Institut Supérieur des Etudes Technologiques de Radès

Master: Développement des applications mobiles

Test et performance des logiciels

CHAPTER 4: TEST DESIGN TECHNIQUES

Plan

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- 4.3 Specification-based or Black-box Techniques
- 4.4 Structure-based or White-box Techniques
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4.1 The Test Development Process

Background:

 A test condition is defined as an item or event that could be verified by one or more test cases (a function, transaction)

 A test case consists of a set of input values, execution preconditions, expected results and execution postconditions, defined to cover a certain test objective(s) or test condition(s).

4.1 The Test Development Process

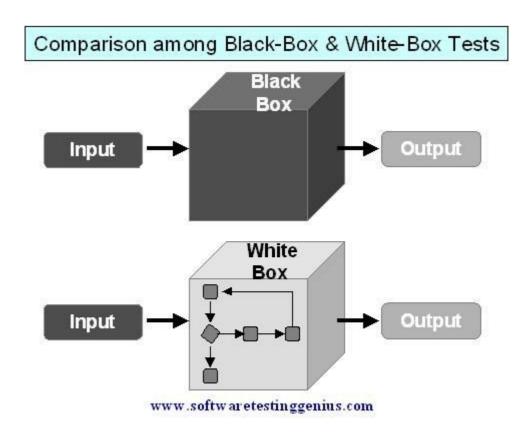
- Expected results should be produced as part of a test case and include outputs, changes to data and states, and any other consequences of the test.
- During test implementation the test cases are developped, implemented, prioritized and organized in the test procedure specification (IEEE STD 829-1998). The test procedure specifies the sequence of actions for the execution of a test.

4.2 Categories of Test Design Techniques

Background:

- The purpose of a test design technique is to identify test conditions, test cases, and test data.
- Classic distinction to denote test techniques as :
 - Black-box.
 - · White-box.
- Black-box testing, by definition, does not use any information regarding the internal structure of the component or system to be tested.
- White-box test design techniques (also called structural or structure-based techniques) are based on an analysis of the structure of the component or system.

4.2 Categories of Test Design Techniques

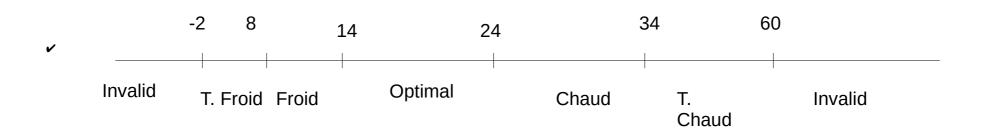


4.3.1 Equivalence Partitioning:

- In equivalence partitioning, inputs to the software or system are devided into groups that are expected to exhibit similar behavior, so they are likely to be processed in the same way.
- Tests can be designed to cover all valid and invalid partitions.
- Equivalence partitioning can be used to achieve input and output coverage goals.

4.3.1 Equivalence Partitioning Example

 String : CheckTemperatureState (float temperature)



String: CheckTemperatureState (float temperature)

Invalid:]-oo, -2]/[60, +oo[

Valid: [8; 14] / [14, 24] / [24, 34] / [34, 60]

String: CheckTemperatureState (float temperature)

Invalid: -1.5 / 85.3

Valid: 11.3 / 22.8 / 26.2 / 47

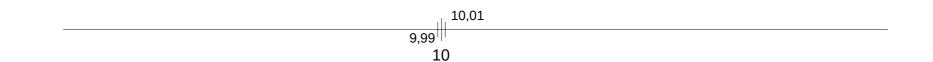
Moyennant la même technique, identifier les classes d'équivalence pour la fonction :

String **getMention** (Float moyenneEtudiant)

4.3.2 Boundary Value Analysis

- Behavior at the edge of each equivalence partition is more likely to be incorrect than behavior within the partition, so boundaries are an area where testing is likely to yield defects.
- The maximum and minimum values of a partition are its boundary values.

4.3.2 Boundary Value Analysis Example



Idem pour la fonction getMention

4.3.3 Decision Table Testing:

- Decision tables are a good way to capture system requirements that contain logical conditions, and to document internal system design. The may be used to record complex business rules that a system is to implement.
- The coverage standard commonly used with decision table testing is to have at least one test per column in the table.

4.3.3 Decision Table Testing

Condition	1	2
Condition 1	Т	F
Condition 2	F	T
Action		
Action 1	Y	Υ
Action 2	Υ	N

4.3.3 Decision Table Testing Example

Condition	1	2	3	4	 8
Temperature > 30	Т	Т	F	F	F
Humidité > 60 %	Т	F	Т	F	F
Transpiration	Т	F	-	Т	F
Action					
Activer climatisation	Υ	Υ	N	Υ	N
Activer déshumidification	Υ	N	Υ	N	N

Un commerçant veut booster ses ventes alors il décide de mettre en place les mécanismes suivants:

Pour toute vente supérieure à 300 DT, la livraison sera gratuite. Si le paiement est en ligne il y aura une remise de 3%.

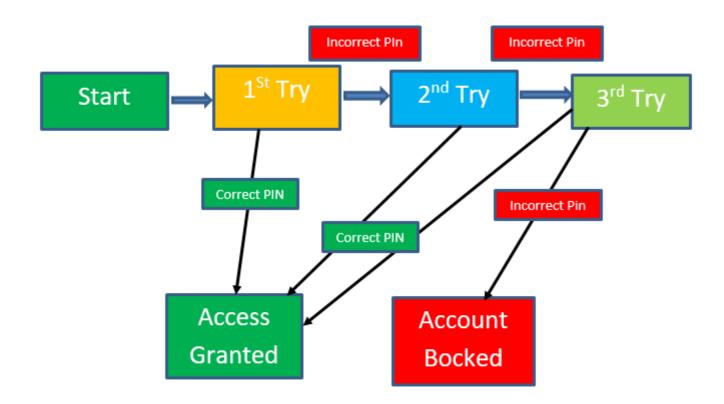
Pour tous les achats entre 22H et ùinuit, une remise de 3% sera accordée également.

Si le client a un abonnement VIP, il lui donne la possibilité à une remise systématique de 2%.

Dresser la table de décision.

- 4.3.4 State Transition Testing:
- It allows the tester to view the software in terms of its states, transitions between states, the inputs or events that trigger state changes (transition) and the actions which may result from those transitions.
- Tests can be designed to cover a typical sequence of states, to cover every state, to exercise every transition, to exercise specific sequences of transitions or to test invalid transitions.
- State transition testing is much used within the embedded software industry and technical automation in general.

Banking Card Example



Banking Card Example

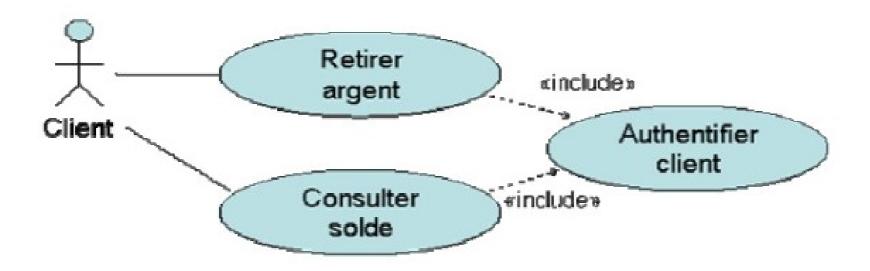
State Transition Table

	Correct PIN	Incorrect PIN	
S1) Start	S 5	S2	
S2) 1 st attempt	S5	S3	
S3) 2 nd attempt	S5	S4	
S4) 3 rd attempt	S5	S6	
S5) Access Granted	-	-	
S6) Account blocked	-	-	

4.3.5 Use case Testing:

- Tests can be derived from use cases.
- Use cases are very useful for designing acceptance tests with customer/user participation.
- They also help uncover integration defects caused by the interaction and interference of different components, which individual component testing would not see.

4.3.5 Use case Testing:



Quels seront les **Test Case** relatif au **Use Case Retirer argent** sachant que la banque peut tolérer 100DT de solde négatif, sans prélèvement d'intérêt.

Test Cas e	Description	Précond itions	Etapes	Expected_Result	Post-condition
#1	Retirer argent avec solde suffisent	Solde=300	s'authentifier Mnt_retrait=1 00	Retrait de 200 DT	Solde=100
#2	Retirer argent avec solde insuffisent	Solde=300	s'authentifier Mnt_retrait=5 00	Retrait impossible, saisir un autre montant	Solde=300
#3	Retirer argent avec solde insuffisent mais > - 100 DT	Solde=300	s'authentifier Mnt_retrait=3 50	Retrait de 350 DT	Solde=-50 Création Notification_Ali mentation_Com pte

Background:

Structure-based or white-box testing is based on an identified structure of the software or the system, as seen in the following examples:

- 1) <u>Component level</u>: the **structure of a software** component, i.e., statements, decisions, branches or even distinct paths.
- 2) <u>Integration level</u>: The structure may be a call tree (a diagram in which modules call other modules)
- 3) <u>System level</u>: The structure may be a menu structure, **business process** or web page structure.

- 4.4.1 Statement Testing and coverage :
- In component testing, statement coverage is the assessment of the percentage of executable statements that have been exercised by a test case suite.

```
1  if (a || b)
2   {
3      println(« Test 1 »); // inst 1
4      }
5  else
6      {
7       if ( c )
8       {
9          println(« Test 2 »); // inst 2
10      }
11      }
```

How many Test cases? To achieve a 100 % Statement coverage.

Pour garantir une couverture totale d'instruction dans notre exemple, il nous faut 2 Cas de test :

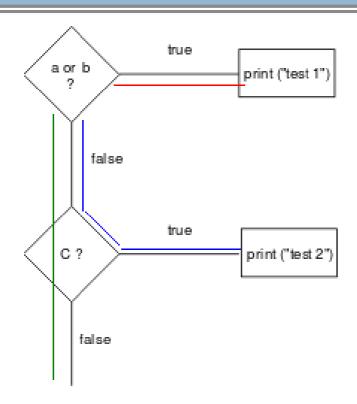
```
1/A = true; B= false; // ou A = false; B= true
```

2/A = false; B = false; c= true

- 4.4.2 Decision testing and coverage :
- Decision coverage, related to branch testing, is the
 assessment of the percentage of decision
 outcomes (e.g., the True and False options of an IF
 statemnt) that have been exercised by a test case
 suite.

- Decision coverage is determined by the number of all decision outcomes covered by (designed or executed) test cases divided by the number of all possible decision outcomes in the code under test.
- Decision coverage is stronger than statement coverage 100 % decision coverage guarantees 100 % statement coverage, but not vice versa.

How many Test cases? To achieve a 100 % decision/branch coverage.



Dans notre cas, il y a trois chemins de branchement possibles pour avoir une couverture de 100 %

```
1/ A= true ou B= false;
2/ A = false; B = false; c= true
3/ A= false; B= false; c= false
```

- 4.4.3 Other Structure-based Techniques :
- There are stronger levels of structural coverage beyond decision coverage, for example, condition coverage and multiple condition coverage.

4.5 Experience-based techniques

- Experience-based testing is where tests are drived from the tester's skill and intuition and their experience with similar applications and technologies.
- A commonly used Experience-based technique is error guessing.
- A structured approach to the error guessing tecnique is to enumerate a list of possible defects and to design tests that attack these defects.

4.5 Experience-based techniques

- Exploratory testing= Learn + explore + test
- Used in:

- 1. Agile approaches
- 2. With experiences tests
- 3. With no documentations
- 4.Time-pressure

4.6 Choosing Test techniques

Background:

- The choice of which test techniques to use depends on a number of factors, including the type of system, regulatory standards, customer or contractual requirements, level of risk, type of risk, test objective, documentation available, knowledge of the testers, time and budget, development life cycle, use case models and previous experience with types of defects founds.
- When creating test cases, testers generally use a combination of test techniques including process, rule and data-driven techniques to ensure adequate of the object under test.