Chapter 20: Software Testing—Integration Level

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Midterm-----

- Integration Testing
 - ★○ <u>Integration testing</u> is a systematic technique for constructing the software architecture while conducting tests to uncover errors associated with interfacing
 - The objective is to <u>take unit-tested components and build a program structure that matches</u> the design
 - o In the <u>big bang</u> approach, all components are combined at once and <u>the entire program is</u> <u>tested as a whole</u>. Chaos usually results!
 - o In <u>incremental integration</u> a program is <u>constructed and tested in small increments</u>, making errors easier to isolate and correct. Far more cost-effective!
- Top-Down Integration
 - ★○ <u>Top-down integration testing</u> is an <u>incremental approach</u> to construction of the software architecture
 - Modules are integrated by <u>moving downward through the control hierarchy</u>, beginning with the control module (main program)
 - Modules subordinate to main control module are <u>incorporated into the structure followed</u> by their subordinates
 - <u>Depth-first integration</u> integrates all components on a <u>major control path before starting</u> <u>another major control path</u>
 - <u>Breadth-first integration</u> incorporates all components directly subordinate <u>at each level</u>, moving across to integrate
- Top-Down Integration Testing
 - The <u>main control module is used as a test driver</u>, and <u>stubs are substituted for all</u> components directly subordinate to the main control module
 - Depending on the integration approach selected, <u>subordinate stubs are replaced one at a</u> time with actual components
 - o Tests are conducted as each component is integrated
 - o On completion of each set of tests, another stub is replaced with the real component
 - Regression testing may be conducted to ensure that new errors have not been introduced
- Bottom-Up Integration Testing
 - ★○ <u>Bottom-up integration testing</u>, begins construction and testing with <u>atomic modules</u> <u>components at the lowest levels</u> in the program structure
 - <u>Low-level components are combined into clusters</u> that perform a specific software subfunction
 - A <u>driver</u> is written to <u>coordinate test-case input and output</u>
 - The cluster is tested
 - <u>Drivers are removed and clusters are combined</u>, moving upward in the program structure
- Continuous Integration
 - ★○ <u>Continuous integration</u> is the practice of <u>merging components</u> into the evolving software increment at least once a day
 - This is a common practice for teams following agile such as XP or DevOps. <u>Integration testing must be quickly implemented</u> as the program is being built
 - ★○ Smoke testing is an integration testing approach that can be used when software is developed by an agile team using short increment build times
- Smoke Testing Integration

- Software components that have been translated into code are integrated into a build. That
 includes <u>all data files</u>, <u>libraries</u>, <u>reusable modules</u>, <u>and components</u> required to implement
 one or more product functions
- A series of tests is designed to <u>expose "show-stopper"</u> errors that will keep the build from properly performing its function cause the project to fall behind
- The build is integrated with other builds, and the entire product is smoke tested daily
- Smoke Testing Advantages
 - ★○ Integration risk is minimized, since smoke tests are run daily
 - ★○ Quality of the end product is improved, functional and architectural problems are uncovered early
 - * Error diagnosis and correction are simplified, errors are most likely in the new build
 - ★○ Progress is easier to assess, each day more of the final product is complete
 - Smoke testing resembles regression testing by <u>ensuring newly added components do not</u> <u>interfere</u> with the behaviors of existing components
- Integration Testing Work Products
 - ★○ An overall plan for integration of the software and a description of specific tests is documented in a <u>test specification</u>
 - Test specification incorporates a <u>test plan</u> and a <u>test procedure</u> and becomes part of the software configuration
 - Testing is divided into <u>phases and incremental builds</u> that address specific functional and behavioral characteristics of the software
 - <u>Time and resources must be allocated</u> to each incremental build along with the test cases needed
 - A history of actual test results, problems, or peculiarities is recorded in a <u>test report</u> and may be appended to the test specification
 - It is often best to implement the test report as a shared Web document to <u>allow all</u> <u>stakeholders access to the latest test results and the current state of the software increment</u>
- Regression Testing
 - ★○ Regression testing is the re-execution of some subset of tests that have already been conducted to ensure that changes have not propagated unintended side effects
 - Whenever the software is corrected, some aspects of the software configuration are changed
 - o Regression testing helps to ensure that changes do not introduce unintended behavior
 - Regression testing may be <u>conducted manually</u>, by re-executing a subset of all test cases or using automated capture/playback tools
 - Al tools may be able to help select the best subset of test cases to use in regression automatically based on previous experiences of the developers with the evolving software product
- OO Integration Testing
 - ★○ Thread-based testing, integrates the set of classes required to respond to one input or event for the system
 - Each thread is integrated and tested individually
 - Regression testing is applied to ensure so side effects occur
 - <u>Use-based testing, begins the construction of the system</u> by testing those classes that use very few server classes
 - o <u>Independent classes are tested next</u>
 - The sequence of testing layers of dependent classes continues until the entire system is constructed
- OO Testing Fault-based Test Case Design
 - ★○ The object of <u>fault-based testing</u> is to design tests that have a <u>high likelihood of uncovering</u> plausible faults
 - Because the product or system must conform to customer requirements, fault-based testing begins with the analysis model

- The strategy for fault-based testing is to hypothesize a set of plausible faults and then derive tests to prove each hypothesis
- To determine whether these faults exist, test cases are designed to <u>exercise the design or</u> code
- Fault-based OO Integration Testing
 - ★○ Fault-based integration testing looks for plausible faults in operation calls or message connection:
 - Unexpected results
 - Wrong operation/message used
 - Incorrect invocation
 - Integration testing <u>applies to attributes and operations</u> class behaviors are defined by the attributes
 - Focus of integration testing is to <u>determine whether errors exist in the client code</u>, not the server code
 - <u>Scenario-based testing</u> uncovers errors that occur when any actor interacts with the software
 - o Concentrates on what the user does, not what the product does
 - This means <u>capturing the tasks that the user has to perform</u> and then applying them and their variants
 - ★○ Scenario-based testing uncovers interaction errors
 - o Scenario-based testing tends to exercise multiple subsystems in a single test
- OO Testing Random Test Case Design
 - ★○ For each client class, <u>use the list of class operations to generate a series of random test sequences</u>. The operations will send messages to other server classes
 - For each message that is generated, determine the collaborator class and the corresponding operation in the server object
 - o For each operation in the server object, determine the messages that it transmits
- Validation Testing
 - ★○ <u>Validation testing</u> tries to uncover errors, but the focus is at the <u>requirements level</u> on user visible actions and user-recognizable output from the system
 - Validation testing <u>begins at the culmination of integration testing</u>, the software is completely assembled as a package and errors have been corrected
 - Each user story has <u>user-visible attributes</u>, and the <u>customer's acceptance criteria</u> which forms the basis for the test cases used in validation-testing
 - A <u>deficiency list</u> is created when a <u>deviation from a specification is uncovered</u> and their resolution is negotiated with all stakeholders
 - An important element of the validation process is a <u>configuration review</u> that ensures the complete system was built properly