

Software Testing

Credits:

IPL (Cantata++)

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***“Hey, it compiles
– let’s ship it!”***

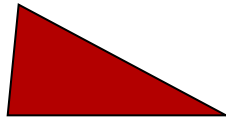
Test Your Testing!

[Myers 1982]

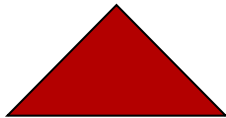
- Program reads 3 integers from cmd line, interprets as side lengths of a triangle

- Outputs triangle type:

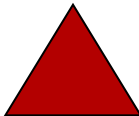
- Non-equilateral



- Equilateral



- Isosceles

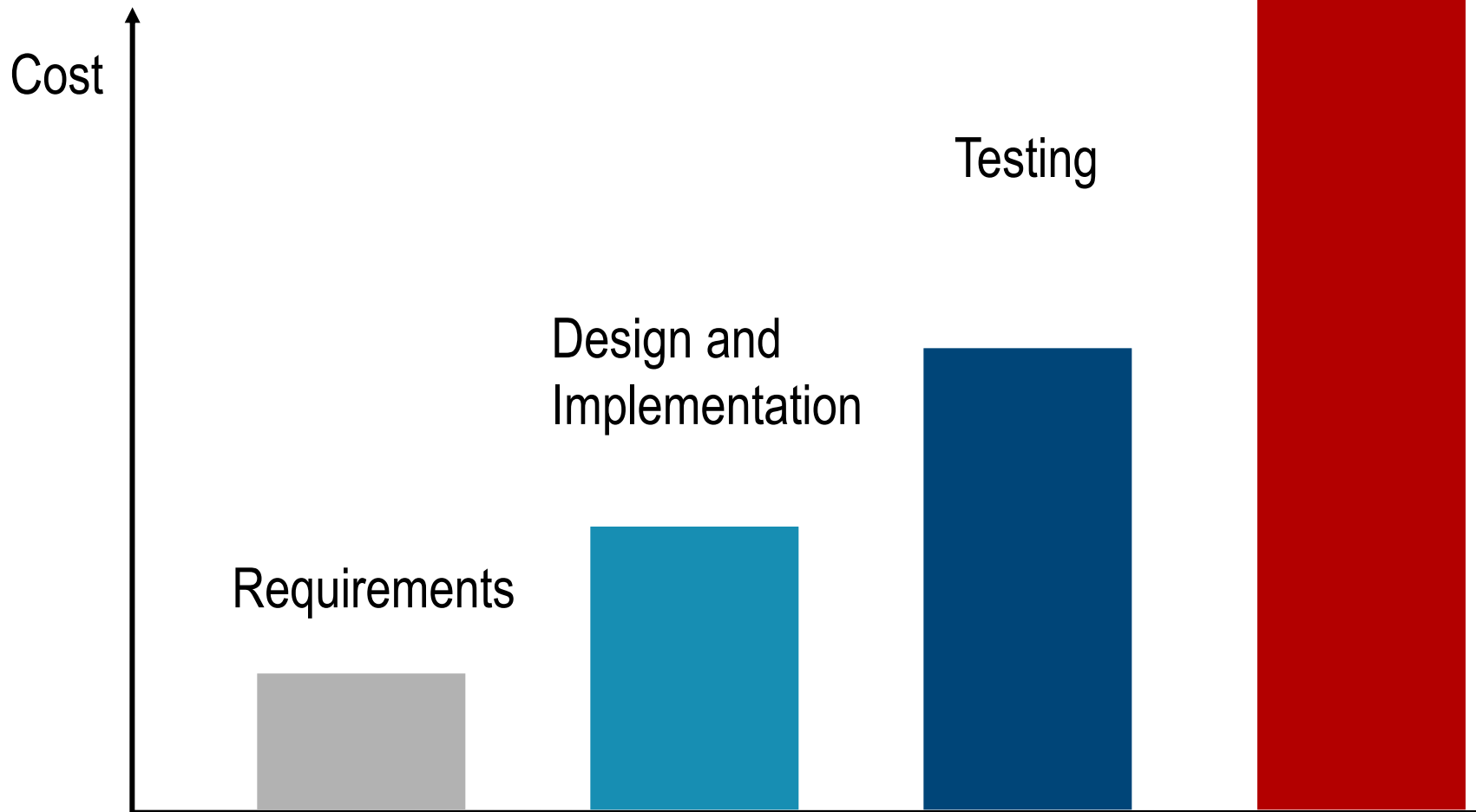


- ...test cases?

Why Tests? - Software Costs



*"If debugging is the process of removing bugs,
then programming must be the process of putting them in."*



Some *Better-Test-Well* Applications



Nuclear Reactor Control - Thales



Train Control - Alcatel



EFA Typhoon – BAe Systems



Medical Systems – GE Medical



International Space Station
– Dutch Space



Cantata++ running under Symbian – Nokia
Series 60



Airbus A340 – Ultra Electronics

What Is Software Testing?

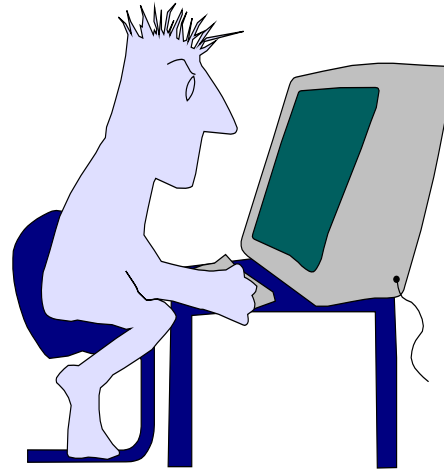
- **Software Testing** =
process of exercising a program
with the specific intent of finding errors
prior to delivery to the end user.

Who Tests the Software?



developer

Understands the system
but will test **"gently"**
driven by **"delivery"**



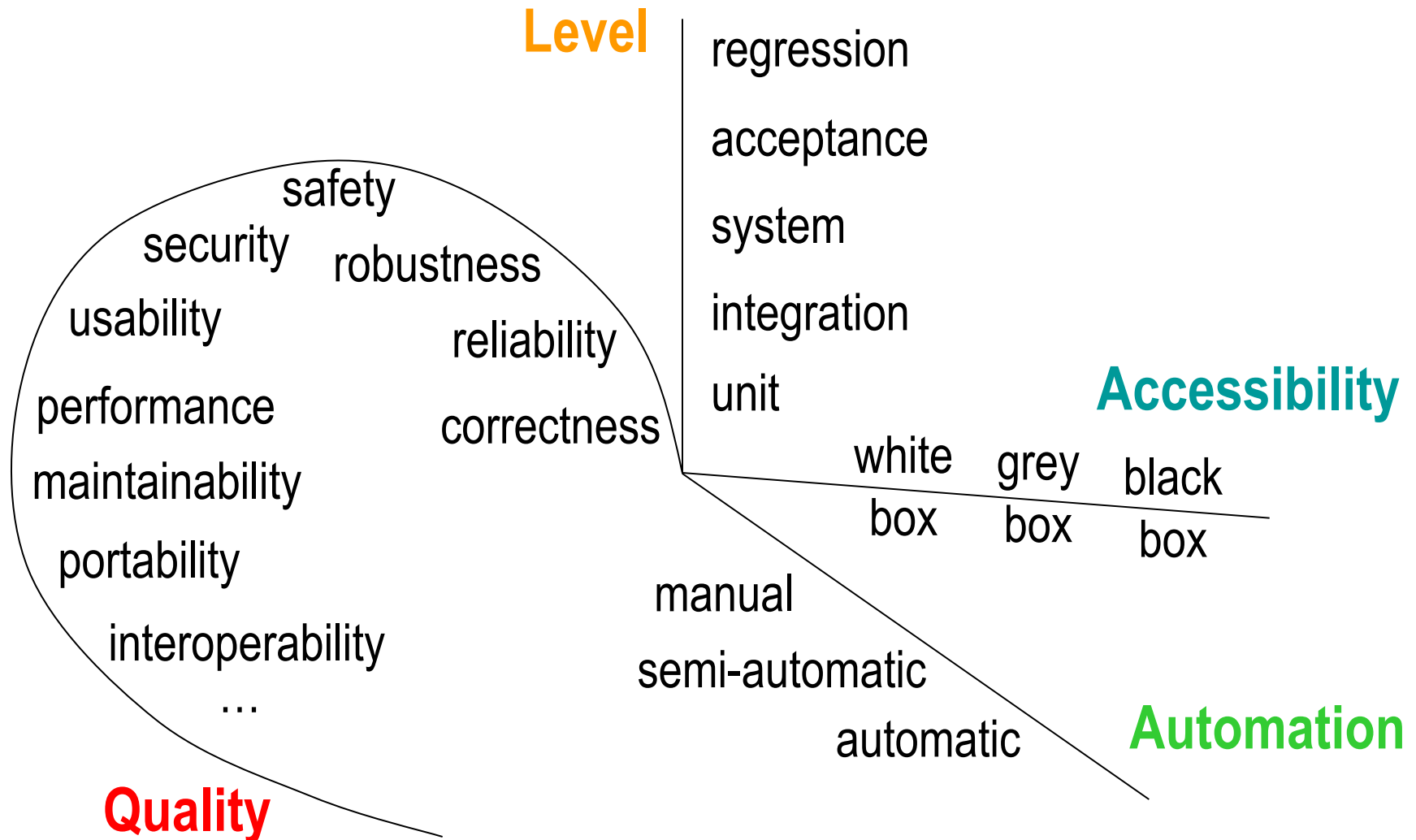
independent tester

Must **learn** about the system
but will attempt to **break** it
and is **driven by quality**

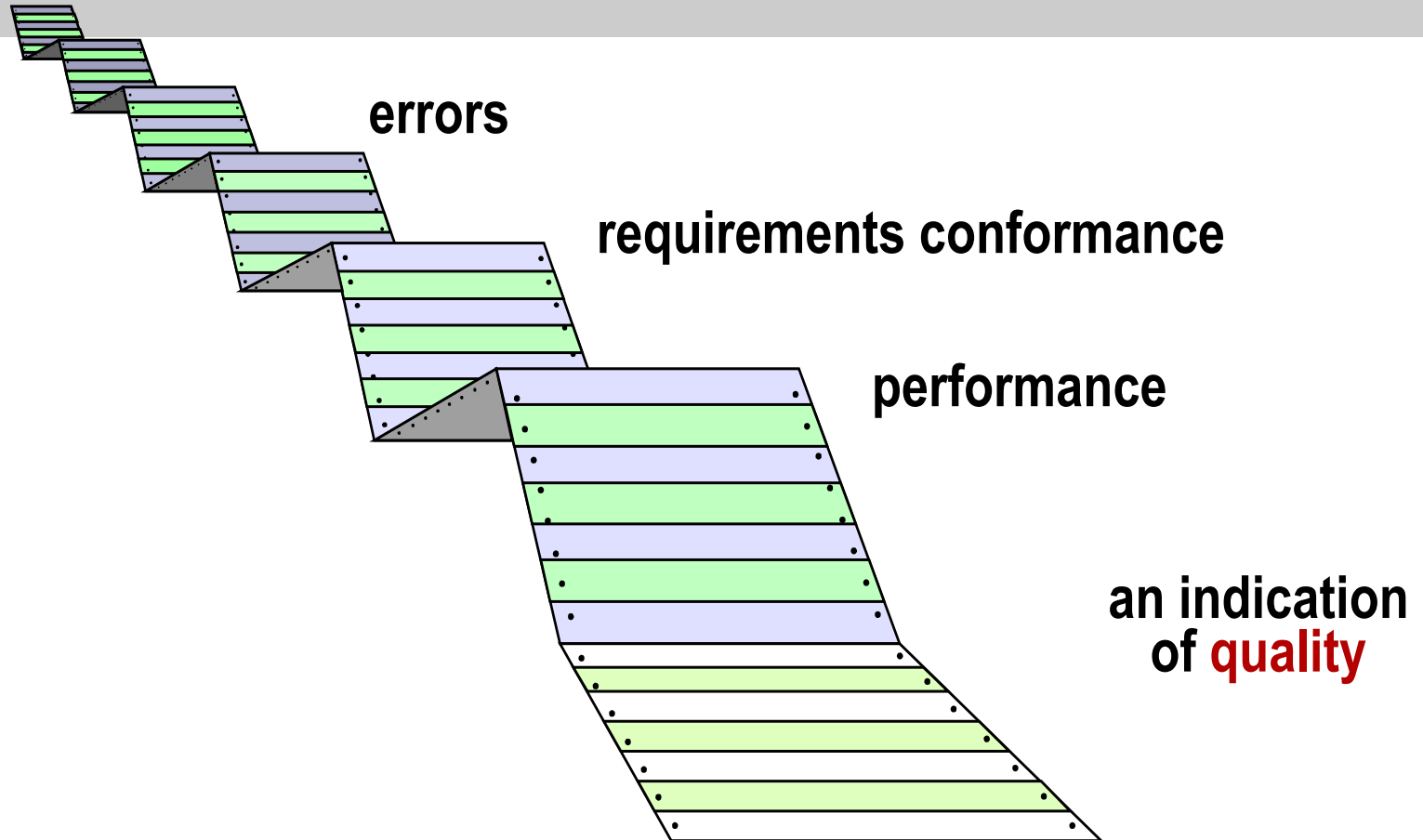
*“Debugging is twice as hard as writing the code in the first place.
Therefore, if you write the code as cleverly as possible,
you are, by definition, not smart enough to debug it.”*

- Brian Kernighan

Test Feature Space



What Testing Shows

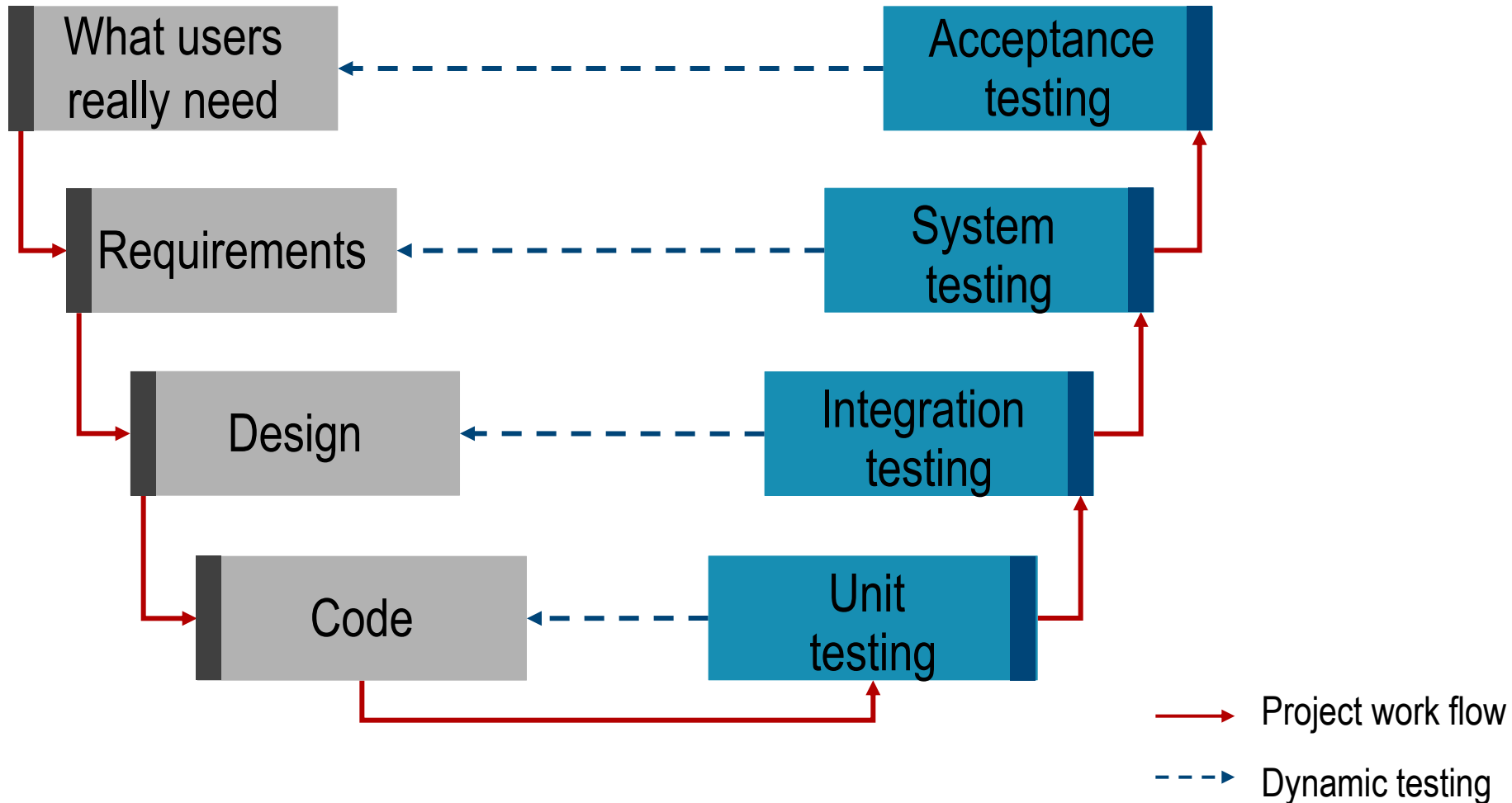


Testing & The Design Cycle

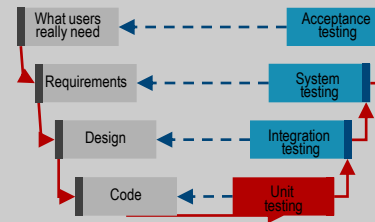
**Missing:
maintenance phase!**



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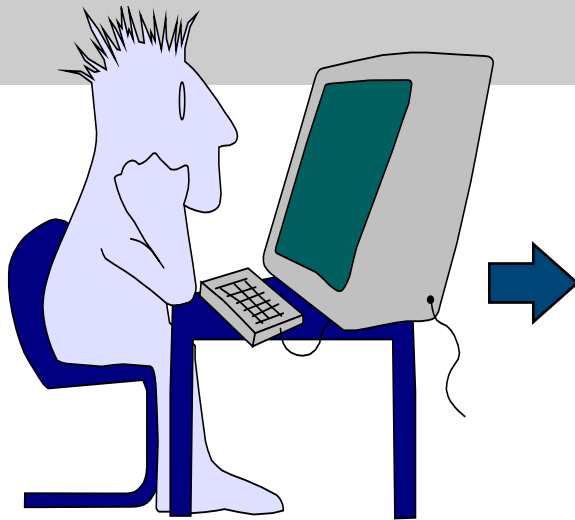
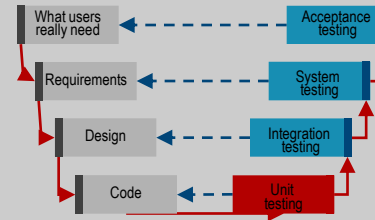
Unit Testing



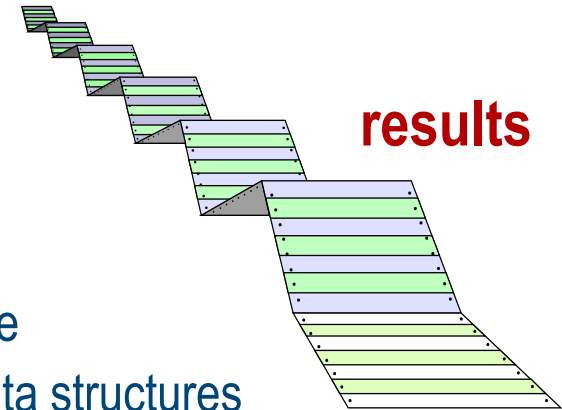
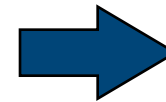
- **Test unit** = code that tests target
 - Usually one or more test module/class
 - In oo programs: target frequently one class
- **Test case** = test of an assertion (“design promise”) or particular feature
 - “*writing to then deleting an item from an empty stack yields an empty stack*”:

```
isempty( pop( push( empty(), x ) ) )
```

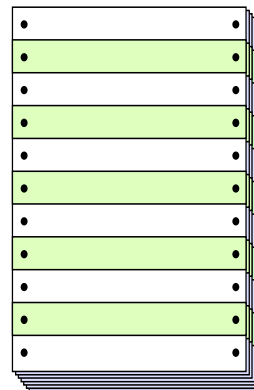
Unit Testing



**software
engineer**

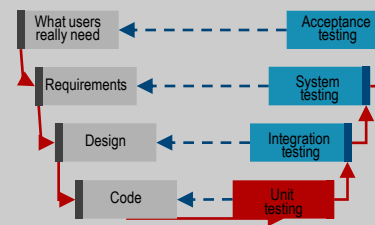


- interface
- local data structures
- boundary conditions
- independent paths
- error handling paths

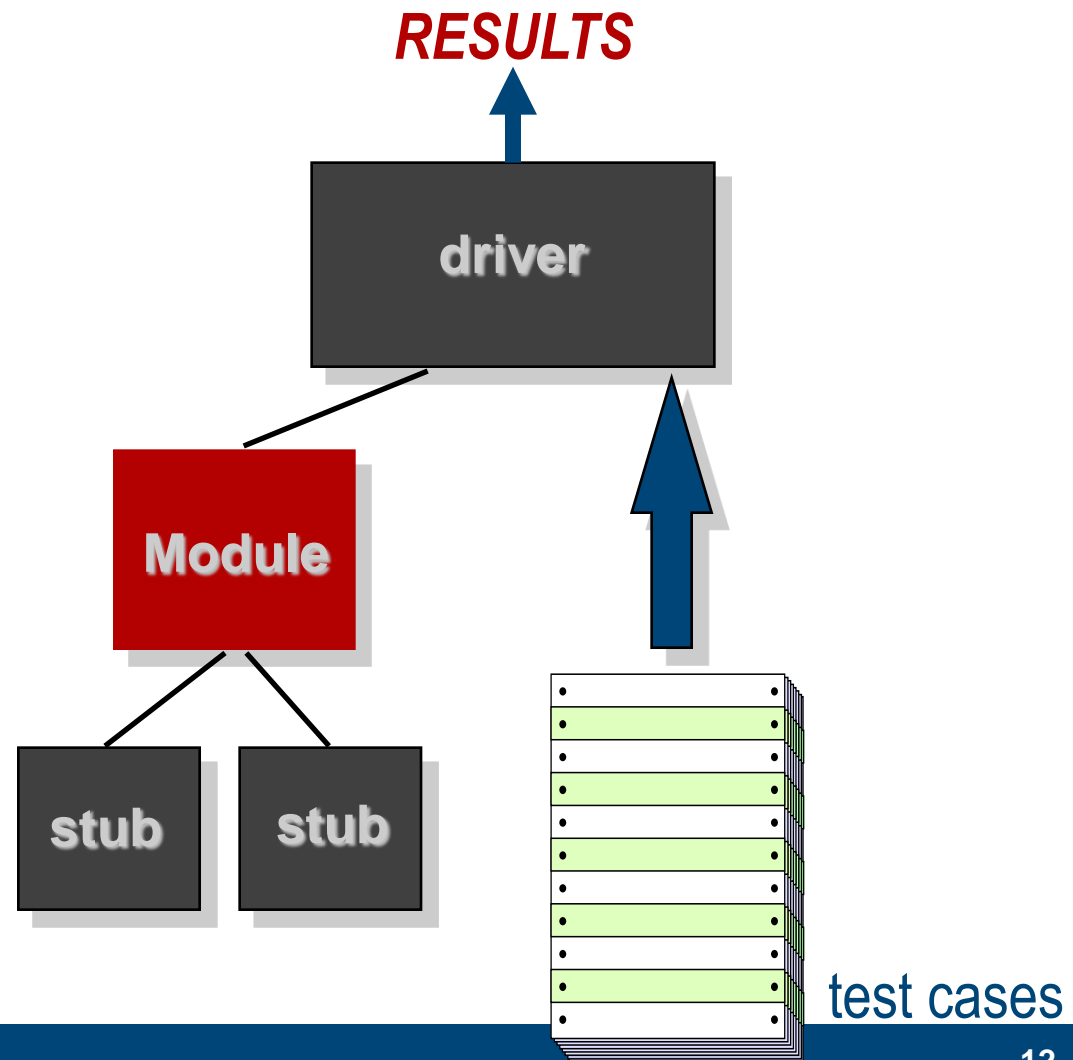


test cases

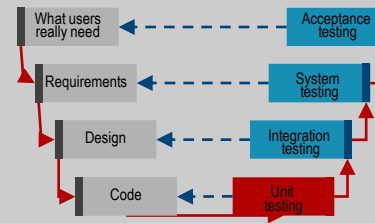
Unit Test Environment



- **Test driver**
= dummy **environment** for test class
- **Test stub**
= dummy **methods** of classes used, but not available
- Some unit testing frameworks
 - C++: cppunit
 - Java: JUnit
 - server-side Java code (web apps!): Cactus
 - JavaScript: JSpec



Equivalence Class Testing

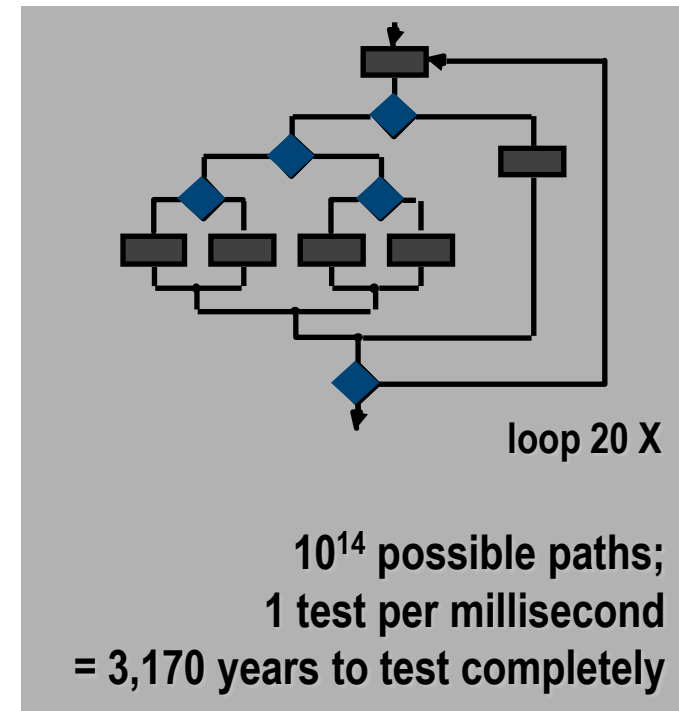


- Practically never can do exhaustive testing on input combinations

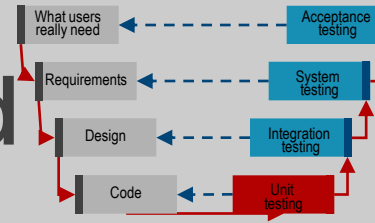
- How to find „good“ test cases?
 - Good = likely to produce an error

- Idea:
build **equivalence classes**
of test input situations,
test **one candidate per class**

- See lab

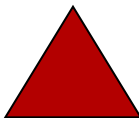
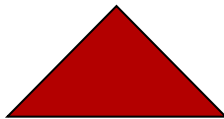
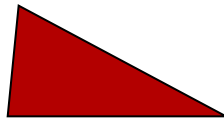


Test Your Testing, Reloaded

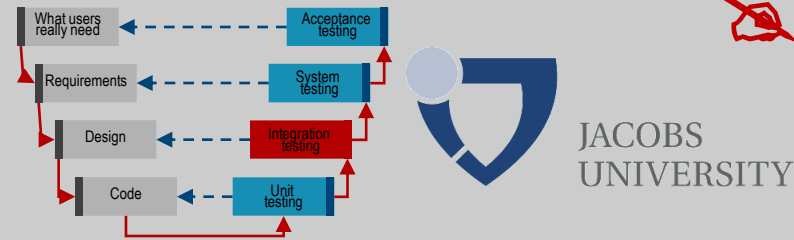


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- Program reads 3 integers from cmd line, interprets as side lengths of a triangle
- Outputs triangle type:
 - Non-equilateral
 - Equilateral
 - Isosceles
- ...test cases?

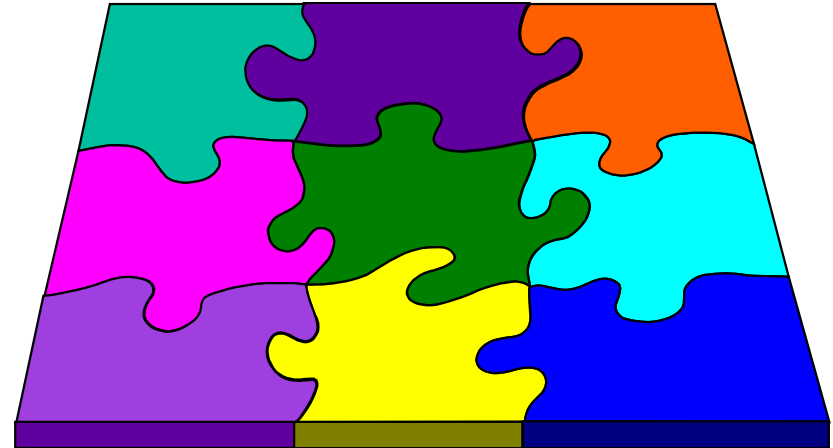


Integration Testing



- **Integration testing**
= test interactions among units

- Import/export type compatibility
- range errors
- representation
- ...and many more

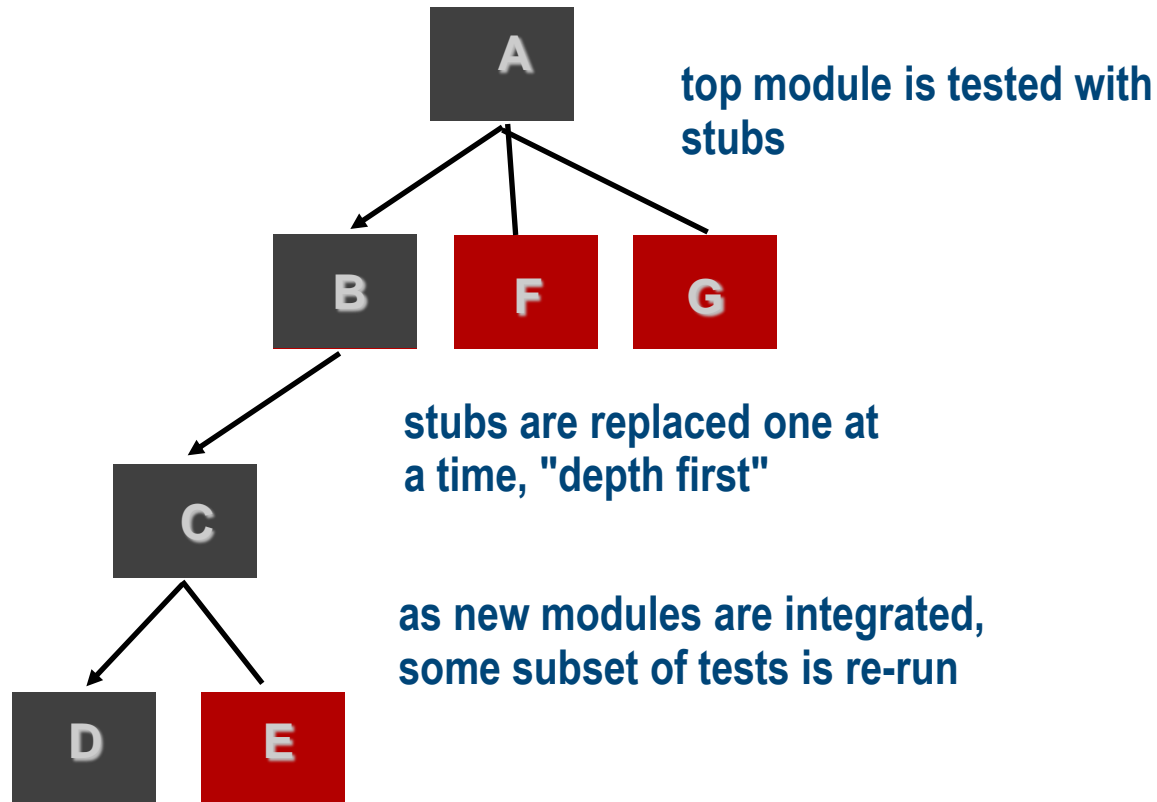
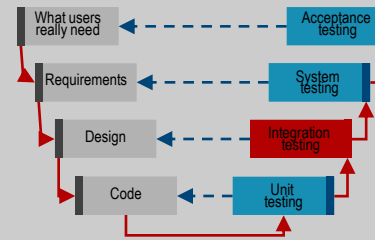


- **Sample integration problems**

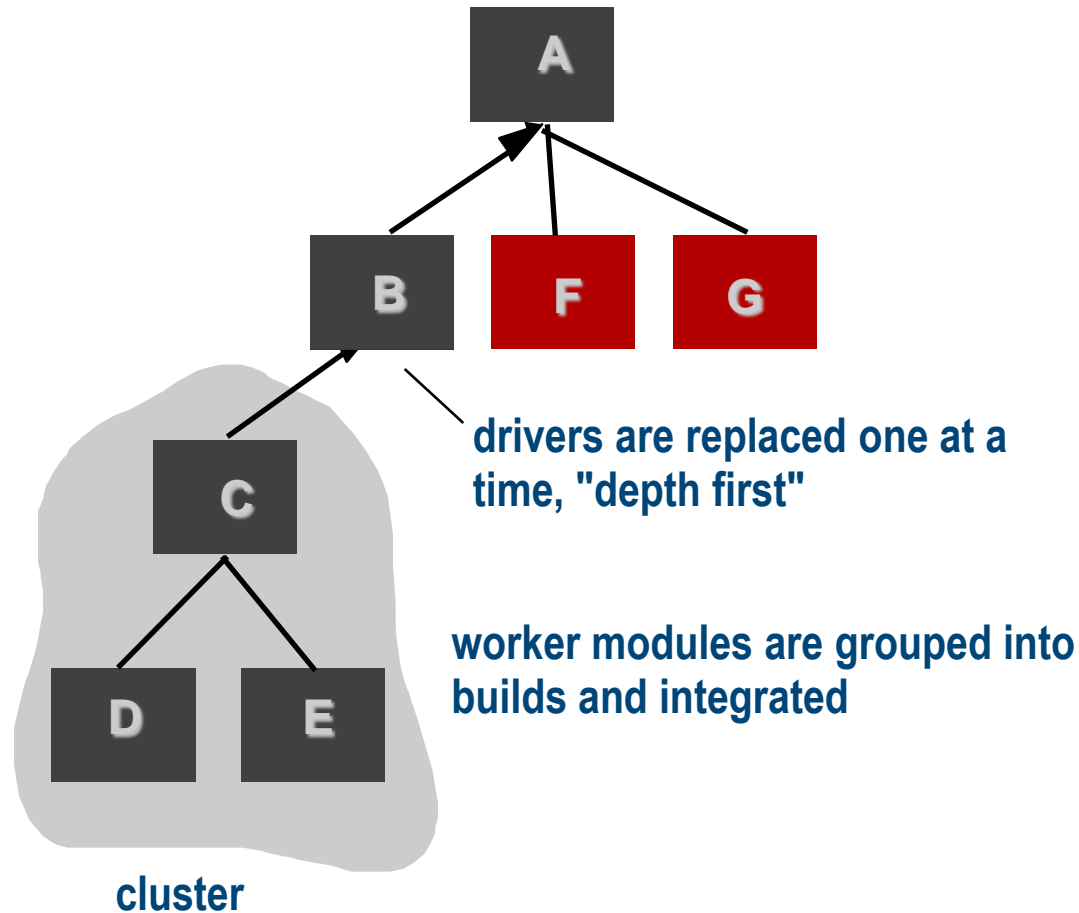
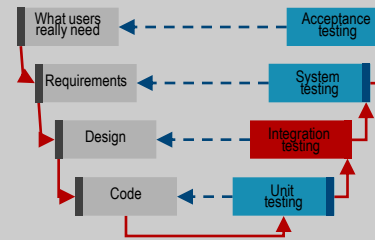
- F1 calls F2(char[] s) -- F1 assumes array of size 10, F2 assumes size 8
- F1 calls F2(elapsed_time) -- F1 thinks in seconds, F2 thinks in milliseconds

- Strategies: Big-bang, incremental (top-down, bottom-up, sandwich)

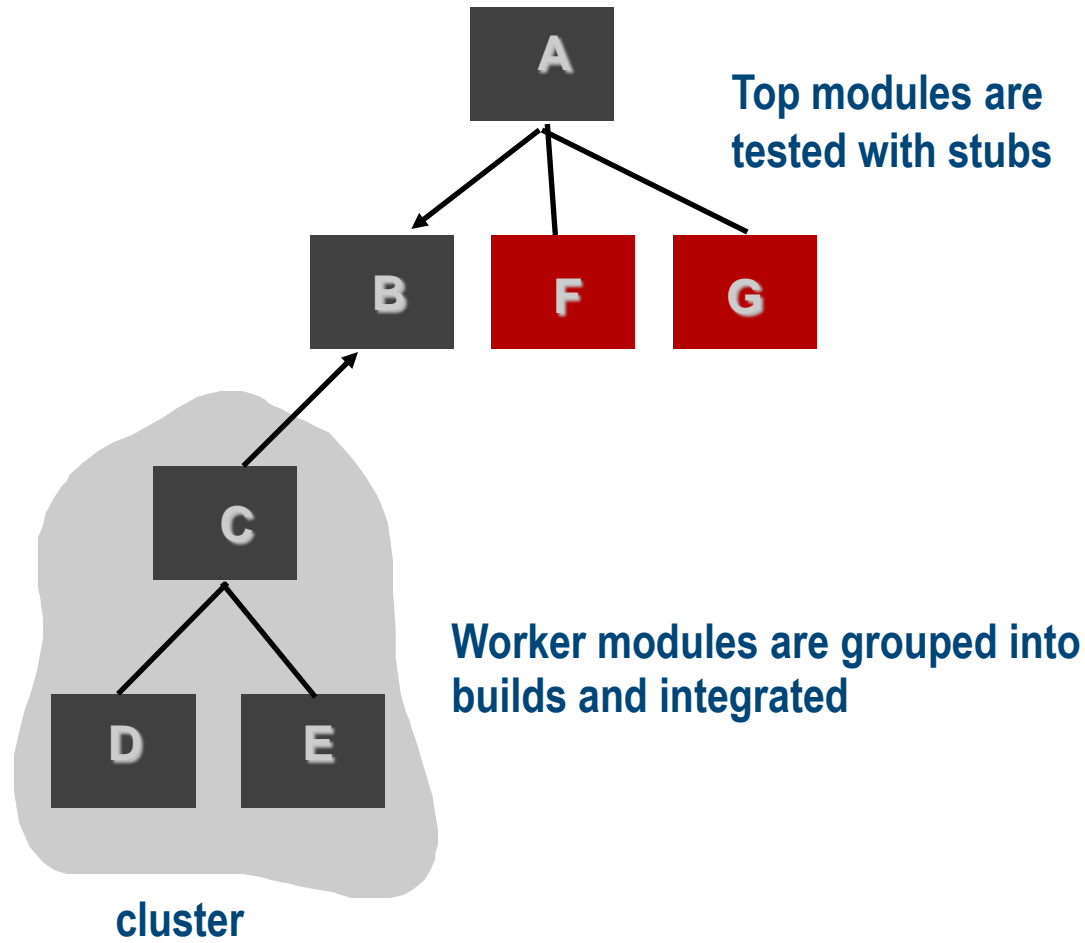
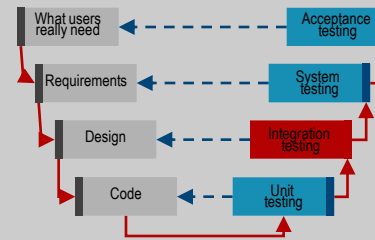
Top-Down Integration



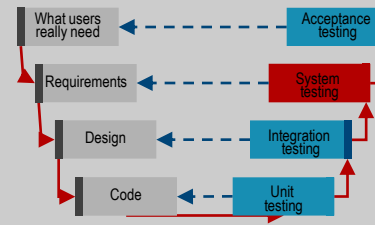
Bottom-Up Integration



Sandwich Testing

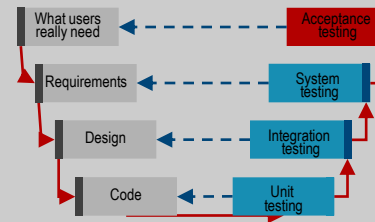


System Testing



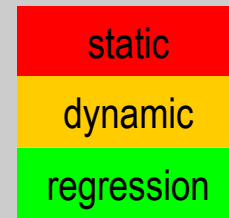
- **System testing** =
determine whether **system** meets **requirements**
 - = integrated hardware and software
 - Focus on **use & interaction** of system functionalities
 - rather than details of implementations
 - Should be carried out by a group **independent** of the code developers
-
- **Alpha testing**: end users at developer's site
 - **Beta testing**: at end user site, w/o developer!

Acceptance Testing



- Goal: Get approval from **customer**
 - try to structure it!
- be sure that the demo works
- Customer may be tempted to demand more functionality when getting exposed to new system
 - Ideally: get test cases agreed already during analysis phase
 - ...will not work in practice, customer will feel tied
 - At least: agree on **schedule & criteria** beforehand
- Best: prepare with stakeholders well in advance

Testing Methods

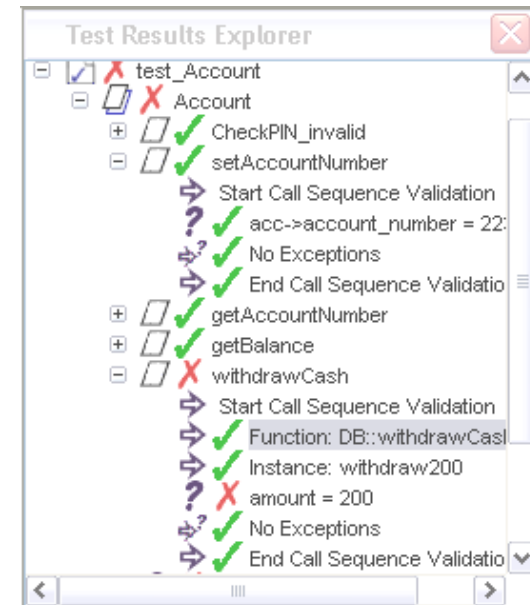


■ Static testing

- Collects information about a software **without executing it**
- *Reviews, walkthroughs, and inspections; static analysis; formal verification; documentation testing*

■ Dynamic testing

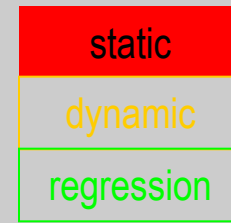
- Collects information about a software **with executing it**
- Does the software behave correctly?
- In both development and target environments?
- *White-box vs. black-box testing; coverage analysis; memory leaks; performance profiling*



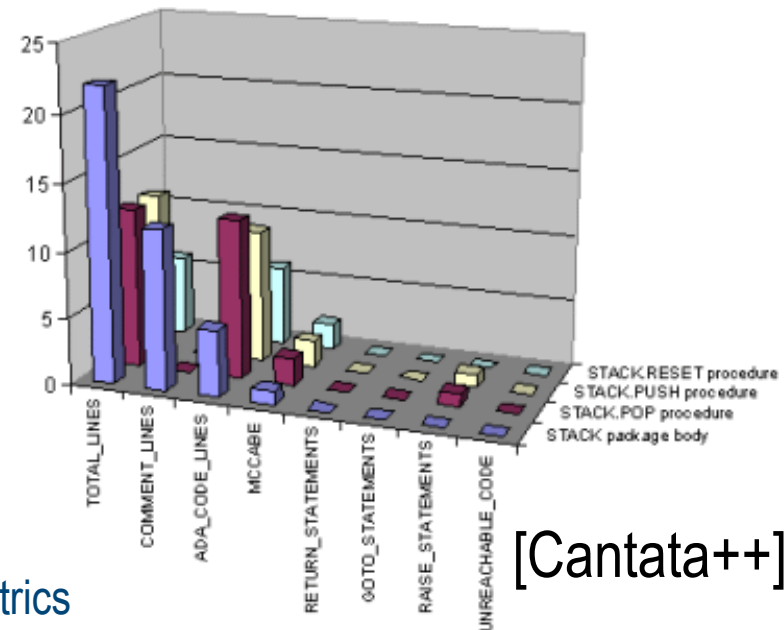
Function: bool enoughCash(int)						FAIL
Location: W:\cgi-bin\src\unit_account\account.cpp						
Scope: Account						
	func	block	stmt	decl	call	
Target Coverage:	100%	100%	100%	100%	100%	
Result:	FAIL	FAIL	FAIL	PASS	FAIL	
Items Executed:	0/1	0/1	0/1	0/0	0/2	
Achieved Coverage:	0%	0%	0%	100%	0%	

■ Regression testing

Static Analysis

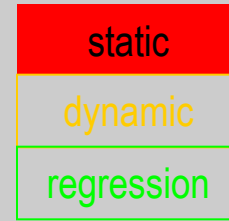


- **Control flow** analysis and **data flow** analysis
 - Provide objective data, eg, for code reviews, project management, end of project statistics
 - Extensively used for compiler optimization and software engineering
- Examples of errors that can be found:
 - Unreachable statements
 - Variables used before initialization
 - Variables declared but never used
 - Possible array bound violations
- Extensive tool support for deriving metrics from source code
 - e.g. up to 300 source code metrics
 - Code construct counts, Complexity metrics, File metrics



[Cantata++]

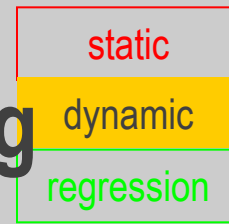
Formal Verification



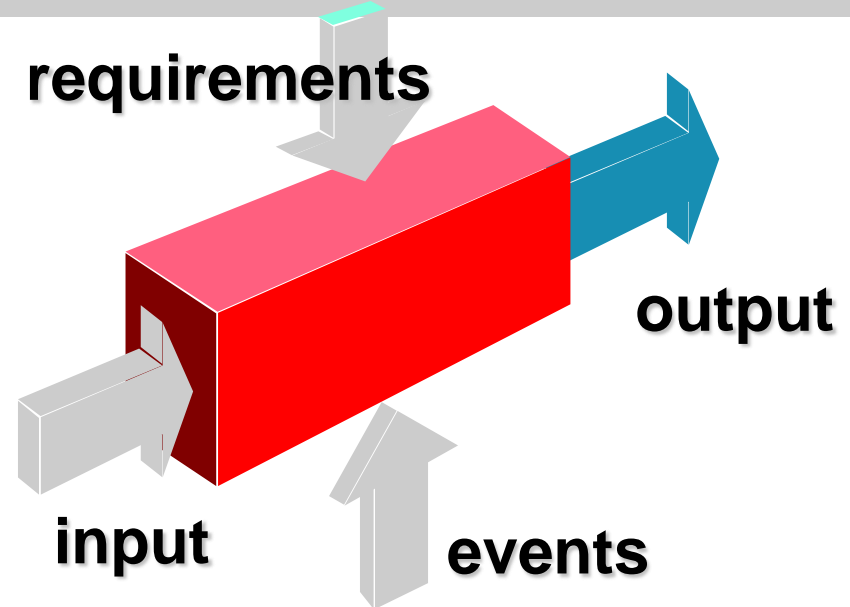
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- Given a model of a program and a property, determine whether model satisfies property, based on mathematics
 - algebra, logic, ...
 - *See earlier (invariants) and later!*
- Examples
 - Safety
 - *If the light for east-west is green, then the light for south-north should be red*
 - Liveness
 - *If a request occurs, there should be a response eventually in the future*

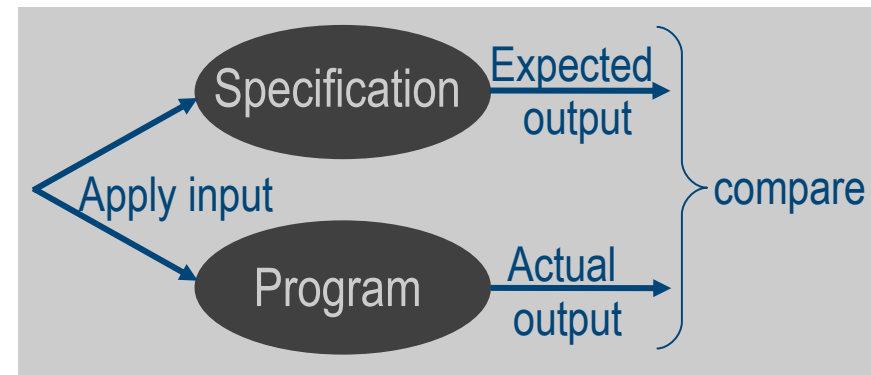
Black-Box = Spec-Based Testing



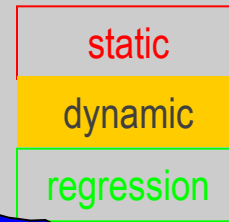
- No knowledge about code internals, relying only on **interface spec**



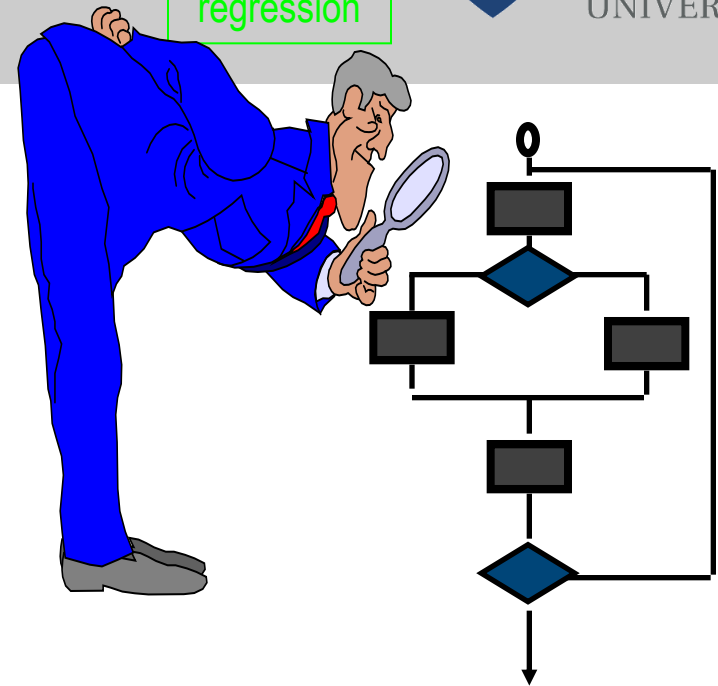
- Limitations
 - Specifications are not usually **available**
 - Many companies still have only code, there is no other document



White-Box (Glass-Box) Testing

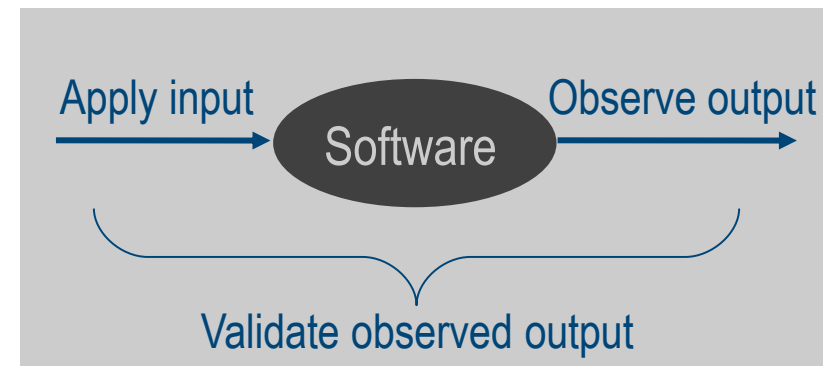


- Check that **all** statements & conditions have been executed **at least once**
- Look **inside** modules/classes



■ Limitations

- Cannot catch **omission** errors
-- missing requirements?
- Cannot provide test **oracles**
-- expected output for an input?



Coverage Analysis

static

dynamic

regression



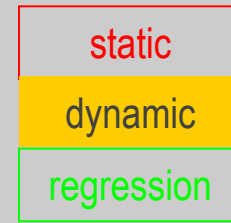
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- **Coverage analysis** = measuring how much of the code has been exercised
 - identify unexecuted code structures
 - remove dead or unwanted code
 - add more test cases?
- Metrics include:
 - Entry points
 - Statements
 - Conditions (loops! ↩)

A screenshot of a code editor window titled "Source File - W:\cgui-bin\src\unit_account\account.cpp". The code is C++ and shows a class with methods for database connection and balance retrieval. Line 26 has a yellow highlight. Line 44 has a red highlight.

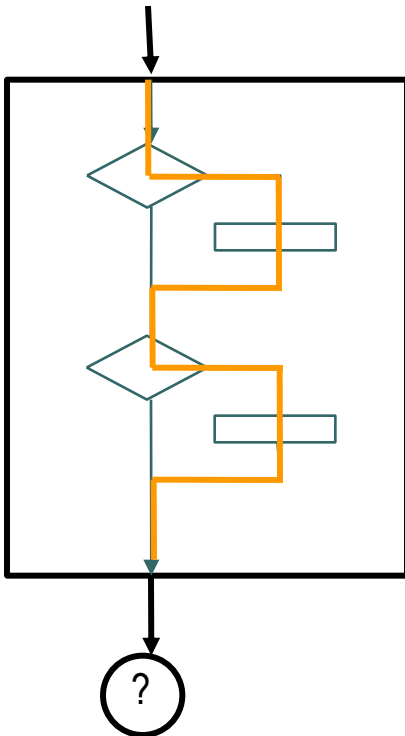
```
22  /*
23  * Connect to the database and
24  * Check pin is correct
25  */
26  if (db->connect(DB_HOST,
27                DB_USER,
28                DB_PASS)) {
29      pinValid = db->checkPin(pin,
30                             getAccountNumber());
31  }
32
33  return pinValid;
34 }
35
36 double Account::getBalance() const {
37     return db->getBalance(getAccountNumber());
38 }
39
40 //
41 // Check that there is enough cash (greater than or equal to
42 // requested amount)
43 //
44 bool Account::enoughCash(int cash) {
```

Coverage Analysis: Metrics

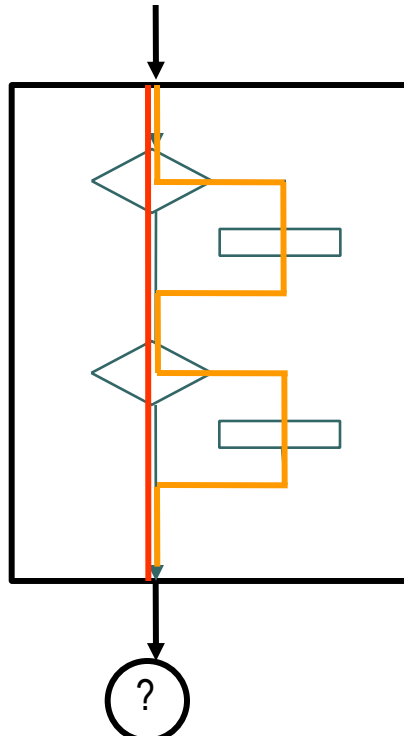


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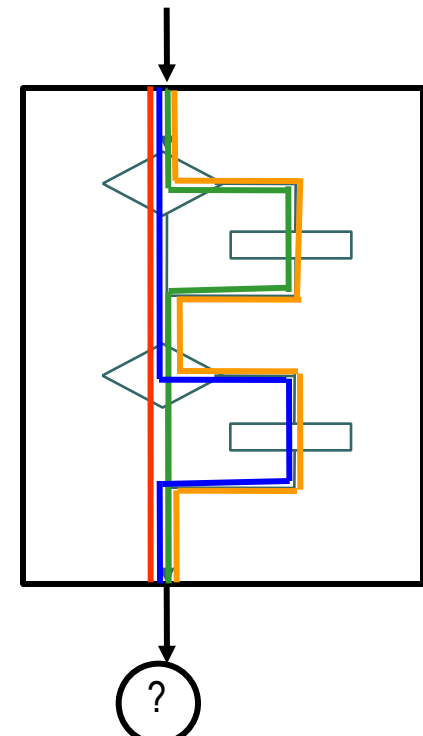
Statement



Decision

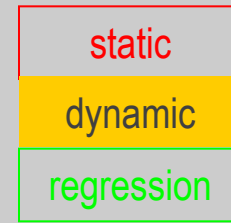


Path coverage

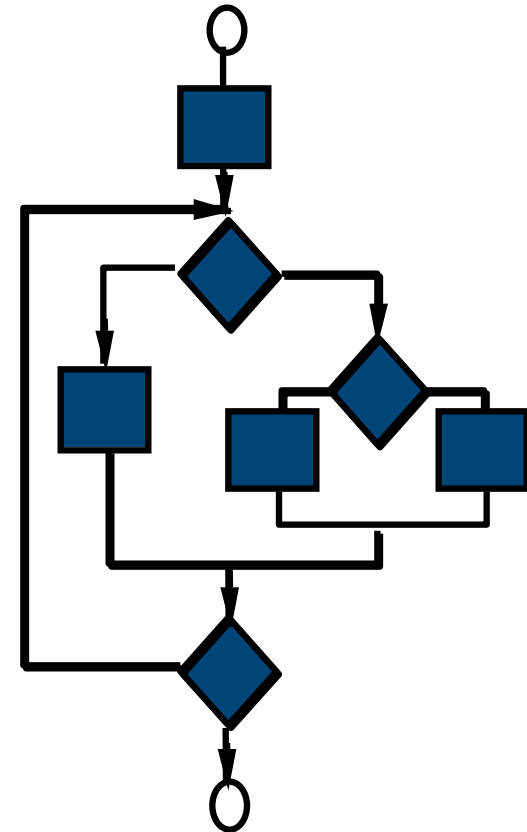


test cases?

Path Testing

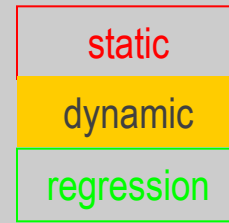


- **cyclomatic complexity** of flow graph:
- $V(G) = \text{number of simple decisions} + 1$
 - $V(G) = \text{number of enclosed areas} + 1$

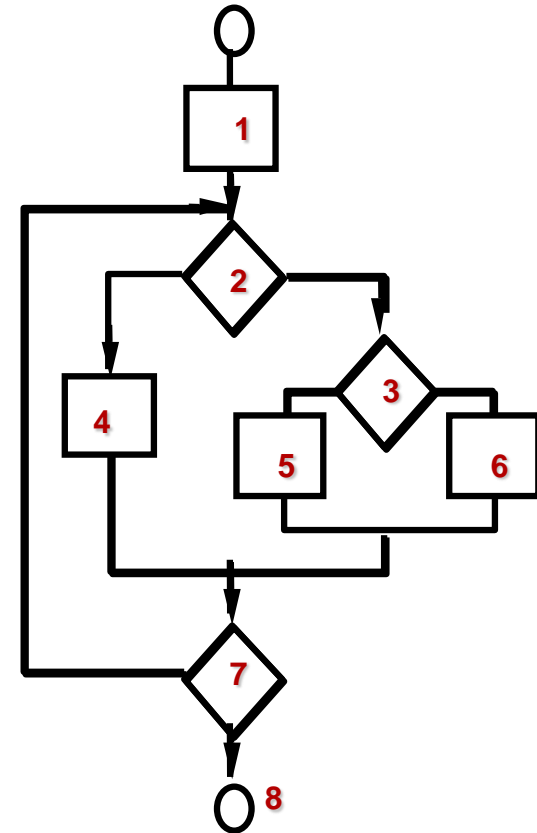


- In this case, $V(G) = ?$

Path Testing



- derive **independent paths**: $V(G) = 4 \rightarrow$ four paths
 - Path 1: 1,2,3,6,7,8
 - Path 2: 1,2,3,5,7,8
 - Path 3: 1,2,4,7,8
 - Path 4: 1,2,4,7,2,4,...7,8
- derive **test cases** to exercise these paths



Equivalence Classes

static

dynamic

regression



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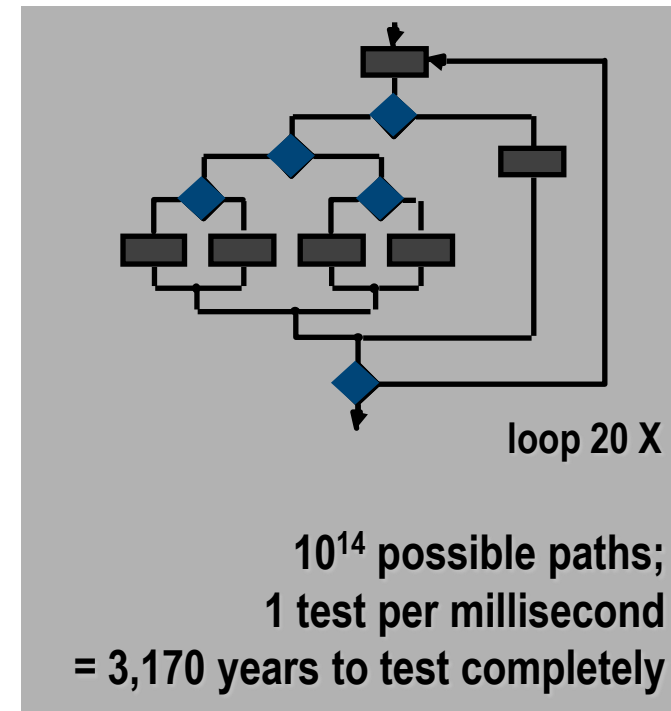


- Practically never can do exhaustive testing on input combinations

- How to find „good“ test cases?
 - Good = likely to produce an error

- Idea:
build **equivalence classes**
of test input situations,
test **one candidate per class**

- See lab



Terminology: Cx

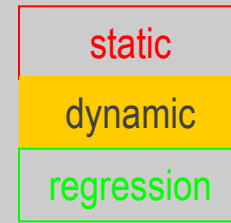
What would you test?

- C0 = every **instruction**
- C1 = every **branch** (even if there's no **else**!)
- C2, C3 ~ = every **condition** once **true**, once **false**
 - Numbering historically grown, C1 & C2 not related!
- C4 = **path** coverage: every possible path taken (↪ if/if example)
- **Rule of thumb:** 95% C0, 70% C1
 - C2, C3 IMHO add no value, C4 often impossible
- Concurrent systems? External component impact?

Example: DO-178B

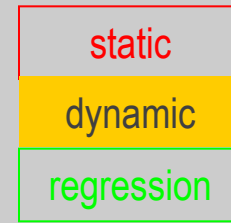
- FAA standard for requirements based testing & code coverage analysis
- Levels according to severity of consequences: ...100% of:
 - Level A: catastrophic
 - *Modified cond. decision covg. + branch/decision + statement*
 - Level B: dangerous/severe
 - *Branch/decision + statement*
 - Level C: significant
 - *statement*
 - Level D: low impact
 - Level E: no impact

Tech Inset: Memory Leaks



- **Memory leak** = memory gets allocated, but not released any more
- Why bad?
 - Reduces performance due to excessive resource usage
 - May cause crashes (memory overflow, quota)
- Side note: Pointer errors form one of the biggest problem sources in C/C++ and similar languages
 - Java doesn't have that!
- How to solve
 - Find out where exactly memory is leaked = why not released

PLs Revisited: Where are my Data?



■ Stack

- **automatic** management (stack frame allocation/deallocation)
- stack pointer marks limit of valid data on stack; compiler generates code to grow & shrink stack on function entry/return (generally: block level)
- *local variables, function return addresses*

■ Heap

- **explicit** allocation and deallocation (programmer driven) using `malloc()` / `free` or `new` / `delete` / `delete[]`
- *pointer targets*

Memory Leak: Example

static

dynamic

regression



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- Variable created by “usual declaration” sits on stack

```
void f()
{
    int i = 3;           // memory for i and obj
    MyObject obj;        // allocated on the stack
    ...
}
```

- Allocated by increasing stack ptr = reserving memory
- Deallocated by decreasing stack ptr = releasing memory

Memory Leak: Example

static

dynamic

regression



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- Dynamic allocation with memory leak

```
void f()
{
    int i = 3;           // memory for i and obj
    MyObject obj;        // allocated on the stack

    MyClass *ptr;        // ptr on stack
    ptr = new MyClass( args ); // creates object on heap, writes address into ptr

    ...

    return;              // ptr vanishes, object remains – mem leak!
}
```

Memory Leak: Example

static

dynamic

regression



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- Dynamic allocation without memory leak

```
void f()
{
    int i = 3;           // memory for i and obj
    MyObject obj;        // allocated on the stack

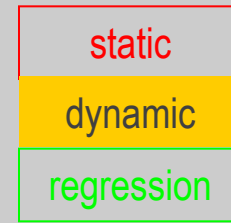
    MyClass *ptr;        // ptr on stack
    ptr = new MyClass( args ); // creates object on heap, writes address into ptr

    ...

    delete ptr;          // heap memory is freed
    ptr = NULL;          // because we are orderly

    return;              // ptr vanishes, no object remains
}
```

Memory Leak: Tool Support



- Instrument object code, find mem leaks
 - At some runtime expense
- Valgrind, Purify etc.
- Purify: 12 illegal memory access types
 - Read or write without allocation
 - Read or write after deallocation
 - Read without previous write
 - ...

...and then: PL Particularities

static

dynamic

regression



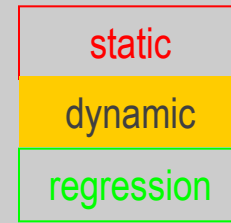
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```
public static void main(String[] args){  
    int imax=Integer.MAX_VALUE;  
    int imax1=imax+1;  
    double dmax=Double.MAX_VALUE;  
    double dmax1=dmax*100.;  
    double dmin1=-dmax1;  
    double aha1=dmax1/dmax1;  
    double aha2= 3./0.;  
    System.out.println("imax: "+imax);  
    System.out.println("imax1: "+imax1);  
    System.out.println("dmax: "+dmax);  
    System.out.println("dmax1: "+dmax1);  
    System.out.println("dmin1: "+dmin1);  
    System.out.println("aha1: "+aha1);  
    System.out.println("aha2: "+aha2);  
}
```



```
imax: 2147483647  
imax1: - 2147483648  
dmax: 1.797693148623157E308  
dmax1: Infinity  
dmin1: -Infinity  
aha1: NaN  
aha2: Infinity
```

Performance Profiler



- **Code profiling** = benchmarking execution to understand where time is being spent
- Questions answered by profiling:
 - Which lines of code are responsible for the bulk of execution time?
 - How many times is this looping construct executed?
 - Which approach to coding a block of logic is more efficient?
- Without profiling, answering this becomes a guessing game
- Technique:
 - Profiler runs while application runs
 - records frequency & time spent in each line of code
 - Generates log file

Regression Testing



■ Testing in maintenance phase: How to test modified / new code?

- Developing new tests = double work
- Cost factor: Development : maintenance = 1:3

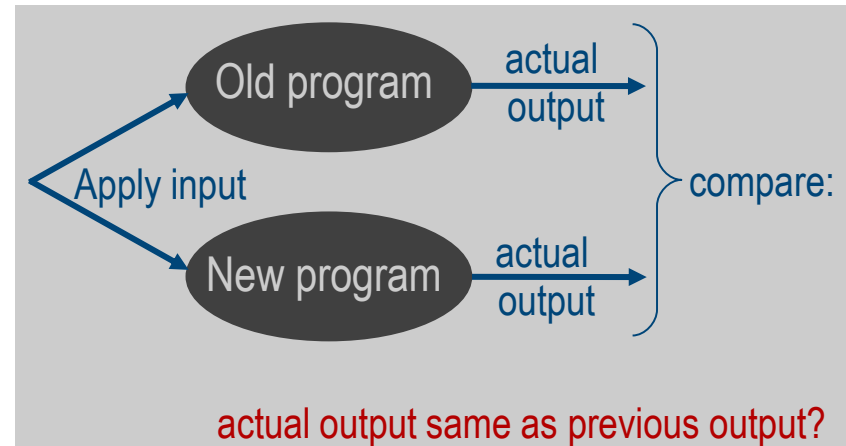
■ Regression test

= run tests, compare output
to **same test on previous code version**

- Ex: store previous log output, do 'diff'
- Advantage: easy automatic testing

■ Limitations

- Finds only deviations, cannot judge on error
- Can only find newly introduced deviations
- Only reasonable for fully automated tests

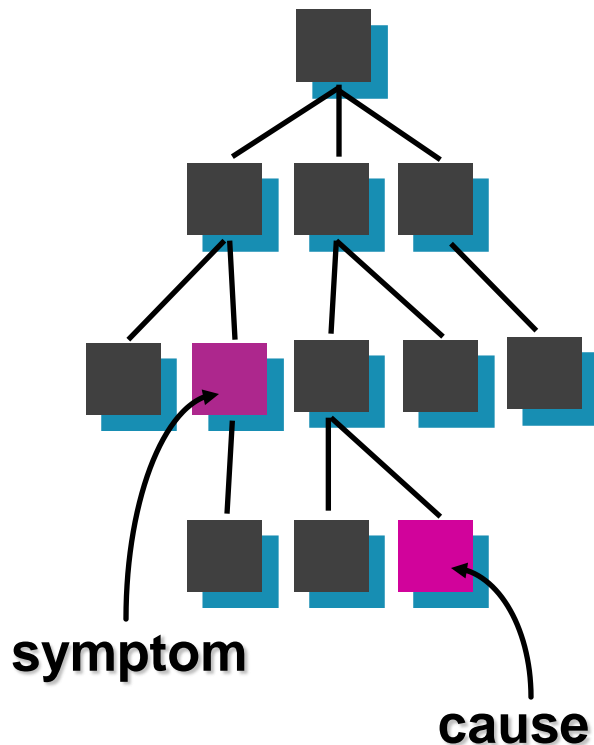


- Tests should be self-sustaining
 - create your own data,
 - ...and clean up
 - Expect nothing!
- Set up controlled environment
 - data sets, files, environment variables, system configuration, ...
 - excellent for repeatability of complex setup: virtual machines (eg, VMware box)

Create Testable Software!

- **Simplicity**
 - **Clear**, easy to understand, following code standards
- **Decomposability**
 - Modules can be tested **independently**
- **Controllability**
 - States & variables can be controlled
 - tests can be **automated** and **reproduced**
- **Observability**
 - Make **status** queryable: toString()
 - Have class-internal **checks & logging**
- **Stability**
 - Recovers well from failures
- **Operability**
 - If well done right away, testing will be less blocked by errors found
- **Understandability**
 - All relevant information is documented, up-to-date, and available

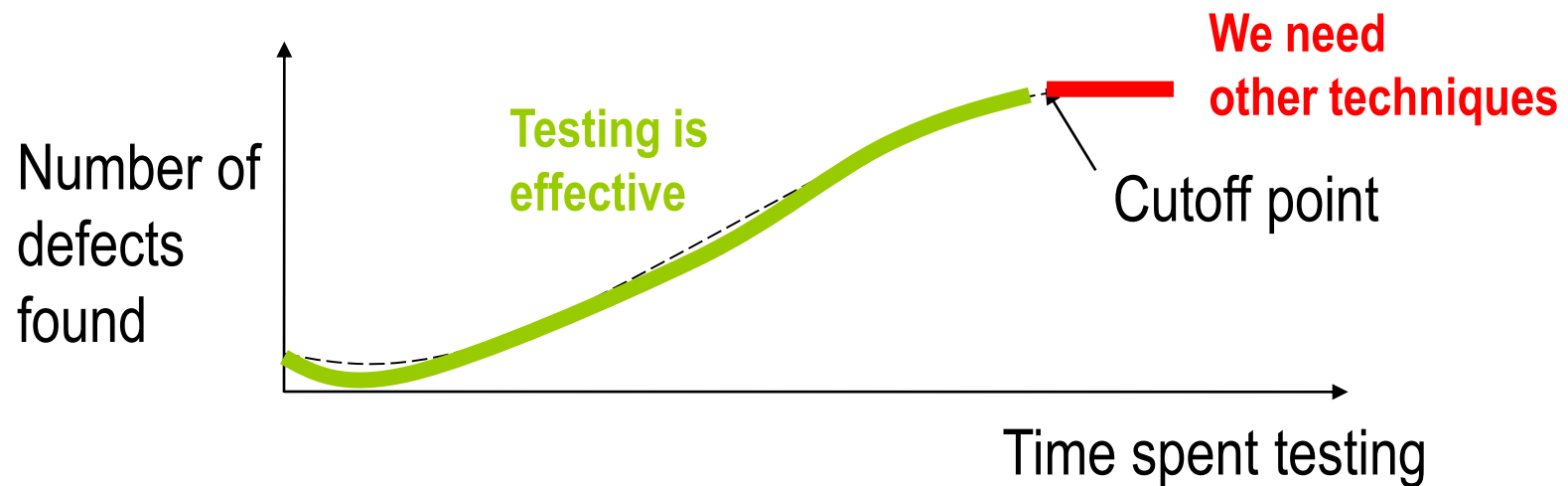
Symptoms & Causes (=Nightmares)



- symptom and cause may be **geographically separated**
- symptom may **disappear** when another problem is fixed
- symptom may be **intermittent**
- cause may be due to a **combination** of non-errors
- cause may be due to a **system or compiler error**
- cause may be due to **assumptions** that everyone believes

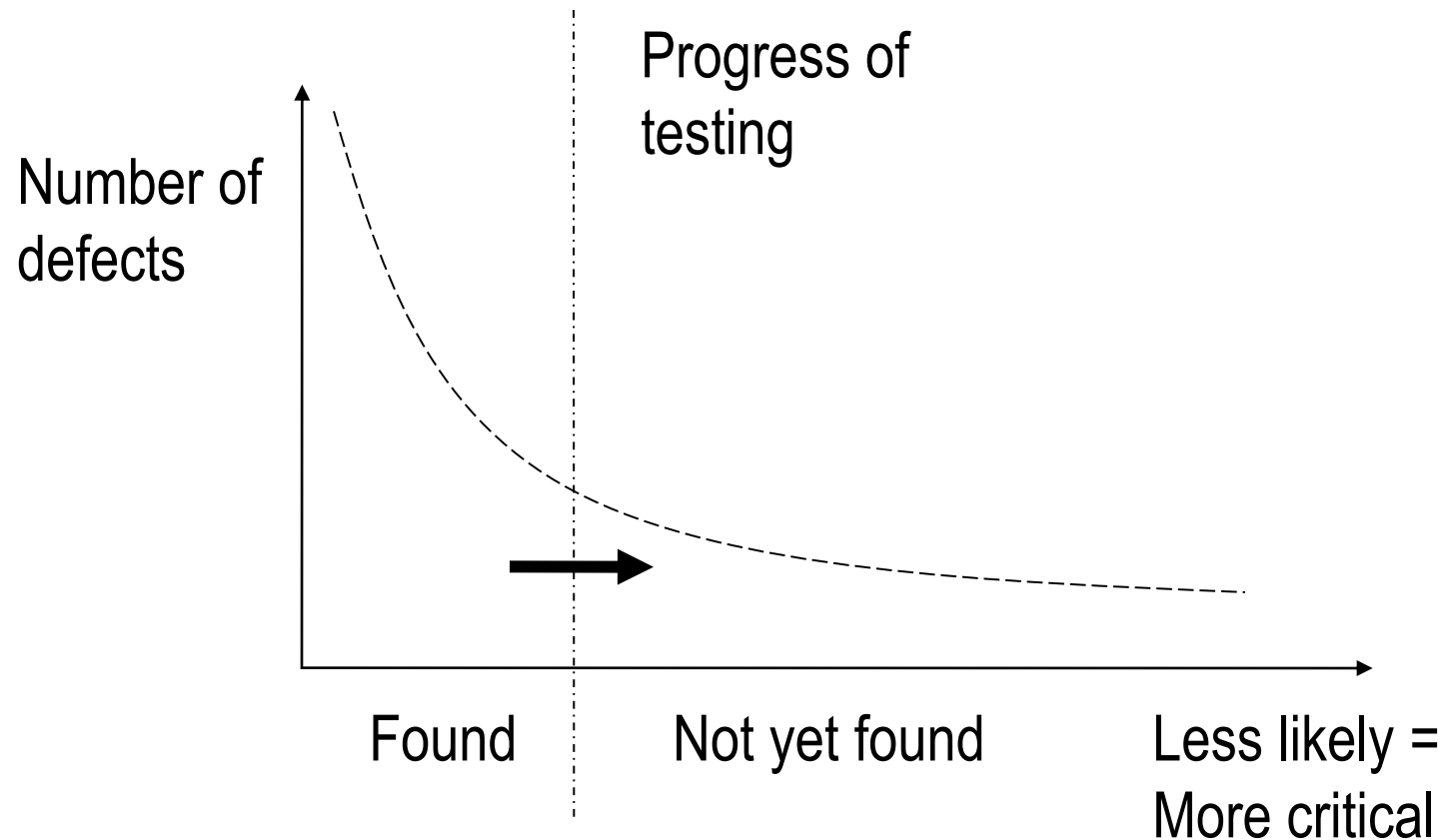
Economics of Testing (I)

- The characteristic S-curve for error removal



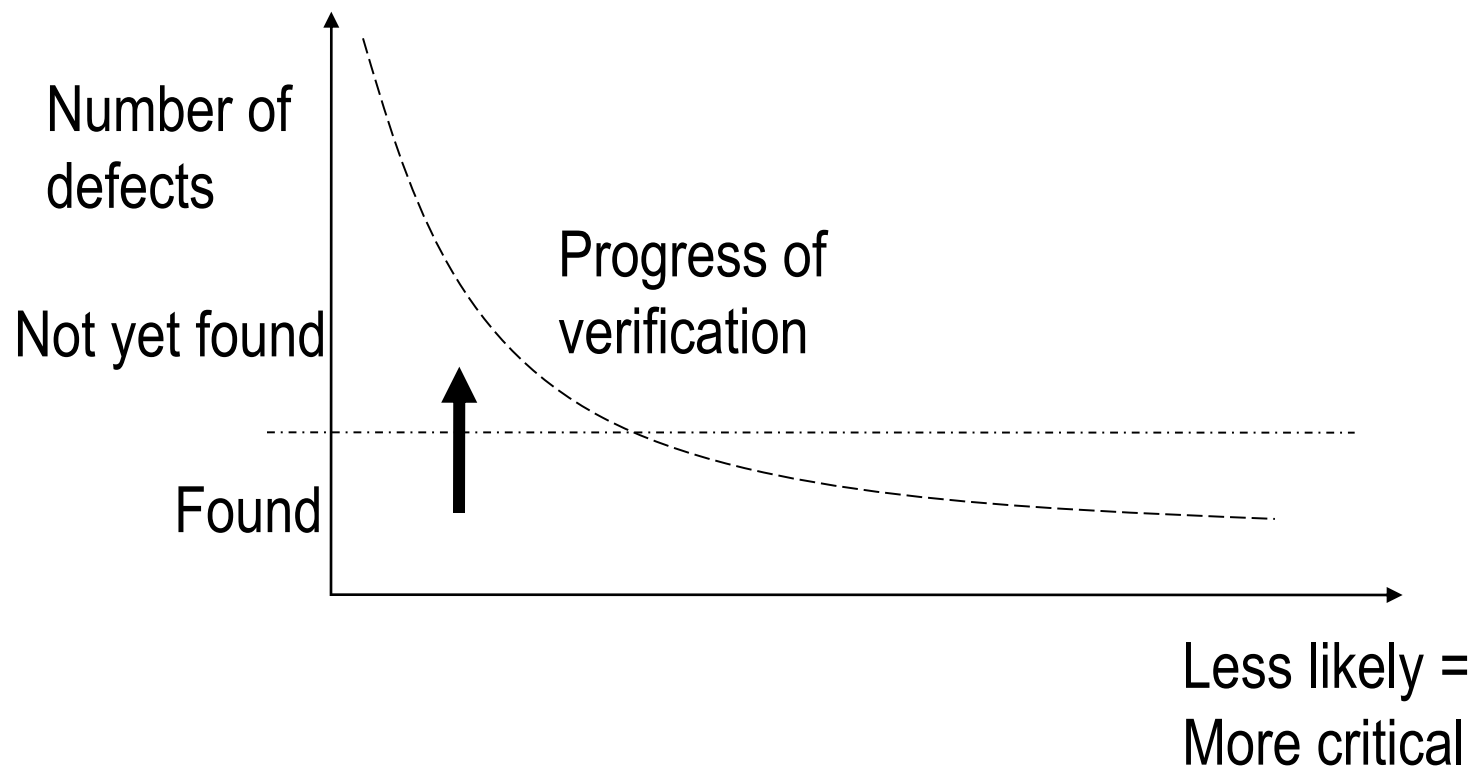
Economics of Testing (II)

- **Testing** tends to intercept errors in order of their probability of occurrence



Economics of Testing (III)

- **Verification** is insensitive to the probability of occurrence of errors



Summary

- Objective test strategy should achieve
“an acceptable level of confidence
at an acceptable level of cost”
- Tests are integral part of the software
 - All quality statements apply!
 - ~40% of overall coding effort ok



Summary (contd.)

- Final Thoughts [Pressman]
 - **Think** about what you see
 - **Use tools** to gain more insight
 - If at an impasse, **get help** from someone else
 - Be absolutely sure to conduct **regression tests** when fixing the bug
- Testing is **hostile** -- „*Make Test Like War!*“
 - be bad = **imaginative** on possible error situations
 - best be developed NOT by (but in communication with) coder
- “*Testing is successful if the program fails*” - Goodenough & Gerhart, 1975
- “*Testers are customer advocates*” – n.n.