select and expand the **LoanApplication** data object.
  - b. Click **approved** and then **Add** to map the data object field to the property cell.
21. Click the second property cell,
    - a. From **Test Tools** panel, select and expand the **LoanApplication** data object.
    - b. Click **insuranceCost** and then **Add**.
  22. Click the third property cell,
    - a. From **Test Tools** panel, select and expand the **LoanApplication** data object.
    - b. Click **approvedRate** and then **Add**.
  23. Now for defining the test scenario, enter the following data in the first row:
    - Enter **Row 1 test scenario** as the **Scenario Description**, **150000** as the **amount**, **19000** as the **deposit**, **30** as the **lengthYears**, and **Asset** as the **type** for the **GIVEN** column values.
    - Enter **true** as **approved**, **0** as the **insuranceCost** and **2** as the **approvedRate** for the **EXPECT** column values.
  24. Next enter the following data in the second row:
    - Enter **Row 2 test scenario** as the **Scenario Description**, **100002** as the **amount**, **2999** as the **deposit**, **20** as the **lengthYears**, and **Job** as the **type** for the **GIVEN** column values.
    - Enter **true** as **approved**, **10** as the **insuranceCost** and **6** as the **approvedRate** for the **EXPECT** column values.
  25. After you have defined all **GIVEN**, **EXPECT**, and other data for the scenario, click **Save** in the test scenarios designer to save your work.
  26. Click **Run Test** in the upper-right corner to run the **.scesim** file.

The test result is displayed in the **Test Report** panel. Click **View Alerts** to display messages from the **Alerts** section. If a test fails, refer to the messages in the **Alerts** section at the bottom of the window, review and correct all components in the scenario, and try again to validate the scenario until the scenario passes.
  27. Click **Save** in the test scenarios designer to save your work after you have made all necessary changes.

## CHAPTER 14. TEST SCENARIOS (LEGACY) DESIGNER IN BUSINESS CENTRAL

Red Hat Decision Manager currently supports both the new **Test Scenarios** designer and the former **Test Scenarios (Legacy)** designer. The default designer is the new test scenarios designer, which supports testing of both rules and DMN models and provides an enhanced overall user experience with test scenarios. If required, you can continue to use the legacy test scenarios designer, which supports rule-based test scenarios only.

### 14.1. CREATING AND RUNNING A TEST SCENARIO (LEGACY)

You can create test scenarios in Business Central to test the functionality of business rule data before deployment. A basic test scenario must have at least the following data:

- Related data objects
- **GIVEN** facts
- **EXPECT** results

With this data, the test scenario can validate the expected and actual results for that rule instance based on the defined facts. You can also add a **CALL METHOD** and any available **globals** to a test scenario, but these scenario settings are optional.

#### Procedure

1. In Business Central, go to **Menu → Design → Projects** and click the project name.
2. Click **Add Asset → Test Scenarios (Legacy)**.
3. Enter an informative **Test Scenario** name and select the appropriate **Package**. The package that you specify must be the same package where the required rule assets have been assigned or will be assigned. You can import data objects from any package into the asset's designer.
4. Click **Ok** to create the test scenario.  
The new test scenario is now listed in the **Test Scenarios** panel of the **Project Explorer**,
5. Click the **Data Objects** tab to verify that all data objects required for the rules that you want to test are listed. If not, click **New item** to import the needed data objects from other packages, or [create data objects](#) within your package.
6. After all data objects are in place, return to the **Model** tab of the test scenarios designer and define the **GIVEN** and **EXPECT** data for the scenario, based on the available data objects.

Figure 14.1. The test scenarios designer

The screenshot shows the 'test scenarios designer' interface. It is divided into three main sections: **+ GIVEN**, **+ CALL METHOD**, and **+ EXPECT**.

**+ GIVEN** section:

- Header: Insert 'Applicant' [a]
- Field: age: 17 (with a trash icon)
- Fact button: 'Applicant' facts (with a trash icon)
- Header: Insert 'LoanApplication' [application]
- Field: amount: 1 (with a trash icon)
- Fact button: 'LoanApplication' facts (with a trash icon)
- Header: Insert 'IncomeSource' [incomeSource]
- Field: Add a field
- Fact button: 'IncomeSource' facts (with a trash icon)

**+ CALL METHOD** section:

- Text: Add input data and expectations here.

**+ EXPECT** section:


- Header: LoanApplication 'application' has values:
- Field: approved: equals (dropdown) false (dropdown) (with a trash icon)
- Fact button: 'application' (with a trash icon)

Below the EXPECT section, there is a red button: **Delete one scenario block above**, a grey button: **More...**, and a blue button: **+ (globals)**.

The **GIVEN** section defines the input facts for the test. For example, if an **Underage** rule in the project declines loan applications for applicants under the age of 21, then the **GIVEN** facts in the test scenario could be **Applicant** with **age** set to some integer less than 21.

The **EXPECT** section defines the expected results based on the **GIVEN** input facts. That is, **GIVEN** the input facts, **EXPECT** these other facts to be valid or entire rules to be activated. For example, with the given facts of an applicant under the age of 21 in the scenario, the **EXPECT** results could be **LoanApplication** with **approved** set to **false** (as a result of the underage applicant), or could be the activation of the **Underage** rule as a whole.

7. Optionally, add a **CALL METHOD** and any **globals** to the test scenario:

- **CALL METHOD:** Use this to invoke a method from another fact when the rule execution is initiated. Click **CALL METHOD**, select a fact, and click  to select the method to invoke. You can invoke any Java class methods (such as methods from an ArrayList) from the Java library or from a JAR that was imported for the project (if applicable).
- **globals:** Use this to add any global variables in the project that you want to validate in the test scenario. Click **globals** to select the variable to be validated, and then in the test scenarios designer, click the global name and define field values to be applied to the global variable. If no global variables are available, then they must be created as new assets in Business Central. Global variables are named objects that are visible to the decision engine but are different from the objects for facts. Changes in the object of a global do not trigger the re-evaluation of rules.

8. Click **More** at the bottom of the test scenarios designer to add other data blocks to the same scenario file as needed.
9. After you have defined all **GIVEN, EXPECT**, and other data for the scenario, click **Save** in the test scenarios designer to save your work.
10. Click **Run scenario** in the upper-right corner to run this **.scenario** file, or click **Run all scenarios** to run all saved **.scenario** files in the project package (if there are multiple). Although the **Run scenario** option does not require the individual **.scenario** file to be saved, the **Run all scenarios** option does require all **.scenario** files to be saved.  
If the test fails, address any problems described in the **Alerts** message at the bottom of the window, review all components in the scenario, and try again to validate the scenario until the scenario passes.
11. Click **Save** in the test scenarios designer to save your work after all changes are complete.

### 14.1.1. Adding GIVEN facts in test scenarios (legacy)

The **GIVEN** section defines input facts for the test. For example, if an **Underage** rule in the project declines loan applications for applicants under the age of 21, then the **GIVEN** facts in the test scenario could be **Applicant** with **age** set to some integer less than 21.

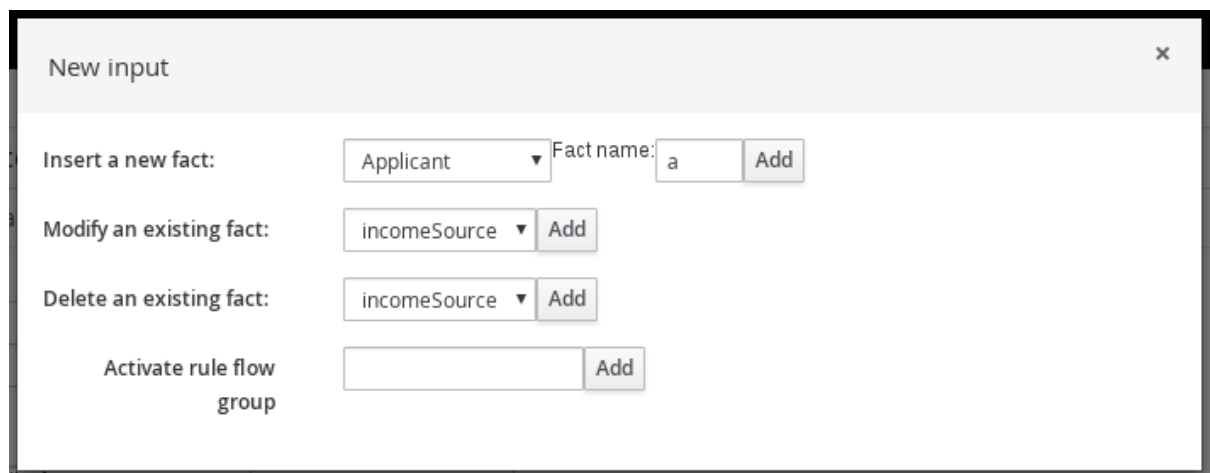
#### Prerequisites

- All data objects required for your test scenario have been created or imported and are listed in the **Data Objects** tab of the **Test Scenarios (Legacy)** designer.

#### Procedure

1. In the **Test Scenarios (Legacy)** designer, click **GIVEN** to open the **New input** window with the available facts.

Figure 14.2. Add GIVEN input to the test scenario

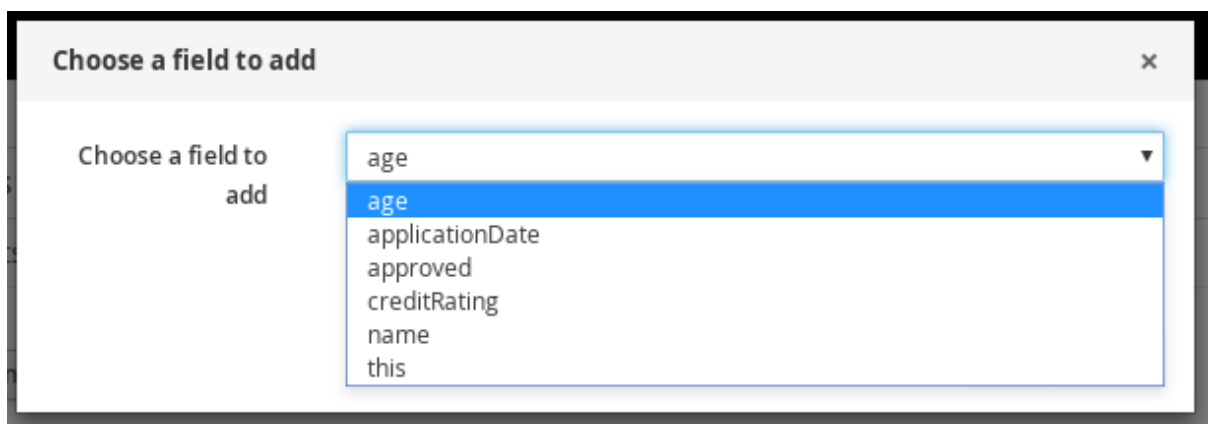



The list includes the following options, depending on the data objects available in the **Data Objects** tab of the test scenarios designer:

- **Insert a new fact:** Use this to add a fact and modify its field values. Enter a variable for the fact as the **Fact name**.

- **Modify an existing fact:** (Appears only after another fact has been added.) Use this to specify a previously inserted fact to be modified in the decision engine between executions of the scenario.
  - **Delete an existing fact:** (Appears only after another fact has been added.) Use this to specify a previously inserted fact to be deleted from the decision engine between executions of the scenario.
  - **Activate rule flow group:** Use this to specify a rule flow group to be activated so that all rules within that group can be tested.
2. Choose a fact for the desired input option and click **Add**. For example, set **Insert a new fact:** to **Applicant** and enter **a** or **app** or any other variable for the **Fact name**.
  3. Click the fact in the test scenarios designer and select the field to be modified.

Figure 14.3. Modify a fact field



4. Click the edit icon (  ) and select from the following field values:
  - **Literal value:** Creates an open field in which you enter a specific literal value.
  - **Bound variable:** Sets the value of the field to the fact bound to a selected variable. The field type must match the bound variable type.
  - **Create new fact:** Enables you to create a new fact and assign it as a field value of the parent fact. Then you can click the child fact in the test scenarios designer and likewise assign field values or nest other facts similarly.
5. Continue adding any other **GIVEN** input data for the scenario and click **Save** in the test scenarios designer to save your work.

### 14.1.2. Adding EXPECT results in test scenarios (legacy)

The **EXPECT** section defines the expected results based on the **GIVEN** input facts. That is, **GIVEN** the input facts, **EXPECT** other specified facts to be valid or entire rules to be activated. For example, with the given facts of an applicant under the age of 21 in the scenario, the **EXPECT** results could be **LoanApplication** with **approved** set to **false** (as a result of the underage applicant), or could be the activation of the **Underage** rule as a whole.

#### Prerequisites

- All data objects required for your test scenario have been created or imported and are listed in the **Data Objects** tab of the **Test Scenarios (Legacy)** designer.

## Procedure

1. In the **Test Scenarios (Legacy)** designer, click **EXPECT** to open the **New expectation** window with the available facts.

Figure 14.4. Add EXPECT results to the test scenario

The list includes the following options, depending on the data in the **GIVEN** section and the data objects available in the **Data Objects** tab of the test scenarios designer:

- **Rule:** Use this to specify a particular rule in the project that is expected to be activated as a result of the **GIVEN** input. Type the name of a rule that is expected to be activated or select it from the list of rules, and then in the test scenarios designer, specify the number of times the rule should be activated.
  - **Fact value:** Use this to select a fact and define values for it that are expected to be valid as a result of the facts defined in the **GIVEN** section. The facts are listed by the **Fact name** previously defined for the **GIVEN** input.
  - **Any fact that matches:** Use this to validate that at least one fact with the specified values exists as a result of the **GIVEN** input.
2. Choose a fact for the desired expectation (such as **Fact value: application**) and click **Add** or **OK**.
  3. Click the fact in the test scenarios designer and select the field to be added and modified.

Figure 14.5. Modify a fact field

4. Set the field values to what is expected to be valid as a result of the **GIVEN** input (such as **approved | equals | false**).
5. Continue adding any other **EXPECT** input data for the scenario and click **Save** in the test scenarios designer to save your work.

6. After you have defined and saved all **GIVEN**, **EXPECT**, and other data for the scenario, click **Run scenario** in the upper-right corner to run this **.scenario** file, or click **Run all scenarios** to run all saved **.scenario** files in the project package (if there are multiple). Although the **Run scenario** option does not require the individual **.scenario** file to be saved, the **Run all scenarios** option does require all **.scenario** files to be saved.

If the test fails, address any problems described in the **Alerts** message at the bottom of the window, review all components in the scenario, and try again to validate the scenario until the scenario passes.

7. Click **Save** in the test scenarios designer to save your work after all changes are complete.

## CHAPTER 15. NEXT STEPS

*Packaging and deploying a Red Hat Decision Manager project*



## APPENDIX A. VERSIONING INFORMATION

Documentation last updated on Monday, August 12, 2019.