ECE 322 Lab Report 1

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Introduction

The purpose of this lab was to serve as a practical introduction to rudimentary black-box testing techniques. The testing methods introduced were dirty testing, error guessing, and partition-based testing. It should be noted that numerous other black-box testing methods exist The idea of black-box testing is that tests are carried out with no knowledge of how the software internally works. In other words, the implementation details are a "black box" as the name would suggest. Dirty testing and error guessing involves using creativity to come up with test cases, and also using past experiences to come up with test cases to find faults in the program. The purpose of partition-based testing is to categorize possible test cases in 'equivalence' classes, and to test as many valid equivalence classes with as few test cases, and to come up with a test case for each invalid equivalence class. The goal for partition-based testing is to lower the number of test cases.

Part 1 - Failure/Dirty Testing, Error Guessing

For task one in this lab, we had to be creative, as is the nature of Failure/Dirty testing, and error guessing. The purpose was to test the functionality of a calculator program, which was written in Java. A table of test cases was produced, checking for basic functionality, common errors. A few test cases were also made based on previous experience, which is also known as error guessing. Altogether, the test cases check for the following functionality:

- 1. whether the calculator buttons work
- 2. non-numerical input
- 3. mismatched brackets
- 4. order or operations (BEDMAS/PEMDAS)

- 5. large numbers
- 6. small numbers
- 7. incorrect syntax (e.g. 2++2)

The full list of test cases, along with the inputs and expected versus actual outputs can be found in Appendix A. The test cases where the expected result does not match the actual result are highlighted in red.

explain the failed test cases

Part 2 - Partition Testing

Task two of this lab involved partition-based testing of a triangle application. The purpose of this application is to take 3 space separated positive integers, each representing sides of a triangle, and the program is expected to tell the user whether the triangle is a scalene, isosceles, or equilateral triangle. The following equivalence classes were decided on for creating the test cases.

Triangle Equivalence Classes

Input Condition	Valid Input Classes	Invalid Input Classes
number of input arguments	3 input arguments (1)	< 3 input arguments (9)
		> 3 input arguments (10)
space between arguments	one space (2)	more than one space (11)
		non space character sepa-
		rating arguments (12)
argument type	positive integer (3)	negative integer (13)
		zero (14)
		decimal (15)
triangle type	equilateral (4)	a + b = c (16)
	isosceles (5)	a + b < c (17)
	scalene (6)	
	a+b>c (7)	
key pressed after inputting arguments	Enter key pressed (8)	Enter key not pressed (18)

Table 1: Valid and Invalid equivalence classes for the triangle program

From these equivalence classes, the following test cases were created:

Test cases for valid inputs

- 3 3 3 covers (1, 2, 3, 4, 7, 8)
- 4 4 5 covers (1, 2, 3, 5, 7, 8)

• 6 7 8 covers (1, 2, 3, 6, 7, 8)

Test cases for invalid inputs

- 1 2 covers (9)
- 3 4 5 6 covers (10)
- 7 8 9 covers (11)
- 8_7_6 covers (12)
- $1 2 \ 3 \ \text{covers} \ (13)$
- 5 0 4 covers (14)
- 3 2 0.1 covers (15)
- 2 2 4 covers (16)
- 3 4 9 covers (17)
- not pressing Enter covers (18)

The results of these test cases, including expected versus actual output can be found in Appendix B. Failed test cases are highlighted in red.

Appendix

A Calculator Test Cases

+			
	description		Actual
	1+1		2
	0+1	1	1
3	9223372036854775807 + 9223372036854775807	18446744073709551614	1.84E+19
4	9 + 10	19	
5	4294967295 + 4294967295		8.59E+09
	1-1		0
	-1		-1
	\$		NaN
9	2^4	16	16
10	2^512	134078079299425970995740 249982058461274793658205 923933777235614437217640 300735469768018742981669 034276900318581864860508 537538828119465699464336 49006084096	NaN
11	NaN + 2		NaN
	entering nothing		0
	60 - 0 (with a space between 60 and -)		NaN
	60 * 0		0
	5 - 2		NaN
16	Robert'); DROP TABLE STUDENTS;	NaN	NaN
17	80/4*5	100	4
	(80/4)*5	100	100.0
	5*80/4	100	100.0
	5*(80/4)		100.0
	80/(4*5)		4.0
	2&1		NaN
	16 ^^ 2		1.0
24	3443 ^^^ 23	NaN	1.0
25	1/0	NaN	NaN
	0/1		0.0
	0.1 + 0.2 (checking for ieee 754 floating point error)		0.3
	1+		NaN
	/1		0.0
	1/		NaN
31	1*	NaN	NaN
32	*1	NaN	0.0
33	((((1+1))))	2	2.0
	52		NaN
	2^3 + 2		32.0
	2^1 + 2 + 3		64.0
	2^(3) + 1	9	16.0
	(2^3) + 1		9.0
39	+1	NaN	1.0
40	(2^3)-3	5	NaN
	(2^3)+3*(8-6)		14.0
	(2^3)+3(8-6)	14	40
	3(2)	6	32.0
			11.0
	(1)(1)		
	2^2^2		16.0
	2^(2-3)		0.5
48	1.2°2+3 2^-512	0 7.4583407312002067432909 653154629338373764715346 004068942715183332062783 850701183049361748904004 278033615116032558361014 534127280952253026604861 64295920846914812607923 187813774952040742664352 629414465543650633147654 142172605885071200316868 230032227422975636992653 202153372060583365166286 460036129274335518469686 573264990081533198917895 578832685947418212890625 × 10^-155	
49	1.0 + 2	3	3.0
50	(-1)^(0.5)	NaN or i	NaN
	2**2	NaN	0.0
	2++++++2	NaN	4.0
	0		NaN
			NaN
	(1+2 missing bracket		
	1+()		NaN
	1(-1)		NaN
	2-(-2)		NaN
58	22	4	4
59	2//2	NaN	NaN
60	(1 + (2 + 3))	6	6.0
	3+*3	NaN	3
	2^3 + 2^3	16	32768.0
	2^(3) + 2^(3)	16	32768
	- (-, - = (0)		
	2(^3)	NaN	
64	2(^3)	NaN NaN	20

00	040	4	
66	0^0	1	1
67	(^0)^2	NaN	1
68	(+12)	NaN	12
69	123	NaN	123
70	(+* 1 2)	NaN	0.0
71	2.000001+2.000002	4.000003	4.0
72	8/-2	-4	-4.0
73	testing the buttons - delete results in a error stack trace when the input is already empty	don't do anything	Exception in thread "AWT-EventQueue-0" java.lang.StringIndexOutOfBoundsException: begin 0, end -1, length 0 at java.base/java.lang.String.checkBoundsBeginEnd(String.java:3410) at java.base/java.lang.String.checkBoundsBeginEnd(String.java:3410) at java.base/java.lang.String.substring(String.java:1883) at MainFrame\$22.cationPerformed(MainFrame.java:245) at java.desktop/javax.swing.AbstractButton.fireActionPerformed(AbstractButton.java:2908) at java.desktop/javax.swing.AbstractButtonSHandler.actionPerformed(DefaultButtonModel.java:205) at java.desktop/javax.swing.DefaultButtonModel.setPressed(DefaultButtonModel.java:262) at java.desktop/javax.swing.palf.basic.BasicButtonListener.mouseReleased(BasicButtonListener.java:279) at java.desktop/java.awt.Component.processMouseEvent(Component.java:6632) at java.desktop/java.awt.Component.processMouseEvent(Component.java:3342) at java.desktop/java.awt.Component.processMouseEvent(Component.java:3342) at java.desktop/java.awt.Component.processEvent(Component.java:6327) at java.desktop/java.awt.Component.processEvent(Component.java:5008) at java.desktop/java.awt.Container.processEvent(Container.java:2263) at java.desktop/java.awt.Container.processEvent(Container.java:2263) at java.desktop/java.awt.Container.dispatchEvent(Component.java:5008) at java.desktop/java.awt.Component.dispatchEvent(Component.java:3008) at java.desktop/java.awt.Component.dispatchEvent(Component.java:4840) at java.desktop/java.awt.UnityhtweightDispatcher.processMouseEvent(Container.java:4918) at java.desktop/java.awt.UnityhtweightDispatcher.processMouseEvent(Container.java:4910) at java.desktop/java.awt.UnityhtweightDispatcher.processMouseEvent(Container.java:4910) at java.desktop/java.awt.UnityhtweightDispatcher.processMouseEvent(Container.java:4910) at java.desktop/java.awt.Container.dispatchEvent(Component.java:480) at java.desktop/java.awt.Component.dispatchEvent(Component.java:390) at java.desktop/java.awt.EventQueue.java:710 at java.desktop/java.awt.EventQueue.java.desktop/java.awt.EventQueuesSt.nu

Table 1: Test cases carried out against the calculator program. Failed test cases are highlighted in red.

B Triangle Test Cases

Test id	Description	а	b	С	Expected	Actual
1	valid equilateral	3	3	3	Equilateral	Equilateral
2	valid isoceles	4	4	5	Isoceles	Isoceles
3	valid scalene	6	7	8	Scalene	Scalene
4	too few arguments	1	2		ERROR: Not enough arguments	ERROR: Not enough arguments
5	too many arguments	3	4	5 6	ERROR: Too many arguments	ERROR: Too many arguments
6	more than one space in between arguments	7	8	9	ERROR: Too many spaces	ERROR: Too many arguments
7	non space separated arguments	8_7_6			ERROR: Not enough arguments	ERROR: Not enough arguments
8	argument with negative	1	-2	3	ERROR: Invalid argument - non positive value	ERROR: Invalid argument - non positive value
9	argument with zero	5	0	4	ERROR: Invalid argument - non positive value	ERROR: Invalid argument - non positive value
10	argument with decimal	3	2	0.1	ERROR: Invalid argument - non integer	ERROR: Invalid argument - non integer
11	a + b = c	2	2	4	ERROR	Isosceles
12	a + b < c	3	4	9	ERROR: Invalid triangle	ERROR: Invalid triangle
13	not pressing enter after 3 valid arguments	3	4	5	no output or ERROR	(no output)

Table 2: Test cases covering the equivalence classes identified in Part 2 for the Triangle program. Failed test cases are highlighted in red.