ECE 322 Lab Report 1

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September 26, 2019

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.

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.

Part 2 - Partition Testing

Triangle Equivalence Classes

Valid

- 1. a + b > c
- 2. Equilateral
- 3. Isoscoles
- 4. Scalene
- 5. 3 arguments
- 6. separated by one space
- 7. positive integers

Invalid

- 1. a + b = c
- 2. a + b < c
- 3. < 3 arguments
- 4. > 3 arguments
- 5. separated by more than one space
- 6. negative argument
- 7. argument with the number '0'
- 8. decimal argument

Appendix

A Calculator Test Cases

Testid	description	Expected	Actual
1	1+1	2	2
2			1
3	9223372036854775807 + 9223372036854775807	18446744073709551614	1.84E+19
4		19	
5			8.59E+09
6			0
7			-1
8			NaN
9			16
3		134078079299425970995740 249982058461274793658205 923933777235614437217640	
10	2^512	300735469768018742981669 034276900318581864860508 537538828119465699464336 49006084096	NaN
11	NaN + 2	NaN	NaN
12	entering nothing		0
13	60 - 0 (with a space between 60 and -)	60	NaN
14			0
15	5 - 2	3	NaN
16	Robert'); DROP TABLE STUDENTS;	NaN	NaN
17	80/4*5	100	4
18	(80/4)*5	100	100.0
19		100	100.0
20	5*(80/4)	100	100.0
21		4	4.0
22			NaN
23		NaN	1.0
24		NaN	1.0
25			NaN
26			0.0
27			0.3
28			NaN
29			0.0
30			NaN
31			NaN
32			0.0
33			2.0
34		7	NaN aa a
35		10	32.0
36			64.0
37		9	16.0
38		9	9.0
39		NaN	1.0
40		5	NaN
41		14	14.0
42			40
43			32.0
44	() ()	1	11.0
45		16	16.0
46			0.5
48	2^512	0 7.4583407312002067432909 655154629338737364715946 0040658942715 183332062738 850701183049361748904004 2793336151180032558391014 5541272800582553026604861 648259520364691441816973291 187813774952040742664352 629414445513650639147565 142172605885071200316868 230032227422975639992655 502153372060583365166286 4409036129274335518469865 572364990081533198917895 573264990081533198917895 573264990081533198917895 573264990081533198917895	0
49			3.0
50			NaN
51			0.0
52			4.0
53			NaN
54			NaN
55		NaN	NaN
56		-1	NaN
57		4	NaN
58			4
59			NaN
60			6.0
61		NaN	3
62		16	32768.0
63		16	32768
64		NaN	20
65	(^0)	NaN	1
66		1	1
67		NaN	1
68		NaN	12
69		NaN	123
70		NaN	0.0

71	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-O" java.lang. StringIndexOut(OBcoundException: begin 0, end -1, length 0 at java.base/java.lang. String.beckBoundsBeginEnd(String.java.3410) at java.base/java.lang. String.beckBoundsBeginEnd(String.java.3410) at java.base/java.lang. String.substring(String.java.1883) at MainframeS2-2.actionPerformed(Mainframe.java.245) at java.desktop/java.swing. AbstractButton.fireActionPerformed(AbstractButton.java.2308) at java.desktop/java.swing. AbstractButtonModel.fireActionPerformed(AbstractButtonModel.java.405) at java.desktop/java.swing. DefautButtonModel.ser/escell@fautButtonModel.java.2603 at java.desktop/java.swing.pdartButtonModel.ser/escell@fautButtonModel.java.2603 at java.desktop/java.swing.pdartButtonModel.ser/escell@fautButtonModel.java.2603 at java.desktop/java.swing.pdartButtonListener.mouseReleased(BasicButtonListener.java.279) at java.desktop/java.awt.Component.processMouseEvent(Component.java.5342) at java.desktop/java.awt.Omponent.processMouseEvent(Component.java.3342) at java.desktop/java.awt.Component.processMouseEvent(Component.java.5008) at java.desktop/java.awt.Component.processMouseEvent(Component.java.5008) at java.desktop/java.awt.Component.dispatchFevent(Component.java.5008) at java.desktop/java.awt.Component.dispatchFevent(Component.java.5008) at java.desktop/java.awt.Component.dispatchFevent(Component.java.4019) at java.desktop/java.awt.UphweightDispatcher.retargeMouseEvent(Container.java.221) at java.desktop/java.awt.UphweightDispatcher.processMouseEvent(Container.java.4918) at java.desktop/java.awt.UphweightDispatcher.processMouseEvent(Container.java.4917) at java.desktop/java.awt.Component.dispatchEvent(Component.java.4910) at java.desktop/java.awt.Component.dispatchEvent(Component.java.4910) at java.desktop/java.awt.Component.dispatchEvent(Component.java.4910) at java.desktop/java.awt.Component.dispatchEvent(Component.java.4910) at java.desktop/java.awt.Component.dispatchEvent(Component.java.4910) at java.desktop/java.awt.Component.dispatchEvent(Componen

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