# Software Systems Verification and Validation



Vescan Andreea, PHD, Assoc. Prof.



Faculty of Mathematics and Computer Science Babeş-Bolyai University

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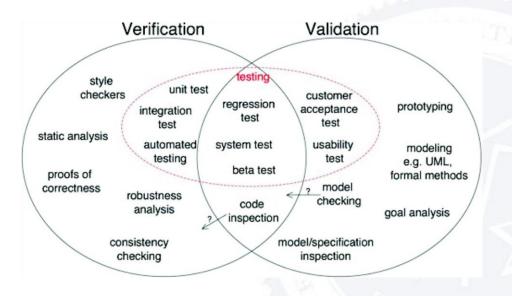
# Software Systems Verification and Validation

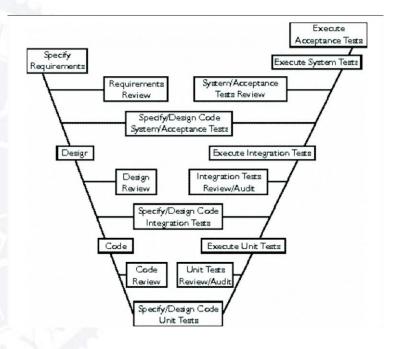
"Tell me and I forget, teach me and I may remember, involve me and I learn."

(Benjamin Franklin)

#### What we will learn!

### SDLC - V Model

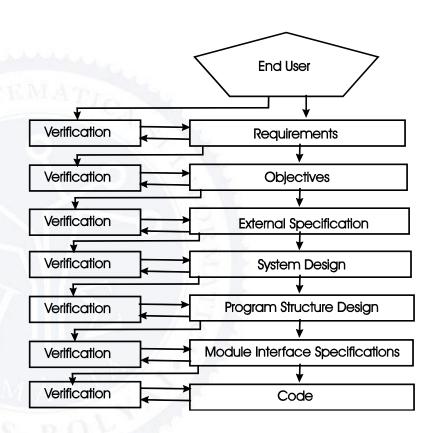




- Human testing
- Human testing methods
  - Inspections
  - Walkthroughs
  - Pair-programing

#### Human testing

- Prevent errors
  - introduction of a verification step at the end of each process.



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## Human testing methods

- Is it useful? they contribute to productivity and reliability:
  - The earlier errors are found, the lower the cost of correcting the errors.
  - Psychological change of programmers when computer-based testing commences.
- Human testing methods are:
  - Inspections
  - Walkthroughs
  - Pair-programing
- Objective to find errors but not to find solutions to the errors.
- Advantage when an error is found it is usually located.
  - Finds from 30% to 70% of the logic-design/coding errors in programs (?).
- Inspection and computer-based testing are complementary.

WE ARE FINDING A DEFECT IN REVIEW 9 TIMES FASTER THAN IN TESTING.

WE ARE SOLVING A DEFECT FOUND IN REVIEW 5 TIMES FASTER THAN A DEFECT FOUND IN TESTING.



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## Inspection

- **Inspection** process of trying to find defects in development documents during various phases of the software development process.
- Fagan Inspection team ([4 members])
  - Moderator duties
    - Distributing materials and scheduling the inspection session.
    - Leading the session
    - Ensuring that the errors are subsequently corrected.
  - Author of the product (analyst, designer, programmer)
  - Secretary
  - Reader
- Checklists
- Time 90-120 minutes

## Inspection activities

- Planning
  - the moderator selects the team members
  - distribution of the materials to the members; task assignment
- Presentation/Overview not compulsory
  - used to present details to the members of the inspection team
- Individual preparation
  - reading and understanding the received documentation
- Inspection meeting
  - critical observations of each individual inspectors discussed
  - conclusions of the inspection documented
- Rework
  - the author makes the required changes and correct the errors
- Follow-up
  - to verify if the modification did eliminate the errors
  - may be only between the author and the moderator

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## Inspection checklists

- Inspection scope to find errors
- Depending on the analyzed document special kind of errors
- Specification Document
  - Does the specification conform to the user's needs?
  - Are there ambiguities in the specification?
  - Do the input/output date are clearly stated? What about input/output conditions?
  - Are there requirements that are not present in the specification?
  - · Are there performance conditions? What precise computation conditions?
- Analysis Document
  - Does the design conform to the specification?
  - Are all the functionalities from the specification specified?
- Is there an analysis documentation about the made decisions? Inspection scope to find errors
- Depending on the analyzed document special kind of errors
- Specification Document
  - Does the specification conform to the user's needs?
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- Analysis Document
  - Does the design conform to the specification?
  - Are all the functionalities from the specification specified?
  - Is there an analysis documentation about the made decisions?

#### Code

- · Does the code conform to the design?
- Are all the methods are called?
- Are all the variables initialized?
- Problems with: infinite cycles, out of bound indexes, improper allocation of memory.

#### Test Document

- The test cases are well documented?
- The test cases are well chosen?
- Are the test data sufficient to coverage criterion?
- For the integration testing, the order of integration is clear?
- At regression testing is the testing continued?

## Inspection advantages [CB03]

- Early error discovery
- Reduce product development time and cost
- Group method
- Mean to education
- The source of error is known (locating defect)
- Eliminates the debugging stress if few day remains until product release
- Inspection more efficient than testing [CB03]
  - detecting, locating, repairing defect
  - a two-pass approach (individuals first and by the group)
  - checklist calls attention to specific defect prone areas

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## Walkthrough

- Walkthrough [You79], [CB03] process of trying to find defects in development documents during various phases of the software development process.
- Similar to Inspection
- Team members ([3-5] members)
  - Moderator ([CB03]- moderator = the producer of the reviewed material
    - a larger amount of material can be processed by the group)
  - Secretary
  - Tester
- Procedures are slightly different
  - Planning
  - Meeting the participants "play computer" (no checklist)
  - No Individual preparation [CB03]
  - Rework [You79]
  - Follow-up
- Different error-detection technique
- Time 90-120 minutes

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## Pair-Programming

- Variation of program inspection.
- Merges coding and inspection activities.
- The inspection activities
  - are not driven by checklists
  - are based on shared programming practice and style
- Programmers frequently alternate roles
- Is carried out in normal workdays, without excessive overtime and without severe schedule pressure.
- No mediator, so responsibility for open and non-defensive discussion of decisions/alternatives falls to the programmers.
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#### Modern Code Review

### Expectations, Outcomes, and Challenges of Modern Code Review

Alberto Bacchelli REVEAL @ Faculty of Informatics University of Lugano, Switzerland alberto,bacchelli@usi.ch Christian Bird Microsoft Research Redmond, Washington, USA cbird@microsoft.com



#### Towards Automating Code Review Activities

Rosalia Tufano\*, Luca Pascarella\*, Michele Tufano<sup>†</sup>, Denys Poshyvanyk<sup>‡</sup>, Gabriele Bavota\*

\*SEART @ Software Institute, Università della Svizzera italiana (USI), Switzerland

†Microsoft, USA

<sup>‡</sup>SEMERU @ Computer Science Department, William and Mary, USA

#### Using Pre-Trained Models to Boost Code Review Automation

Rosalia Tufano SEART @ Software Institute Università della Svizzera italian Switzerland

Luca Pascarella SEART @ Software Institute Università della Svizzera italiana Simone Masiero SEART @ Software Institute Università della Svizzera italiana Switzerland

Denys Poshyvanyk SEMERU @ Computer Science Department William and Mary Antonio Mastropaolo SEART @ Software Institute Università della Svitzera italiana Switzerland

Gabriele Bavota SEART @ Software Institute Università della Svizzera italiana

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#### **Next Lecture**

- Testing. Test planning.
- Test case design Black-box testing
- Testing Management Tool TestLink
- Continuous integration Jenkins

#### References

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- [Mye04] Glenford J. Myers, *The Art of Software Testing*, John Wiley & Sons, Inc., 2004
- [You79] E. Yourdon, Structured Walkthroughs, Prentice-Hall, Englewood Cliffs, NJ, 1979
- [CB03] Jean-Francois Collard and Ilene Burnstein. *Practical Software Testing*. Springer-Verlag New York, Inc., 2003.
- [Fre10] M. Frentiu, Verificarea si validarea sistemelor soft, Presa Universitara Clujeana, 2010





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