# **Lab 7: Software Testing**

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#### **Section A**

Consider a program for determining the previous date. Its input is triple of day, month and year with the following ranges  $1 \le month \le 12$ ,  $1 \le month \le 31$ ,  $1900 \le month \le 2015$ . The possible output dates would be previous date or invalid date. Design the equivalence class test cases?

#### **Equivalence classes:**

- 1. Valid dates: (Dates from (1, 1, 1900) to (31, 12, 2015) such that day, month and year are in the given ranges. ex: (13, 2, 2002), (3, 7, 2010), (21, 12, 1995) etc.)
- 2. Invalid dates: The input triple (day, month, year) that represents an invalid date, such as (30, 2, 2002) or (29, 2, 1900).
- 3. Out of range dates: e (Dates from (1, 1, 1900) to (31, 12, 2015) such that day, month and year are not in the given ranges. ex: (33, 6, 2020), (1,16,2033), (15,0,2022) etc.)

Based on these equivalence classes, we can design the following test cases to calculate previous date

#### Valid Dates:

Input	Expected Output
30-07-2003	29-07-2003
01-01-2011	31-12-2010
29-02-2000	28-02-2000

#### **Invalid Dates:**

Input	Expected Output
31-06-2003	Invalid
30-02-2000	Invalid
29-02-2010	Invalid

#### Out of Range Dates:

Input	Expected Output
32-07-2003	Invalid
01-30-2011	Invalid

#### **Boundary value analysis:**

1 Earliest date: 1-1-1900

2. Last possible date: 31-12-2015

3. Leap year: 29-2-2000

4. Invalid leap year date: 29-2-2001

5. Previous of earliest date: 31-12-18996. A day after last possible date: 1-1-2016

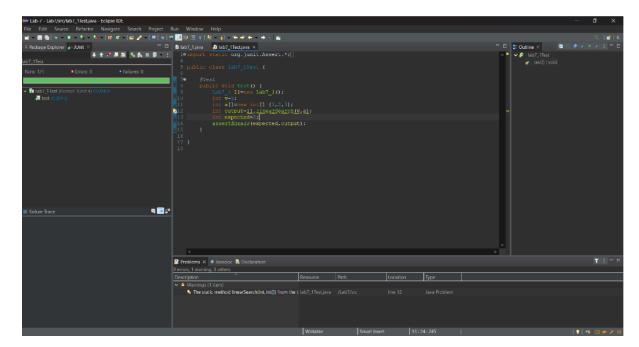
# **Boundary test cases:**

Input	Output
01-01-1900	Invalid
31-12-2015	30-12-2015
29-02-2000	28-02-2000
29-02-2001	Invalid
31-01-2000	30-012000

Program 1: The function linear Search searches for a value v in an array of integers a. If v appears in the array a, then the function returns the first index i, such that a[i] == v; otherwise, -1 is returned.

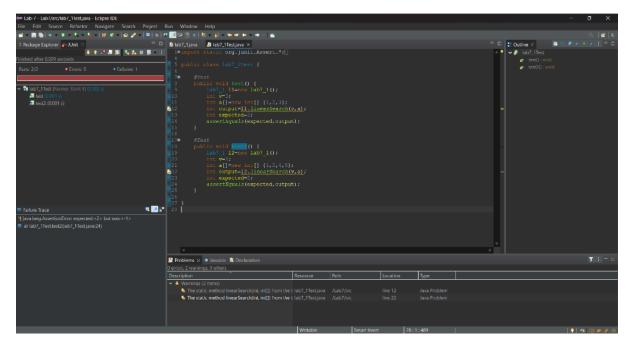
Text Action and Input Data	Expected Output
<b>Equivalence Partitioning</b>	
a = [2,3,4,6,5], v= 5	4
a = [6,5,4,3], v= 2	-1
a = [], v=2	-1
<b>Boundary Value Analysis</b>	
Minimum length array	-1
a=[], v=4	
Maximum length array	-1
a=[2,3,4,5,6,7,8,9,0], v=22	
Minimum value of v	0
a=[0,1,2,3], v=0	
Maximum value of v	8
a=[1,2,3,4,5,6,7,8,9], v=9	

Test case passed:



Input: A=[1,2,3] v=3 Output: 2

# Test case failed:

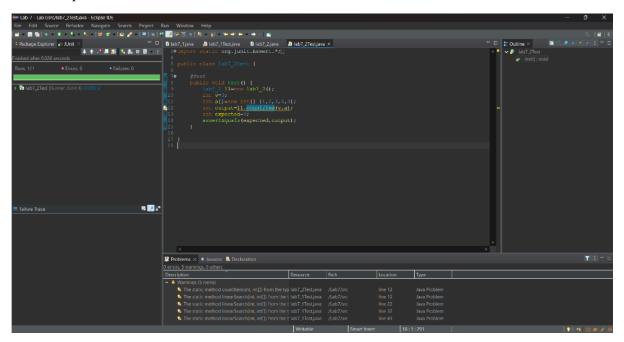


Input: A=[1,2,4,5] v=3 Output: 2

# Program 2: The function countItem returns the number of times a value v appears in an array of integers a.

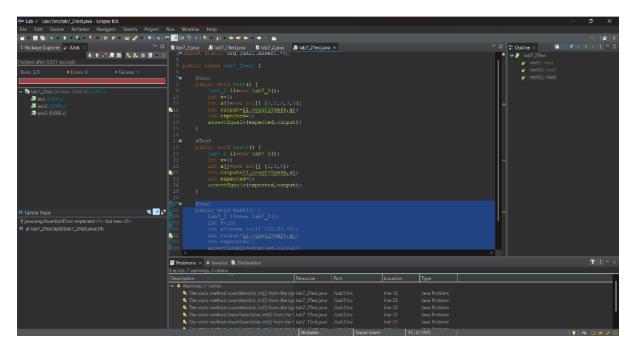
Text Action and Input Data	Expected Output

<b>Equivalence Partitioning</b>	
a = [1,2,3,4,2], v= 2	2
a = [6,5,4,3], v= 2	0
a = [], v=2	0
<b>Boundary Value Analysis</b>	
Minimum length array	0
a =[] v=4	
Maximum length array	6
a = [2,2,2,2,2,2], v=2	



A=[1,2,3,3,3] v=3 Output: 3

Test Case failed:



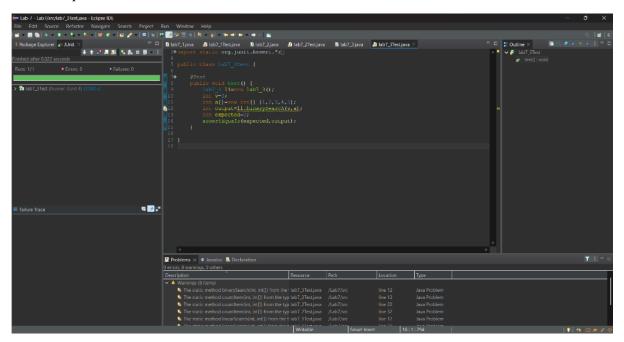
A=[10,20,10] v=10

Output: 1

Program 3: The function binarySearch searches for a value v in an ordered array of integers a. If v appears in the array a, then the function returns an index i, such that a[i] == v; otherwise, -1 is returned.

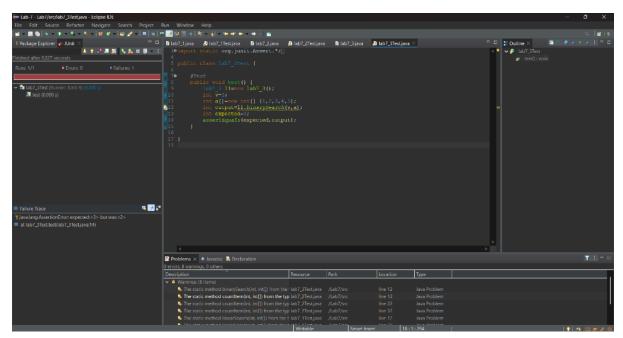
Text Action and Input Data	Expected Output	
E . 1 . D		
<b>Equivalence Partitioning</b>		
a = [1,2,3,4,5], v = 2	1	
[a = [1,2,3,4,3], v = 2		
a = [3,3,6], v = 3	0	
a = [], v=2	-1	
a = [1,2,5,9], v=3	-1	
D 1 37 1 A 1 .		
<b>Boundary Value Analysis</b>		
Minimum length of array	-1	
a = [], v = 5		
$\begin{bmatrix} a - b \end{bmatrix}$ , $v = 3$		
Maximum length array	0	
a = [2,2,2,2,2,2], v=2		
$\begin{bmatrix} a - [\angle, \angle, \angle, \angle, \angle, \angle, \angle], \ V - \angle \end{bmatrix}$		
Minimum value of v	0	
$a = [1 \ 2 \ 2]  y = 1$		
a = [1,2,3], v = 1		

Maximum value of v	2
a = [2,6,9], v = 9	



A=[1,2,3,4,5] v=3 Output: 2

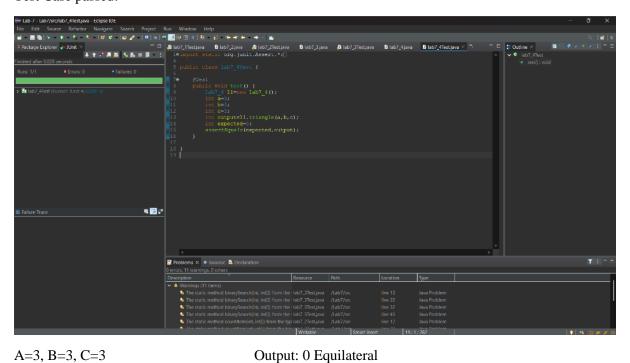
# Test case failed:



A=[1,2,3,4,5] v=3 Output: 3

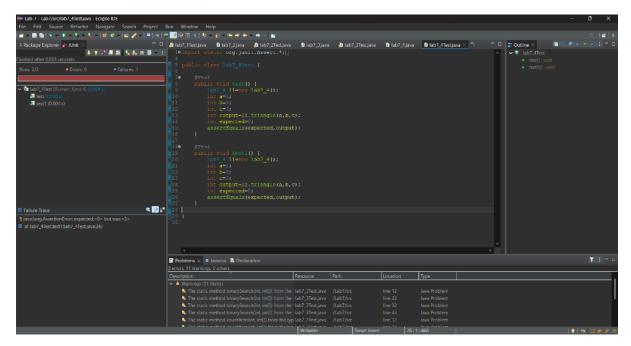
Program 4: The following problem has been adapted from The Art of Software Testing, by G. Myers (1979). The function triangle takes three integer parameters that are interpreted as the lengths of the sides of a triangle. It returns whether the triangle is equilateral (three lengths equal), isosceles (two lengths equal), scalene (no lengths equal), or invalid (impossible lengths).

Text Action and Input Data	Expected Output
Equivalence Partitioning	
1,1,1	0
4,4,6	1
3,4,5	2
<b>Boundary Value Analysis</b>	
1,5,6	3
0,0,0	3
0,9,-2	3
1,200000000000,999999999999999	3



A=3, B=3, C=3

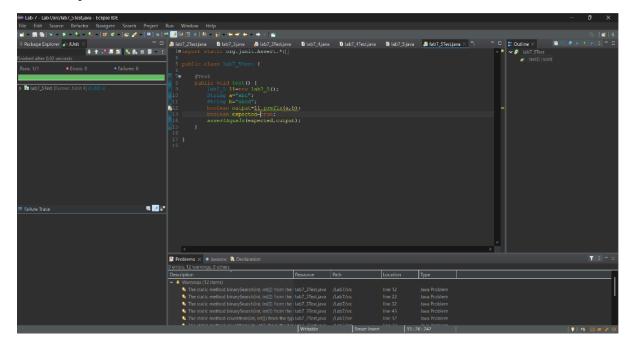
# Test Case failed:



A=1, B=2, C=3 Output: 0

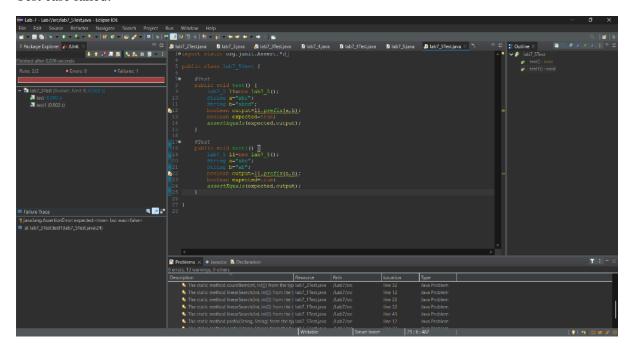
Program 5 The function prefix (String s1, String s2) returns whether or not the string s1 is a prefix of string s2 (you may assume that neither s1 nor s2 is null).

Text Action and Input Data	Expected Output
Equivalence Partitioning	
((2)	true
"", "lab"	true
"lab", "lab"	true
"lab", "lag"	false
"labs", "lab"	false
Boundary Value Analysis	
((2)	true
"", "lab"	true
"lab", "lag"	false
"labs", "lab"	false



S1 = abc s2 = abcd Output: true

# Test case failed:



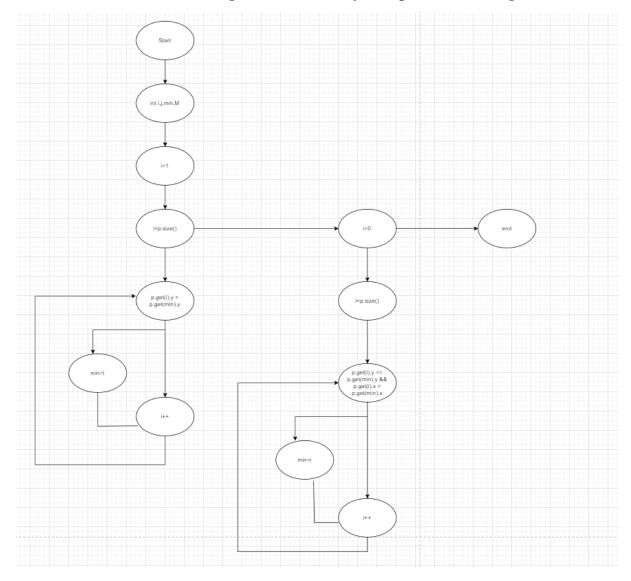
S1 = abc s2 = ab Output: false

Program6: Consider again the triangle classification program (P4) with a slightly different specification: The program reads floating values from the standard input. The three values A, B, and C are interpreted as representing the lengths of the sides of a triangle. The program then prints a message to the standard output stating whether the triangle can be formed, is scalene, isosceles, equilateral, or right-angled. Determine the following for the above program:

- a) Equivalence Classes for the system are:
- EC1: The lengths of all sides are positive real numbers
- EC2: The length of at-least one side is 0 or negative.
- EC3: The sum of the lengths of any two sides is less than the length of the third side
- EC4: The sum of the lengths of any two sides is greater than the length of the third side
- b) Test cases to cover the equivalence class:
- TC1: A=3, B=4, C=5 : right-angled triangle
- TC2: A=3, B=3, C=3 : equilateral triangle
- TC3: A=3, B=3, C=4: isosceles triangle
- TC4: A=6, B=7, C=8 : scalene triangle
- TC5: A=0, B=2, C=3: invalid
- TC6: A=-1, B=9, C=9: invalid
- c) Test cases for boundary condition A + B > C case (scalene triangle):
- TC7: A=3, B=6, C=10
- d) Test case for boundary condition A=C case (isosceles triangle):
- TC8: A=5, B=6, C=5
- e) Test case for the boundary condition A = B = C case (equilateral triangle)
- TC9: A=5, B=5, C=5
- f) Test case for the boundary condition A2 + B2 = C2 case (right-angle triangle)
- TC10: A=3, B=4, C=5
- g) Test case for the non-triangle case
- TC11: A=1, B=2, C=3
- h) Test case for non-positive input
- TC12: A=-1, B=2, C=3

#### **Section B:**

The code below is part of a method in the ConvexHull class in the VMAP system. The following is a small fragment of a method in the ConvexHull class. For the purposes of this exercise you do not need to know the intended function of the method. The parameter p is a Vector of Point objects, p.size() is the size of the vector p, (p.get(i)).x is the x component of the ith point appearing in p, similarly for (p.get(i)).y. This exercise is concerned with structural testing of code and so the focus is on creating test sets that satisfy some particular coverage criterion.



### **Statement coverage test cases:**

TC1:  $p = empty \ vector$ 

TC2: p = vector with one point

TC3: p = vector with two points with the same y component

TC4: p = vector with two points with different y components

TC5: p = vector with three or more points with different y components

TC6: p = vector with three or more points with the same y component

#### **Branch coverage test sets:**

TC1:  $p = empty \ vector$ 

TC2: p = vector with one point

TC3: p = vector with two points with the same y component

TC4: p = vector with two points with different y components

TC5: p = vector with three or more points with different y components, and none of them have the same x component

TC6: p = vector with three or more points with the same y component, and some of them have the same x component

TC7: p = vector with three or more points with the same y component, and all of them have the same x component

#### **Basic condition coverage test sets:**

TC1:  $p = empty \ vector$ 

TC2: p = vector with one point

TC3: p = vector with two points with the same y component, and the first point has a smaller x component

TC4: p = vector with two points with the same y component, and the second point has a smaller x component

TC5: p = vector with two points with different y components

TC6: p = vector with three or more points with different y components, and none of them have the same x component

TC7: p = vector with three or more points with the same y component, and some of them have the same x component

TC8: p = vector with three or more points with the same y component, and all of them have the same x component.

# **Example Test Cases:**

```
1) p=[(x=2,y=3),(x=2,y=2),(x=1,y=5),(x=1,y=4)]
2) p=[(x=5,y=6),(x=3,y=2),(x=3,y=4),(x=1,y=2)]
3) p=[(x=5,y=6),(x=3,y=5),(x=1,y=5),(x=4,y=5),(x=2,y=7)]
4) p=[(x=7,y=8)]
5) p=[]
```