

IMPLEMENTATION AND VALIDATION FOR A CONTINUOUS TESTING METHOD IN AUTOMOTIVE SOFTWARE DEVELOPMENT

Yu Zhong

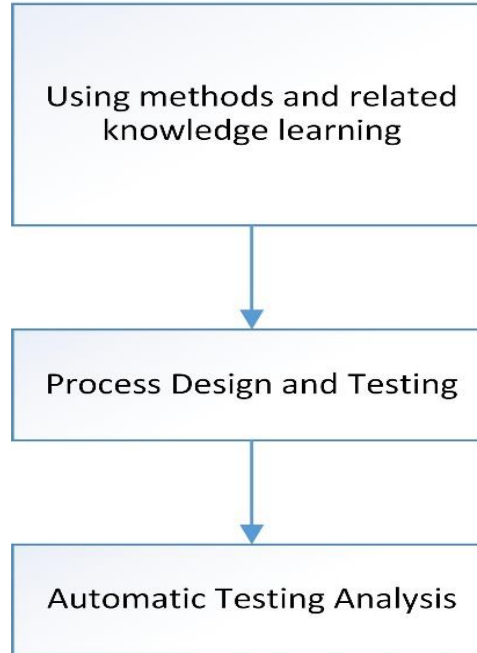
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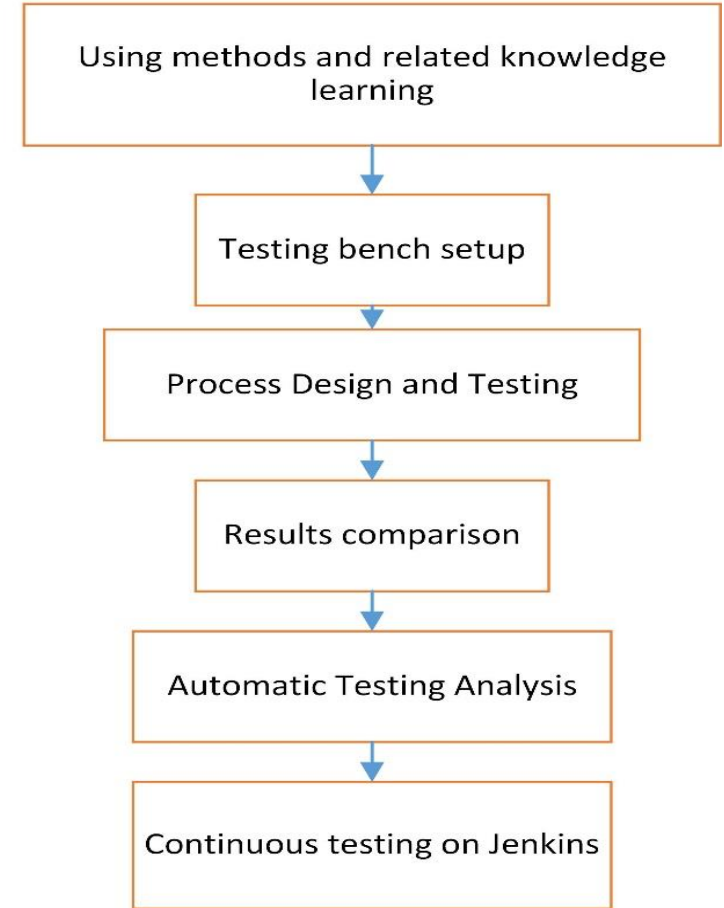
Introduction

- ▶ Continuous testing
- ▶ Unit testing
- ▶ Integration testing

Unit Test



Integration Test

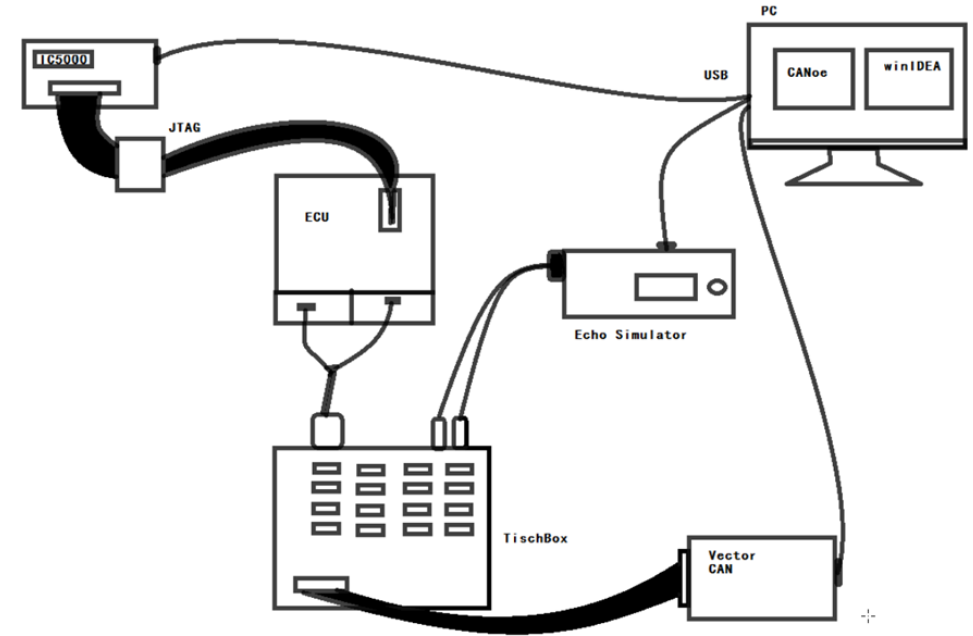


Goals

- ▶ Continuous test can be executed at any time, even some months or years after they were designed.
- ▶ Effort and resources for manually integration testing are reduced and optimized, but at the same time software quality is increased.
- ▶ Any developer or tester can build integration tests via Jenkins with only one click.
- ▶ Testing and developing process is established in conformance with international standards and norms.
- ▶ Any developer can create Jenkins projects with this method according to their own test requirements.
- ▶ Unit test and integration test strategy are defined and implemented.
- ▶ There are defined concepts for unit test, integration tests and continuous testing which provide guidance on how to execute and evaluate tests and the deployment of continuous testing.

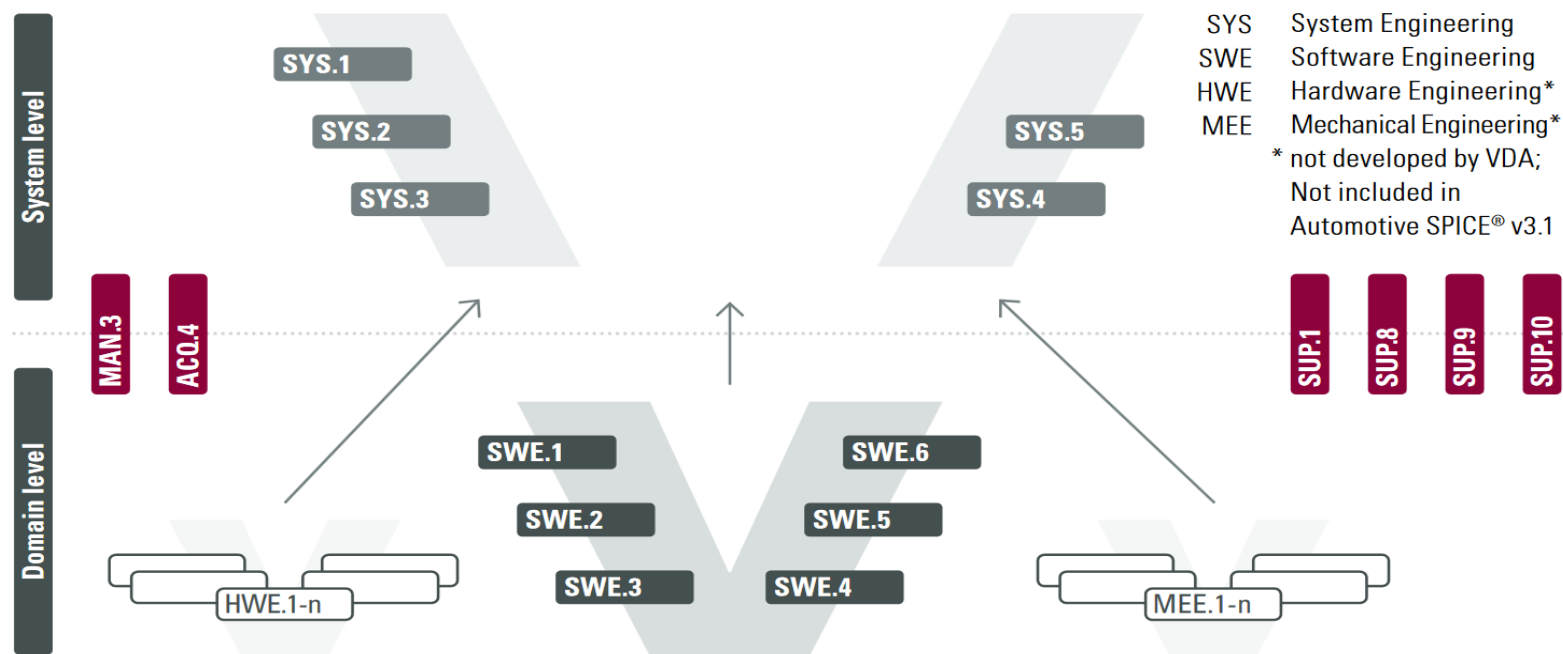
HIL Test Bench

- ▶ The test bench are composed of the following components:
- ▶ iC5000, JTAG, park pilot ECU, Tischbox, Echo simulator, Vector interface.



Automotive SPICE and ISO 26262

- Automotive Software Process Improvement and Capability dEtermination.

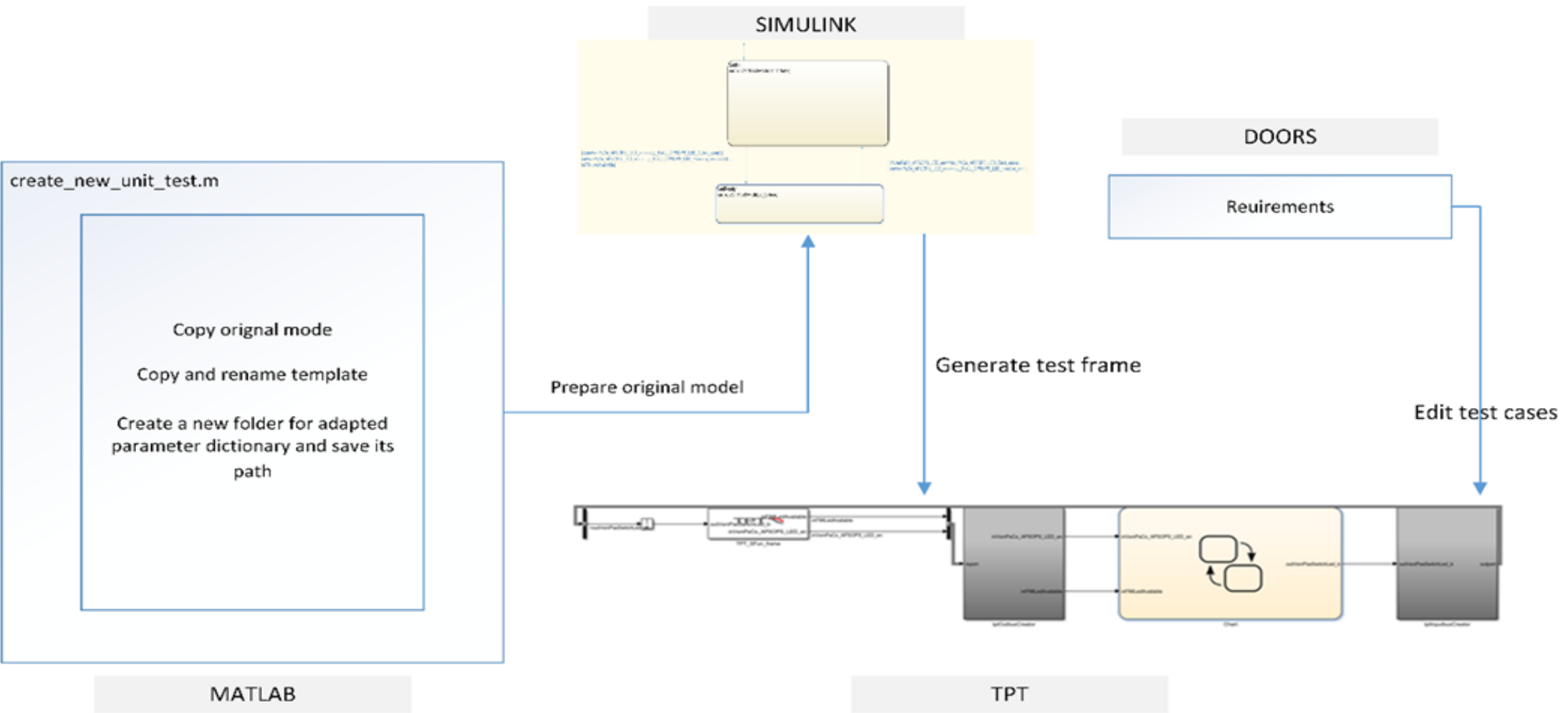


Automotive SPICE and ISO 26262

- Automotive Software Process Improvement and Capability dEtermination.

Methods		ASIL			
		A	B	C	D
1a	Analysis of requirements	++	++	++	++
1b	Generation and analysis of equivalence classes ^a	+	++	++	++
1c	Analysis of boundary values ^b	+	++	++	++
1d	Error guessing ^c	+	+	+	+
^a Equivalence classes can be identified based on the division of inputs and outputs, such that a representative test value can be selected for each class.					
^b This method applies to interfaces, values approaching and crossing the boundaries and out of range values.					
^c Error guessing tests can be based on data collected through a “lessons learned” process and expert judgment.					

Unit test



Work test flow of unit test

Unit test

- ▶ Unit testing is a level of software testing where individual units of a software are tested.

- ▶ Advantages:

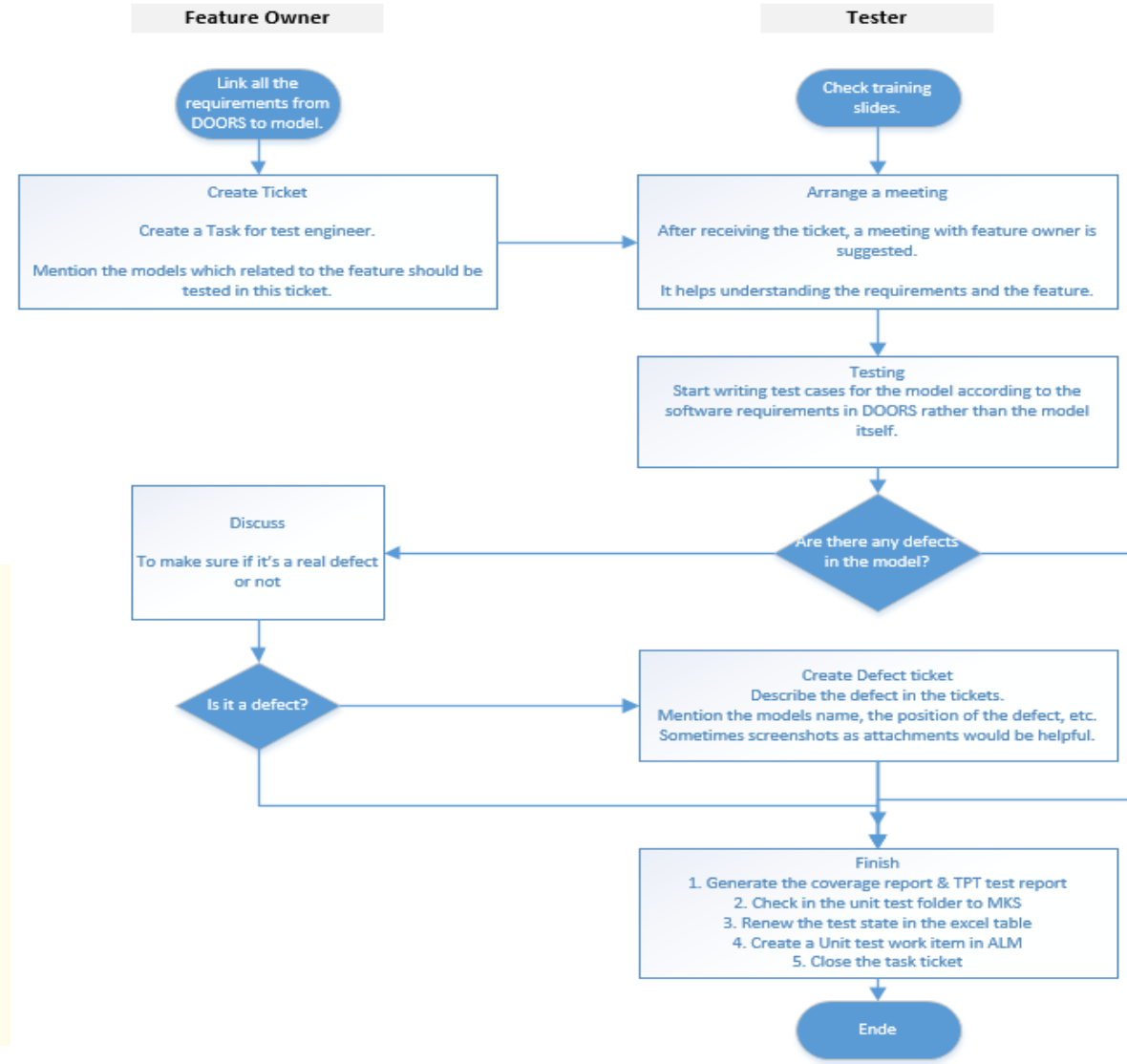
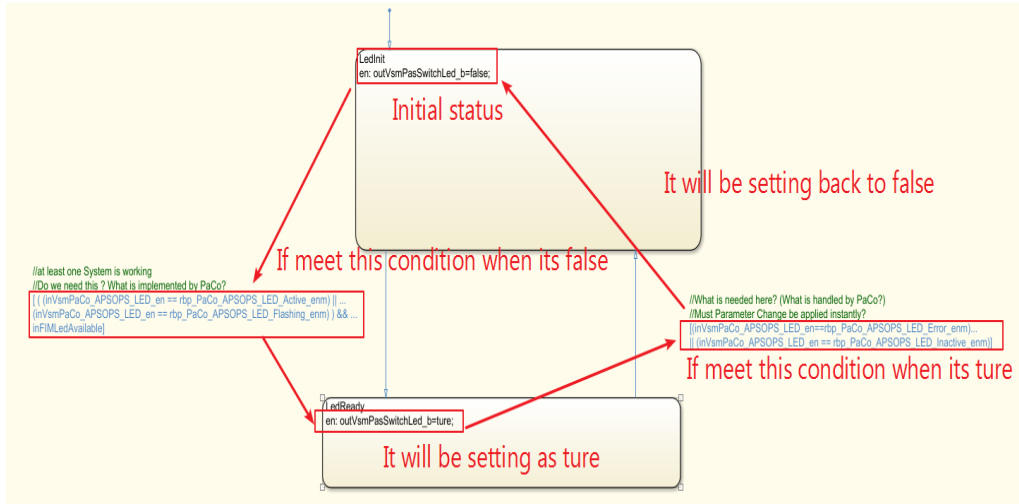
- ▶ Makes the Process Agile
- ▶ Improves the quality of the code
- ▶ Finds Software Bugs Early
- ▶ Facilitates Changes and Simplifies Integration
- ▶ Developers can execute regression tests
- ▶ Reduce Costs

- ▶ Disadvantages:

- ▶ Not every bug can be catch during unit
- ▶ Losing amount of time for testing complex cases
- ▶ Testing have to finished even design is not clear
- ▶ Do not show the absence of errors
- ▶ Sometimes test cases and scenarios even more complicated than model itself

Unit test

- Unit testing is a level of software testing where individual units of a software are tested.



Unit test

Content Signature Parameter Initial Values Assesslet Content Help

1 Channel inVsmPaCo_APSOPS_LED_en := rbp_PaCo_APSOPS_LED_Inactive_enm Always

2 Channel inFIMLedAvailable := false Always

3 Wait 10ms

Content Signature Parameter Initial Values Assesslet Content Help

1 Channel inVsmPaCo_APSOPS_LED_en := rbp_PaCo_APSOPS_LED_Active_enm Always

2 Channel inFIMLedAvailable := false Always

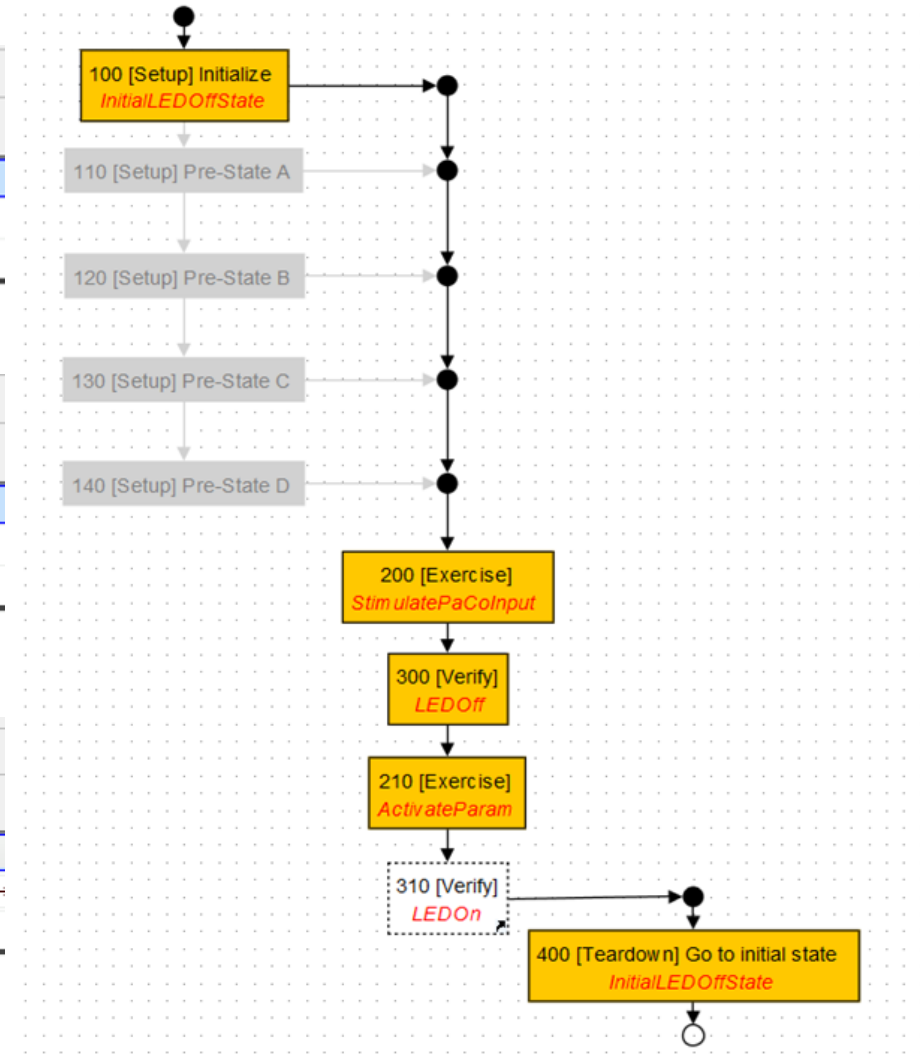
3 Wait 10ms

Content Signature Parameter Initial Values Assesslet Content Help

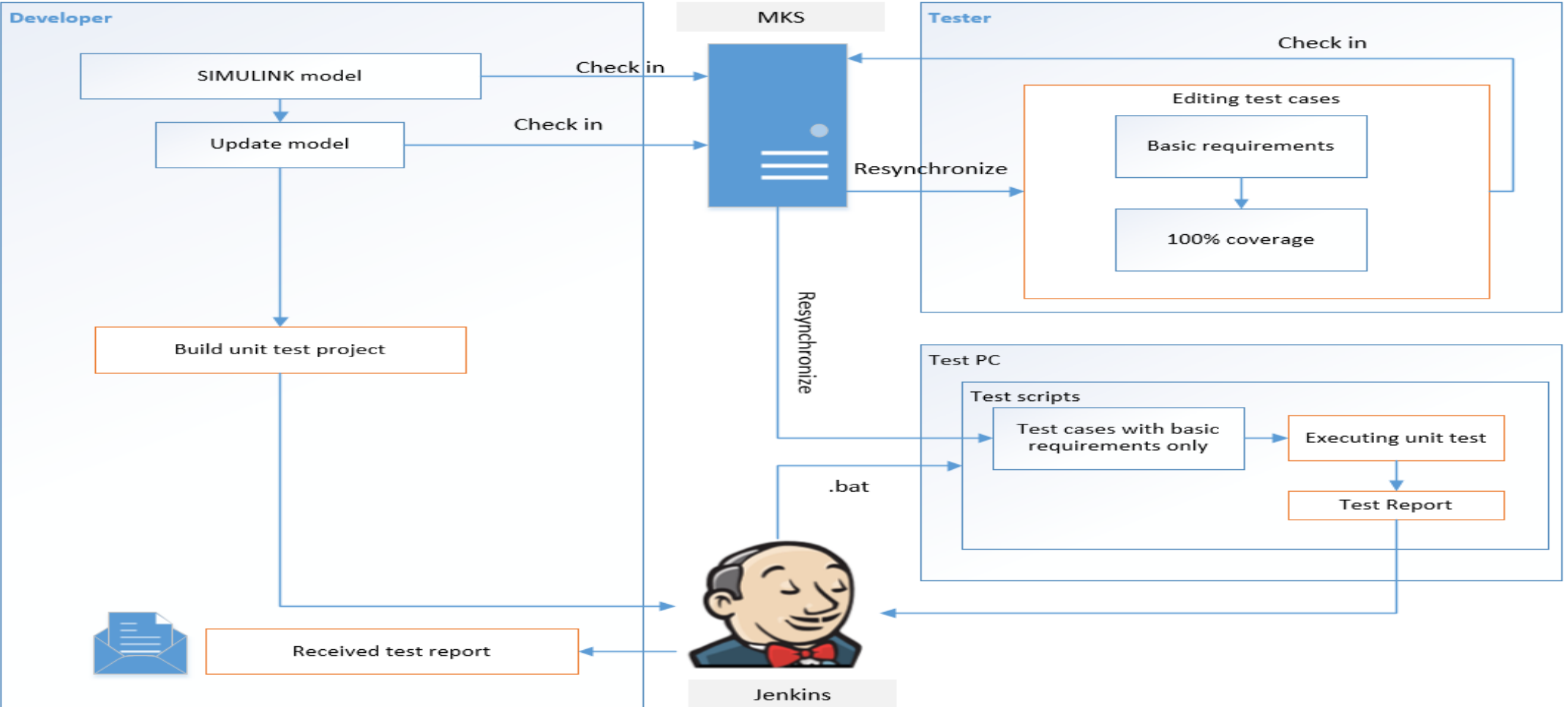
1 Testlet Not Active

2 Compare outVsmPasSwitchLed_b == false with tolerance +/- 0 from scaling

3 Wait 10ms

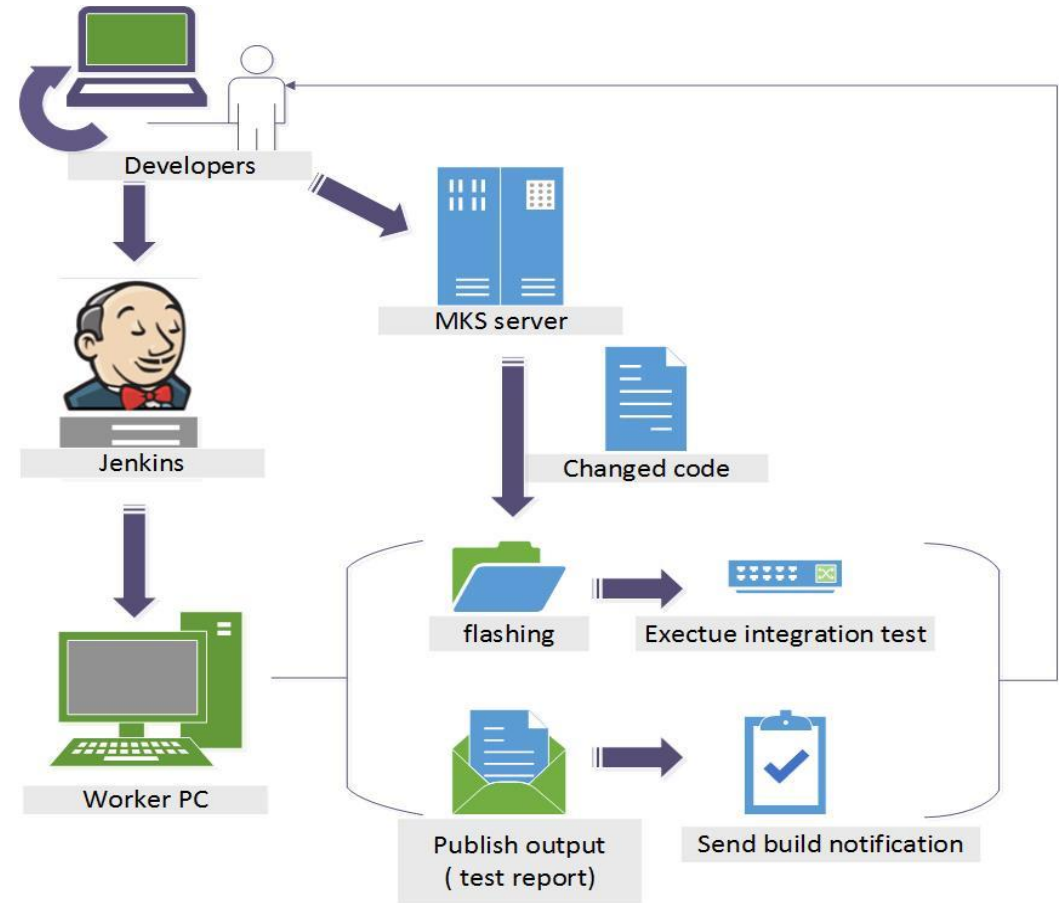


Unit test



Integration test

- Integration testing is the phase in software testing in which individual software modules are combined and tested as a group.



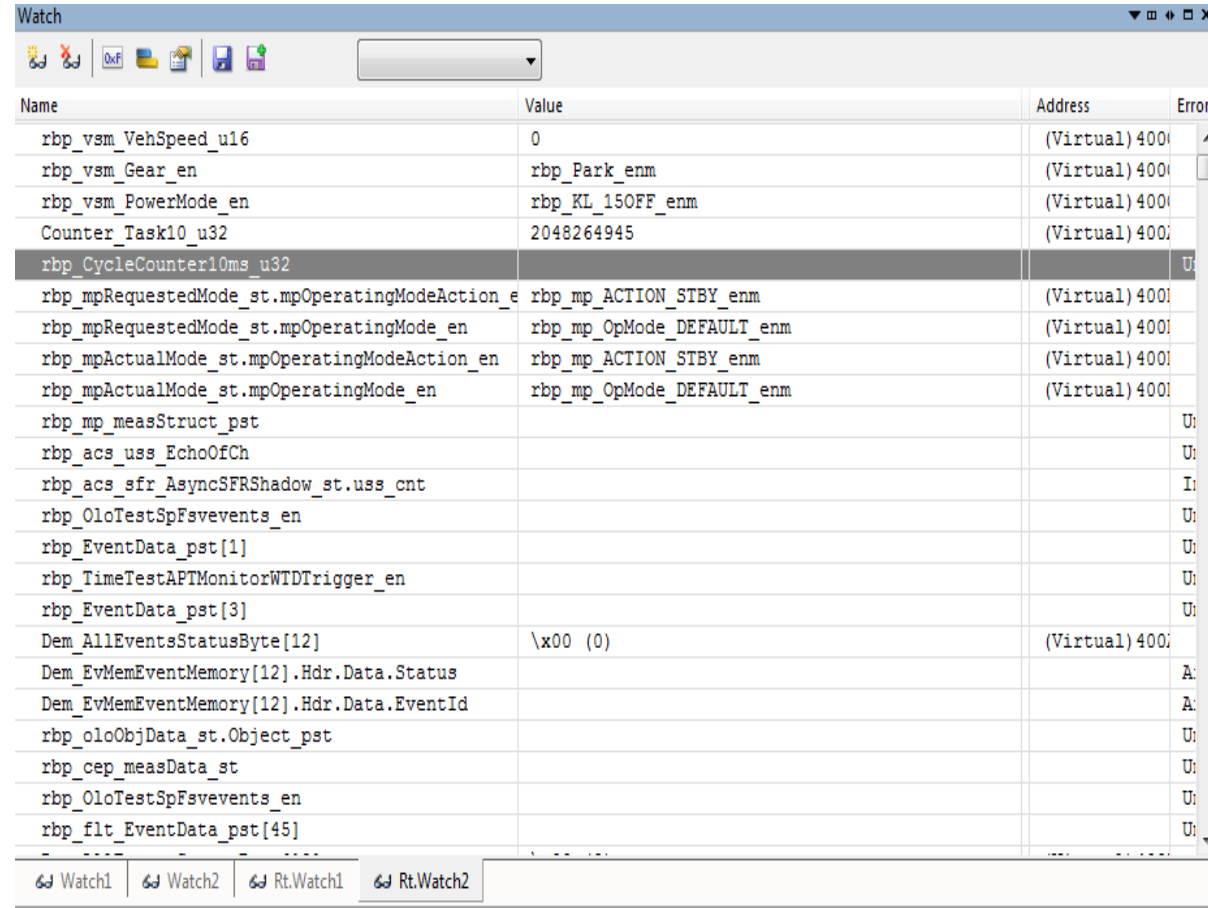
Integration test

► ECU Flashing

- Flashing through Merge file.
- Flashing through Individual files.
- Flashing through ODIS.

► 5 individual files:

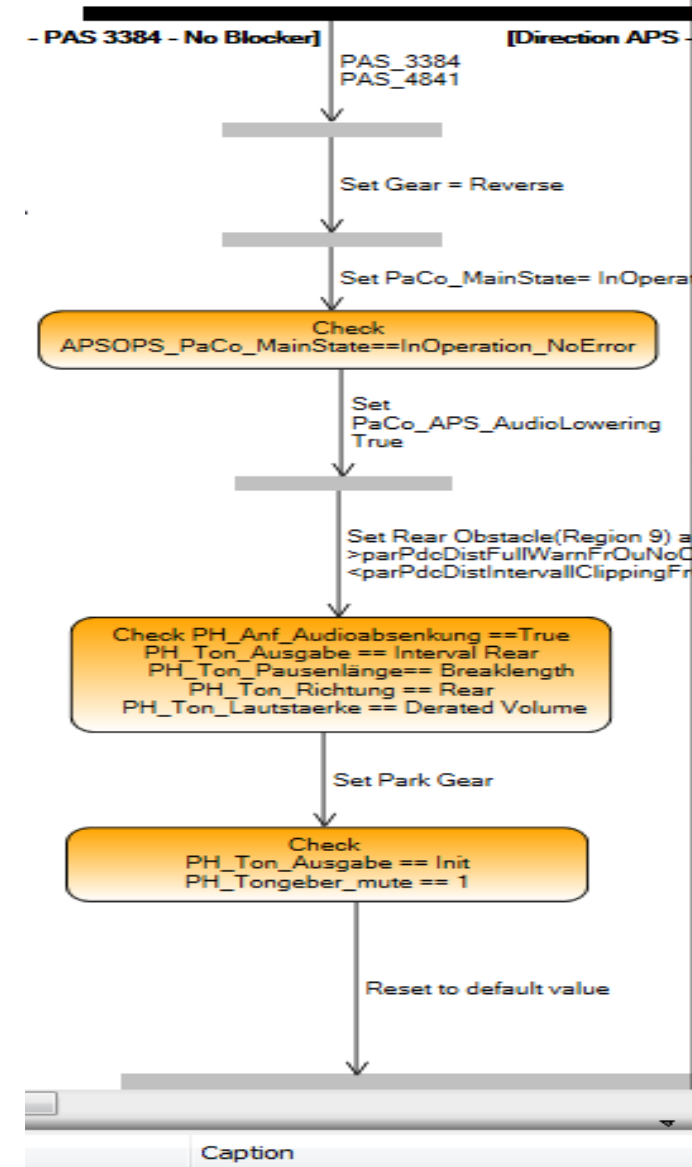
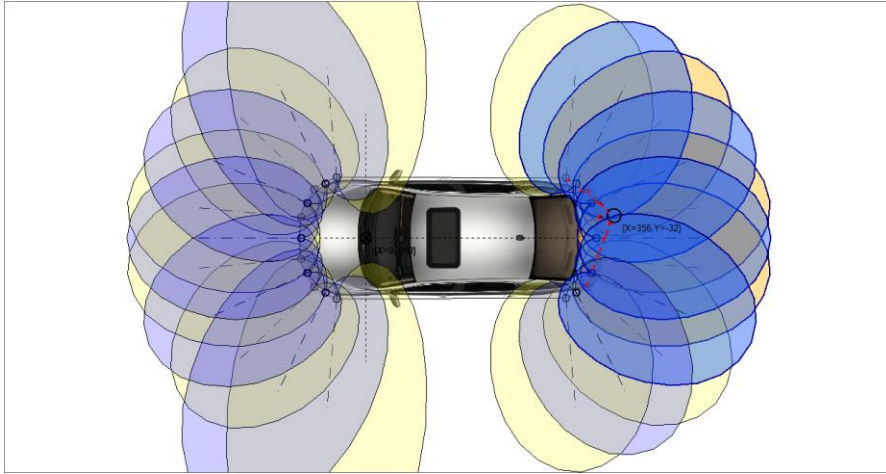
- *P.hex*, *E.hex*, *C.hex*, *R.hex* and *B.hex*.
- P.hex is application hex.
- C.hex is calibration of parameters.
- E.hex is eeprom.
- B.hex is boot loader
- R.hex is boot manager



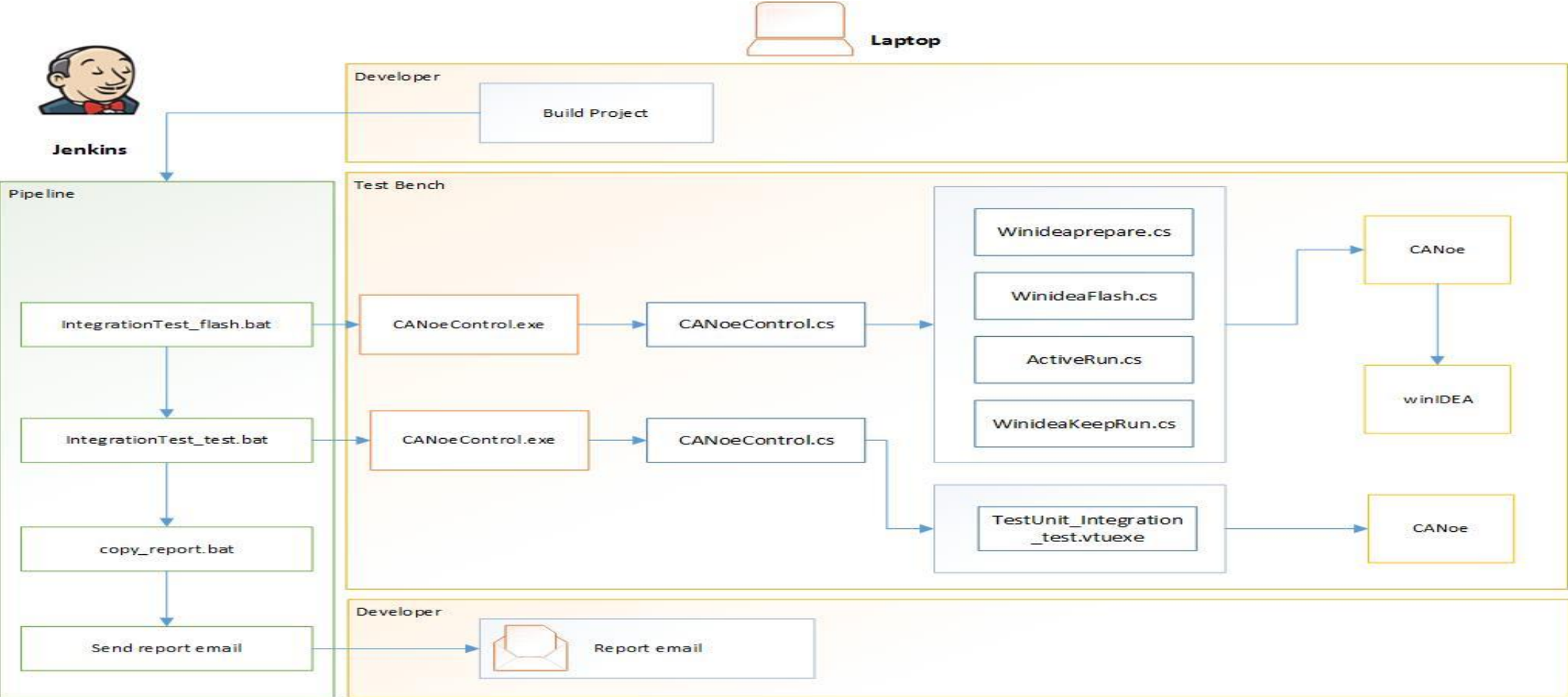
Name	Value	Address	Error
rbp_vsm_VehSpeed_u16	0	(Virtual) 4000	
rbp_vsm_Gear_en	rbp_Park_enm	(Virtual) 4000	
rbp_vsm_PowerMode_en	rbp_KL_15OFF_enm	(Virtual) 4000	
Counter_Task10_u32	2048264945	(Virtual) 4000	
rbp_CycleCounter10ms_u32			U
rbp_mpRequestedMode_st.mpOperatingModeAction_e	rbp_mp_ACTION_STBY_enm	(Virtual) 4000	
rbp_mpRequestedMode_st.mpOperatingMode_en	rbp_mp_OpMode_DEFAULT_enm	(Virtual) 4000	
rbp_mpActualMode_st.mpOperatingModeAction_en	rbp_mp_ACTION_STBY_enm	(Virtual) 4000	
rbp_mpActualMode_st.mpOperatingMode_en	rbp_mp_OpMode_DEFAULT_enm	(Virtual) 4000	
rbp_mp_measStruct_pst			U
rbp_acs_uss_EchoOfCh			U
rbp_acs_sfr_AsyncSFRShadow_st.uss_cnt			I
rbp_OloTestSpFsvevents_en			U
rbp_EventData_pst[1]			U
rbp_TimeTestAPIMonitorWTDTrigger_en			U
rbp_EventData_pst[3]			U
Dem_AllEventsStatusByte[12]	\x00 (0)	(Virtual) 4000	
Dem_EvMemEventMemory[12].Hdr.Data.Status			A
Dem_EvMemEventMemory[12].Hdr.Data.EventId			A
rbp_oloObjData_st.Object_pst			U
rbp_cep_measData_st			U
rbp_OloTestSpFsvevents_en			U
rbpflt_EventData_pst[45]			U

Integration test

- **Manual Setting in CANoe**
- We can set and modify the CAN signals with CANoe restbus simulation (at most time statically)which means that we have to set these signals manually , by clicking and write signals values .



Continuous testing



THANK YOU

Yu Zhong

Leonberg, Germany. 26.02.2019