# Software Testing (Lecture 11-a)

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#### White-box Testing

- Designing white-box test cases:
  - requires knowledge about the internal structure of software.
  - white-box testing is also called <u>structural testing</u>.

#### **Black-box Testing**

- #Two main approaches to design black box test cases:
  - Equivalence class partitioning
  - Boundary value analysis

### White-Box Testing

- #There exist several popular white-box testing methodologies:
  - Statement coverage

  - path coverage
  - condition coverage
  - mutation testing
  - data flow-based testing

#### **Statement Coverage**

- Statement coverage methodology:
  - design test cases so that
    - every statement in a program is executed at least once.

#### **Statement Coverage**

#### **\*\*The principal idea:**

- unless a statement is executed,
- we have no way of knowing if an error exists in that statement.

### Example

#### **Branch Coverage**

- **\*\*Test cases are designed** such that:
  - different branch conditions
    - in turn.

#### **Branch Coverage**

- **\*\*Branch testing guarantees** statement coverage:
  - a stronger testing compared to the statement coverage-based testing.

### **Example**

#### Example

**\*\*Test cases for branch coverage can be:** 

$$\Re\{(x=3,y=3),(x=3,y=2),(x=4,y=3),(x=3,y=4)\}$$

#### **Condition Coverage**

#Test cases are designed such that:

- each component of a composite conditional expression

### Example

- **\*\*Consider the conditional** expression
  - △((c1.and.c2).or.c3):
- Each of c1, c2, and c3 are exercised at least once,
  - i.e. given true and false values.

### **Branch testing**

- **#Condition testing** 
  - stronger testing than branch testing:
- **#Branch testing** 
  - stronger than statement coverage testing.

#### **Condition coverage**

Consider a boolean expression having n components:

for condition coverage we require 2<sup>n</sup> test cases.

### Path Coverage

★Design test cases such that:

all linearly independent paths in the program are executed at least once.

# Linearly independent paths

- **#Defined** in terms of
  - control flow graph (CFG) of a program.

# Path coverage-based testing

**\*\*To understand the path coverage-based testing:** 

we need to learn how to draw control flow graph of a program.

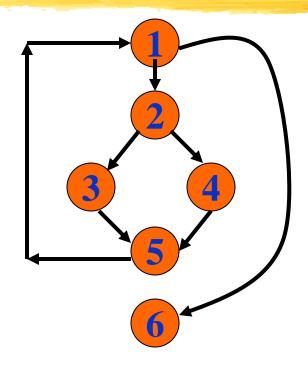
# Control flow graph (CFG)

- **\*\*A** control flow graph (CFG) describes:
  - the sequence in which different instructions of a program get executed.
  - the way control flows through the program.

- **\*\*Number all the statements of a program.**
- **\*\*Numbered statements:** 
  - represent nodes of the control flow graph.

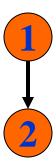
### **Example**

## **Example Control Flow Graph**

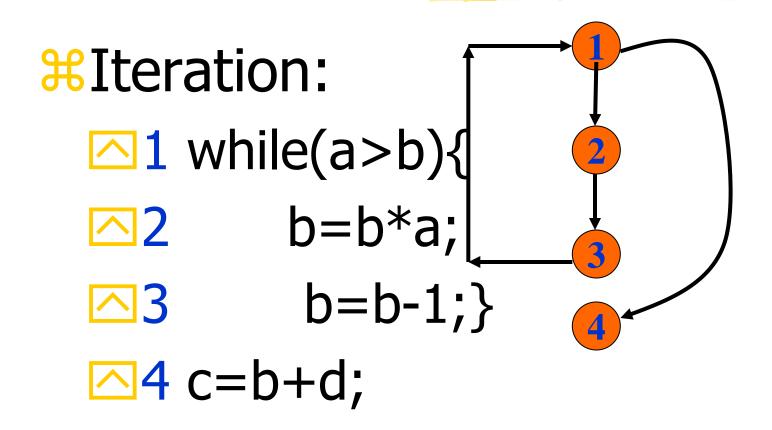


#### **\*\*Sequence:**

- $\triangle 1$  a=5;
- $\triangle 2$  b=a\*b-1;



```
Selection:
△1 if(a>b) then
           c=3;
\triangle3 else c=5;
\triangle4 c=c*c;
```



### Path

#### **\*\*A** path through a program:

- rom the starting node to a terminal node of the control flow graph.
- There may be several terminal nodes for program.

#### Independent path

- **\*\*Any path through the program:** 
  - introducing at least one new node:
    - Ithat is not included in any other independent paths.

#### Independent path

- **XIt** is straight forward:
  - to identify linearly independent paths of simple programs.
- **#For complicated programs:** 
  - it is not so easy to determine the number of independent paths.

# McCabe's cyclomatic metric

- **\*\*An upper bound:** 
  - for the number of linearly independent paths of a program
- \*\*Provides a practical way of determining:
  - the maximum number of linearly independent paths in a program.

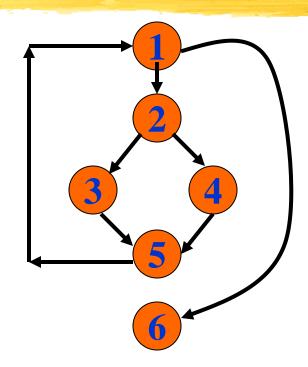
# McCabe's cyclomatic metric

**∺**Given a control flow graph G, cyclomatic complexity V(G):

$$\sim$$
 V(G)= E-N+2

- N is the number of nodes in G
- E is the number of edges in G

# **Example Control Flow Graph**



### Example

#Cyclomatic complexity = 7-6+2=3.

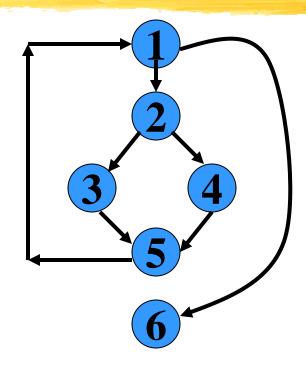
#### **Cyclomatic complexity**

- \*\*Another way of computing cyclomatic complexity:
  - inspect control flow graph
  - determine number of bounded areas in the graph

#### **Bounded area**

**\*\*Any region enclosed by a nodes and edge sequence.** 

# **Example Control Flow Graph**



### Example

- #From a visual examination of the CFG:

  - $\triangle$  cyclomatic complexity = 2+1=3.

### **\*\*McCabe's metric provides:**

□ a quantitative measure of testing difficulty and the ultimate reliability

### **#Intuitively**,

number of bounded areas increases with the number of decision nodes and loops.

- - you can write a program which determines the number of nodes and edges of a graph
  - applies the formula to find V(G).

- #The cyclomatic complexity of a program provides:

- Defines the number of independent paths in a program.
- **\*\*Provides a lower bound:** 
  - In the number of test cases for path coverage.

- Knowing the number of test cases required:
  - does not make it any easier to derive the test cases,
  - only gives an indication of the minimum number of test cases required.

## Path testing

### **\*\*The tester proposes:**

an initial set of test data using his experience and judgement.

# Path testing

- **\*\*A** dynamic program analyzer is used:

  - the output of the dynamic analysis
    - used to guide the tester in selecting additional test cases.

# **Derivation of Test Cases**

**#Let us discuss the steps:** 

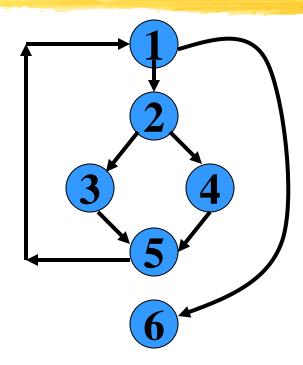
to derive path coveragebased test cases of a program.

# **Derivation of Test Cases**

- #Draw control flow graph.
- #Determine V(G).
- #Determine the set of linearly independent paths.
- **#Prepare test cases:** 
  - to force execution along each path.

# Example

# **Example Control Flow Diagram**



#### **Derivation of Test Cases**

Number of independent paths: 3

$$\triangle$$
1,6 test case (x=1, y=1)

$$1,2,3,5,1,6$$
 test case(x=1, y=2)

$$1,2,4,5,1,6$$
 test case(x=2, y=1)

# An interesting application of cyclomatic complexity

- **Relationship** exists between:
  - McCabe's metric
  - the number of errors existing in the code,
  - the time required to find and correct the errors.

- Cyclomatic complexity of a program:
  - △also indicates the psychological complexity of a program.
  - difficulty level of understanding the program.

- #From maintenance perspective,
  - limit cyclomatic complexity
    - ✓of modules to some reasonable value.
  - - restrict cyclomatic complexity of functions to a maximum of ten or so.

- **Exhaustive testing of non**trivial systems is impractical:
  - we need to design an optimal set of test cases
    - should expose as many errors as possible.

- **#If we select test cases** randomly:
  - many of the selected test cases do not add to the significance of the test set.

- **#There are two approaches to testing:** 
  - black-box testing and
  - white-box testing.

- #Designing test cases for black box testing:
  - does not require any knowledge of how the functions have been designed and implemented.

## **\*White box testing:**

- requires knowledge about internals of the software.
- Design and code is required.

- \*\*We have discussed a few white-box test strategies.
  - Statement coverage
  - branch coverage
  - condition coverage
  - path coverage

- **\*\*A** stronger testing strategy:
  - rovides more number of significant test cases than a weaker one.
  - Condition coverage is strongest among strategies we discussed.

- \*\*We discussed McCabe's Cyclomatic complexity metric:
  - provides an upper bound for linearly independent paths
  - correlates with understanding, testing, and debugging difficulty of a program.