

# Verification and Validation

Thierry Sans

with slides from Anya Tafliovich

# Verification vs Validation

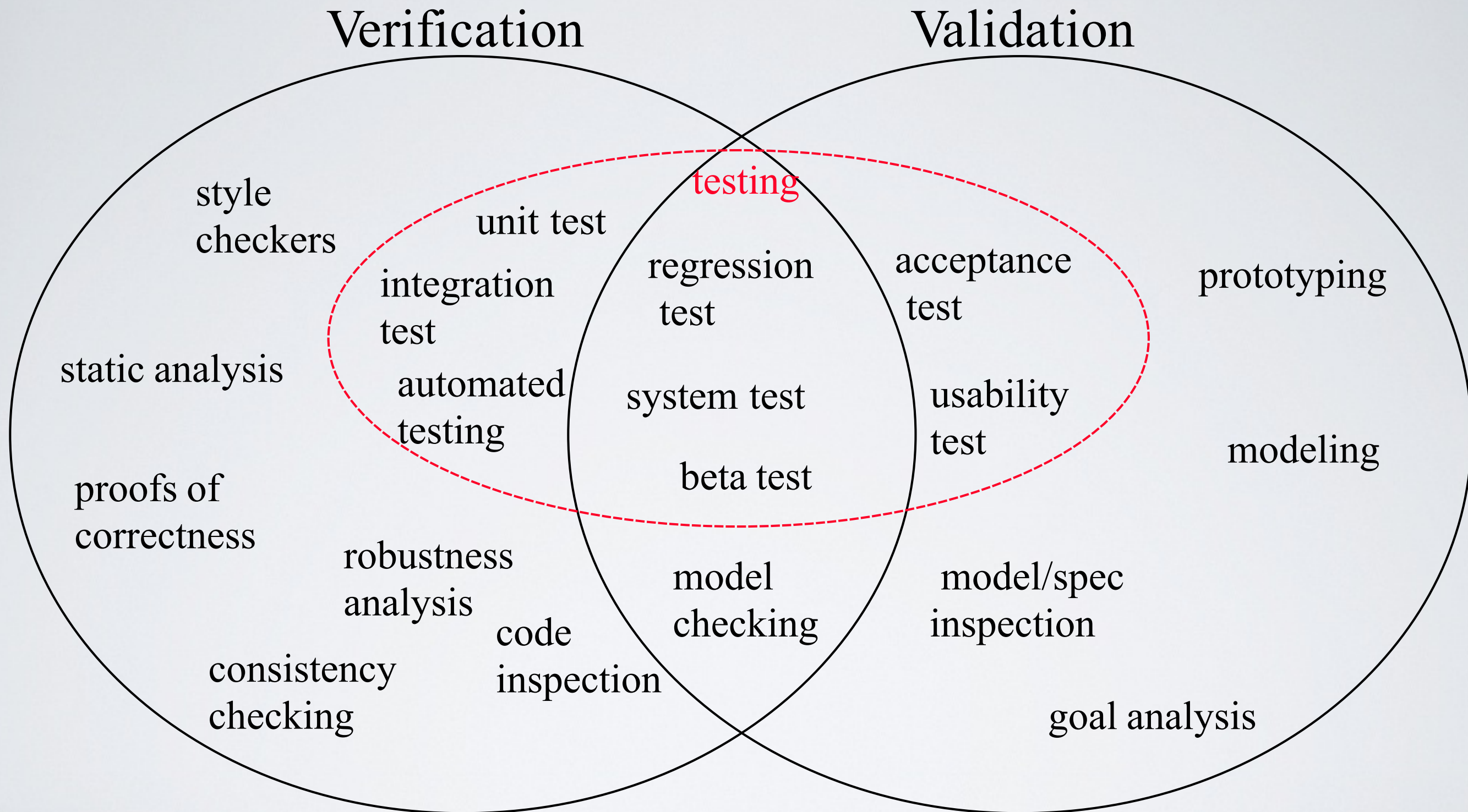
from the Serendipity Blog - Steve Easterbrook

**Verification** : *Are we building the system right?*

- Does our design meet the spec?
- Does our implementation meet the spec?
- Does the delivered system do what we said it would do?
- Are our requirements consistent with one another?

**Validation** : *Are we building the right system?*

- Does our problem statement accurately capture the real problem?
- Did we account for the needs of all the stakeholders?



# Mainly 3 approaches for verification and validation

- **Test** - experiment with the program
- **Review** - inspect the program and the specs
- **Verify** - reason about the program



# Testing



**Bill Sempf**

@sempf

QA Engineer walks into a bar. Orders a beer. Orders 0 beers. Orders 9999999999 beers. Orders a lizard. Orders -1 beers. Orders a sfdeljknesv.

# Testing to detect **defects** and **failures**

Many causes of **defects** in software

- Missing requirement
- Specification wrong
- Requirement that was infeasible
- Faulty system design
- Wrong algorithms
- Faulty implementation

Defects (may) lead to failures:

⦿ but the failure may show up somewhere else

➡ tracking the failure back to a defect can be hard

# Defects

## **Syntax**

- Incorrect use of programming constructs

## **Algorithmic**

- Branching too soon or too late
- Testing for the wrong condition
- Failure to initialize correctly
- Failure to test for exceptions
- Type mismatch

## **Precision**

- Mixed precision, floating point conversion, etc.

## **Stress**

- Overflowing buffers, etc.

## **Timing**

- Processes fail to synchronize
- Wrong order of events

## **Throughput**

- Performance lower than required

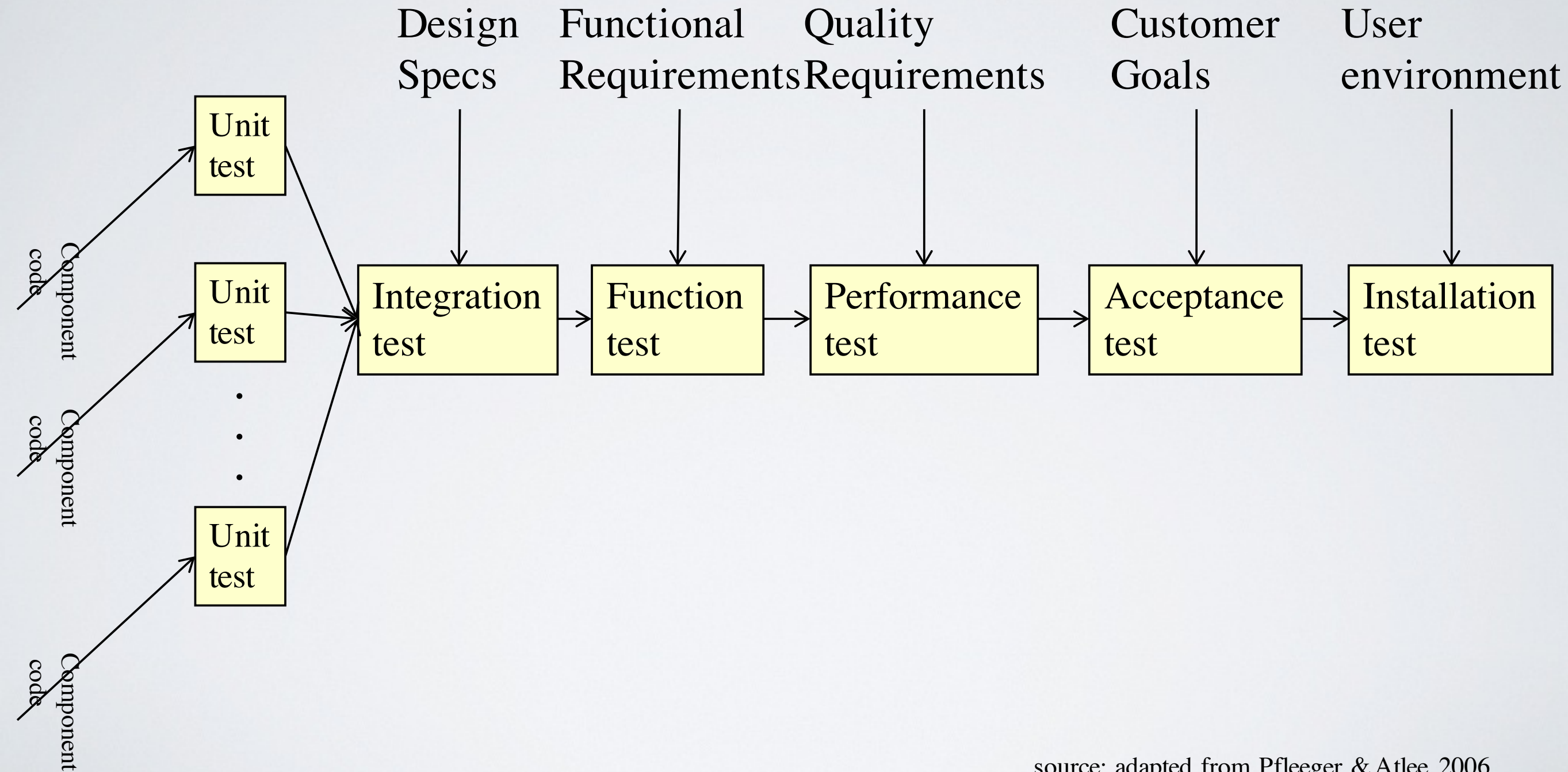
## **Recovery faults**

- Incorrect recovery after another failure

## **Documentation**

- Design docs or user manual is wrong

# The testing pipeline



source: adapted from Pfleeger & Atlee 2006



# Beta-testing

Customers test for free

- ➔ Gives test cases representative of customer use
- ✓ Helps to determine what is most important to the customers
- ✓ Can do more configuration (environment) testing than in your testing lab
- Beta testers might have a particular perspective to the system  
may result in not catching diverse system bugs
- Beta testers usually will not report usability problems, bugs they do not understand, and bugs that seem obvious
- Most beta testers are “techies” who have a higher tolerance of bugs  
They do not represent the average customer
- Takes much more time and effort to handle a user reported bug

# White-Box Testing

Test the structural parts of the software

➔ The tester has explicit knowledge about the internals

● Biased, the tester chooses specific paths and determines the appropriate output

✓ Can be applied at the unit, integration and system levels

# Black-Box Testing

Test functional requirements of a program

➡ The tester has no prior knowledge to the internals

✓ Unbiased, no programming knowledge needed

✓ Test cases can be made very early on after specs are done

⦿ Cannot identify all possible test case

⦿ Can be redundant

# Example

```
def search(lst, elt):  
    '''Return the index of the first  
       occurrence of elt in the list lst. If  
       elt is not in lst, raise  
       NoSuchElementException.  
       Pre: lst is sorted in non-decreasing  
           order.  
    '''
```



# Testing in Agile

# Testing Principles in Agile

1. Developers defines the unit tests
  - ➡ Driven by the actual implementation
2. Product owner defines the acceptance tests
  - ➡ Driven by user stories
3. Automated Testing is mandated

# TDD - Test Driven Development

- ➔ Create automated tests before writing the code itself

# TDD Methodology

1. **Add** a new test to the test suites based on requirements  
(before implementing the new feature)
2. **Run** new the test along with others previously in the test suite  
(new one should fail, old ones should succeed)
3. **Write** rough code
4. **Run** all tests and debug code until they all pass
5. **Re-factor** code and keep-on testing
6. **Repeat**