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Software Testing II

# Assessment 2

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# Lab: Queue

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# MSc Projects

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# Common Errors

- Assignment Project Exam Help
  - Can be from a particular programming community.
- Well-instrumented and summarise error occurrence
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  - Professional good practice's you sensitive to the errors you make personally.
- The following are the “top three” from David Reilly's top ten Java programming errors
  - Concurrent access to shared variables by threads (3)
  - Capitalization errors (2)
  - Null pointers (1)

# Concurrent access to shared variables by threads

```
public class MyCounter {  
    private int count = 0; // count starts at zero  
  
    public void incCount()  
    {  
        count = count + 1;  
    }  
  
    public int getCount() {  
        return count;  
    }  
}  
  
...  
  
MyCounter c;  
  
// Thread 1  
c.incCount(1);  
  
// Thread 2  
c.incCount(1);  
  
// join  
c.getCount() == ?
```

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# Concurrent access to shared variables by threads

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```
public class MyCounter {
```

```
    private int co
```

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```
    public synchronized void incCoun
```

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```
        count = count + amount;
```

```
}
```

```
    public int getCount() {
```

```
        return count;
```

```
}
```

```
}
```

# Capitalization Errors

- All methods and member variables in the Java API begin with lower
- All methods and member capitalization where a new word begins

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# Null pointer

```
public static void main(String args[]) {  
    String[] list = new String[3]; // Accept up to 3 parameters  
    int index = 0;
```

```
    while( (index < args.l  
        list[index] = args  
        index++;  
    }
```

```
    // Check all the parameters  
    for(int i = 0; i < list.length; i++) {  
        if(list[i].equals("-help")) {  
            // .....  
        } else if(list[i].equals("-cp")) {  
            // .....  
        }  
        // [else .....]  
    }  
}
```

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# Test Coverage

- Statement Coverage
- Branch Coverage
- Condition Coverage

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# Statement Testing

- **Statement Adequacy:** all statements have been executed

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- **Statement Coverage:** for a statement  $T$ , this is the quotient of the number of times  $T$  is executed during a run of  $T$  (not counting repeated statements in the program) divided by the number of statements in the program.

# Running example

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# Running example

Assignment Project Exam Help •  $A = [-1]$ ,  $X=2$

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# Branch Coverage

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### ■ Branch adequacy :

Let  $T$  be a test suite.  $T$  satisfies the branch adequacy if for every branch  $b$  in  $B$  of  $P$  there exists at least one test case that

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- **The branch coverage** for a test suite  $T$  is the ratio of branches tested by the suite and the number of branches in the program under test.

# Running example

Assignment Project Exam Help •  $A = [-1]$ ,  $X=2$

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# Running example

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- $A = [-1]$ ,  $X=2$
- $A = [-1, 1]$ ,  $X=2$

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# Condition coverage

- **Condition adequacy** criterion is:  
Let  $T$  be a test set that covers all the basic conditions.  
A condition  $C$  evaluates to true under some test in  $T$  and to false under some test in  $T$ .  
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# Running example

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- $A = [-1]$ ,  $X=2$
- $A = [-1, 1]$ ,  $X=2$

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# Running example

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- $A = [-1]$ ,  $X=2$
- $A = [-1, 1]$ ,  $X=2$
- $A = [-1, 1, 2]$ ,  $X = 2$

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# Mutation Testing

- What is a mutation?
- What is mutation testing?
- When should we use mutation testing?
- Examples

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# What is a mutation?

- A mutation is a small change in a program.
- Such small defects that arise in the programming systems
- Ideally mutations should model defect creation.

# What is Mutation Testing?

- Mutation testing is a structural testing method aimed at assessing/estimating the quality of test suites, and in systems under test.
- The process, given program  $P$  and test suite  $T$ , is as follows:
  - We systematically apply mutations to  $P$  to obtain a sequence  $P_1, P_2, \dots, P_n$  of mutants of  $P$ . Each mutant is derived by applying a single mutation operation to  $P$ .
  - We run the test suite  $T$  on each of the mutants,  $T$  is said to kill mutant  $P_j$  if it detects an error.
  - If we kill  $k$  out of  $n$  mutants the adequacy of  $T$  is measured by the quotient  $k/n$ .
  - $T$  is mutation adequate if  $k = n$ .

# When should we use mutation testing?

- Structural test suites are directed at identifying defects in the code. One goal of mutation testing is to assess or improve the efficacy of test suites in discovering defects.

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- When we are  $R$  ing we are worried about defects  $D$  then we are keen to measure the  $R$   $D$  in the program  $P$  under test.

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- The Residual Defect Density is usually measured in defects per thousand lines of code.

# Using Mutation Testing to Estimate the RDD

- Suppose we have an estimate  $r$  of the RDD of programs produced by our development process before they are subject to test (this could be gathered using production data and field experience, or it could be based on tests that have already been detected).  
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- Generate  $n$  mutants of the program.  
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- Test each mutant with the test suite  $T$ .
- Find the number,  $k$ , of mutants that are killed by  $T$ . To yield a non-zero RDD, we need to test enough mutants to ensure that  $0 < k < n$ .
- Use  $r \cdot (n - k)/k$  as the estimate for the RDD of the tested program.
- $k/n$  is a measure of the adequacy of  $T$  in finding defects in  $P$ .



# Kinds of Mutation

- **Value Mutations:** these mutations involve changing the values of constants or parameters (by adding or subtracting values etc), e.g. loop bounds – being off by one is a very common error.

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- **Decision Mutations:** this involves modifications to reflect potential slips and errors in the code. In programs, e.g. a typical mutation might be replacing  $y < a$  with  $y <= a$  in a comparison.

- **Statement Mutations:** these might involve deleting certain lines to reflect omissions in coding or swapping the order of lines of code. There are other operations, e.g. changing operations in arithmetic expressions. A typical omission might be to omit the increment on some variable in a while loop.

# Offutt's Mutations for Inter-Class Testing

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# Value Mutation

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# Decision Mutation

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# Statement Mutation

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# Observations

- Mutations model low level errors in the mechanical production process. Modelling design errors is much harder because they involve large numbers of coordinated changes throughout the program.
- Ensuring test sets <https://eduassistpro.github.io/> often enough to ensure they kill mutants (because n do not “make sense” and so provoke a failure if executed).
- Black-box test sets are poorer at killing mutants – we’d expect this because black-box tests are driven more by the operational profile than by the need to cover statements.
- We could see mutation testing as a way of forcing more diversity on the development of test sets if we use a black-box approach as our primary test development approach.

# Regression Testing

- Regression testing is applied to code immediately after changes are made to the system to ensure that the system has not had unintended consequences or side effects.
- The goal is to assess the impact of changes on the system and ensure that the system is still functioning as intended.
- We can apply regression testing during development and in the field after the system has been up and running for some time.
- Give us confidence that we can change the object of test while maintaining its intended behaviour.
- • Regression testing is an important way of monitoring the effects of change.

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# More system testing

- Capacity Testing
  - Stress Testing
  - Usability Testing
  - Security Testing
  - Performance Testing
  - Reliability Testing
  - Availability Testing
  - Documentation Testing
  - Configuration Testing
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# PI 8.1

How many of the following statements is correct?

```
if(a || b) {  
    test1 = true;  
} else {  
    if(c) {  
        test2 = true;  
    }  
}
```

For full statement coverage, we need  
a=true b=false, a=false b=false c=true

For full condition coverage, we need  
a=true b=false c=true;  
a=false b=false c=false;

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For full condition coverage, we need  
a=true b=false; a=false b=false c=true;  
a=false b=false c=false; a=false, b=true

- A: 0
- B: 1
- C: 2
- D: 3

# PI 8.1

How many of the following statements is correct?

```
if(a || b) {  
    test1 = true;  
} else {  
    if(c) {  
        test2 = true;  
    }  
}
```

For full statement coverage, we need  
a=true b=false, a=false b=false c=true

For full condition coverage, we need  
a=true b=false c=true;  
a=false b=false c=false;  
a=false b=true c=true;

A: 0

B: 1

C: 2

**D: 3**