Testing Process and Methods

CS 490MT/5555, Fall 2015, Yongjie Zheng

Context of Software Testing

Verification & Validation

- Verification: checking that the software conforms to its specification.
- Validation: checking that the software meets the customer's expectations. – more general
- ▶ Techniques of verification and validation
 - ▶ Inspections static
 - Automated code analysis
 - Formal verification
 - Software testing dynamic

Definition of Software Testing

Software testing is a fundamental technique used to determine errors. It <u>executes</u> the software using <u>representative data samples</u> and <u>comparing</u> the actual results with the <u>expected results</u>.

Software Test: Pass/Fail

- ▶ Given a software system S and a test case t:
 - Test case t passes if the actual output for an execution of S with t is the same as the expected output for t; otherwise t fails.

How to generate test cases

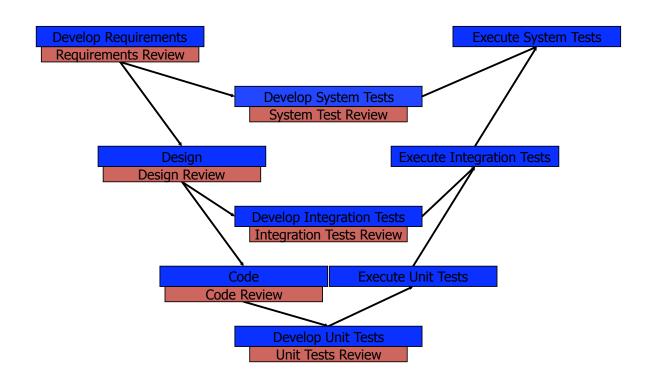
- White-box testing structural, program-based testing
 - Test cases are designed, selected, and run based on structure of the source code (control-flow coverage, data-flow coverage).
 - Tests the nitty-gritty.
 - Drawbacks: need access to source.
- Black-box testing functional, specification-based testing
 - Test cases are designed, selected, and run based on specifications.
 - Tests the overall system behavior.
 - Drawbacks: less systematic.

What to test

- Unit test
 - Testing individual modules.
- Integration test
 - ▶ Testing the composition of modules.
- System (acceptance) test
 - ▶ Testing the whole system against requirements specification.
- Regression test
 - Retesting a modified program.

V-Model

V-Model of Development & Testing (the big picture)



Let's get them summarized a little bit ...

	Unit Test	Integration Test	System Test	Regression Test
White-box test	*	*		*
Black-box test		*	*	*

Important Activities in Software Testing

▶ Test Data (Test Case) Generation

- Input
 - White-box: structure coverage.
 - ▶ Black-box: specification based.
- Expected Output
 - Test Oracle: the tester or an external mechanism that can accurately decide whether or not the output produced by a program is correct.
 - Non-testable.
 - No oracle: for example, to test a program that calculates the total volume of water on earth.
 - ☐ Have oracle, but hard to decide: for example, to test a program that sorts an integer array whose size is over 1,000.
- Localizing fault based on test results

Testing Techniques

Test Data Generation

Ostrand, T. J. and Balcer, M. J. 1988. The category-partition method for specifying and generating fuctional tests. Commun. ACM 31, 6 (Jun. 1988), 676-686.

Fault Localization

▶ Jones, J.A., Harrold, M. J., and Stasko, J. 2002. Visualization of test information to assist fault localization. In Proceedings of the 24th international Conference on Software Engineering (Orlando, Florida, May 19 - 25, 2002). ICSE '02. ACM, New York, NY, 467-477.

Intuition

Statements that are primarily executed by failed test cases are more suspicious than statements that are primarily executed by passed test cases.

$$suspiciousness(s) = \frac{\frac{failed(s)}{totalfailed}}{\frac{passed(s)}{totalpassed} + \frac{failed(s)}{totalfailed}}$$

- ▶ Input (S: a software system; t: test case; T: test suite)
 - The source code for S
 - The pass/fail results for executing S with each t in T
 - The code coverage of executing S with each t in T
 - The code coverage for t consists of the source code statements that are executed when S is run with t.

Output

- Suspicious score for each executed source code statement
- Visualization of the source code in which the individual statements are colored according to their participation in the testing

The following five slides are provided by <a href="Prof.]ames A.]ones.



```
failed(s)
                                       total failed
             suspiciousness(s) =
                                              failed(s)
                                             total failed
   mid() {
    int x,y,z,m;
1: read("Enter 3 numbers:",x,y,z);
                                                                  0.5
                                                                  0.5
2: m = z;
                                                                  0.5
3: if (y < z)
                                                                   1.6
4: if (x < y)
                                                                   0.0
5:
    m = y;
6: else if (x < z)
                                                                   8.
7: m = y; // bug
                                                                  0.0
   else
                                                                  0.0
9: if (x>y)
                                                                  0.0
10:
    m = y;
                                                                  0.0
11: else if (x>z)
12:
    m = x;
13: print("Middle number is:", m);
                                                                  0.5
                                    Pass Status P
                                                 P
                                                    P
```

For statement s:

Hue summarizes
pass/fail results of
test cases that
executed s

Brightness presents the "confidence" of the hue assigned to <u>s</u>

```
Test Cases
   mid() {
    read("Enter 3 numbers: ", x, y, z);
    if (y < z)
       if (x < y)
4:
5:
       else if (x < z)
6:
7:
    else
8:
       if (x>y
9:
10
11:
12:
13: print("Middle number is:", m);
                                                                  F
                                         Pass Status
```

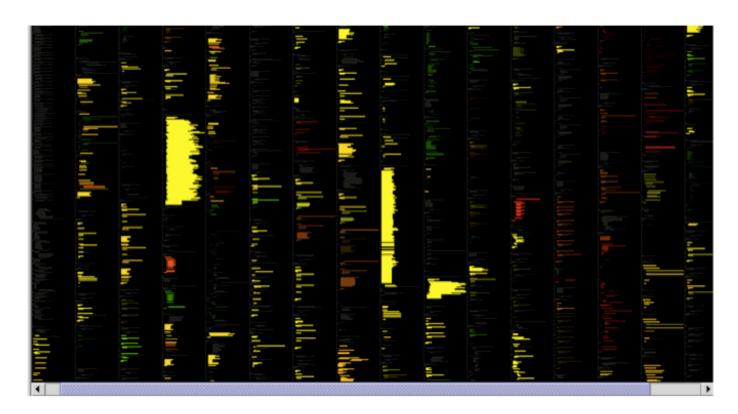
SeeSoft view

each pixel represents a character in the source

```
mid() {
  int x,y,z,m;
  read("Enter 3 numbers:",x,y,z);
  m = z;
  if (y<z)
    if (x<y)
        m = y;
  else if (x<z)
        m = y;
  else
  if (x>y)
        m = x;
  print("Middle number is:", m);
}
```

SeeSoft view

each pixel represents a character in the source



Goal

- The tests are executed for all of the systems' functions
- The tests are designed to maximize the chances of finding errors in the software.
 - Testing boundary conditions, special cases, error handlers, and cases where inputs and the system environment interact in potentially dangerous ways.

Approach

- Partition the input domain of a function being tested, and then select test data from each class of the partition.
- The idea is: all elements within an equivalence class are essentially the same for the purpose of testing.

- Specific Steps of Category-Partition Method
 - Decompose functional specification into <u>functional units</u> that can be tested independently.
 - Identifying <u>categories</u> based on parameters and environment conditions.
 - ▶ Parameters are the explicit inputs to a functional unit
 - Environment conditions are characteristics of the system's state at the time of executing a functional unit
 - A category is a major property or characteristic of a parameter or environment condition.
 - Partition each category into distinct <u>choices</u>.
 - Determine <u>constraints</u> among the choices.
 - Generate **testing specifications**.

Rule of Thumb

- Choose test cases on the boundaries of the partitions plus cases close to the mid-point of the partition.
- While the categories are derived entirely from information in the specification, the choices can be based on
 - ▶ The specification
 - ▶ The tester's past experience
 - ▶ Knowledge about the system

Example: Search

```
procedure Search (Key : ELEM ; T: ELEM_ARRAY;
Found : out BOOLEAN; L: out ELEM_INDEX) ;
```

Pre-condition

The array has at least one element T'FIRST <= T'LAST

Post-condition

The element is found and is referenced by L (Found and T (L) = Key)

or

```
The element is not in the array ( not Found and not (exists i, T'FIRST >= i <= T'LAST, T (i) = Key ))
```

- Category Partitions for Search
 - Number of occurrences of key in the sequence
 - none, exactly one (assuming no duplicates in the sequence)
 - Position of key in the sequence
 - first element, middle element, last element
 - Sequence size
 - single value, many values

Array	Element	
Single value	In sequence	
Single value	Not in sequence	
More than 1 value	First element in sequence	
More than 1 value	Last element in sequence	
More than 1 value	Middle element in sequence	
More than 1 value	Not in sequence	

Input sequence (T)	Key (Key)	Output (Found, L)
17	17	true, 1
17	0	false, ??
17, 29, 21, 23	17	true, 1
41, 18, 9, 31, 30, 16, 45	45	true, 7
17, 18, 21, 23, 29, 41, 38	23	true, 4
21, 23, 29, 33, 38	25	false, ??

Facts About Testing

- Testing can only show the presence of errors, not their absence.
- Automatic test cases generation is impossible.
- A major problem that arises during integration testing is localizing errors.