3S03 Midterm Notes

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Module 1

Testing Types

- \bullet **Dynamic Testing**: Execute code.
- Static Testing: Review code, requirements, design.
- Black-Box Testing: No implementation knowledge.
- \bullet $\ensuremath{\mathbf{Grey\text{-}Box}}$ Testing: Some implementation knowledge.
- White-Box Testing: Full implementation knowledge.
- Functional Testing: Check specific functionality.
- Non-Functional Testing: Assess non-functional aspects.

Key Concepts

- Fault: Potential error source.
- Error: Incorrect internal state.
- Failure: Incorrect external state.

Testing Levels

- Unit Testing: Test smallest program parts.
- System Testing: Test entire system.
- Integration Testing: Test component interactions.
- Acceptance Testing: Validate user needs.
- Smoke Testing: Quick major feature check.
- Regression Testing: Verify unchanged behavior postmodification.

Module 2

Testing Strategies

- Exploratory Testing: Unscripted, on-the-go tests.
- Specification-Based Testing: Against specifications.

- Model-Based Testing: Against expected behavior model.
- Fuzz Testing: Random inputs.
- Test Oracle: Reference for test validation.

Partition Testing

- Partition input domain into equivalence classes.
- Types: Strong/Normal, Strong/Robust, Weak/Normal, Weak/Robust.
- Boundary Testing: Test domain boundaries.

Coverage Testing

- Statement, Branch, Path Coverage.
- Fault Injection: Introduce faults, test robustness.

Module 3

Coverage Concepts

- Exhaustive Testing: All inputs covered.
- Combinatorial Coverage: All condition combinations.
- MC/DC: Minimal important combinations.
- Source vs Code Coverage: Ensure coverage at both levels.

Structural Testing

• Criteria Subsumption: Higher criteria cover lower.

Module 4

Review and Analysis

- Types: Ad-hoc, Peer deskcheck, Pair Programming, Walkthrough, Team Review, Formal Inspection.
- Mutation Testing: Introduce syntax changes, re-test.

Test Doubles

• Dummy, Fake, Stubs, Spies, Mock.