



Requirements and testing

Are they really good friends?

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Summary

What about Testing and QA?

Performing static testing on requirements.





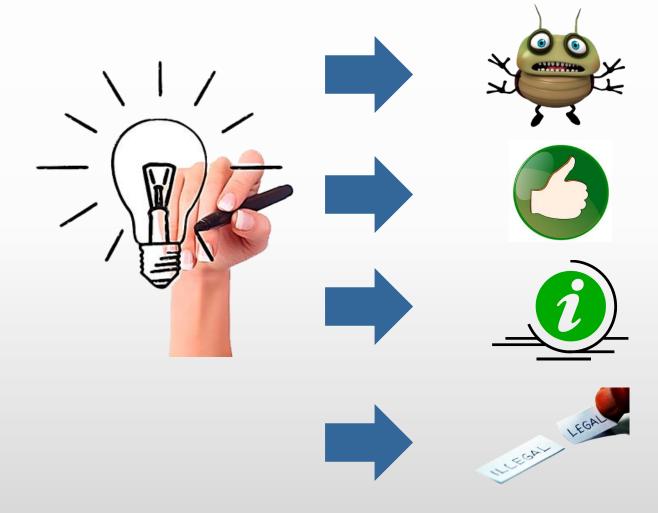






What is

Testing?







What is **Testing?**



"Testing is the process to identify differences between actual and expected results." (ISO 9126)

"Testing is demonstrating that a system is fit for purpose." (Evans, 1996)

"Testing is the process of executing a program or system with the intent of finding errors." (Myers, 1979)

"Testing is the process of establishing confidence that a program or system does what it is supposed to." (Hetzel, 1973)





What is

Testing?



Software testing assures that the system is ready (or not!) to meet customer needs.





Testing aims to bring to light the lack in quality, which reveals itself in defects.



Put formally: it aims to establish the difference between the product and the previously set requirements.



Put positively: it aims to create faith in the product.





What is NOT **Testing?**



... a matter of releasing or accepting something. Testing supplies advice on the quality.

Software testing is not...



... a post-development phase. Testing activities should be carried out in parallel to development.



... implementation of an information system.





What is NOT Testing?

... intended initially to establish whether the correct functionality has been implemented.

Software testing is not...



... cheap (or it is?)



... training for operation and management.





Testing responsibilities

Responsibilities in a system development phase could be splitted into 2 main groups





Client, user, manager and system administrator

System developer and supplier





How can we explain what every group is doing?





Testing

respoi

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Builds and validates requirements

testing responsibilities

Establishes requirements



Supplying party

Demonstrates that what should be supplied actually is supplied.



Establishes if what has been requested has actually been received and if they can do with the product what they want to/need to do.



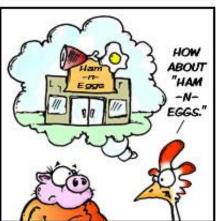




Testing responsibilities

Agile explains that...







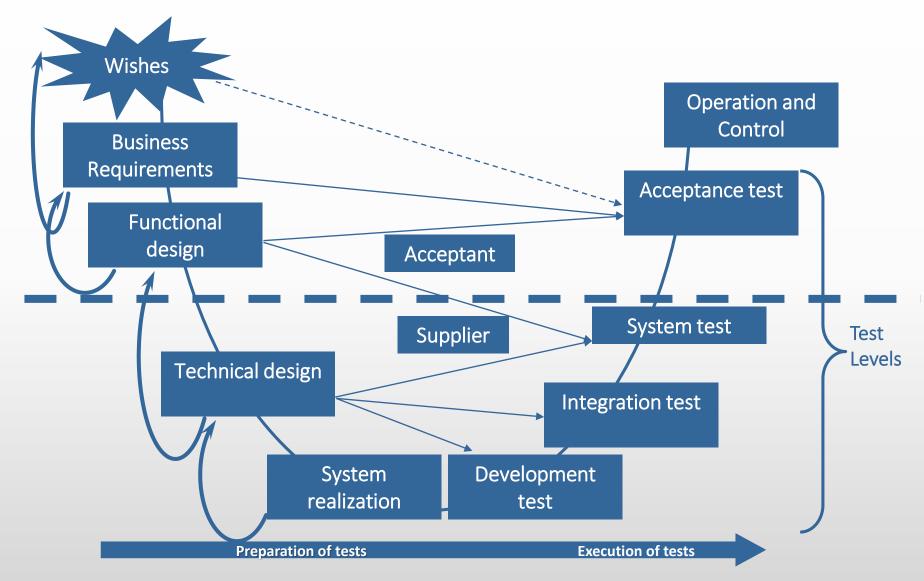
By Clark & Vizdo

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Testing responsibilities







Unit testing

Definition

Unit Testing is the testing level of software in which every isolated and smallest unit and component of a software is tested. The purpose is to validate that each unit of the software performs as designed.

Purposes

The supplying party wants to demonstrate that the product meets the technical design and specifications.

Remove blocking issues and other types of defects that are more difficult to see in next testing stages.





Integration testing







System testing

Characteristics

It's done by an independent team.

It's the only level which has a structured process with well defined stages.

It's the first level in which functionality can be tested as a whole.

It's main source of information are requirements of the system.

Benefits

It simulates the behavior of a system from the customer point of view.

As it's done by an independent team, it's the 1st test that can guarantee a good objectivity of the testing being done.





User Acceptance testing

Definition

UAT is the last test level. The client determines whether the system is ready for release, by analyzing if the product meets their requirements.

Purposes

Determine if the product is ready to be released.

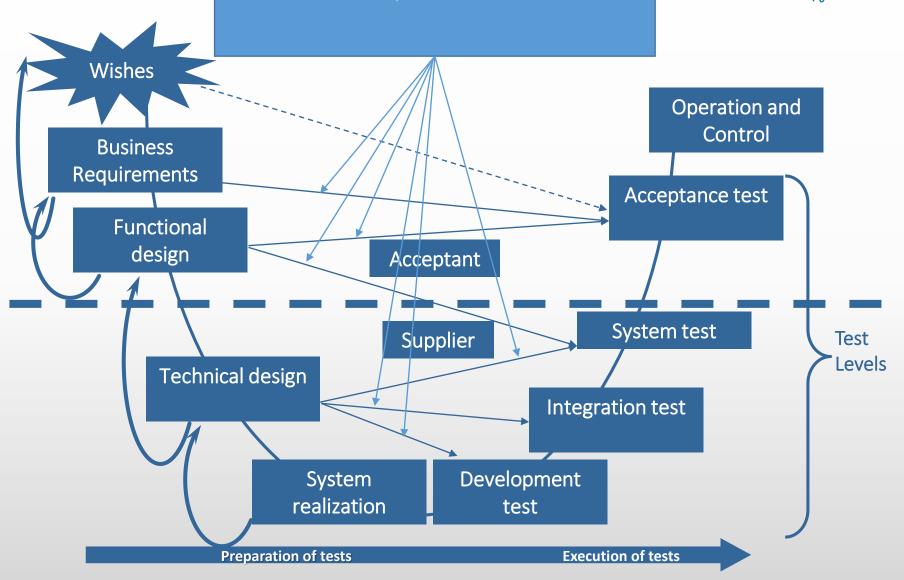
See if changes in requirements have been correctly processed.

Matching product vision between supplying and accepting parts.

Requirements!



Testing responsibilities











Scenario

In groups of 4 people

Give examples of test basis (requirements) that could be useful for every of the four test levels (10 minutes).





Ways of doing **Testing**

3 ways of doing testing...

Dynamic explicit testing



In the execution of dedicated Test Cases by running software, the actual and expected result is compared to determine if the system behaves as it should.

Dynamic implicit testing



While the course of Dynamic explicit testing, we discover information about the system for which no explicit Test Cases have been designed.

Static testing



Testing of end products without software being run (e.g test of requirements).









Scenario

Imagine that you're moved to a new testing project in which you will test the online shop of a famous retail company with only 4 products offered. The first assignment that you receive is to test the functionality of the purchase process.

Provided info

You only receive 2 pieces of information:

- All combinations of purchasing products should be tested, for all countries in which the company is available.
- The response time of every single page of the purchase process should be quick.





Testing session

While doing the test execution cycle you realized about the following:

- One of the products combinations is not working: a technical error appears after payment process.
- While doing all purchases you have realized that the average response time of every transition is more than 5 seconds.

Provided info

Groups of 4 people

Write down in a paper the conclusions of your testing process (10 minutes). Bear in mind your assignment, provided information and results of your testing session.





Conclusions

Minimum conclusions of the exercise:

- Requirements: What does it means "quick response" -> Not estimable, not testable.
- Testing session: 2 main conclusions:
 - In a functional way the purchasing process can not be verified, as there is one combination of products that can not be bought.
 - From a personal tester point of view we guess that the average response time is
 worse. However we cannot be sure that is not acceptable for the stakeholders, at it's
 not specified in the requirements which is the minimum accepted response time
 between transitions.





What is

Quality Assurance?

What is QA?





"Quality Assurance covers all the planned and systematic activities necessary to provide adequate confidence that a product or service meets the requirements for quality."





Which are these activities?



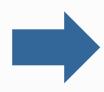


What is

Quality Assurance?

3 QA types of activities...

Preventive measures



Actions focused at preventing a lack of quality (documentation, revision of requirements, standards...)

Detective measures



Actions focused on uncovering a lack of quality by evaluation or testing (Quality control: execution of Test Cases).

Corrective measures



Actions focused on correcting the lack of quality (reworking of defects).















Is there any activity related to requirements that could be considered as QA?



















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Quality Assurance?

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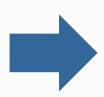




Ways of doing **Testing**

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More quality

Improve quality on requirements helps to create a less buggy application.

Better quality on requirements helps to satisfy customers.

Less cost

Shorter development periods.

Less reworking on defects.





"Early testing, easier life"

The Baziuk Study (1995) estimates the relative cost to repair a defect found in Operations to be between 470 – 880 times the amount found in the Requirements phase of the lifecycle

Life Cycle Stage	Baziuk (1995) Study Costs to Repair when Found	Boehm (1976) Study Costs to Repair when Found ^a
Requirements	1X ^b	0.2Y
Design		0.5Y
Coding		1.2Y
Unit Testing		
Integration Testing		
System Testing	90X	5Y
Installation Testing	90X-440X	15Y
Acceptance Testing	440X	
Operation and Maintenance	470X-880X ^c	

^aAssuming cost of repair during requirements is approximately equivalent to cost of repair during analysis in the Boehm (1976) study.

^bAssuming cost to repair during requirements is approximately equivalent to cost of an HW line card return in Baziuk (1995) study.

^cPossibly as high as 2,900X if an engineering change order is required.





Summary

What about Testing and QA?

Performing static testing on requirements.











Requirements Testing

Testing of requirements should be seen from two points of view...

Business side



Does requirements fullfill business needs?

Technical side



Are requirements written in appropriate way?





Requirements Testing







How can we check that a requirement fullfill business needs?



There is no an easier way to check that, but QA provides some shared methods to check correctness.





Static testing Types

Static testing types

Static testing types



Static analysis



Reviews

Informal review

Walkthrough

Technical review

Inspection





Static

analysis

```
i in people.data.users:
response = client.api.statuses.user_timeline.get(screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_name=i.screen_na
print 'Got', len(response.data), 'tweets from', i.screen_name
if len(response.data) != 0:
                ltdate = response.data[0]['created_at']
                ltdate2 = datetime.strptime(ltdate, '%a %b %d %H:%M:%S +0000 %Y
               today = datetime.now()
               howlong = (today-ltdate2).days
                if howlong < daywindow:</pre>
                                 print i.screen_name, 'has tweeted in the past', daywindow,
                                 totaltweets += len(response.data)
                                 for j in response.data:
                                                 if j.entities.urls:
                                                                 for k in j.entities.urls:
                                                                                newurl = k['expanded_url']
                                                                                urlset.add((newurl, j.user.screen_name))
                                 print i.screen_name, 'has not tweeted in the past', daywind
```

Static analysis







The application is not running while doing static analysis.



Normally, this type of static testing is done by using static analysis test tools.





Static analysis

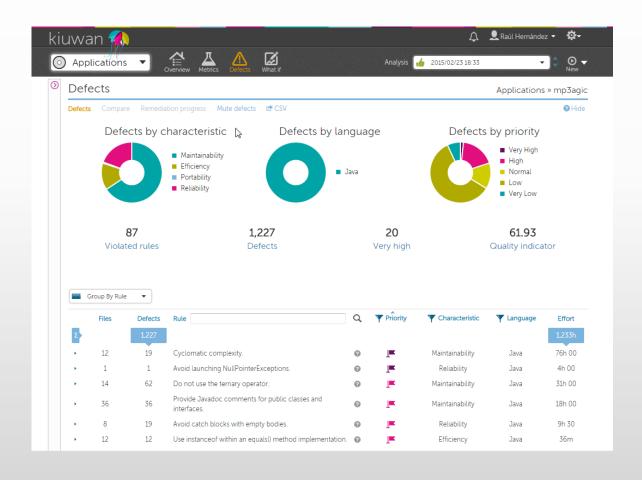
They're able to provide metrics classifying incidences found in our code.



Static analysis tools (e.g Kiuwan or SonarQube) shows inconsistences in our code according to standards.



Static analysis







Static analysis











They're able to find bugs, and not only potential failures.

It helps to detect areas in the code that needs for simplification/refactoring.

It detects flaws or programming code errors.













It is a shared exercise to reach common agreements on important documents (e.g requirements).

It also could help to find out irregularities and flaws into these documents.

Reviews can be applied for any document produced during development process (e.g. Requirements, test cases, designs...)





Static testing Types

Static testing types

Static testing types



Static analysis



Reviews

Informal review

Walkthrough

Technical review

Inspection





Informal review









Specially used when requirements are being built.

Normally, they are run under a peer review focus: author and reviewer.

They do not follow any process or procedure: their purpose is to check about quality on requirements before a more formal review.





Walkthrough









The author of the requirements explain their content to a prepared set of stakeholders.

The author normally lead this meeting once he/she has finished writing requirements.

Attendants to this meeting are normally stakeholders representing business interests.





Technical review

def.i.ni.tion n. l.

The teacher gave de of the new words.

of an image (picti







The purpose is to check if technical language/requirements are understandable enough.

The author needs to convince two levels of stakeholders: business representatives and technical resources (e.g developers).

It's not the most formal review technique: business people sometimes is not able to provide with concrete data on technical aspects.





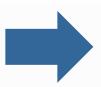
Inspection

which a televised transfer broadcast signal is recommended.

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The teacher gave do not the new words.

of an image (piction)







Inspection is a review type useful when requirements needs to be validated against external documents (e.g APIs).

This review type is the most formal one as it requires a previous preparation, and we know in advance against which documents are we going to face our requirements.

It can also be used to check that our requirements fullfill legal or standard documents.













How we can check technical correctness of a requirement?

sed on finding a

ave not been

count all aspects
that makes a requirement correct from a syntactic
point of view.





Requirements static validation

Technical side

The following factors should be considered when reviewing a User Story...



Completeness

Consistency

Unambiguity

Realisable

Testable

Traceable

Specific

Measurable

Acceptable

Achievable

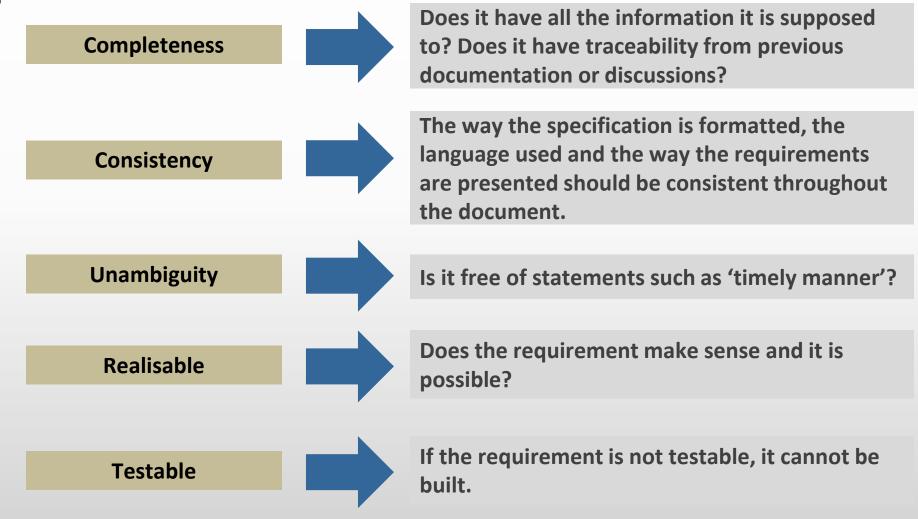
Independent





Requirements static

validation

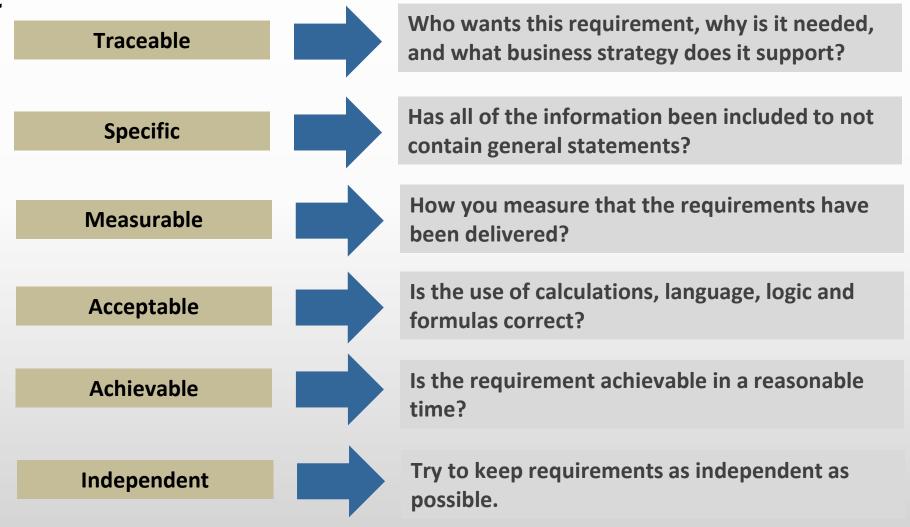






Requirements static

validation











User Stories

In your Agile team, review the following User Stories (15 minutes):

- US 1: The Software will be written in JAVA.
- US 2: The program will connect to the DB via a connection pool.
- US 3: As a staff member, I want to be able to add details of the training courses I have attended quickly, so that I can track my training history.
- US 4: As a staff member, I want to be able to print a report, so that I can attach the report to my performance appraisal.
- US 5: As a customer, I want to be able to easily apply for a loan, so that I can purchase a house.
- US 6: As a bank client, I want to be able to see my details, before I make a transaction request.
- US 7: The system needs to be able to produce reports, that look like the current ones.

