

# CAUSE-EFFECT GRAPHING BASED TESTING

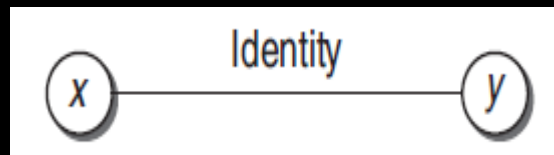
# CAUSE-EFFECT GRAPHING BASED TESTING

Cause-effect graphing is **another technique** for **combinations of input conditions**.

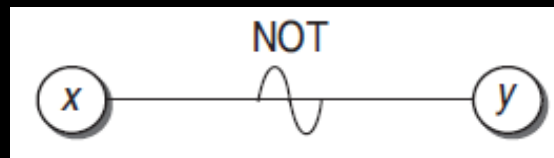
Cause-effect graphing **takes the help of decision table** to design a **test case**.

## BASIC NOTATIONS FOR CAUSE-EFFECT GRAPH:

(1) **Identity**: According to the identity function, if **x is 1**, **y is 1**; else **y is 0**.

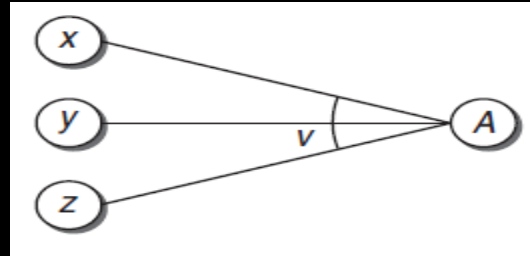


(2) **NOT**: This function states that if **x is 1**, **y is 0**; else **y is 1**.

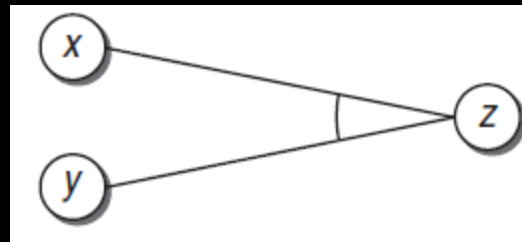


## CAUSE-EFFECT GRAPHING BASED TESTING

(3) **OR:** The OR function states that if **x or y or z is 1**, **A is 1**; else **A is 0**.

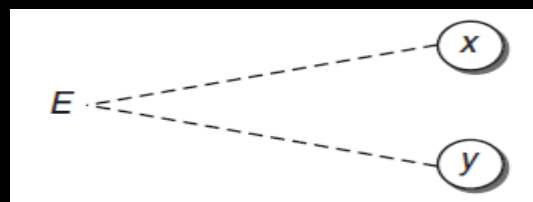


(4) **AND:** This function states that if **both x and y are 1**, **z is 1**; else **z is 0**.



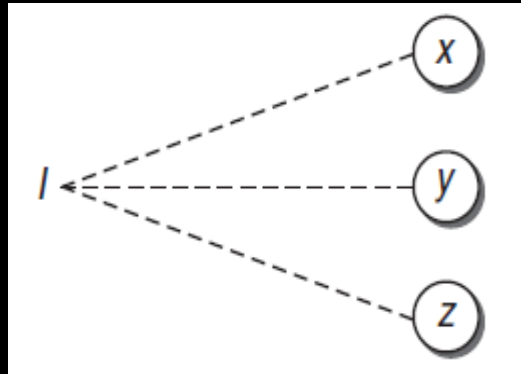
(5) **Exclusive:** Two causes **cannot be set to 1 simultaneously**.

**Example:** either **x or y** can be **1**, i.e. **x and y cannot be 1 simultaneously**.

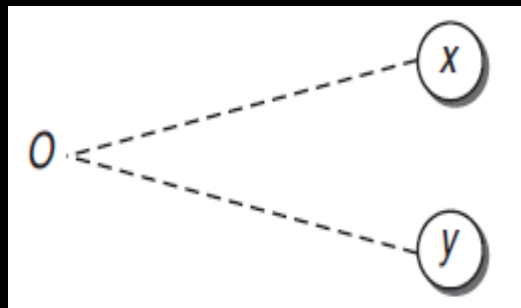


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(6) **Inclusive:** It states that at least one of  $x$ ,  $y$ , and  $z$  must always be 1 ( $x$ ,  $y$ , and  $z$  cannot be 0 simultaneously).

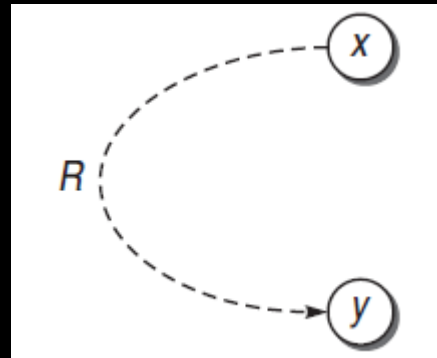


(7) **One and Only One:** It states that one and only one of  $x$  and  $y$  must be 1.

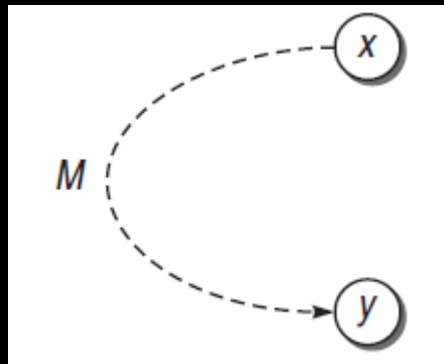


# CAUSE-EFFECT GRAPHING BASED TESTING

(8) **Requires:** It states that for  $x$  to be 1,  $y$  must be 1, i.e. it is impossible for  $x$  to be 1 and  $y$  to be 0.



(9) **Mask:** It states that if  $x$  is 1,  $y$  is forced to 0.



## EXAMPLE:1

A software that **reads two characters** and depending on the **values** a **message** is to be **printed**.

**C1:** 1<sup>st</sup> character must be 'A' or 'B'

**C2:** 2<sup>nd</sup> character must be a **digit**

**C3:** If 1<sup>st</sup> character is 'A' or 'B' and 2<sup>nd</sup> character is a **digit**, then the **file must be updated**

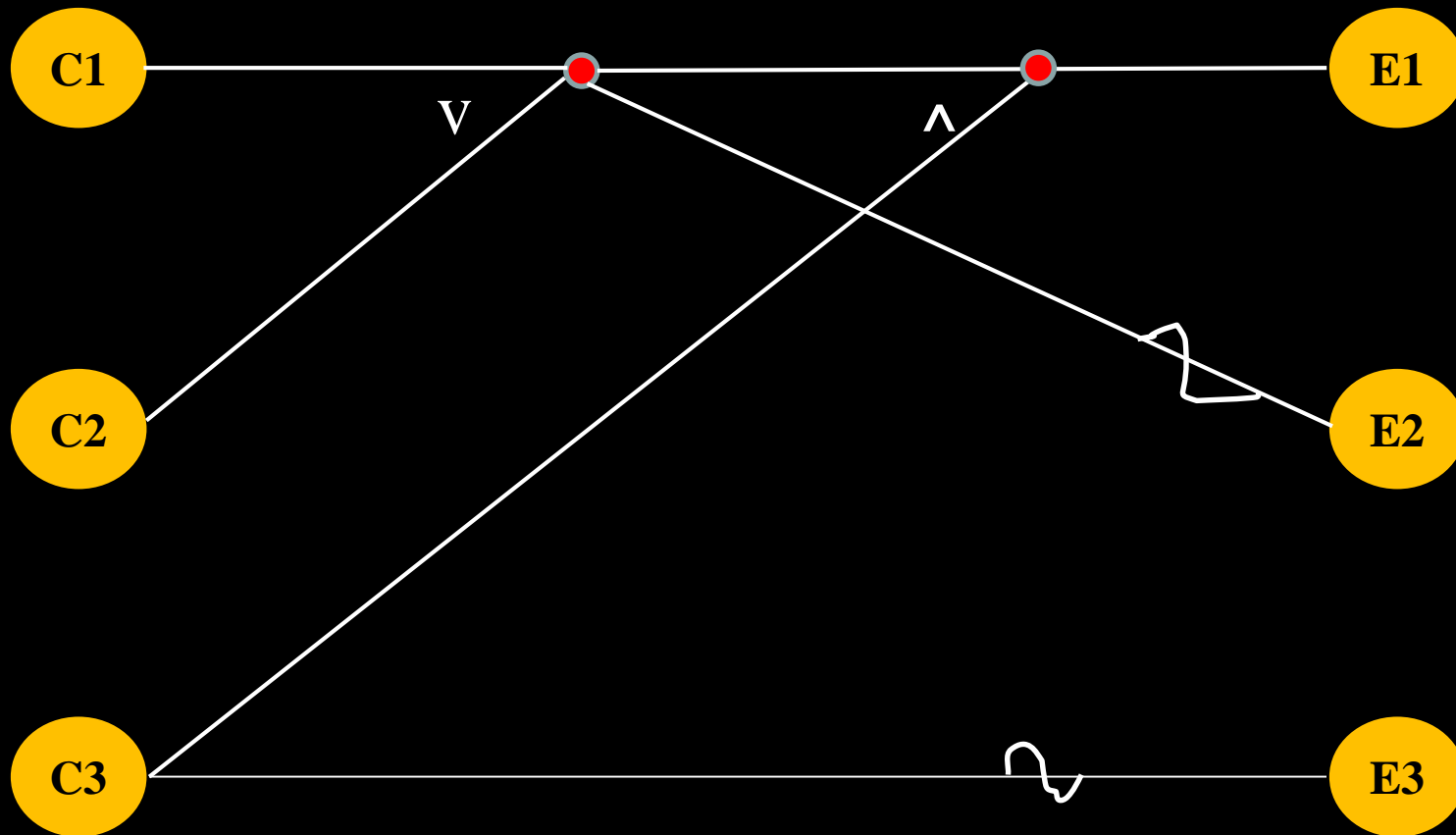
**C4:** If the 1<sup>st</sup> character is **incorrect**, then message 'X' to be printed

**C5:** If the 2<sup>nd</sup> character is **incorrect**, then message 'Y' to be printed

## Decision Table

	R1	R2	R3	R4	R5	R6
<b>C1: 1<sup>st</sup> Char 'A'</b>	T	F	F	F	T	F
<b>C2: 1<sup>st</sup> Char 'B'</b>	F	T	F	F	F	T
<b>C3: 2<sup>nd</sup> digit</b>	T	T	F	T	F	F
<b>E1: File update</b>	X	X	-	-	-	-
<b>E2: 'X'</b>	-	-	X	X	-	-
<b>E3: 'Y'</b>	-	-	-	-	X	X

# CAUSE-EFFECT GRAPH





## EXAMPLE:2

In a given network, the **send file command** is used to **send a file to a user on a different file server.**

The **send file** command takes **three arguments:**

The **first argument** should be an **existing file** in the **sender's home directory,**

The **second argument** should be the **name** of the **receiver's file server,** and

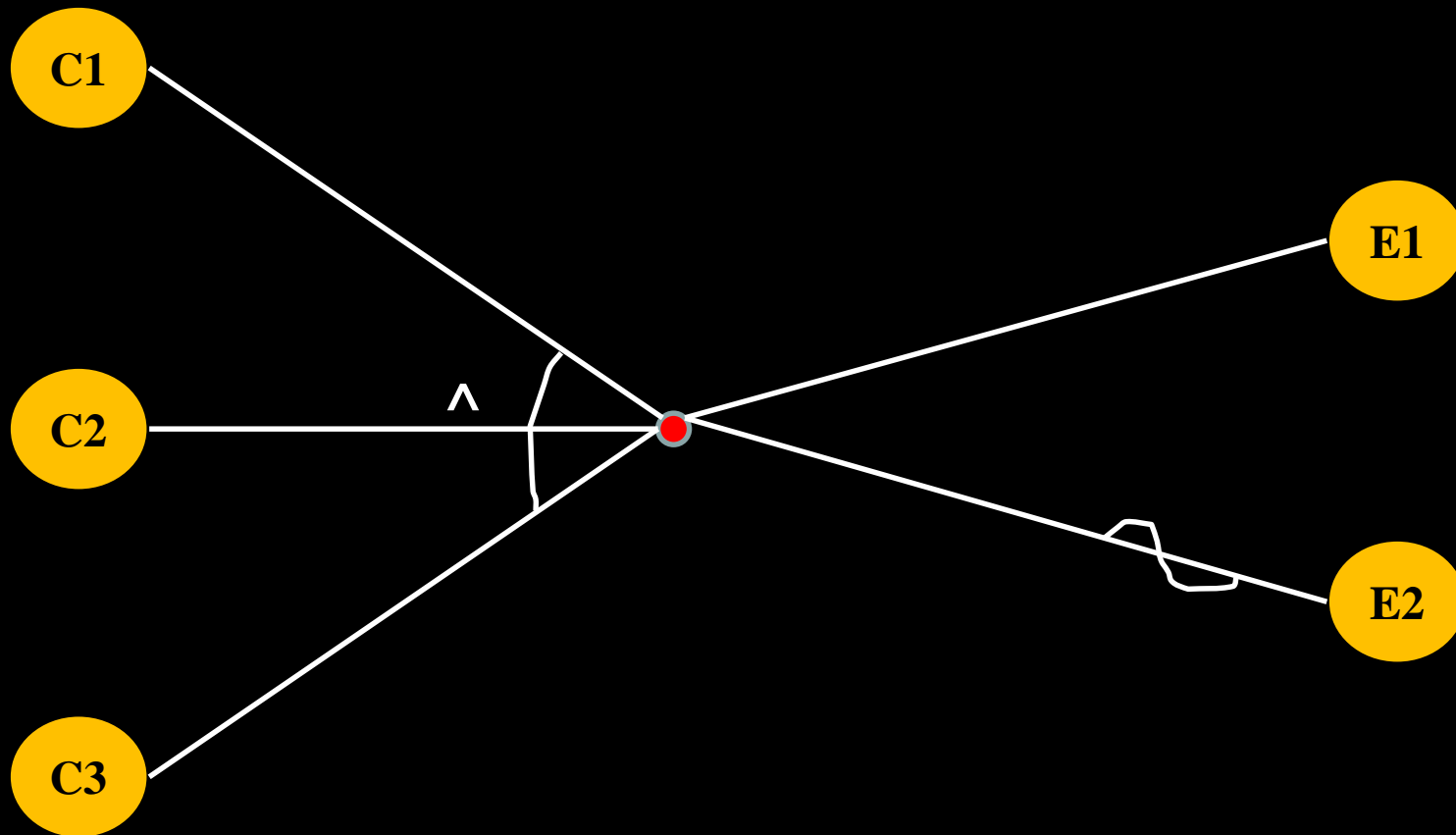
The **third argument** should be the **receiver's userid.**

If **all the arguments** are **correct,** then the **file is successfully sent;**

otherwise the **sender** obtains an **error message**

Causes	Effects
<b>C1:</b> The first argument is the <b>name of an existing file</b> in the sender's home directory.	<b>E1:</b> The file is <b>successfully sent</b> .
<b>C2:</b> The second argument is the <b>name of receiver's file server</b> .	<b>E2:</b> The sender obtains an <b>error message</b> .
<b>C3:</b> The third argument is the <b>receiver's userid</b> .	

# CAUSE-EFFECT GRAPH



	R1	R2	R3	R4	R5	R6	R7	R8
<b>C1:</b>	1	0	1	0	0	1	1	0
<b>C2:</b>	1	0	0	1	0	1	0	1
<b>C3:</b>	1	0	0	0	1	0	1	1
<b>E1:</b>	X	-	-	-	-	-	-	-
<b>E2:</b>	-	X	X	X	X	X	X	X

# CAUSE-EFFECT GRAPHING BASED TESTING

Scenario #	Requirements
1	<p><b>When</b> the first argument is the name of an existing file in the sender's home directory <b>and</b> the second argument is the name of receiver's file server <b>and</b> the third argument is the receiver's userid</p> <p><b>Then</b> the file is successfully sent <b>and</b> the sender does <b>not</b> obtain an error message</p>
2	<p><b>When</b> the first argument is <b>not</b> the name of an existing file in the sender's home directory <b>and</b> the second argument is the name of receiver's file server <b>and</b> the third argument is the receiver's userid</p> <p><b>Then</b> the file is <b>not</b> successfully sent <b>and</b> the sender obtains an error message</p>
3	<p><b>When</b> the first argument is the name of an existing file in the sender's home directory <b>and</b> the second argument is <b>not</b> the name of receiver's file server <b>and</b> the third argument is the receiver's userid</p> <p><b>Then</b> the file is <b>not</b> successfully sent <b>and</b> the sender obtains an error message</p>
4	<p><b>When</b> the first argument is the name of an existing file in the sender's home directory <b>and</b> the second argument is the name of receiver's file server <b>and</b> the third argument is <b>not</b> the receiver's userid</p> <p><b>Then</b> the file is <b>not</b> successfully sent <b>and</b> the sender obtains an error message</p>
5	<p><b>When</b> the first argument is <b>not</b> the name of an existing file in the sender's home directory <b>and</b> the second argument is <b>not</b> the name of receiver's file server <b>and</b> the third argument is <b>not</b> the receiver's userid</p> <p><b>Then</b> the file is <b>not</b> successfully sent <b>and</b> the sender obtains an error message</p>

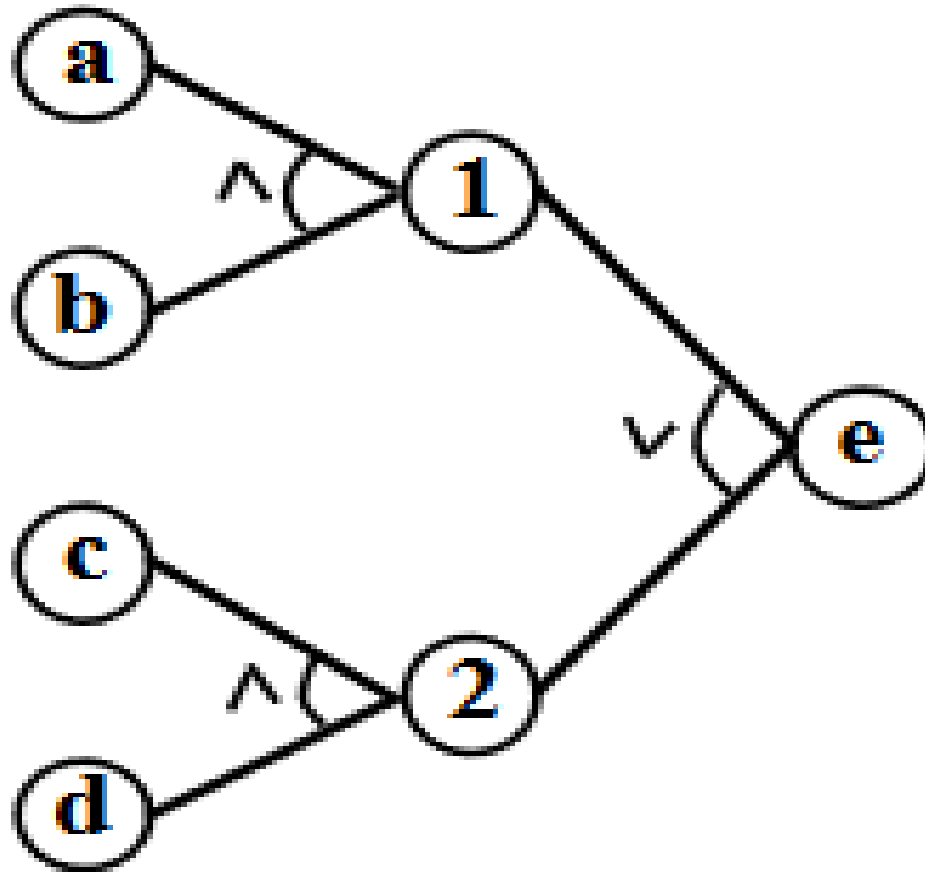
### EXAMPLE:3

Construct a CEG representing an effect **e** given by:

$$e = (a \text{ and } b) \text{ or } (c \text{ and } d)$$

	1	2	3	4	5	6
<b>Causes</b>						
a	1	1	1	0	1	0
b	1	1	1	0	0	1
c	0	1	0	1	1	1
d	0	0	1	1	1	1
<b>Effects</b>						
e	1	1	1	1	1	1

# CAUSE-EFFECT GRAPH



## EXAMPLE:4

Construct a CEG representing an effect **e** given by:

$$e = (a \text{ or } c) \text{ and } (a \text{ or } d) \text{ and } (b \text{ or } c) \text{ and } (b \text{ or } d)$$

	1	2
<b>Causes</b>		
a	1	0
b	1	0
c	0	1
d	0	1
<b>Effects</b>		
e	1	1



# CAUSE-EFFECT GRAPH

