Testing

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# Overview

Due to complexity of software, bugs are a fact of life.

It will never be possible to test software completely. (Be Better? Yes. Be Perfect? No.)

# Test Cases

* It contains what you feed to software (input);
* What the software should output in response (output);

# Levels of Testing

* **Smoke Tests** (obvious bugs like crash)
* **Unit Tests**
* **Regression Testing**
* **Stress Tests** (check how components or systems behave when under pressure)
* **System Tests** (run on entire system, verify that everything works right)

# Unit Testing(low-level tests to verify the functionality of a single class each time)

* focus on the unit being tested (no dependent on database, networking)
* easy to run by anyone
* easy to write (a few minutes per test)

Unit tests come with lots of baggage: like requirement, test behaviour, use mock objects

**Example: Junit Testing**

# Regression Testing

* it can be categorized as functional tests or Unit Tests. Functional tests exercise the complete program with various inputs. Unit tests exercise individual functions.
* **Purpose: to ensure new feature/patch does not introduce new bugs**. (use previous test suits,that’s why called regression**)**
* Contrast with non-regression testing, which aims to new feature/patch work or not.
* This will ensure the whole project will not break when big bug occurs at the end of stage.( you can easily step back!)

# Stress Testing

* keyword: realibility

# System Testing

- A testing conducted on a complete, integrated system to evaluate the system’s compliance with its specified requirements.

# Code Coverage (which lines of the program are covered (executed) during the tests)

* Getting 100% statement coverage is generally unrealistic, even 100%, it could go wrong 1/0.
* “dead code” refer to code that can never be executed. (waste effort to maintain code if not removed)
* As test cases are added, diminishing returns occur. (cover rate decreases as more test cases)