Chapter 5

Fault Injection

As a part of our testing method, faults were injected into the source code for Mercurial. It is important to see what would happen if the wrong logic was used in the code, or if there was a simple error in the code. Five different faults were injected into four of our tested methods.

In progress.py, the fmtremaining method was changed by def fmtremaining(seconds):

"""format a number of remaining seconds in human readable way

```
This will properly display seconds, minutes, hours, days if needed"""
if seconds > 1 and seconds < 60:
  # i18n: format XX seconds as "XXs"
  return _("%02ds") % (seconds)
minutes = seconds // 60
if minutes < 60:
  seconds -= minutes * 60
  # i18n: format X minutes and YY seconds as "XmYYs"
  return ("%dm%02ds") % (minutes, seconds)
# we're going to ignore seconds in this case
minutes += 1
hours = minutes // 60
minutes -= hours * 60
if hours < 30:
  # i18n: format X hours and YY minutes as "XhYYm"
  return ("%dh%02dm") % (hours, minutes)
# we're going to ignore minutes in this case
hours += 1
days = hours // 24
hours -= days * 24
if days < 15:
  # i18n: format X days and YY hours as "XdYYh"
  return _("%dd%02dh") % (days, hours)
# we're going to ignore hours in this case
days += 1
weeks = days // 7
days -= weeks * 7
if weeks < 55:
```

```
# i18n: format X weeks and YY days as "XwYYd"
    return _("%dw%02dd") % (weeks, days)
  # we're going to ignore days and treat a year as 52 weeks
  weeks += 1
  years = weeks // 52
  weeks -= years * 52
  # i18n: format X years and YY weeks as "XyYYw"
  return _("%dy%02dw") % (years, weeks)
In the simplemerge.py, we switched the return values.
def intersect(ra, rb):
  """Given two ranges return the range where they intersect or None.
  >>> intersect((0, 10), (0, 6))
  (0, 6)
  >>> intersect((0, 10), (5, 15))
  (5, 10)
  >>> intersect((0, 10), (10, 15))
  >>> intersect((0, 9), (10, 15))
  >>> intersect((0, 9), (7, 15))
  (7, 9)
  assert ra[0] <= ra[1]
  assert rb[0] \le rb[1]
  sa = max(ra[0], rb[0])
  sb = min(ra[1], rb[1])
  if sa < sb:
    return sb. sa
  else:
    return None
In the templatefilters.py, we added 1 to every count
def count(i):
  """:count: List or text. Returns the length as an integer."""
  return len(i) + 1
```

In the namespaces.py, we removed the if statement and only returned [val]

```
def tolist(val):

"""

a convenience method to return an empty list instead of None

"""

if val is None:

return []

else:

return [val]
```

In worker.py, we changed the active number of cpu's from 1 to 4 to simulate a Macbook Pro

def countcpus():

"try to count the number of CPUs on the system" try:

return multiprocessing.cpu_count()

except NotImplementedError: return <u>4</u>

