**Escuela Superior Politécnica del Litoral**



Workshop: Empirical Software Testing

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Introduction

The triangle problem is the most widely used example in software testing literature. The logic used for the problem is clear but complex, meaning that behind some intuitive conditions are other hidden ones more difficult to get.

The traditional problem states the following: the triangle program accepts three integers, a, b, and c, as input. These are taken to be sides of a triangle. The output of the program is the type of triangle determined by the three sides: Equilateral, Isosceles, Scalene, or NotATriangle. [1]

To start, it is important to define what a triangle is. Let’s see some definitions and compare them with yours:

• A closed plane figure having three sides and three angles [2].

• A polygon having three sides [3].

• A triangle is a polygon with three edges and three vertices [4].

**Preassumptions**

* The code is not validating if the input has a correct format
* The code is not validating if the input has the correct data type
* **\*Write more assumptions\***

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| Test Cases | Input Values | Expected |
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