3S03 Midterm Notes

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1 Module 1

1.1 Testing Types

- Dynamic Testing: Executing code.
- Static Testing: Without execution.
 - Code Review
 - Requirements Review
 - Design Review
- Black-Box: No implementation knowledge.
- Grey-Box: Some implementation knowledge.
- White-Box: Full implementation knowledge.

1.2 Testing Strategies

- Functional Testing: Specific functionality checks.
- Non-Functional Testing: Beyond functionality.
- Unit Testing: Smallest parts testing.
- System Testing: Whole system testing.
- Integration Testing: Component interaction testing.
- Acceptance Testing: User needs and business requirements.
- Smoke Testing: Basic functionality check.
- Regression Testing: Re-use tests post-changes.
- Solitary Unit Testing: Isolated unit tests.
- Social Unit Testing: Dependent unit tests.

2 Module 2

2.1 Advanced Testing Techniques

- Exploratory Testing: No predefined tests.
- Specification-Based Testing: Against specifications.
- Model-Based Testing: Against expected behavior models.
- Fuzz Testing: Random inputs testing.
- Test Oracle: Determines test outcomes.
- Partition Testing: Input domain partitioning.
- Boundary Testing: Domain boundary values.
- Coverage-Based Testing: Until coverage target.
- Fault Injection: Introduce faults deliberately.

2.2 Methodologies

- Waterfall Method
- V-Model
- Test Driven Development (TDD)

3 Module 3

3.1 Coverage and Metrics

- Software Metric: Measurement system.
- Exhaustive Testing: All inputs.
- Coverage Types
 - Statement
 - Branch
 - Condition
 - Path
 - Combinatorial
- MC/DC: Modified Condition/Decision Coverage.
- Criteria Subsumption

4 Module 4

4.1 Review and Analysis

- Reviews: Qualitative evaluation.
- Analysis: Repeatable evidence.
- Peer Review
- Software Review

4.2 Types of Review

- Ad-hoc reviews
- Peer deskcheck
- Pair Programming
- Walkthrough
- Team Review
- Formal Inspection

4.3 Testing Enhancements

- Fault Injection
- Mutation Testing