# Test Methodology

## Justin Pearson 2014-04-24 Polacksbacken 08-13

## **Cover Sheet**

| Problem no. | Solution provided | Max | Your points |
|-------------|-------------------|-----|-------------|
| 1           |                   | 18  |             |
| 2           |                   | 13  |             |
| 3           |                   | 10  |             |
| 4           |                   | 6   |             |
| 5           |                   | 10  |             |
| Total:      |                   | 57  |             |

Anonymous Exam Code .: .....

### **Exam Rubric**

All answers to be written in English or Swedish. A mark of 50% is required for a 3, the marks 4 and 5 are evenly distributed in the interval from 50% to 100%. I will not be able to come to the exam to answer questions, if you have trouble understanding a question then please state clearly any assumptions that you have to make to answer the question.

## Hjälpmedel:

Pen, pencil, ruler, rubber, dictionary, calculator.

#### 1. General Questions on Testing.

- (a) Describe the distinction between a *Software fault* and a *software failure*. Give examples to illustrate the distinction. (**points 2**).
- (b) Explain in detail the RIP (Reachability, Infection and Propagation) model and its relation to software faults and failures. You should use an example to illustrate your explanation. (**points 4**)
- (c) When testing software there are two important concepts: *software observability* and *software controllability*. Define both concepts (**points 2**) and explain how these concepts are related to the testing of an embedded system. (**points 2**)
- (d) A test case is composed of the following: test case values, expected results, prefix values and postfix values. Explain each component of the test case with examples of each. (points 8)
- 2. Consider the following fragment of Java(like) code:

```
public int foobar(int x) {
  int z = 0;
  while(z<15) {
    for(int i=0; i<x; i++) {
       if( i % 3 == 0) {
        z = z + i;
       }
    }
  return(z);
}</pre>
```

Note that % the remainder after division operator.

- (a) Draw a Structural Graph that represents the above piece of source code. You must indicate how each node and edge corresponds to the code. (points 3).
- (b) For you graph, enumerate a complete set of test paths that guarantee path coverage. (**points 2**).
- (c) Construct a set of test cases that covers all feasible test paths that guarantee path coverage. If the path is not feasible, then say so. (**points 2**)

- (d) Enumerate all the prime paths of the graph you have constructed. You must show how your prime paths are constructed. (**points 2**)
- (e) Construct a complete set of test paths that cover all the prime paths. (points 2)
- (f) For each of the test paths above give a test case for the path. If the path is not feasible, then say so. (**points 2**)
- 3. Logic Coverage. Given that the variables a, b are integers, and that P, Q are boolean variables, consider the following expression:

```
(P \mid | (a > 5)) \&\& ( (a < b) \mid | (b < 5 \&\& Q))
```

Note that & & is logical conjunction (and) and  $| \cdot |$  is logical disjunction (or).

- (a) Define *clause coverage* (**points 2**) and for the above expression derive a set of test cases that give clause coverage. (**points 2**)
- (b) Define what it means for a clause to determine a predicate. (points 2)
- (c) There are many variations on how to define *active clause coverage*. Give two definitions and explain the differences. (**points** 4).
- 4. Input Space Partitioning.
  - (a) For an input domain define what a partition of a domain is. (points 2)
  - (b) When deriving test cases, why should the blocks in a partition be disjoint? (points 2)
  - (c) The test designer has many possible partitions to pick. What criteria does the test designer use to design partitions? (points 2)
- 5. General Practical Questions on Testing.
  - (a) Discuss why it is often useful to have as a test engineer somebody who has not actually developed the component under test. (points 2)

- (b) What is a test plan? Why is one necessary or useful? What sort of things go into a test plan? (points 4) (I don't expect you to give a complete description of test plans, but I do expect you to include some of the important items that should go into a test plan.)
- (c) Describe test driven development; in particular, describe the meaning of the mantra: "Red, Green, Refactor". (points 4)