

Lecture 10

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Program testing

Testing
Approaches
Black-box and
White-box
Testing

Testing Levels
Automated
testing
Debugging

Refactoring

Coding style
Refactoring
How to refactor

Program Testing. Refactoring.

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Overview

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2 Refactoring

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Program testing

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What is testing?

Testing is observing the behavior of a program over many executions.

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- We execute the program for some input data and compare the result we obtain with the known correct result.
- **Questions:**
 - How do we choose input data?
 - How do we know we have run enough tests?
 - How do we know the program worked correctly for a given test? (known as the oracle problem)

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- Testing cannot prove program correctness, and cannot identify all defects in software. However, what is **can** prove is incorrectness, if one test case gives wrong results.
- **Problems with testing**
 - We cannot cover a function's input space
 - We have to design an oracle as complex as the program under test
 - Certain things are practically outside of our control (e.g. platform, operating system and library versions, possible hardware faults)

Testing Approaches

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Exhaustive testing

- Check the program for all possible inputs.
- Impractical for all but mostly trivial functions.
- Sometimes used with more advanced techniques (e.g. symbolic execution) for testing small, but crucial sections of a program (e.g. an operating system's network stack)

Testing Approaches

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Boundary value testing

- Test cases use the extremes of the domain of input values, typical values, extremes (inside and outside the domain).
- The idea is that most functions work the same way for most possible inputs, and to find most of those possibilities where functions use different code paths.

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Random testing, pairwise (combinatorial) testing, equivalence partitioning

- And the list goes on...

Testing Methods

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Black box testing

- The source code is not available (it is in a "black", non-transparent box)
- The selection of test case data for testing is decided by analyzing the specification.

White box testing

- The source code is readily available (it is in a transparent box) and can be consulted when writing test cases.
- Selecting test case data is done by analyzing program source code. We select test data such that all code, or all execution paths are covered.
- When we say "*have 80% code coverage*" (Lab5-7, bonus) it is white-box testing.

Demo

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White and Black-box testing

Examine the test code in **20-BlackBoxWhiteBox.py**

Advantages and drawbacks

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Black box testing

- + Efficient for large code-bases
- + Access to source code is not required
- + Separation between the programmer's and the tester's viewpoint
- You do not know how the code was written, so test coverage might be low, testing might be inefficient

Advantages and drawbacks

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White box testing

- + Knowing about the code makes writing it **AND** testing it easier
- + Can help find hidden defects or to optimize code
- + Easier to obtain high coverage
 - Problems with code that is completely missing
 - Requires good knowledge of source code
 - Requires access to source code

White and Black-box testing

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NB!

It's not a matter of which box is better, it's more like you have to make do with what you've got!

Testing levels

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Testing Levels

Tests are frequently grouped by where they are added in the software development process, or by the level of specificity of the test

Testing levels

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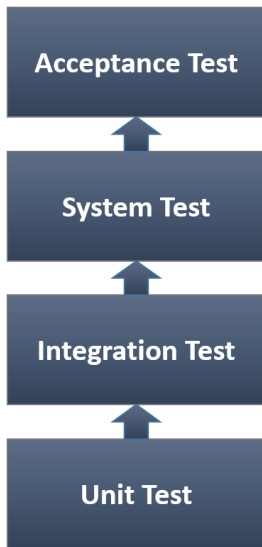
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Unit Test

- Refers to tests that verify the functionality of a specific section of code, usually at function level.
- Testing is done in isolation. Test small parts of the program independently

Integration Test

- Test different parts of the system in combination
- In a bottom-up approach, it is based on the results of unit testing.

Testing levels

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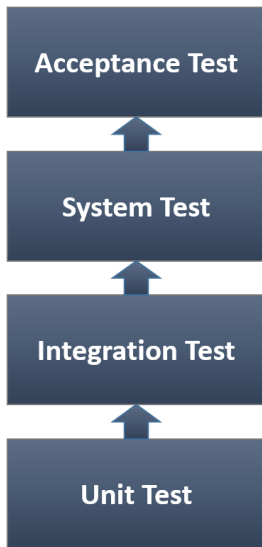
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System Test

- Considers the way the program works as a whole.
- After all modules have been tested and corrected we need to verify the overall behavior of the program

Acceptance Test

- Check that the system complies with user requirements and is ready for use

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Remember!

- What you did in Labs 2,3,5 is unit testing.
- When you checked that your program worked through its UI, it was integration/system testing.
- What we did during Lab 4 was acceptance testing.

Automated testing

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Automated testing

- Test automation is the process of writing a computer program to do testing that would otherwise need to be done manually.
- Use of software to control the execution of tests, the comparison of actual outcomes to predicted outcomes, the setting up of test preconditions

PyUnit - Python unit testing framework

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The unittest module supports:

- Test automation
- Sharing of setup and shutdown code for tests
- Aggregation of tests into collections
- Independence of tests from the reporting framework

Demo

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PyUnit

Run the test code in the following file in Eclipse, using a
Python unittest run; **21-PyUnitTest.py**

Debugging

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Debugging - the activity that must be performed when testing indicates the presence of errors, to find errors, and rewrite the program with the purpose of eliminating the errors.

- Using print statements
- Using the IDE

Debugging is the most unpleasant activity. Debugging must be avoided!

Eclipse debug perspective - Example

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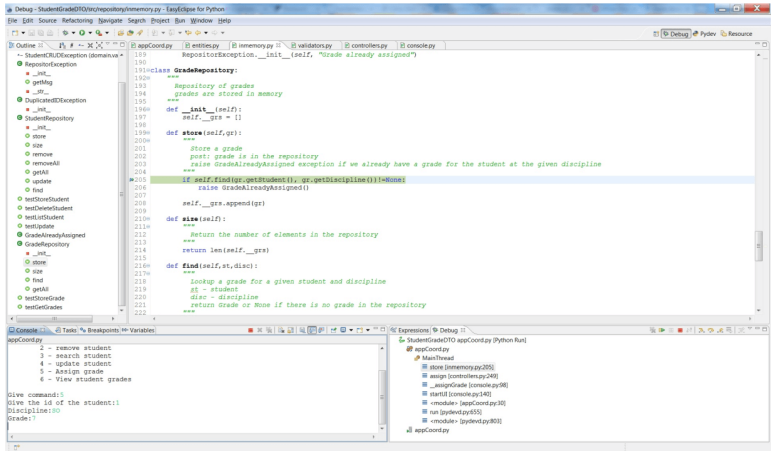
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Eclipse debug perspective

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Debug view

- View the current execution trace (stack trace)
- Execute step by step, resume/pause execution

Variables view

- View variable values

Program inspection

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- Anyone can write code that a computer can understand.
Good programmers
- Write code that humans can understand!
- Programming style consist of all the activities made by a programmer for producing products easy to read, and easy to understand, and the way in which these qualities are achieved

Program inspection

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- Readability is considered the main attribute of style.
- A program, like any publication, is a text must be read and understand by another programmer. The element of coding style are:
 - Comments
 - Text formatting (indentation, white spaces)
 - Specification
 - Good names for entities (classes, functions, variables) of the program
 - Meaningful names
 - Use naming conventions

Naming conventions

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- Class names: Student, StudentRepository
- Variable names: student, nrElem (nr_elem)
- Function names: getName, getAddress, storeStudent
(get_name, get_address, store_student)
- constants: MAX

Whatever convention you use, use it **consistently**.

Refactoring

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- Refactoring is the process of changing the software system in such a way that it does not alter the external behavior of the code yet improves its internal structure.
- It is a disciplined way to clean up the code that minimizes the chances of introducing bugs.
- When you need to add a new feature to the program, and the program's code is not structured in a convenient way for adding the new feature, first refactor the code to make it easy to add a feature, then add the feature

Why refactoring

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- Refactoring improves the design of the software
- Refactoring makes software easier to understand
- Refactoring helps you find bugs
- Refactoring helps you program faster

Bad smells

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When we need to refactor the code

- Duplicated code
- Long method
- Large class
- Long parameter list
- Comments
- Divergent change - One class is commonly changed in different ways for different reasons

Refactoring methods

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- **Rename Method** - *The name of a method does not reveal its purpose.*
- **Consolidate Conditional Expression** - *You have a sequence of conditional tests with the same result.*
Combine them into a single conditional expression and extract it.
- **Consolidate Duplicate Conditional Fragments** - *The same fragment of code is in all branches of a conditional expression.* Move it outside of the expression.

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- **Decompose Conditional** - *You have a complicated conditional (if-then-else) statement.* Extract methods from the condition, then part, and else parts.
- **Inline Temp** - *You have a temp that is assigned to once with a simple expression, and the temp is getting in the way of other refactorings.* Replace all references to that temp with the expression.
- **Introduce Explaining Variable** - *You have a complicated expression.* Put the result of the expression, or parts of the expression, in a temporary variable with a name that explains the purpose.

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- **Remove Assignments to Parameters** - *The code assigns to a parameter. Use a temporary variable instead.*
- **Remove Control Flag** - *You have a variable that is acting as a control flag for a series of boolean expressions. Use a break or return instead.*
- **Remove Double Negative** - *You have a double negative conditional. Make it a single positive conditional*

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- **Replace Nested Conditional with Guard Clauses** - *A method has conditional behavior that does not make clear what the normal path of execution is. Use Guard Clauses for all the special cases.*
- **Replace Temp with Query** - *You are using a temporary variable to hold the result of an expression. Extract the expression into a method. Replace all references to the temp with the expression. The new method can then be used in other methods.*

Refactoring classes

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- **Encapsulate Field** - *There is a public field.* Make it private and provide accessors.
- **Replace Magic Number with Symbolic Constant** - *You have a literal number with a particular meaning.* Create a constant, name it after the meaning, and replace the number with it.
- **Extract Method** - *You have a code fragment that can be grouped together.* Turn the fragment into a method whose name explains the purpose of the method.

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- **Move Method** - *A method is, or will be, using or used by more features of another class than the class on which it is defined.* Create a new method with a similar body in the class it uses most. Either turn the old method into a simple delegation, or remove it altogether.
- **Move Field** - *A field is, or will be, used by another class more than the class on which it is defined.* Create a new field in the target class, and change all its users.