VISIBLE

The problem?

Exhaustive Unit-Testing Is Difficult.

Structure

- How we solve it Symbolic Execution.
- Demo
- How we built it
- Conclusion and Extensions

VISIBLE

VISIBLE

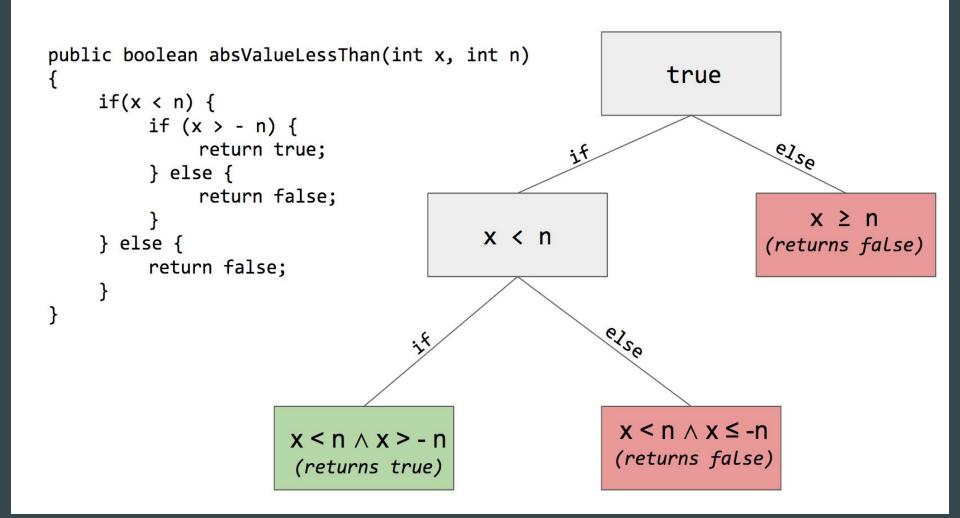
VISiBLE

VISIBLE

What is symbolic execution?

- Execute a program using arbitrary inputs instead of concrete ones.

- Explore all possible execution paths of a program.



```
public boolean absValueLessThan(int x, int n)
                                                          true
     if(x < n) {
          if (x > - n) {
                                                                   6126
               return true;
          } else {
              return false;
                                                                       x \ge n
                                         x < n
     } else {
                                                                   (returns false)
          return false;
                                                   6126
 Test-case
                                                      x < n \land x \le -n
generation
                       x < n \land x > -n
                                                     (returns false)
                        (returns true)
```

Demo

```
public static void maxOfThree(int x, int y, int z) {
    int max = Integer.MIN VALUE;
    if (x >= y) {
      if (x >= z) {
        max = x;
      else {
        max = z;
    else {
      if (y >= z) {
        max = y;
      else {
        max = z;
```

```
public static boolean absLessThan(int x, int n)
   if (x < n) {
     if (x \rightarrow -n)
       return true;
     } else {
       return false;
   } else {
       return false;
```

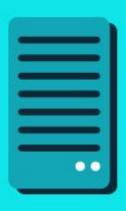
How we built it

The Recipe



BACK-END

FRONT-END







The Front-end

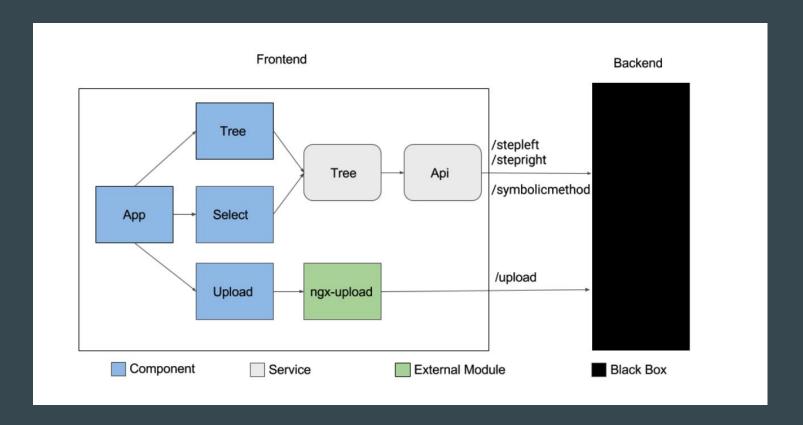
Where the visualisation happens.

Front-end

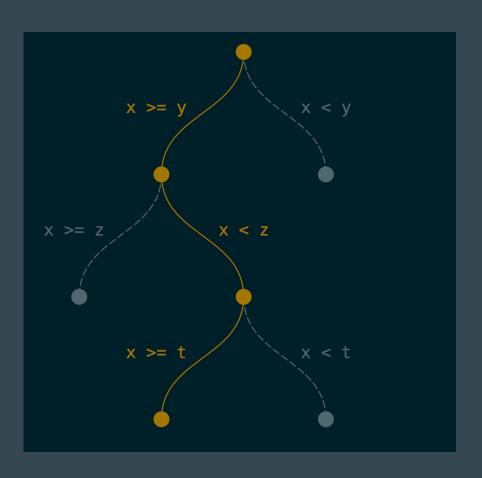
Structure

Drawing

Structure



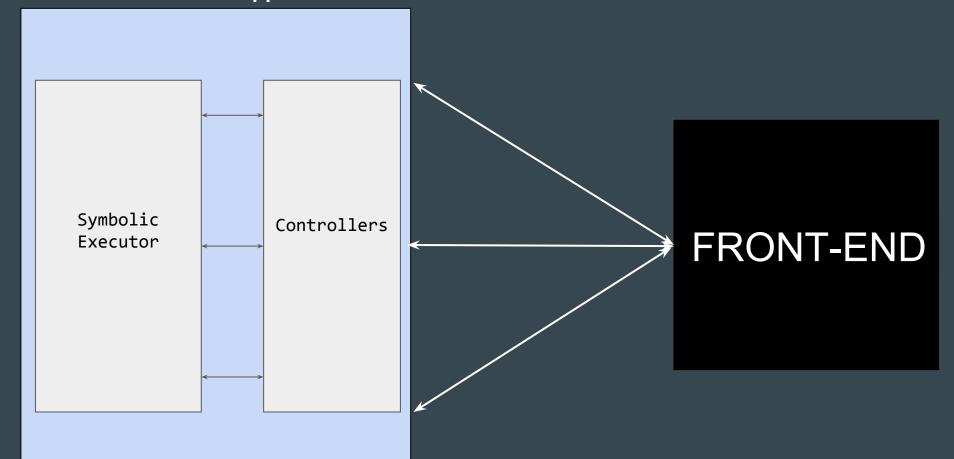
Drawing



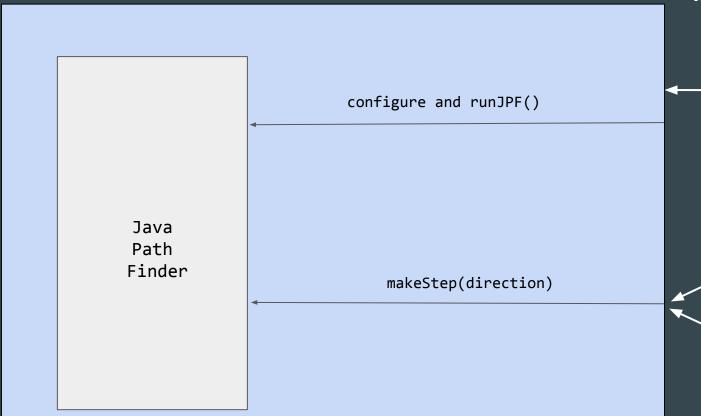
The Back-end

The magic of Symbolic Execution

VISiBLE Server Application



JPFAdapter



SymbolicExecutor Methods

execute()

Returns first node

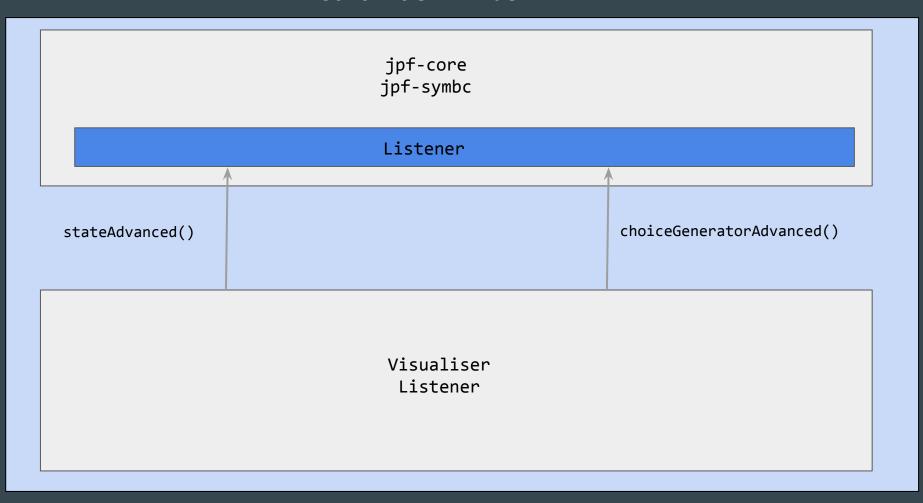
stepLeft()

Returns left node

StepRight()

Returns right node

Java Path Finder



Extensions

Extending the range of supported types

Restore previously explored states

Smart visualisation

Stack/heap visualisation

IDE integration

Non-deterministic choices

Conclusion

Thank you!

Questions?