

Testing Concepts

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Slides with * in title capture whiteboard content

Basics

- What is testing?
- What is the purpose of testing?
- How do you accomplish testing?

Basics*

- What is testing?
 - Ensuring a program runs correctly
 - Handle **correct input** by producing **correct output**
 - Handle **invalid input** by producing **correct output**
 - **Correctness guided by Specification / Requirements**
 - Checking for faults
 - **Handling invalid inputs**
 - **Meeting the criteria of requirements**
 - Checking for bugs
 - Making sure it fails properly

Basics*

- What is testing?
 - Checking for unexpected behaviors
 - Minimizing bad behaviors
 - Checking expected output for variety of inputs
 - Assurance from faulty code from not running how it is supposed to
 - Checking requirements have been met
 - Checking invalid inputs are handled appropriately

Basics*

- What is the purpose of testing?
 - Checking if requirements are met
 - Ensuring (checking?) quality of software
 - correctness, performance, reliability, ...
 - Reducing maintenance cost of software
 - Way of guaranteeing the client software behaves as intended

Basics*

- What is the purpose of testing?
 - Companies are forced to :)
 - Meeting regulations :)
 - You want the product to be used
 - We use buggy products all the time :)
 - Code is not faulty / buggy
 - Ensuring user satisfaction (??)

Basics

- What is testing?
 - Checking if actual outcome is the expected outcome
- What is the purpose of testing?
 - Detect failures/errors/deviations (*this is fuzzy*)
 - Prove the presence of bugs (faults)
 - *What about proving the absence of bugs?*
- How do we accomplish testing?
 - Often by comparing two entities for equality

Fault, Error, and Failure*

1. Error: Exception thrown to handle certain behavior
2. Fault/Failure: Function does not work as expected
3. Error: Result of an external module not working as desired
4. Failure: An issue that causes unexpected stoppage
5. Error: State of program that results due to fault/failure
6. Fault: Mistake caused by programmer
7. Fault: Program operating sub-optimally

Fault, Error, and Failure

`compute(s) = (s + 1)2 mod 3 + 12`

Fault, Error, and Failure

$\text{compute}(s) = (s + 1)^2 \bmod 3 + 12$

```
def compute(s):  
    s = s + 1    #1  
    s = s * 2    #2  
    s = s % 3    #3  
    s = s + 12   #4  
    return s
```

Fault, Error, and Failure

Steps	Correct / Incorrect	Correct / Incorrect	Correct / Incorrect
input	s -> 1 / s -> 1	s -> 2 / s -> 2	s -> 3 / s -> 3
#1	s -> 2 / s -> 2	s -> 3 / s -> 3	s -> 4 / s -> 4
#2	s -> 4 / s -> 4	s -> 9 / s -> 6	s -> 16 / s -> 8
#3	s -> 1 / s -> 1	s -> 0 / s -> 0	s -> 1 / s -> 2
#4	s -> 13 / s -> 13	s -> 12 / s -> 12	s -> 13 / s -> 14

- Fault desensitized

- Fault sensitized
- Error masked

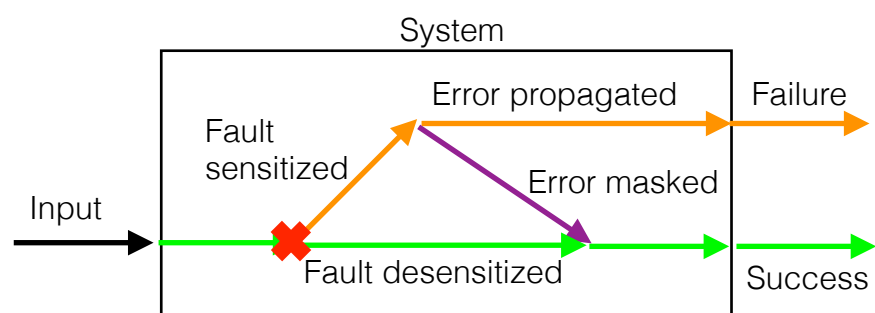
- Fault sensitized
- Error propagated
- Failure observed

Fault, Error, and Failure

$\text{compute}(s) = (s + 1)^2 \bmod 3 + 12$

```
def compute(s):  
    s = s + 1    #1  
    s = s * 2    #2  
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    return s
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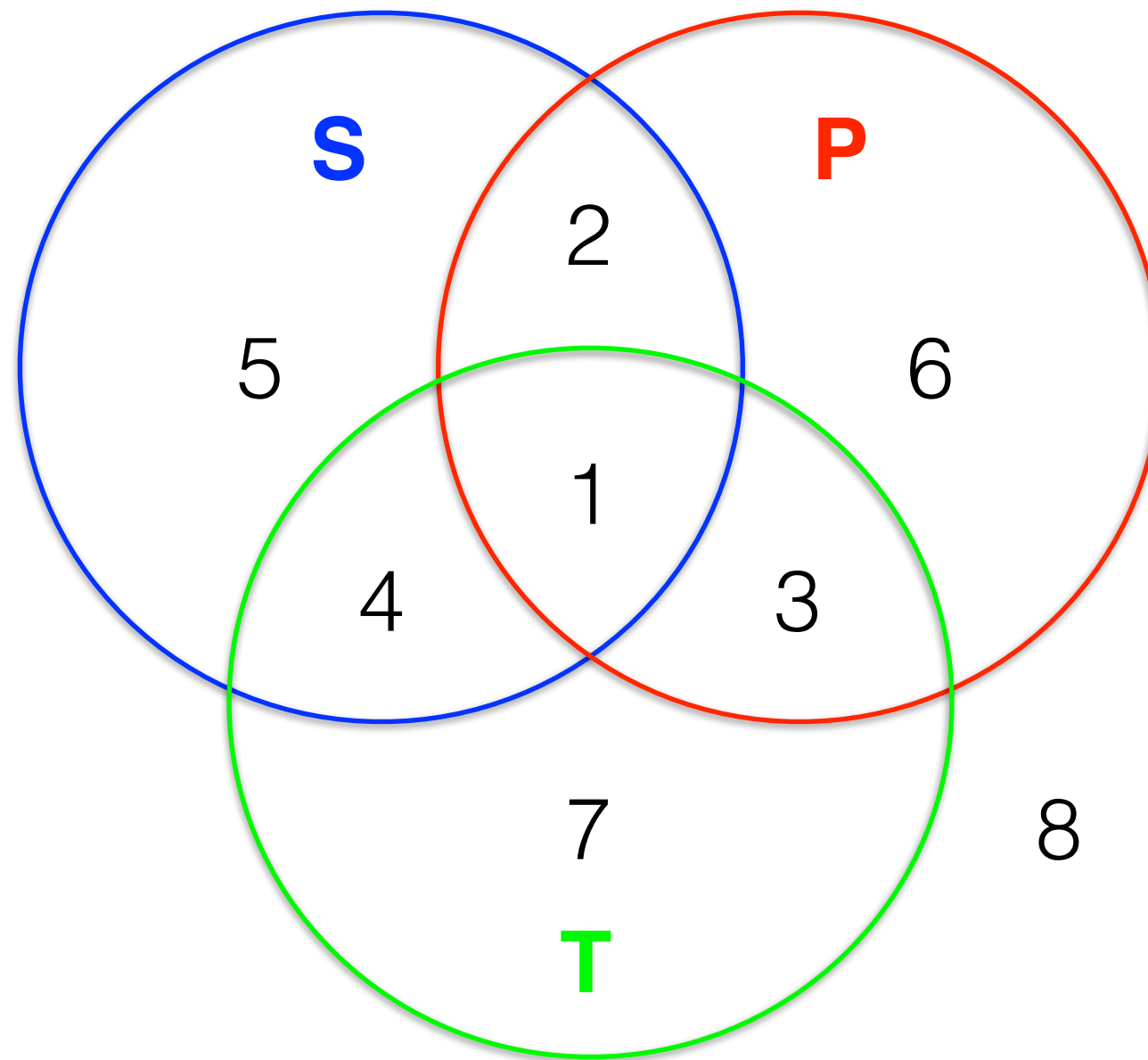
- *Fault* is the mistake (or cause of error).
- Executions may *sensitize* faults.
- *Error* is the impact of the fault on program states; *Error* is the difference between *correct and incorrect states*.
- Executions may *mask or propagate* errors.
- *Failure* is the event when the *program behaves incorrectly*, i.e., violates the *specification* (observed outcome differs from the expected outcome).



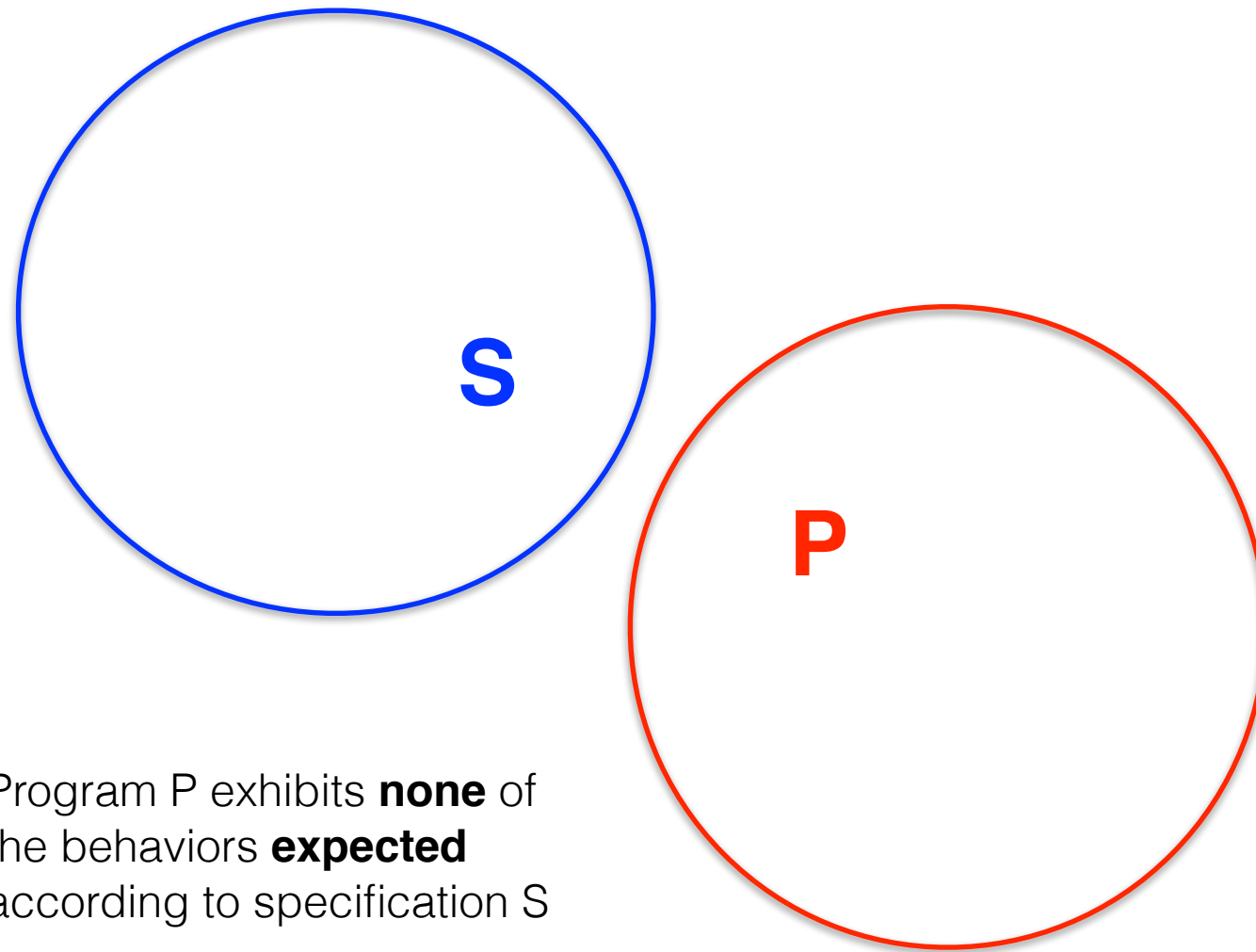
Specification, Program, and Test

- *Specification (S)* describes what is to be accomplished.
 - sort an array of ints
 - check if a given number exists in an array of ints
- *Program (P)* describes/embodies how something is accomplished.
 - an implementation using quick sort
 - an implementation using binary search
- *Test (T)* checks parity between specification and implementation.

Specification, Program and Test: How are they related?

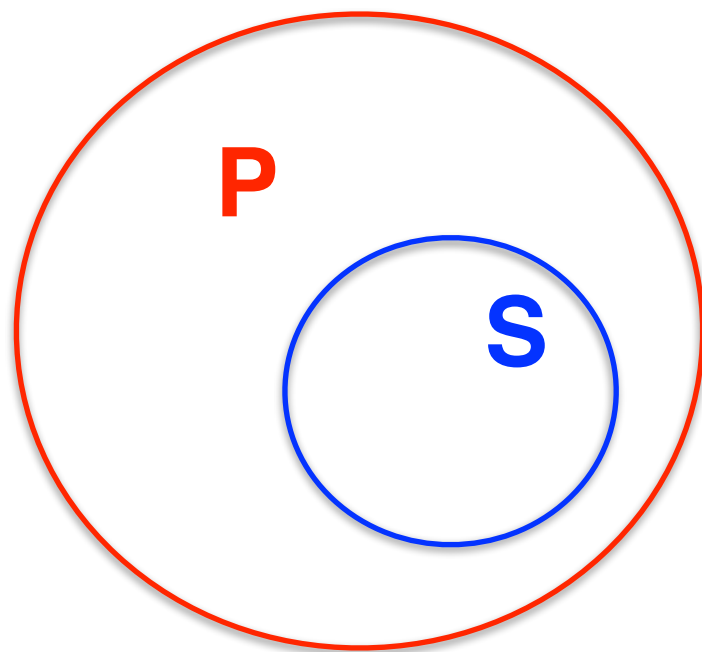


Specification and Program: How are they related?

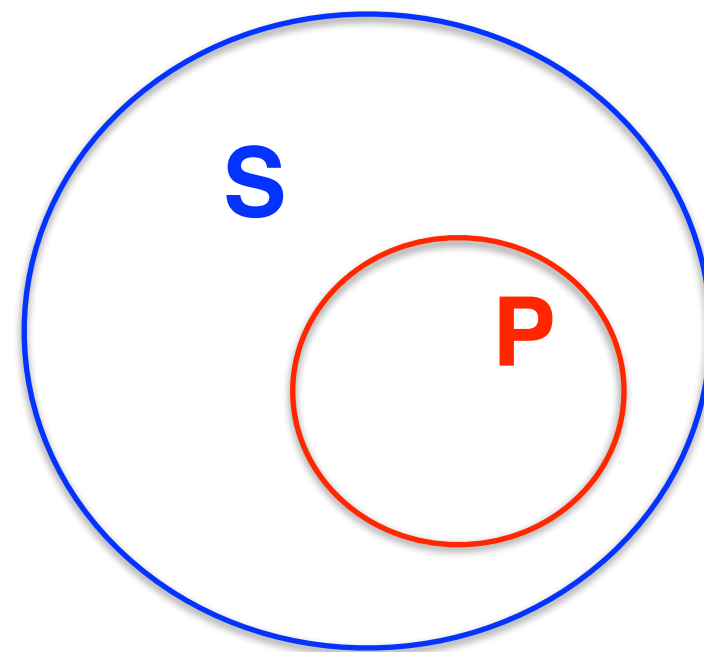


- Program P exhibits **none** of the behaviors **expected** according to specification S

Specification and Program: How are they related?

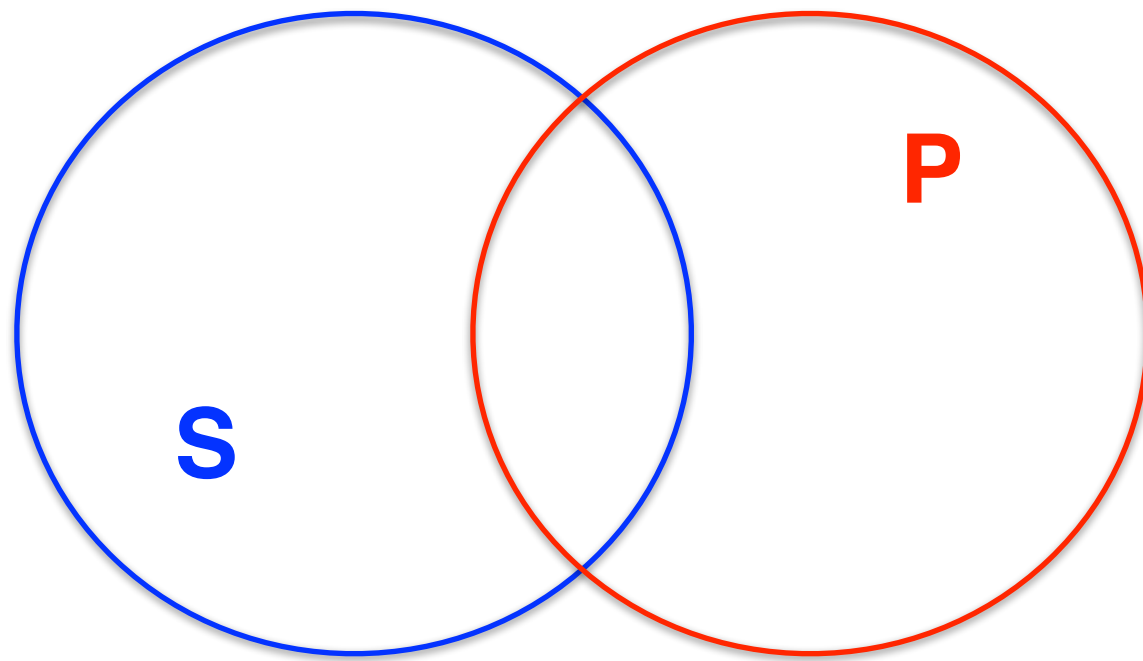


- Program P exhibits **all** of the behaviors **expected** according to specification S
- **Some** behaviors of program P are **not expected** behaviors according to specification S

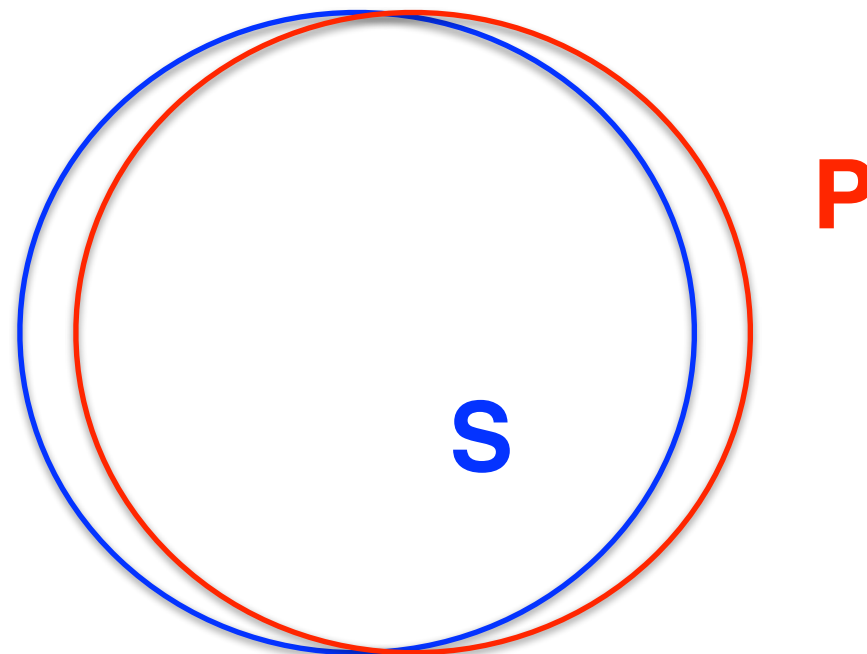


- Program P exhibits **some** of the behaviors **expected** according to specification S
- **All** behaviors of program P are **expected** behaviors according to specification S

Specification and Program: How are they related?

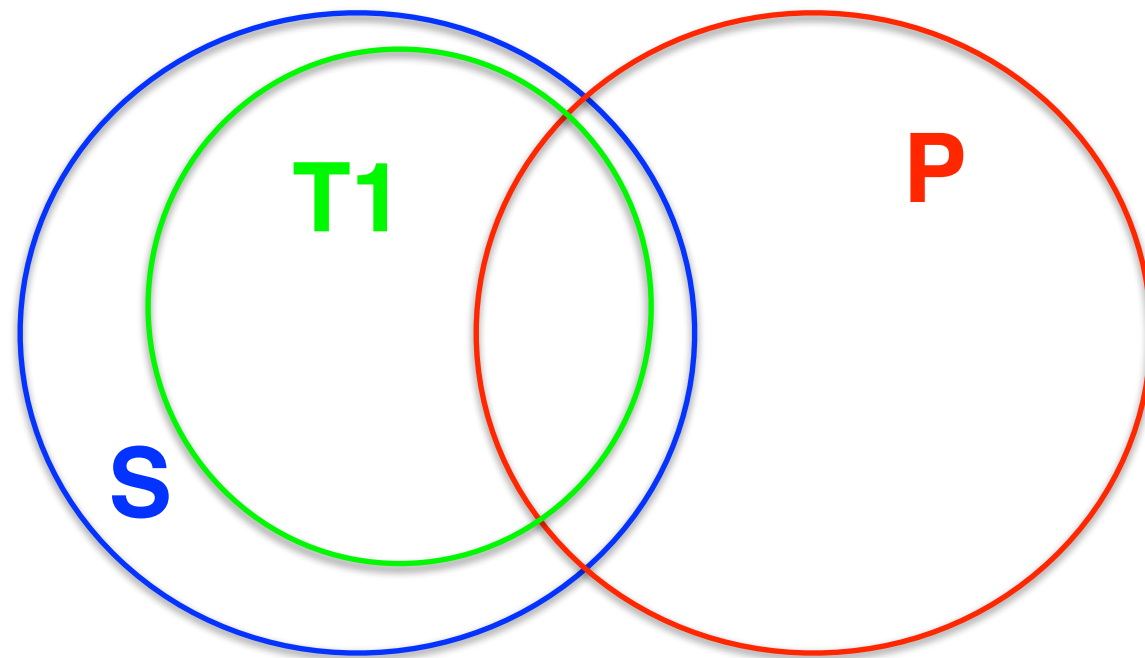


- **Some** behaviors of program P are **expected** according to specification S
- **Most** behaviors of program P are **not expected** behaviors according to specification S



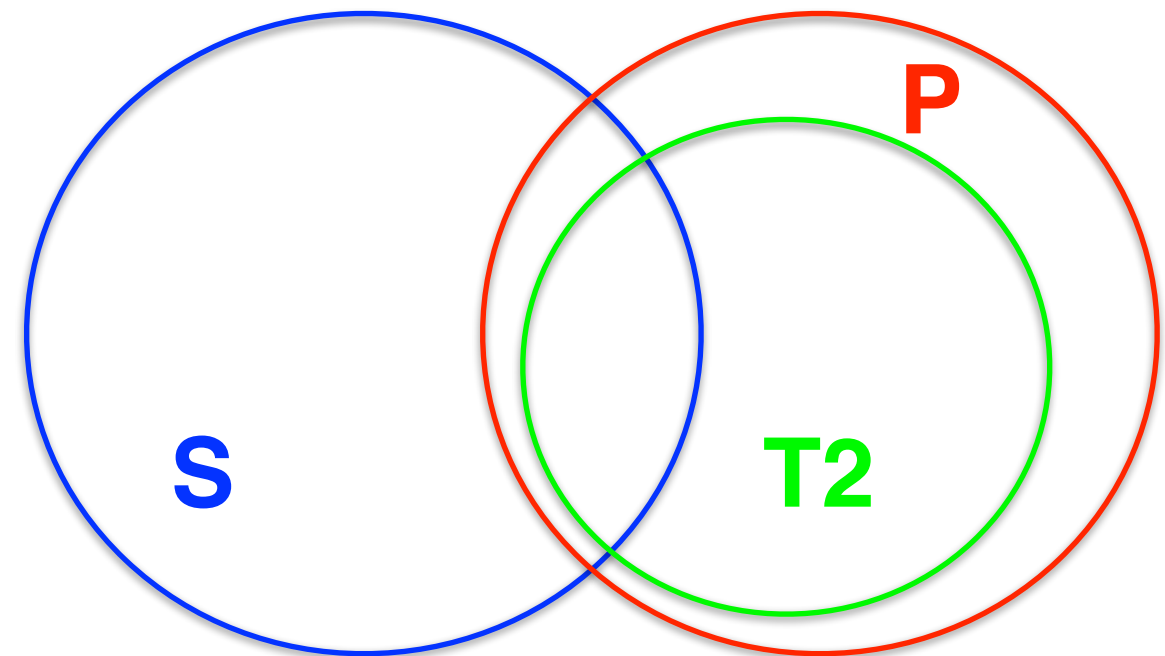
- **Most** behaviors of program P are **expected** according to specification S
- **Some** behaviors of program P are **not expected** behaviors according to specification S

Specification, Program, and Test: How are they related?

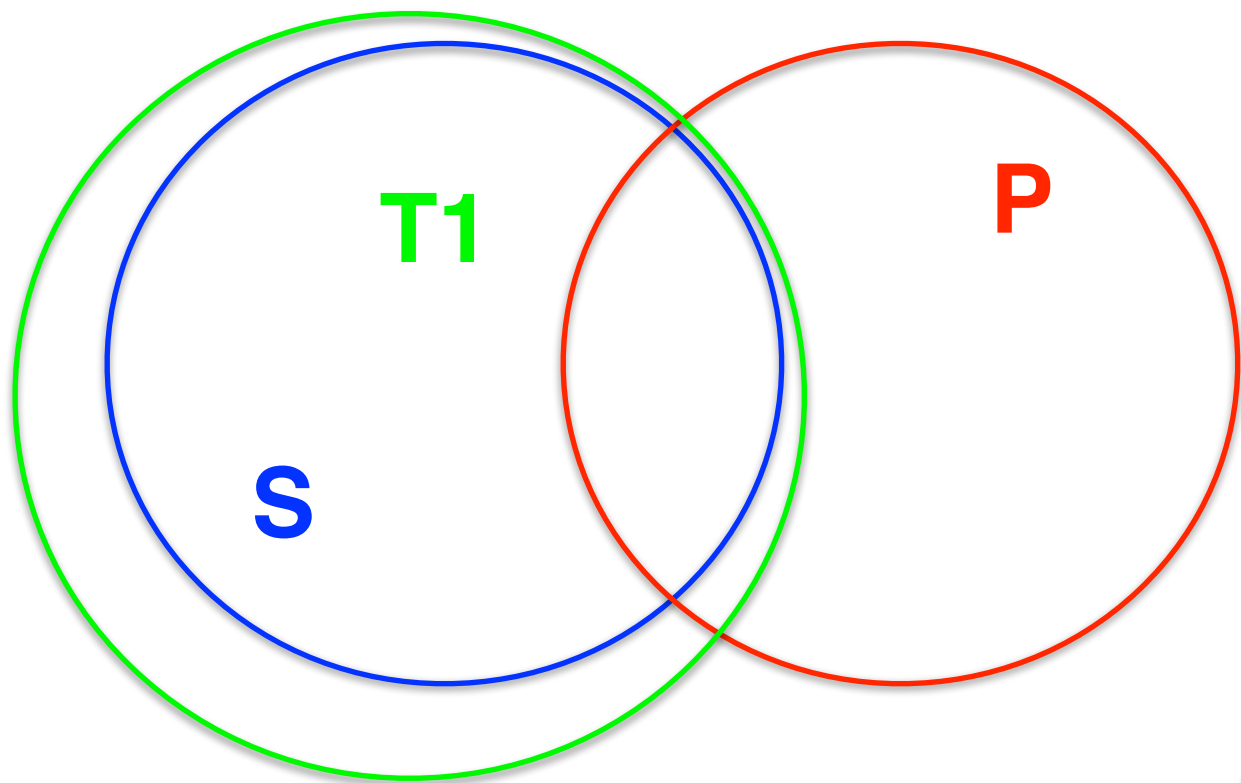


- Test T1 tests for **most** of the behaviors **expected** according to specification S
- Test T1 tests for **some** of the behaviors **exhibited** by program P

- Test T2 tests for **some** of the behaviors **expected** according to specification S
- Test T2 tests for **most** of the behaviors **exhibited** by program P

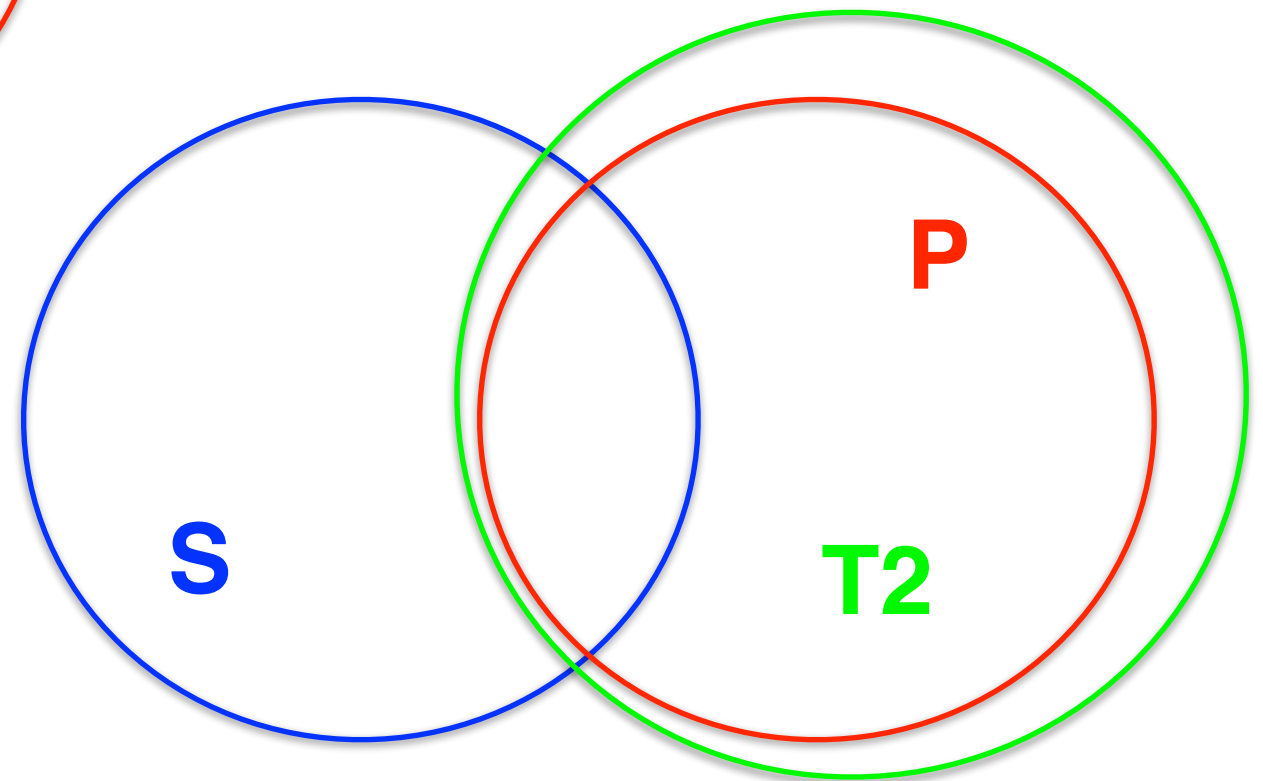


Specification, Program, and Test: How are they related?



- Test T1 tests for **all** of the behaviors **expected** according to specification S **and much more**
- Test T1 tests for **some** of the behaviors **exhibited** by program P

- Test T2 tests for **some** of the behaviors **expected** according to specification S
- Test T2 tests for **all** of the behaviors **exhibited** by program P **and much more**



Few Questions to Consider

- Can we prove the presence or absence of bugs with testing?
- What about fault/failure by commission and fault/failure by omission?
- Can one fault lead to more than one error?
- Can one fault lead to more than one failure?
- Can the same error stem from different faults?
- Can the same failure stem from different faults?

Few Questions to Consider

- Can we prove the presence or absence of bugs with testing?
 - Testing can prove the presence of bugs — a failing test is evidence that the program can fail.
 - In general, testing cannot prove the absence of bugs — a passing test is not evidence that the program will not fail.
- What about fault/failure by commission and fault/failure by omission?
 - *Fault/Failure by commission* stems from an incorrect implementation, e.g., using $x*1$ instead of $x+1$.
 - *Fault/Failure by omission* stems from the absence of correct implementation, e.g., absence of line 3 in `compute()`.
- What about *different kind of faults*?

A detour into costs

Lifetime Cost	Software Engg %	Other Engg %
Design	>99	<1
Manufacturing	<1	>99

Lifetime Cost	Software Engg %	Other Engg %
Development	~50	>99
Testing	~50	<1

Maintenance Cost	Software Engg %	Other Engg %
Corrective	~20	>99
Adaptive	~80	<1

(Corrective) Mntn Cost	Software Engg %	Other Engg %
Design	~100	~1
Wear and Tear	~0	~99

A detour into costs

- Possible reasons for the differences
 - Extent of reuse
 - Extent of repeatability
 - Extent of automation
 - Limited quality control
 - Digital vs Physical
 - Build one instance vs build multiple instances

A word cloud featuring various terms related to software testing and development. The word 'RECOVERY' is the largest and most central. Other prominent words include 'INSTALLATION', 'DOCUMENTATION', 'SERVICEABILITY', 'INTEGRATION', 'ACCEPTANCE', 'REGRESSION', 'FUNCTION', 'SYSTEM', 'STRESS', 'FACILITY', 'PROCEDURE', 'UNIT', 'SECURITY', 'INTEROPERABILITY', 'USABILITY', 'PERFORMANCE', 'COMPATIBILITY', 'WHITE-BOX', 'BLACK-BOX', 'SAFETY', 'VOLUME', 'STORAGE', and 'VOLUME'. The words are arranged in a roughly circular pattern around the central 'RECOVERY' word, with varying sizes and colors (yellow, orange, green, purple, red) used to distinguish them.

RECOVERY

INSTALLATION **DOCUMENTATION** **SERVICEABILITY** **INTEGRATION** **ACCEPTANCE** **REGRESSION** **FUNCTION** **SYSTEM** **STRESS** **FACILITY** **PROCEDURE** **UNIT** **SECURITY** **INTEROPERABILITY** **USABILITY** **PERFORMANCE** **COMPATIBILITY** **WHITE-BOX** **BLACK-BOX** **SAFETY** **VOLUME** **STORAGE**

Testing Taxonomy

- Black-box Testing
- White-box Testing

What is the basis of Testing?

Testing Taxonomy

- Black-box Testing
 - Tests are based on specification
- White-box Testing
 - Tests are based on implementation

Testing Taxonomy

- Black-box Testing
 - Tests are based on specification
 - Independent of implementation
 - Cannot deal with all exhibited (observable) behaviors
- White-box Testing
 - Tests are based on implementation
 - Independent of specification
 - Cannot deal with unsupported behaviors
 - Leads to brittle tests

Testing Taxonomy

- Unit Testing
- Integration Testing
- System Testing
- Acceptance Testing

What is the granularity of Testing?

Testing Taxonomy

- Unit Testing (granularity)
 - Test a unit (e.g., function, class) of the system
 - A sorting function
- Integration Testing (granularity)
 - Test the modules can interact as intended
 - Mars Climate Rover mission in 1999: English units vs Metric units
- System Testing (granularity)
 - Test the system as a whole to find as many faults before releasing it to the user (development team-centric)
- Acceptance Testing (granularity)
 - Test the system as a whole to ensure it satisfies the requirements (user-centric)

Testing Taxonomy

- Reliability Testing
- Safety Testing
- Security Testing
- Performance Testing
- Stress Testing
- Interoperability Testing
- Compatibility Testing
- Installation Testing
- Serviceability Testing
- Usability Testing
-

What aspect is being tested?

Realizing Testing

What do we need to realize any kind of testing?

Realizing Testing

What do we need to realize any kind of testing?

- Expected outcome
- Ability to observe concerned actual outcome
- Ability to compare outcomes for deviations
 - *Compare expected outcome and observed outcome for deviations*

What else can make it better?

Realizing Testing

What do we need to realize any kind of testing?

- Expected outcome
- Ability to observe concerned actual outcome
- Ability to compare outcomes for deviations
- *Compare expected outcome and observed outcome for deviations*

What else can make it better?

- Automatic test execution
- Automatic test data generation
- Automatic test case generation