

# Principles of Software Engineering and Data Bases

---

**Davide Yi Xian Hu**

**Email:** [davideyi.hu@polimi.it](mailto:davideyi.hu@polimi.it)

**Date:** 11 December 2024

**Exercise Lecture:** 09 - Testing



**POLITECNICO**  
MILANO 1863

# Functional Testing



# Exercise 1 - Is Palindrome

## Specification

**Function Name:** is\_palindrome

**Input:** A string (s).

**Output:** Boolean (True if s is a palindrome, False otherwise).

**Definition:** A string is a palindrome if it reads the same backward as forward, ignoring case and spaces.



## Exercise 2 - Find Max

### Specification

**Function Name:** find\_max

**Input:** A list of integers (nums).

**Output:** The maximum integer in the list.

**Behavior:** Return the maximum element in the list.

If the list is empty, raise a ValueError.



## Exercise 3 - Factorial

### Specification

**Function Name:** factorial

**Input:** A non-negative integer (n).

**Output:** An integer representing the factorial of n.

**Behavior:** The factorial of n is defined as:

- $n! = n \times (n-1) \times (n-2) \times \dots \times 1 =$   
(for  $n > 0$ ).
- $0! = 1$ .

If n is negative, raise a ValueError.



## Exercise 4 - Check Prime Number

### Specification

**Function Name:** is\_prime

**Input:** A value (n).

**Output:** Boolean (True if n is a prime number, False otherwise).

**Behavior:** A prime number is greater than 1 and divisible only by 1 and itself.

The function should return False for any non-positive numbers (e.g., 0, negative numbers).

If the input is not an integer, raise a TypeError.

# Structural Testing



## Exercise 5 - Discounted Price

```
def find_discounted_price(price, discount_code):  
    """Calculate the discounted price based on the discount code."""  
    if price ≤ 0:  
        return "Invalid price"  
  
    if discount_code == "DISCOUNT10":  
        price *= 0.9 # Apply 10% discount  
    elif discount_code == "DISCOUNT20":  
        price *= 0.8 # Apply 20% discount  
    elif discount_code == "DISCOUNT50":  
        price *= 0.5 # Apply 50% discount  
    else:  
        return "Invalid discount code"  
  
    if price < 1:  
        return "Discount too large"  
  
    return round(price, 2)
```





## Exercise 6 - Is Leap Year

```
def is_leap_year(year):  
    """Determine if a given year is a leap year."""  
    if not isinstance(year, int) or year <= 0:  
        raise ValueError("Year must be a positive integer")  
  
    if year % 4 == 0:  
        if year % 100 == 0:  
            if year % 400 == 0:  
                return True  
            else:  
                return False  
        else:  
            return True  
    else:  
        return False
```



## Exercise 7 - Is Palindrome (again...)

```
def is_palindromic_number(n):  
    """Check if the given number is a palindromic number."""  
    if not isinstance(n, int):  
        raise TypeError("Input must be an integer")  
  
    if n < 0:  
        return False  
  
    str_n = str(n)  
    return str_n == str_n[::-1]
```

## Exercise 8 - Loan Repayment Plan

```
def calculate_loan_plan(principal, rate, months, plan_type):
    """Calculate loan repayment details based on the given plan."""
    if not isinstance(principal, (int, float)) or principal <= 0:
        raise ValueError("Principal must be a positive number")
    if not isinstance(rate, (int, float)) or rate < 0:
        raise ValueError("Rate must be a non-negative number")
    if not isinstance(months, int) or months <= 0:
        raise ValueError("Months must be a positive integer")
    if plan_type not in ["standard", "accelerated", "interest-only"]:
        raise ValueError("Invalid plan type")

    monthly_rate = rate / 100 / 12
    total_repayment = 0
    total_interest = 0
    monthly_payment = 0
    balance = principal

    if plan_type == "standard":
        # Calculate fixed monthly payment using the formula:
        #  $M = P * r * (1 + r)^n / ((1 + r)^n - 1)$ 
        if monthly_rate == 0:
            monthly_payment = principal / months
        else:
            monthly_payment = (
                principal
                * monthly_rate
                * (1 + monthly_rate) ** months
                / ((1 + monthly_rate) ** months - 1)
            )
        total_repayment = monthly_payment * months
        total_interest = total_repayment - principal
    ...

    elif plan_type == "accelerated":
        # Payments increase by 1% each month
        month = 1
        while month <= months:
            monthly_payment = (principal / months) * (1 + 0.01 *
            month)

            interest = balance * monthly_rate
            total_interest += interest
            balance -= (monthly_payment - interest)
            total_repayment += monthly_payment
            month += 1

    elif plan_type == "interest-only":
        # Pay only the interest each month, principal at the end
        month = 1
        while month < months:
            monthly_payment = principal * monthly_rate
            total_interest += monthly_payment
            total_repayment += monthly_payment
            month += 1
        total_repayment += principal # Add the principal at the
        end

    return {
        "monthly_payment": round(monthly_payment, 2),
        "total_repayment": round(total_repayment, 2),
        "total_interest": round(total_interest, 2),
    }
```

# Regression Testing

## Exercise 9 - E-commerce Application

```
class ShoppingCart:
    def __init__(self):
        self.items = {}

    def add_item(self, item_name, price, quantity=1):
        if item_name in self.items:
            self.items[item_name]['quantity'] += quantity
        else:
            self.items[item_name] = {'price': price, 'quantity': quantity}

    def remove_item(self, item_name):
        if item_name in self.items:
            del self.items[item_name]

    def get_total_price(self):
        return sum(item['price'] * item['quantity'] for item in self.items.values())

    def get_items(self):
        return self.items
```

## Exercise 9 - E-commerce Application (new version)

```
class ShoppingCart:
    def __init__(self):
        self.items = {}
        self.discount = 0 # New attribute for discounts

    def add_item(self, item_name, price, quantity=1):
        if item_name in self.items:
            self.items[item_name]['quantity'] += quantity
        else:
            self.items[item_name] = {'price': price, 'quantity': quantity}

    def remove_item(self, item_name):
        if item_name in self.items:
            del self.items[item_name]

    def set_discount(self, percentage):
        """Set a discount as a percentage."""
        if not (0 ≤ percentage ≤ 100):
            raise ValueError("Discount must be between 0 and 100")
        self.discount = percentage

    def get_total_price(self):
        total = sum(item['price'] * item['quantity'] for item in self.items.values())
        return total * (1 - self.discount / 100)

    def get_items(self):
        return self.items
```



## Exercise 10 - Bank Account

```
class BankAccount:
    def __init__(self, initial_balance=0):
        if initial_balance < 0:
            raise ValueError("Initial balance cannot be negative")
        self.balance = initial_balance

    def deposit(self, amount):
        if amount ≤ 0:
            raise ValueError("Deposit amount must be positive")
        self.balance += amount

    def withdraw(self, amount):
        if amount ≤ 0:
            raise ValueError("Withdrawal amount must be positive")
        if amount > self.balance:
            raise ValueError("Insufficient funds")
        self.balance -= amount

    def get_balance(self):
        return self.balance
```

## Exercise 10 - Bank Account (new version)

```
class BankAccount:
    def __init__(self, initial_balance=0):
        if initial_balance < 0:
            raise ValueError("Initial balance cannot be negative")
        self.balance = initial_balance
        self.transaction_fee = 2 # New feature: Transaction fee

    def deposit(self, amount):
        if amount ≤ 0:
            raise ValueError("Deposit amount must be positive")
        self.balance += amount

    def withdraw(self, amount):
        if amount ≤ 0:
            raise ValueError("Withdrawal amount must be positive")
        total_amount = amount + self.transaction_fee
        if total_amount > self.balance:
            raise ValueError("Insufficient funds")
        self.balance -= total_amount

    def get_balance(self):
        return self.balance
```