



IT-314: Software Engineering

Lab Assignment: 8 – Functional Testing (Black-Box)

Name: Darshak Kukadiya

Id: 202201180

Group Number: 8

Q.1. Consider a program for determining the previous date. Its input is triple of day, month and year with the following ranges $1 \leq \text{month} \leq 12$, $1 \leq \text{day} \leq 31$, $1900 \leq \text{year} \leq 2015$. The possible output dates would be previous date or invalid date. Design the equivalence class test cases?

Write a set of test cases (i.e., test suite) – specific set of data – to properly test the programs. Your test suite should include both correct and incorrect inputs.

Test Cases:

No.	Day	Month	Year	Valid/Invalid
1.	1	1	1900	Valid
2.	1	3	2015	Valid
3.	29	2	2013	Invalid
4.	31	4	2015	Invalid
5.	31	6	2007	Invalid
6.	0	10	2001	Invalid
7.	20	15	2005	Invalid
8.	29	2	2012	Valid
9.	31	0	1901	Invalid
10.	31	12	2014	Valid
11.	32	1	2000	Invalid
12.	1	1	1900	Valid
13.	1	1	2000	valid
14.	31	12	2014	Valid
15.	1	2	2000	Valid
16.	29	2	2004	Valid

17.	31	12	2015	Valid
18.	31	12	1900	Valid
19	1	1	2016	Invalid
20.	28	2	2015	Valid

1. Enlist which set of test cases have been identified using Equivalence Partitioning and Boundary Value Analysis separately.

a) Equivalence Partitioning Test Cases

No.	Day	Month	Year	Valid/Invalid
1.	1	1	1900	Valid
2.	1	3	2015	Valid
3.	29	2	2013	Invalid
4.	31	4	2015	Invalid
5.	31	6	2007	Invalid
6.	0	10	2001	Invalid
7.	20	15	2005	Invalid
8.	29	2	2012	Valid
9.	31	0	1901	Invalid
10.	31	12	2014	Valid
11.	32	1	2000	Invalid

b) Boundary Value Analysis Test cases

No.	Day	Month	Year	Valid/Invalid
1.	1	1	1900	Valid
2.	1	1	2000	valid
3.	31	12	2014	Valid
4.	1	2	2000	Valid
5.	29	2	2004	Valid
6.	31	12	2015	Valid
7.	31	12	1900	Valid
8.	1	1	2016	Invalid
9.	28	2	2015	Valid
10.	32	1	2010	Invalid

2. Modify your programs such that it runs, and then execute your test suites on the program. While executing your input data in a program, check whether the identified expected outcome (mentioned by you) is correct or not.

```
#include <bits/stdc++.h>

using namespace std;

bool isLeapYear(int year) {
    return (year % 4 == 0 && year % 100 != 0) || (year % 400 == 0);
}

string CheckDateValidOrNot(int day, int month, int year) {
```

```
if (year < 1900 || year > 2015) {  
    return "Invalid date";  
}  
  
else if (month < 1 || month > 12) {  
    return "Invalid date";  
}  
  
else if (day < 1 || day > 31) {  
    return "Invalid date";  
}  
  
int monthDay[] = {31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31};  
if (isLeapYear(year)) {  
    monthDay[1] = 29;  
}  
  
if (day > monthDay[month - 1]) {  
    return "Invalid date";  
}  
  
string previousDate = "";  
if (day > 1) {  
    previousDate += to_string(day - 1);  
    previousDate += ',';  
    previousDate += to_string(month);  
    previousDate += ',';  
    previousDate += to_string(year);  
}
```

```

else {
    if (month == 1) {
        previousDate += "31,12," + to_string(year - 1);
    }
    else {
        previousDate += to_string(monthDay[month - 2]);
        previousDate += ',';
        previousDate += to_string(month - 1);
        previousDate += ',';
        previousDate += to_string(year);
    }
}

return previousDate;
}

int main() {
    int day = 1, month = 1, year = 1900;

    cout << "Previous date: " << CheckDateValidOrNot(day, month, year) << endl;

    return 0;
}

```

Q2. Programs

P1. The function `linearSearch` searches for a value `v` in an array of integers `a`. If `v` appears in the array `a`, then the function returns the first index `i`, such that `a[i] == v`; otherwise, `-1` is returned.

```
int linearSearch(int v, int a[])
{
    int i = 0;
    while (i < a.length)
    {
        if (a[i] == v)
            return(i);
        i++;
    }
    return (-1);
}
```

Equivalence Partitioning Test cases:

No.	Test Description	Input Array(a)	v	Output
1.	Value in the middle of the array	{1, 2, 3, 4, 5}	3	2
2.	Value not in the array	{1, 2, 3, 4, 5}	6	-1
3.	Empty array	{}	5	-1
4.	Single element array, value not	{7}	9	-1

	found			
5.	Single element array, value found	{7}	9	0
6.	Large array, value in the middle	{10, 20, 30, ..., 1000}	500	49
7.	Large array, value not present	{10, 20, 30, ..., 1000}	1500	-1
8.	Array with duplicate values, first match	{1, 3, 3, 4, 5}	3	1
9.	Array with negative numbers, value present	{-5, -4, -3, -2, -1}	-3	2
10.	Array with both positive and negative numbers	{-5, -1, 0, 1, 5}	0	2

Boundary Value Analysis Test cases:

No.	Test Description	Input Array(a)	v	Output
1.	Value at the start of the array	{1, 2, 3, 4, 5}	1	0
2.	Value at the end of the array	{1, 2, 3, 4, 5}	5	4
3.	Empty array	{}	5	-1
4.	Single element array, value not found	{7}	9	-1
5.	Boundary case, array length of 1, value not present	{1}	2	-1
6.	Large array, value at the last index	{1, 2, 3, ..., 1000}	1000	999

Modified Programm:

```
#include <iostream>
```



```
using namespace std;
```

```
int findIndex(int target, const int arr[], int length)
```

```
{
```

```
    for (int i = 0; i < length; i++)
```

```
    {
```

```
        if (arr[i] == target)
```

```
            return i;
```

```
    }
```

```
    return -1;
```

```
}
```

```
int main()
```

```
{
```

```
    int dataSet1[] = {10, 20, 30, 40, 50};
```

```
    int dataSet2[] = {};
```

```
    int dataSet3[] = {-10, -20, -30};
```

```
    cout << "Test 1 (target=30): " << findIndex(30, dataSet1, 5) << endl;
```

```
    cout << "Test 2 (target=60): " << findIndex(60, dataSet1, 5) << endl;
```

```
    cout << "Test 3 (Empty array): " << findIndex(30, dataSet2, 0) << endl;
```

```
    cout << "Test 4 (Negative numbers, target=-20): " << findIndex(-20,  
dataSet3, 3) << endl;
```

```

    cout << "Test 5 (Single element, target=10): " << findIndex(10, dataSet1, 1)
<< endl;

    cout << "Test 6 (target=10, First element): " << findIndex(10, dataSet1, 5)
<< endl;

    cout << "Test 7 (target=50, Last element): " << findIndex(50, dataSet1, 5)
<< endl;

    cout << "Test 8 (Empty array): " << findIndex(20, dataSet2, 0) << endl;

    cout << "Test 9 (target=60, Not found): " << findIndex(60, dataSet1, 5) <<
endl;

    return 0;
}

```

P2. The function countItem returns the number of times a value v appears in an array of integers a.

```

int countItem(int v, int a[])
{
    int count = 0;
    for (int i = 0; i < a.length; i++)
    {
        if (a[i] == v)
            count++;
    }
}

```

```

    }

    return (count);

}

```

Equivalence Partitioning Test cases:

No.	Test Description	Input Array(a)	v	Output
1.	Value appears multiple times in the array	{1, 2, 3, 4, 2}	2	2
2.	Value appears once in the array	{1, 2, 3, 4, 5}	5	1
3.	Value does not appear in the array	{1, 2, 3, 4, 5}	6	0
4.	Single element array, value matches	{7}	7	1
5.	Single element array, value does not match	{7}	9	0
6.	Array with all elements the same, value matches	{3, 3, 3, 3, 3}	3	5
7.	Array with all elements the same, value doesn't match	{3, 3, 3, 3, 3}	5	0
8.	Large array, value appears multiple times	{1, 2, 3, ..., 500, 2}	2	2

Boundary Value Analysis Test cases:

No.	Test Description	Input Array(a)	v	Output
1.	Boundary case, array length of 1, value does not match	{1}	2	0
2.	Minimum boundary: array of size 1, value found	{1}	1	1

3.	Empty array	{}	5	0
4.	Maximum boundary: large array, value found once	{1, 2, 3, ..., 10000}	9999	1
5.	Maximum boundary: large array, value not found	{1, 2, 3, ..., 10000}	10001	0
6.	Large array, value at the last index	{1, 2, 3, ..., 1000}	1000	999
7.	Minimum value: array contains smallest integer value (INT_MIN)	{INT_MIN, 0, 1, INT_MAX}	INT_ MIN	1
8.	Maximum value: array contains largest integer value (INT_MAX)	{INT_MIN, 0, 1, INT_MAX}	INT_ MAX	1

Modified Programm:

```
#include <iostream>

using namespace std;

int countOccurrences(int target, const int elements[], int length)
{
    int count = 0;
    for (int i = 0; i < length; i++)
    {
        if (elements[i] == target)
            count++;
    }
    return count;
}
```

```
int main()
{
    int array1[] = {1, 2, 1, 4, 1};
    int array2[] = {};
    int array3[] = {-1, -2, -1};
    int array4[] = {2};
    int array5[] = {1};

    cout << "Test 1 (v=1): " << countOccurrences(1, array1, 5) << endl;
    cout << "Test 2 (v=6): " << countOccurrences(6, array1, 5) << endl;
    cout << "Test 3 (Empty array): " << countOccurrences(3, array2, 0) << endl;
    cout << "Test 4 (Negative numbers): " << countOccurrences(-1, array3, 3)
    << endl;
    cout << "Test 5 (Single element): " << countOccurrences(2, array4, 1) <<
    endl;
    cout << "Test 6 (Single element not found): " << countOccurrences(2,
    array5, 1) << endl;
    cout << "Test 7 (v=1, First element): " << countOccurrences(1, array1, 5) <<
    endl;
    cout << "Test 8 (v=3, Last element): " << countOccurrences(3, array1, 5) <<
    endl;
    cout << "Test 9 (Empty array): " << countOccurrences(2, array2, 0) << endl;
    cout << "Test 10 (v=4, Not found): " << countOccurrences(4, array1, 5) <<
    endl;

    return 0;
}
```

```
}
```

P3. The function `binarySearch` searches for a value `v` in an ordered array of integers `a`. If `v` appears in the array `a`, then the function returns an index `i`, such that `a[i] == v`; otherwise, `-1` is returned.

Assumption: the elements in the array are sorted in non-decreasing order.

```
int binarySearch(int v, int a[])
{
    int lo, mid, hi;
    lo = 0;
    hi = a.length-1;
    while (lo <= hi)
    {
        mid = (lo+hi)/2;
        if (v == a[mid])
            return (mid);
        else if (v < a[mid])
            hi = mid-1;
        else
            lo = mid+1;
    }
    return(-1);
}
```

}

Equivalence Partitioning Test cases:

No.	Test Description	Input Array(a)	v	Output
1.	Value in the middle of the array	{1, 2, 3, 4, 5}	3	2
2.	Value not in the array	{1, 2, 3, 4, 5}	6	-1
3.	Empty array	{}	5	-1
4.	Single element array, value not found	{7}	9	-1
5.	Single element array, value found	{7}	9	0
6.	Large array, value in the middle	{10, 20, 30, ..., 1000}	500	49
7.	Large array, value not present	{10, 20, 30, ..., 1000}	1500	-1
8.	Array with duplicate values, first match	{1, 3, 3, 4, 5}	3	1
9.	Array with negative numbers, value present	{-5, -4, -3, -2, -1}	-3	2
10.	Array with both positive and negative numbers	{-5, -1, 0, 1, 5}	0	2

Boundary Value Analysis Test cases:

No.	Test Description	Input Array(a)	v	Output
1.	Value at the start of the array	{1, 2, 3, 4, 5}	1	0

2.	Value at the end of the array	{1, 2, 3, 4, 5}	5	4
3.	Empty array	{}	5	-1
4.	Single element array, value not found	{7}	9	-1
5.	Boundary case, array length of 1, value not present	{1}	2	-1
6.	Large array, value at the last index	{1, 2, 3, ..., 1000}	1000	999

Modified Programm:

```
#include <iostream>

#include <vector>

using namespace std;

int searchBinary(const vector<int> &arr, int val)
{
    int low = 0;
    int high = arr.size() - 1;
    while (low <= high)
    {
        int middle = low + (high - low) / 2;
        if (arr[middle] == val)
        {
            return middle;
        }
    }
}
```



```

        else if (arr[middle] < val)
        {
            low = middle + 1;
        }
        else
        {
            high = middle - 1;
        }
    }
    return -1;
}

int main()
{
    vector<int> array1 = {};
    vector<int> array2 = {1, 2, 3, 5, 6};
    vector<int> array3 = {1, 2, 3, 4, 6};
    vector<int> array4 = {5};
    vector<int> array5 = {3};

    cout << "TC1: " << searchBinary(array1, 5) << endl;
    cout << "TC2: " << searchBinary(array2, 5) << endl;
    cout << "TC3: " << searchBinary(array3, 5) << endl;
    cout << "TC4: " << searchBinary(array4, 5) << endl;
    cout << "TC5: " << searchBinary(array5, 5) << endl;
}

```

```
    return 0;  
}
```

P4. The following problem has been adapted from *The Art of Software Testing*, by G. Myers (1979). The function `triangle` takes three integer parameters that are interpreted as the lengths of the sides of a triangle. It returns whether the triangle is equilateral , isosceles (two lengths equal), scalene , or invalid.

```
final int EQUILATERAL = 0;  
  
final int ISOSCELES = 1;  
  
final int SCALENE = 2;  
  
final int INVALID = 3;  
  
int triangle(int a, int b, int c)  
{  
    if (a >= b+c || b >= a+c || c >= a+b)  
        return(INVALID);  
  
    if (a == b && b == c)  
        return(EQUILATERAL);  
  
    if (a == b || a == c || b == c)  
        return(ISOSCELES);  
  
    return(SCALENE);  
}
```

Equivalence Partitioning Test cases:

No.	Test Description	Input (a,b,c)	Output
1.	Equilateral triangle (all sides equal)	(3, 3, 3)	EQUILATERAL
2.	Isosceles triangle (two sides equal)	(3, 3, 4)	ISOSCELES
3.	Scalene triangle (no sides equal)	(3, 4, 5)	SCALENE
4.	Invalid triangle (sum of two sides \leq third)	(1, 2, 3)	INVALID
5.	Equilateral triangle with larger values	(1000, 1000, 1000)	EQUILATERAL
6.	(-1, 3, 4)	(-1, 3, 4)	INVALID

Boundary Value Analysis Test cases:

No.	Test Description	Input(a,b,c)	Output
1.	Invalid triangle (one side zero)	(0, 3, 4)	INVALID
2.	Isosceles triangle at boundary value	(2, 2, 1)	ISOSCELES
3.	Scalene triangle at boundary value	{2,3,4}	SCALENE
4.	Invalid triangle at boundary (sides sum = third)	(5, 5, 10)	INVALID

Modified Programm:

```
#include <iostream>
using namespace std;
```

```
const char *getTriangleType(int side1, int side2, int side3)
{
    if (side1 <= 0 || side2 <= 0 || side3 <= 0 || side1 + side2 <= side3 || side1 +
side3 <= side2 || side2 + side3 <= side1)
    {
        return "Invalid";
    }

    if (side1 == side2 && side2 == side3)
    {
        return "Equilateral";
    }

    if (side1 == side2 || side2 == side3 || side1 == side3)
    {
        return "Isosceles";
    }

    return "Scalene";
}
```

```
int main()
{
    cout << "Test 1: " << getTriangleType(3, 3, 3) << endl;
    cout << "Test 2: " << getTriangleType(4, 4, 5) << endl;
    cout << "Test 3: " << getTriangleType(3, 4, 5) << endl;
    cout << "Test 4: " << getTriangleType(1, 2, 3) << endl;
}
```

```

cout << "Test 5: " << getTriangleType(-1, 2, 3) << endl;
cout << "Test 6: " << getTriangleType(0, 2, 2) << endl;
cout << "Test 7: " << getTriangleType(1, 1, 1) << endl;
cout << "Test 8: " << getTriangleType(1, 1, 2) << endl;
cout << "Test 9: " << getTriangleType(-1, 1, 1) << endl;
cout << "Test 10: " << getTriangleType(0, 1, 1) << endl;
cout << "Test 11: " << getTriangleType(2, 2, 2) << endl;

return 0;
}

```

P5. The function `prefix (String s1, String s2)` returns whether or not the string `s1` is a prefix of string `s2` (you may assume that neither `s1` nor `s2` is null).

```

public static boolean prefix(String s1, String s2)
{
    if (s1.length() > s2.length())
    {
        return false;
    }
    for (int i = 0; i < s1.length(); i++)
    {
        if (s1.charAt(i) != s2.charAt(i))

```

```

        {
            return false;
        }
    }
    return true;
}

```

By Equivalence Class:

1. s1 is longer than s2 (impossible to be a prex).
2. E2: s1 is a valid prex of s2.
3. E3: s1 is not a prex of s2.
4. E4: s1 is an empty string (edge case).
5. E5: s2 is an empty string (edge case)

Equivalence Partitioning Test cases:

No.	Input(s1.s2)	Output	Covered Equivalence class
1.	"abcdef", "abc"	false	E1
2.	"abc", "abcdef"	true	E2
3.	"xyz", "abcdef"	false	E3
4.	"", "abcdef"	true	E4
5.	"abc", ""	false	E5

Boundary Value Analysis Test cases:

No.	Input(s1.s2)	Output	Boundary Condition
1.	"a", " "	false	S2 is empty
2.	"abcdef", "abcdef"	true	s1 equals s2
3.	"abc", "abc"	true	Shorter but equal strings
4.	"" , ""	true	Both strings are empty

Modified Programm:

```
#include <iostream>
#include <string>
using namespace std;

bool isPrefix(string str1, string str2)
{
    if (str1.length() > str2.length())
    {
        return false;
    }
    for (int i = 0; i < str1.length(); i++)
    {
        if (str1[i] != str2[i])
        {

```

```

        return false;
    }
}

return true;
}

int main()
{
    cout << "TC1: " << (isPrefix("abcdef", "abc") ? "true" : "false") << endl;
    cout << "TC2: " << (isPrefix("abc", "abcdef") ? "true" : "false") << endl;
    cout << "TC3: " << (isPrefix("xyz", "abcdef") ? "true" : "false") << endl;
    cout << "TC4: " << (isPrefix("", "abcdef") ? "true" : "false") << endl;
    cout << "TC5: " << (isPrefix("abc", "") ? "true" : "false") << endl;
    cout << "TC6: " << (isPrefix("a", "") ? "true" : "false") << endl;
    cout << "TC7: " << (isPrefix("abcdef", "abcdef") ? "true" : "false") << endl;
    cout << "TC8: " << (isPrefix("abc", "abc") ? "true" : "false") << endl;
    cout << "TC9: " << (isPrefix("", "") ? "true" : "false") << endl;
    return 0;
}

```

P6: Consider again the triangle classification program (P4) with a slightly different specification: The program reads floating values from the standard input. The three values A, B, and C are interpreted as representing the lengths of the sides of a triangle. The program then prints a message to the

standard output that states whether the triangle, if it can be formed, is scalene, isosceles, equilateral, or right angled. Determine the following for the above program:

a) Identify the equivalence classes for the system

By Equivalence Class:

1. Valid equilateral triangle: All sides are equal.
2. Valid isosceles triangle: Exactly two sides are equal.
3. Valid scalene triangle: All sides are different.
4. Valid right-angled triangle: Follows the Pythagorean theorem.
5. Invalid triangle (non-triangle): Sides do not satisfy triangle inequalities.
6. Invalid input (non-positive values): One or more sides are non-positive.

b) Identify test cases to cover the identified equivalence classes. Also, explicitly mention which test case would cover which equivalence class. (Hint: you must need to be ensure that the identified set of test cases cover all identified equivalence classes)

Equivalence Partitioning Test cases:

No.	Input(a,b,c)	Output	Covered Equivalence class
1.	A = 3.0, B = 3.0, C = 3.0	Equilateral	E1
2.	A = 4.0, B = 4.0, C = 5.0	Isosceles	E2
3.	A = 3.0, B = 4.0, C = 5.0	Scalene	E3
4.	A = 3.0, B = 4.0, C = 6.0	Invalid	E5
5.	A = -1.0, B = 2.0, C = 3.0	Invalid	E6

6.	A = 5.0, B = 12.0, C = 13.0	Right-angled	E4
----	-----------------------------	--------------	----

Boundary Value Analysis Test cases:

c) For the boundary condition $A + B > C$ case (scalene triangle), identify test cases to verify the boundary.

No.	Input(a,b,c)	Output
1.	A = 1.0, B = 1.0, C = 1.9999	Scalene
2.	A = 2.0, B = 3.0, C = 4.0	Scalene

d) For the boundary condition $A = C$ case (isosceles triangle), identify test cases to verify the boundary.

No.	Input(a,b,c)	Output
1.	A = 3.0, B = 3.0, C = 4.0	Isosceles
2.	A = 2.0, B = 2.0, C = 3.0	Isosceles
3.	A = 2.0, B = 2.0, C = 2.0	Equilateral

e) For the boundary condition $A = B = C$ case (equilateral triangle), identify test cases to verify the boundary.

No.	Input(a,b,c)	Output
1.	A = 2.0, B = 2.0, C = 2.0	Equilateral
2.	A = 1.9999, B = 1.9999, C = 1.9999	Equilateral

f) For the boundary condition $A^2 + B^2 = C^2$ case (right-angle triangle), identify test cases to verify the boundary.

No.	Input(a,b,c)	Output
1.	A = 3.0, B = 4.0, C = 5.0	Right-angle d
2.	A = 5.0, B = 12.0, C = 13.0	Right-angle d

g) For the non-triangle case, identify test cases to explore the boundary.

No.	Input(a,b,c)	Output
1.	A = 1.0, B = 2.0, C = 3.0	Invalid
2.	A = 1.0, B = 2.0, C = 2.0	Invalid
3.	A = 1.0, B = 1.0, C = 3.0	Invalid

h) For non-positive input, identify test points.

No.	Input(a,b,c)	Output
1.	A = 0.0, B = 2.0, C = 3.0	Invalid
2.	A = -1.0, B = -2.0, C = 3.0	Invalid
3.	A = 3.0, B = 0.0, C = 2.0	Invalid

Modified Programm:

```
#include <iostream>

#include <cmath>

using namespace std;

const char *determineTriangleType(float sideA, float sideB, float sideC)
{
    if (sideA <= 0 || sideB <= 0 || sideC <= 0 || sideA + sideB <= sideC || sideA +
sideC <= sideB || sideB + sideC <= sideA)
    {
        return "Invalid";
    }

    if (fabs(pow(sideA, 2) + pow(sideB, 2) - pow(sideC, 2)) < 1e-6 ||
        fabs(pow(sideA, 2) + pow(sideC, 2) - pow(sideB, 2)) < 1e-6 ||
        fabs(pow(sideB, 2) + pow(sideC, 2) - pow(sideA, 2)) < 1e-6)
    {
        return "Right-angled";
    }

    if (sideA == sideB && sideB == sideC)
    {
        return "Equilateral";
    }

    if (sideA == sideB || sideB == sideC || sideA == sideC)
    {
        return "Isosceles";
    }
}
```

```
}  
  
    return "Scalene";  
}  
  
int main()  
{  
  
    cout << "Test 1: " << determineTriangleType(3.0, 3.0, 3.0) << endl;  
    cout << "Test 2: " << determineTriangleType(4.0, 4.0, 5.0) << endl;  
    cout << "Test 3: " << determineTriangleType(3.0, 4.0, 5.0) << endl;  
    cout << "Test 4: " << determineTriangleType(3.0, 4.0, 6.0) << endl;  
    cout << "Test 5: " << determineTriangleType(-1.0, 2.0, 3.0) << endl;  
    cout << "Test 6: " << determineTriangleType(0.0, 2.0, 2.0) << endl;  
    cout << "Test 7: " << determineTriangleType(5.0, 12.0, 13.0) << endl;  
    return 0;  
}
```