

Introduction to Software Testing

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Presentation Outline

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What is Software Testing

Several definitions:

"Testing is the process of establishing confidence that a program or system does what it is supposed to." by Hetzel 1973

"Testing is the process of executing a program or system with the intent of finding errors." by Myers 1979

"Testing is any activity aimed at evaluating an attribute or capability of a program or system and determining that it meets its required results."

by Hetzel 1983

What is IEEE's definition?



What is Software Testing

- One of very important software development phases
- A software process based on well-defined software quality control and testing standards, testing methods, strategy, test criteria, and tools.
- Engineers perform all types of software testing activities to perform a software test process.
- The last quality checking point for software on its production line



Testing Objectives

The Major Objectives of Software Testing:

- Uncover as many as errors (or bugs) as possible in a given timeline.
- Demonstrate a given software product matching its requirement specifications.
- Validate the quality of a software testing using the minimum cost and efforts.
- Generate high quality test cases, perform effective tests, and issue correct and helpful problem reports.

Major goals:

uncover the errors (defects) in the software, including errors in:

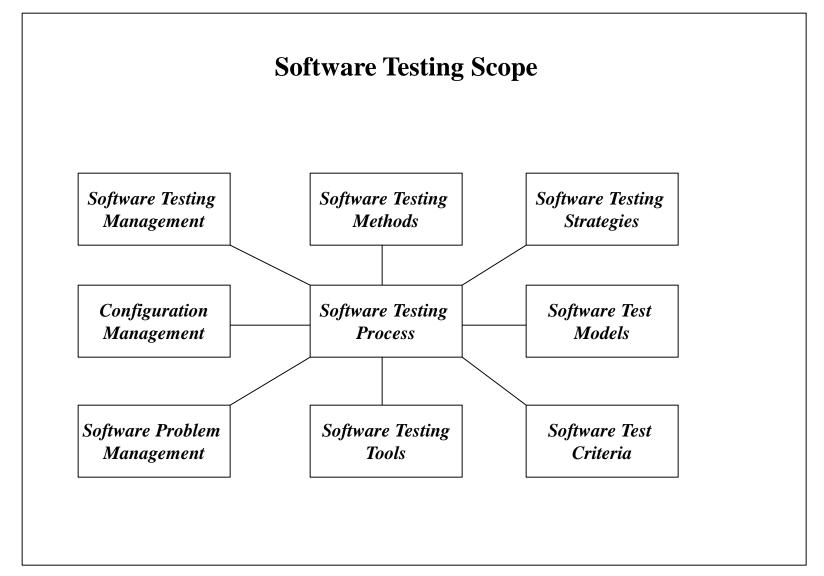
- requirements from requirement analysis
- design documented in design specifications
- coding (implementation)
- system resources and system environment
- hardware problems and their interfaces to software



Who does Software Testing

- Test manager
 - manage and control a software test project
 - supervise test engineers
 - define and specify a test plan
- Software Test Engineers and Testers
 - define test cases, write test specifications, run tests
- Independent Test Group
- Development Engineers
 - Only perform unit tests and integration tests
- Quality Assurance Group and Engineers
 - Perform system testing
 - Define software testing standards and quality control process





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Software Testing Activities

- Test Planing
 - Define a software test plan by specifying:
- a test schedule for a test process and its activities, as well as assignments
 - test requirements and items
 - test strategy and supporting tools
- Test Design and Specification
 - Conduct software design based well-defined test generation methods.
 - Specify test cases to achieve a targeted test coverage.
- Test Set up:
 - Testing Tools and Environment Set-up
 - Test Suite Set-up
- Test Operation and Execution
 - Run test cases manually or automatically



Software Testing Activities

- Test Result Analysis and Reporting Report software testing results and conduct test result analysis
- Problem Reporting

 Report program errors using a systematic solution.
- Test Management and Measurement

 Manage software testing activities, control testing schedule, measure testing complexity and cost
- Test Automation
 - Define and develop software test tools
 - Adopt and use software test tools
 - Write software test scripts and facility
- Test Configuration Management
 - Manage and maintain different versions of software test suites, test environment and tools, and documents for various product versions.



Verification and Validation

Software testing is one element of a broader topic that is often referred to as ===> Verification and Validation (V&V)

Verification --> refers to the set of activities that ensure that software correctly implements a specific function.

Validation -> refers to a different set of activities that ensure that the software hat has been built is traceable to customer requirements.

Boehm [BOE81]:

Verification: "Are we building the product right?" Validation: "Are we building the right product?"

The definition of V&V encompasses many of SQA activities, including formal technical reviews, quality and configuration audits performance monitoring, different types of software testing feasibility study and simulation



Software Quality Factors

Functionality (exterior quality)

- Correctness, reliability, usability, and integrity

Engineering (interior quality)

- Efficiency, testability, documentation, structure

Adaptability (future qualities)

- Flexibility, reusability, maintainability



Software Testing Principles

- •Principle #1: Complete testing is impossible.
- •Principle #2: Software testing is not simple.
 - •Reasons:
 - •Quality testing requires testers to understand a system/product completely
 - •Quality testing needs adequate test set, and efficient testing methods
 - •A very tight schedule and lack of test tools.
- •Principle #3: Testing is risk-based.
- •Principle #4: Testing must be planned.
- •Principle #5: Testing requires independence.
- •Principle #6: Quality software testing depends on:
 - •Good understanding of software products and related domain application
 - •Cost-effective testing methodology, coverage, test methods, and tools.
 - •Good engineers with creativity, and solid software testing experience



Software Testing Myths

- We can test a program completely. In other words, we test a program exhaustively.
- We can find all program errors as long as test engineers do a good job.
- We can test a program by trying all possible inputs and states of a program.
- A good test suite must include a great number of test cases.
- Good test cases always are complicated ones.
- Software test automation can replace test engineers to perform good software testing.
- Software testing is simple and easy. Anyone can do it. No training is needed.



Software Testing Limits

- Due to the testing time limit, it is impossible to achieve total confidence.
- We can never be sure the specifications are 100% correct.
- We can never be certain that a testing system (or tool) is correct.
- No testing tools can copy with every software program.
- Tester engineers never be sure that they completely understand a software product.
- We never have enough resources to perform software testing.
- We can never be certain that we achieve 100% adequate software testing.