## COMPGS03 Validation & Verification Coursework #1

Antony Hwang Antony.Hwang.14@ucl.ac.uk

March 8, 2018

## 1.1 Automation

The library files has been added to the folder and the build.xml script file has been modified to perform mutation testing using PITest. The mutation test can be ran by typing ant pit in the terminal. For evidence please refer to the source code folder.

## 1.2 Killed Mutants

```
private final int getFreq(final Object obj, final Map<?, Integer> freqMap) {
final Integer count = freqMap.get(obj);
fi (count != null) {
return count.intValue();
}

return 0;
```

Figure 1: Mutation Testing Result for CollectionUtils.java

The negate conditional mutator mutates all condition found in this piece of code, by replacing the ! = with == on line 117. The mutant is killed, because the mutated condition has caused the test case to fail. For example if the variable count is not null, it will satisfy the original condition and fail the mutated condition, which then will lead to an unexpected output and kill the mutant.

## 1.3 Improving Mutation Score

Figure 2 below, the lines that are highlighted in red shows the mutants that have not been killed by any of the unit tests. The Figure 3 shows the result, after improvements have been made to the unit tests. The code shown in the figures can be found in LazyList.java located in at \src\main\java\org\apache\commons\collections4\list\LazyList.java.

```
111
111
        public E get(final int index) {
                                                                                        public E get(final int index) {
112
           final int size = decorated().size();
                                                                               112
                                                                                           final int size = decorated().size();
113 2
           if (index < size) {
                                                                               113 2
                                                                                           if (index < size) {
114
              // within bounds, get the object
                                                                               114
                                                                                             // within bounds, get the object
115
              E object = decorated().get(index);
                                                                               115
                                                                                             E object = decorated().get(index);
116 1
              if (object == null) {
                                                                               116 1
                                                                                              if (object == null) {
117
                // item is a place holder, create new one, set and return
                                                                               117
                                                                                                // item is a place holder, create new one, set and return
                                                                               118
                                                                                                object = factory.create();
118
                object = factory.create();
119
                                                                               119
                                                                                                decorated().set(index, object);
                decorated().set(index, object);
120 1
                                                                               120 1
                                                                                                return object;
                return object:
                                                                               121
121
122
              // good and ready to go
                                                                               122
                                                                                             // good and ready to go
                                                                               123 1
123 1
             return object;
                                                                                             return object;
124
                                                                               124
125
                                                                               125
                                                                                           // we have to grow the list
           // we have to grow the list
1263
           for (int i = size; i < index; i++) {
                                                                               1263
                                                                                           for (int i = size; i < index; i++) {
127
             decorated().add(null);
                                                                               127
                                                                                             decorated().add(null);
128
                                                                               128
129
           // create our last object, set and return
                                                                               129
                                                                                           // create our last object, set and return
                                                                               130
130
           final E object = factory.create();
                                                                                           final E object = factory.create();
                                                                               131
131
                                                                                           decorated().add(object);
           decorated().add(object);
                                                                               132 1
                                                                                           return object;
132 1
           return object;
                                                                               133
133
        }
```

Figure 2: Before Improvement

Figure 3: After Improvement

As can been seen in the results, the improvements made to the tests has managed to kill all the mutants that existed in this piece of code. The get(final int index) function accepts an index number as parameter and returns the element in the list at the given index.

```
1. changed conditional boundary → SURVIVED
2. negated conditional → KILLED
1. negated conditional → SURVIVED
1. negated conditional → SURVIVED
1. nutated return of Object value for org/apache/commons/collections4/list/LazyList::get to ( if (x != null) null else throw new RuntimeException ) → NO_COVERAGE
1. nutated return of Object value for org/apache/commons/collections4/list/LazyList::get to ( if (x != null) null else throw new RuntimeException ) → KILLED
1. changed conditional boundary → KILLED
2. Changed increment from 1 to -1 → TIMED_OUT
3. negated conditional → KILLED
1. mutated return of Object value for org/apache/commons/collections4/list/LazyList::get to ( if (x != null) null else throw new RuntimeException ) → KILLED
1. mutated return of Object value for org/apache/commons/collections4/list/LazyList::get to ( if (x != null) null else throw new RuntimeException ) → KILLED
```

Figure 4: Mutations

The mutant that survived on line 113 was the changed conditional boundary, this mutator replaced the condition (index < size) with (index < size). The unit tests did not test the function with the index same as the size of the list. Hence, the conditional boundary mutant survived. Another mutant that survived on line 116 was the negated conditional, this mutator replaced the (object = null) with (object ! = null). The lines that were highlighted in red from 118 to 120 was not covered by any of the unit tests. The unit tests did not test the function with the index that points to a null element in the list. Hence, the negated conditional mutant survived and did not cover the rest of the lines form 118 to 120.

The following Figures shows the modified unit test code in the file located at \src\test\java\org\apache\commons\collections4\ListUtilsTest.java.

```
@Test
public void testLazyListGet() {
    final List<Integer> list = ListUtils.lazyList(new ArrayList<Integer>(), new
        Factory<Integer>() {
        private int index;

        public Integer create() {
            index = 1;
            return 1;
        }
    });
    Integer result = list.get(0);
    assertSame(1, result);
}
```

Figure 5: Improved Unit Test

The test shown in Figure 5 has been added to kill the conditional boundary mutant. The unit test code first initializes an empty list with size of 0, then it retrieves the element at index 0 with the get function. This kills the mutant as the the index is equal to the size of the list. It will fail the condition on line 113 and satisfy the condition on the mutated condition. Hence, it will get a different output with the mutated condition and fail the test.

```
@Test
public void testLazyListGetNull() {
    final List<Integer> list = ListUtils.lazyList(new ArrayList<Integer>(), new
        Factory<Integer>() {
        private int index;

        public Integer create() {
            index = 1;
            return 1;
        }
    });
    list.add(null);
    Integer result = list.get(0);
    assertSame(1, result);
}
```

Figure 6: Improved Unit Test

The test shown in Figure 6 has been added to kill the negated conditional mutant. The unit test code first initializes an list with a null element at index 0, then it retrieves the element at index 0 with the get function. This kills the mutant as the object is equal to null, it will satisfy the condition on line 116 and fail on the mutated condition. Hence, it will get a different output with the mutated condition and fail the test.

Number of Classes		Line Coverage	<b>Mutation Coverage</b>		Number of Classes		Line Coverage	<b>Mutation Coverage</b>		
269	45%	5975/13251	41%	3522/8549		269	45%	5978/13251	41%	3525/8549

Figure 7: Before Improvement

Figure 8: After Improvement

The Figures above shows the mutation score of the entire project before and after the improvements. As can been seen the line coverage and mutation coverage, both has been increased by 3. For the break down of the report please refer to the pit report located in the pitReports folder.

END OF COURSEWORK