

# Structural Based Testing Strategies

## Control Flow Testing

# Objective

---



## Objective

Develop test  
cases to achieve  
control flow  
coverage

# Code Coverage



**| It is important to analyze code coverage obtained by executing requirement's based test cases**

**| Code coverage can be assessed in terms of:**

- Control flow
- Data flow

**| Failure to obtain coverage may be due to:**

- Undocumented requirements contained in the code
- Dead code
- Incomplete test cases for a requirement

# Control Flow Coverage Levels



| **Statement coverage**

| **Decision coverage**

| **Decision / Condition coverage**

| **Multiple condition coverage**

# Statement Coverage

| Develop test cases such that every statement is executed at least once.

if  $a < 10$  or  $b > 5$

then

$x := 50$

else

$x := 0;$

if  $w = 5$  or  $y > 0$

then

$z := 48$

else

$z := 5;$

# Decision Coverage



**Develop test cases such that each branch is traversed at least once.**

**| What are examples of branch statements?**

**| Does decision coverage satisfy statement coverage?**

**| Does statement coverage satisfy decision coverage?**

# Decision / Condition Coverage



**| Develop test cases such that each condition in a decision takes on all possible outcomes at least once and each decision takes on all possible outcomes at least once**

# Multiple Condition Coverage



| Develop test cases such that all combinations of conditions in a decision are tested



# Binary Search Example



```
inputs:  table, num, key
outputs: found, loc
start := 1;
end := num;
found := false
while start <= end and not found
    middle := (start + end) / 2
    if key > table [middle]
        then start := middle + 1
    else if key = table [middle]
        then found := true
            loc := middle
    else end := middle - 1
```

# Summary





# Structural Based Testing Strategies

## Data Flow Testing

# Objective

---



## Objective

Develop test  
cases to achieve  
data flow  
coverage

# Approach



| Annotate control flow graph with 3 sets for each node

|  $\text{Def}(i)$  – set of variables defined in node  $i$

|  $\text{C-Use}(i)$  – set of variables used in a computation in node  $i$

|  $\text{P-Use}(i)$  – set of variables used in a test predicate

# Example



```
Get x,z;  
y := 0;  
If x > 10  
    then y := 15;  
If z > 0  
    then w := y+1  
    else w := y-1;
```

# Definition Clear Path

---

| A definition clear path from node “i” to node “j” for a variable  $x$  is a path where  $x$  is defined in node  $j$  and either used in a test predicate or computation in node  $j$  and there is no re-definition of  $x$  between node  $i$  and node  $j$

# Example



```
get x,y;  
a := 0;  
b := 0;  
if x > 10  
    then w := a+1  
         b := 4  
    else w := b+1  
         a := 4;  
If y > 10  
    then z := a+w  
    else z := b+w;
```



# Definition Use (DU path) Coverage



| For each definition of a variable, develop test cases to execute all DU paths

| DU path starts with the definition of the variable and ends with either a computational or predicate use of the variable along a def-clear path

# Example



```
get x,y;  
a := 0;  
b := 0;  
if x > 10  
    then w := a+1  
         b := 4  
    else w := b+1  
         a := 4;  
If y > 10  
    then z := a+w  
    else z := b+w;
```

# Summary





# Structural Based Testing Strategies

## Static Analysis

# Objective

---



## **Objective**

Identify static  
analysis  
techniques

# Data Flow Analysis



## | Model the flow of data in a program

- Where are variables defined
- Where are variables used

## | Perform analysis without executing the program

## | Look for data flow anomalies

# Example Data Flow Anomalies



- | Variable defined and then redefined without being referenced

- | Referencing an undefined variable

- | Defining a variable but never using it

- | Numerous tools available to perform anomaly detection

# Huang's Theorem



Let  $A, B, C$  be nonempty sets of character sequences whose smallest string is at least 1 character long. Let  $T$  be a 2-character string. Then if  $T$  is a substring of  $Ab^nC$ , then  $T$  will appear in  $AB^2C$ .



# Summary





# Structural Based Testing Strategies

## Structured Testing

# Objective

---



## Objective

Apply structured  
testing technique

# McCable Cyclomatic Complexity



|  $v(G)$  of a graph with  $e$  edges,  $n$  nodes and  $p$  connected components is  $e - n + p$

| In a typical program:  
–  $v(G) = \text{\#test predicates} + 1$

# Example



```
S1;  
if x < 10  
    then S2  
    else if y > 0  
        then S3  
        else S4;  
If z = 5  
    then S6  
    else S7;
```

# Application for Testing



- | Impossible to test all paths through code
- | Structured testing provides a strategy for testing a subset of paths
- | Select a set of basis paths (number is  $v(G)$ )
- | Linear combination of basis paths will generate any path
- | Guarantees branch coverage

# Identification of Basis Paths



- | Select an arbitrary path through the graph as initial basis path

- | Flip first decision while keeping other decisions constant

- | Reset first decision and flip second decision

- | Continue until all decisions have been flipped

# Example



S1;

if  $x < 10$

then S2

else if  $y > 0$

then S3

else S4;

If  $z = 5$


then S6

else S7;



# Summary





# Structural Based Testing Strategies

## Symbolic Execution

# Objective

---



## Objective

Utilize symbolic  
execution

# Symbolic Execution



- | Technique for formally characterizing a path domain identifying a path condition

- | All paths in the program form an execution tree

- | Involves executing a program with symbolic values

- | Identifies test data to execute a path or determination that a path is infeasible

# Notation



| A variable “x” will have a succession of symbolic values:  $A_0$ ,  $A_1$ ,  $A_2$  ... as a path is traversed

| Subscripts refer to the number of the previous statement executed

# Example



- (0) input A,B
- (1)  $A := A + B;$
- (2)  $B := A + B;$
- (3)  $A := 2 \times A + B;$
- (4)  $C := A + 4;$

# Multiple Paths Example

if (x <= 0) or (y <= 0) then

(1)        x := x2;  
            y := y2;

else

(2)        x := x + 1  
            y := y + 1

endif

if (x < 1) or (y < 1) then

(3)        x := x + 1;  
            y := y + 1;

else

(4)        x := x - 1;  
            y := y - 1;

endif

# Example





# Path Conditions



| In addition to symbolically evaluating a program variables along a path, we can also symbolically represent the conditions which are required for that path to be traversed

| The symbolic path condition must be expressed in terms of the initial symbolic values of the variables

# Example for T,F Path



# Example for T,F Path



# Summary

