

Университет ИТМО  
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Лабораторная работа №1  
По дисциплине  
«Тестирование программного обеспечения»

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## Задание

1. Для указанной функции провести модульное тестирование разложения функции в степенной ряд. Выбрать достаточное тестовое покрытие.
2. Провести модульное тестирование указанного алгоритма. Для этого выбрать характерные точки внутри алгоритма, и для предложенных самостоятельно наборов исходных данных записать последовательность попадания в характерные точки. Сравнить последовательность попадания с эталонной.
3. Сформировать доменную модель для заданного текста. Разработать тестовое покрытие для данной доменной модели

Введите вариант:

1. Функция `arcsin(x)`
2. Программный модуль для работы с B деревьями (количество элементов в ключе - до 3, <http://www.cs.usfca.edu/~galles/visualization/BTree.html>)
3. Описание предметной области:

Когда вы мчитесь по шоссе, лениво обгоняя другие машины, чувствуя, как вы довольны собой, и вдруг случайно переключаетесь с четвертой скорости на первую вместо третьей, отчего ваш двигатель и ваши мозги чуть не вылетают прочь, вы должны чувствовать себя примерно так же, как почувствовал себя Форд Префект при этом замечании.

## Выполнение

Ссылка на GitHub репозиторий: <https://github.com/Tolstovku/itmo-fourth-year/tree/master/TestingSoftware>

Функция `arcsin(x)`

Код функции:

```
public class Taylor {
    public static final double eps = 1E-9;
    public static double arcsin(double x) {
        double curr = x;
        double result = 0.0;
        int n = 1;
        if (x == 1.0) {
            return Math.PI/2;
        } else if (x == -1.0) {
            return -Math.PI/2;
        } else if (Math.abs(x) < 1) {
            while (Math.abs(curr) >= eps/10) {
                result += curr;
                curr = curr * x * x * (2 * n - 1) * (2 * n - 1) / ((2 * n) *
(2 * n + 1));
                n++;
            }
        } else {
            throw new IllegalArgumentException();
        }
        return result;
    }
}
```

## Тестирование:

```
public class TaylorTest {
    @Test
    public void LowBorderReturnsCorrect () {
        assertEquals(-Math.PI/2, Taylor.arcsin(-1));
    }

    @Test
    public void HighBorderReturnsCorrect () {
        assertEquals(Math.PI/2, Taylor.arcsin(1));
    }

    @Test
    public void RightOutOfBoundsThrowsException () {
        assertThrows(IllegalArgumentException.class, () -> Taylor.arcsin(2));
    }

    @Test
    public void LeftOutOfBoundsThrowsException () {
        assertThrows(IllegalArgumentException.class, () -> Taylor.arcsin(-
2));
    }
    @Test
    public void ReturnsCorrect () {
        assertEquals(Math.asin(0.33), Taylor.arcsin(0.33), Taylor.eps);
        assertEquals(Math.asin(0.88), Taylor.arcsin(0.88), Taylor.eps);
        assertEquals(Math.asin(-0.33), Taylor.arcsin(-0.33), Taylor.eps);
        assertEquals(Math.asin(-0.88), Taylor.arcsin(-0.88), Taylor.eps);
    }

    @Test
    public void YAxisInterceptionReturnsCorrect () {
        assertEquals(Math.asin(0), Taylor.arcsin(0), Taylor.eps);
    }
}
```

## 2. Б-Дерево

### Код реализации Б-Дерева

```
public class BTree<Key extends Comparable<Key>, Value> {
    private static final int M = 4;

    private Node root;
    private int height;
    private int elemsCount;
    public List<BTreeActions> actionsLog = new LinkedList<>();

    private static final class Node {
        private int childrenCount;
        private Entry[] children = new Entry[M];

        private Node(int k) {
            childrenCount = k;
        }
    }
}
```

```

private static class Entry<Key extends Comparable<Key>, Value> {
    private Key key;
    private Value val;
    private Node next;

    public Entry(Key key, Value val, Node next) {
        this.key = key;
        this.val = val;
        this.next = next;
    }
}

public BTree() {
    root = new Node(0);
}

public int size() {
    return elemsCount;
}

public int height() {
    return height;
}

public Value get(Key key) {
    if (key == null) throw new IllegalArgumentException("Argument to
get() cannot be null");
    return search(root, key, height);
}

private Value search(Node x, Key key, int ht) {
    Entry[] children = x.children;

    if (ht == 0) {
        actionsLog.add(BTreeActions.externalNodeTraverse);
        for (int j = 0; j < x.childrenCount; j++) {
            if (eq(key, children[j].key)) {
                actionsLog.add(BTreeActions.nodeFound);
                return (Value) children[j].val;
            }
        }
    }

    else {
        actionsLog.add(BTreeActions.internalNodeTraverse);
        for (int j = 0; j < x.childrenCount; j++) {
            if (j + 1 == x.childrenCount || less(key, children[j +
1].key))
                return search(children[j].next, key, ht - 1);
        }
    }
    actionsLog.add(BTreeActions.nodeNotFound);
    return null;
}

public void put(Key key, Value val) {
    if (key == null) throw new IllegalArgumentException("Argument key to
put() cannot be null");
    Node u = insert(root, key, val, height);
    elemsCount++;
    if (u == null) return;
}

```

```

        actionsLog.add(BTreeActions.rootSplit);
        Node t = new Node(2);
        t.children[0] = new Entry(root.children[0].key, null, root);
        t.children[1] = new Entry(u.children[0].key, null, u);
        root = t;
        height++;
    }

    private Node insert(Node node, Key key, Value val, int ht) {
        int j;
        Entry entry = new Entry(key, val, null);

        if (ht == 0) {
            actionsLog.add(BTreeActions.externalNodeTraverse);
            for (j = 0; j < node.childrenCount; j++) {
                if (less(key, node.children[j].key)) break;
            }
        } else {
            actionsLog.add(BTreeActions.internalNodeTraverse);
            for (j = 0; j < node.childrenCount; j++) {
                if ((j + 1 == node.childrenCount) || less(key,
node.children[j + 1].key)) {
                    Node u = insert(node.children[j++].next, key, val, ht -
1);

                    if (u == null) return null;
                    entry.key = u.children[0].key;
                    entry.val = null;
                    entry.next = u;
                    break;
                }
            }
        }

        for (int i = node.childrenCount; i > j; i--)
            node.children[i] = node.children[i - 1];
        node.children[j] = entry;
        node.childrenCount++;
        actionsLog.add(BTreeActions.nodeInserted);
        if (node.childrenCount < M) return null;
        else return split(node);
    }

    private Node split(Node h) {
        actionsLog.add(BTreeActions.nodeSplit);
        Node t = new Node(M / 2);
        h.childrenCount = M / 2;
        for (int j = 0; j < M / 2; j++)
            t.children[j] = h.children[M / 2 + j];
        return t;
    }

    private boolean less(Comparable k1, Comparable k2) {
        return k1.compareTo(k2) < 0;
    }

    private boolean eq(Comparable k1, Comparable k2) {
        return k1.compareTo(k2) == 0;
    }
}

```

Тестирование:

```
public class BTreeTest {
    public static BTree<Integer, String> tree;

    @BeforeEach
    public void prepare () {
        tree = new BTree<>();
    }

    @Test
    public void rootSplits () {
        tree.put (1, "1");
        tree.put (2, "2");
        tree.put (3, "3");
        tree.put (4, "4");
        assertEquals (List.of(
            BTreeActions.externalNodeTraverse,
            BTreeActions.nodeInserted,
            BTreeActions.externalNodeTraverse,
            BTreeActions.nodeInserted,
            BTreeActions.externalNodeTraverse,
            BTreeActions.nodeInserted,
            BTreeActions.externalNodeTraverse,
            BTreeActions.nodeInserted,
            BTreeActions.nodeSplit,
            BTreeActions.rootSplit
        ), tree.actionsLog);
    }

    @Test
    public void nodeInsertSuccess () {
        tree.put (1, "1");
        tree.put (3, "3");
        tree.put (2, "2");
        tree.put (5, "5");
        tree.put (7, "7");
        tree.put (6, "6");
        assertEquals (List.of(
            BTreeActions.externalNodeTraverse,
            BTreeActions.nodeInserted,
            BTreeActions.externalNodeTraverse,
            BTreeActions.nodeInserted,
            BTreeActions.externalNodeTraverse,
            BTreeActions.nodeInserted,

            BTreeActions.externalNodeTraverse,
            BTreeActions.nodeInserted,
            BTreeActions.nodeSplit,
            BTreeActions.rootSplit,

            BTreeActions.internalNodeTraverse,
            BTreeActions.externalNodeTraverse,
            BTreeActions.nodeInserted,

            BTreeActions.internalNodeTraverse,
            BTreeActions.externalNodeTraverse,
            BTreeActions.nodeInserted,
            BTreeActions.nodeSplit,
            BTreeActions.nodeInserted
        ), tree.actionsLog);
    }
}
```

```

    }

    @Test
    public void searchSuccess () {
        tree.put (1, "1");
        tree.put (2, "2");
        tree.put (3, "3");
        tree.put (4, "4");
        tree.actionsLog.clear ();
        String result = tree.get (4);
        assertEquals (List.of (
            BTreeActions.internalNodeTraverse,
            BTreeActions.externalNodeTraverse,
            BTreeActions.nodeFound
        ), tree.actionsLog);
        assertEquals (result, "4");
    }

    @Test
    public void searchFails () {
        tree.put (1, "1");
        tree.put (2, "2");
        tree.put (3, "3");
        tree.put (4, "4");
        tree.actionsLog.clear ();
        String result = tree.get (9);
        assertEquals (List.of (
            BTreeActions.internalNodeTraverse,
            BTreeActions.externalNodeTraverse,
            BTreeActions.nodeNotFound
        ), tree.actionsLog);
        assertNull (result);
    }

    @Test
    public void validation () {
        assertThrows (IllegalArgumentException.class, () -> tree.put (null,
null));
        assertThrows (IllegalArgumentException.class, () -> tree.get (null));
    }
}

```

### 3. Доменная модель

Код реализации доменной модели:

```

public enum BrainStatus {
    STABLE,
    BLOWN
}

```

```

public enum EngineStatus {
    OFF,
    WORKING,
    BROKEN
}

```

```

public enum Mood {
    GLAD,

```

```
        SHOCKED,  
        BORED  
    }  
}
```

```
public interface ICar {  
    void startEngine ();  
    void stopEngine ();  
    void changeGear (int gear);  
    void overtake ();  
    EngineStatus checkEngine ();  
    int checkGear ();  
    IPerson getDriver ();  
}
```

```
public interface IPerson {  
    Mood getCurrentMood ();  
    void brainBlow ();  
    void reactToOvertake ();  
    BrainStatus getBrainStatus ();  
}
```

```
public class Car implements ICar{  
    public IPerson driver;  
    private EngineStatus engineStatus = EngineStatus.OFF;  
    private int currentGear = 0;  
  
    public Car(IPerson driver) {  
        this.driver = driver;  
    }  
  
    @Override  
    public void startEngine () {  
        if (engineStatus == EngineStatus.WORKING) {  
            return;  
        }  
  
        if (engineStatus == EngineStatus.BROKEN) {  
            throw new EngineDiedException("Engine is broken");  
        }  
  
        if (currentGear > 0){  
            throw new EngineDiedException("You tried to start engine with not  
neutral gear selected");  
        }  
        engineStatus = EngineStatus.WORKING;  
    }  
  
    @Override  
    public void stopEngine () {  
        engineStatus = EngineStatus.OFF;  
    }  
  
    @Override  
    public void changeGear (int gear) {  
        if (gear > 5 || gear < 0){  
            throw new IllegalArgumentException("Gear can be 0-5");  
        }  
        if (gear == 0){  
            currentGear = gear;  
        } else if (Math.abs(currentGear - gear) > 1 && engineStatus ==  
EngineStatus.WORKING) {
```



```

        engineStatus = EngineStatus.BROKEN;
        driver.brainBlow();
    } else {
        currentGear = gear;
    }
}

@Override
public void overtake() {
    if (engineStatus == EngineStatus.WORKING && currentGear > 0)
        driver.reactToOvertake();
    else throw new CannotOvertakeException("Cannot overtake while
standing");
}

@Override
public EngineStatus checkEngine() {
    return engineStatus;
}

@Override
public int checkGear() {
    return currentGear;
}

@Override
public IPerson getDriver() {
    return driver;
}
}

```

```

public class Person implements IPerson{
    private Mood mood = Mood.BORED;
    private BrainStatus brain = BrainStatus.STABLE;

    @Override
    public Mood getCurrentMood() {
        return mood;
    }

    @Override
    public void brainBlow() {
        brain = BrainStatus.BLOWN;
        mood = Mood.SHOCKED;
    }

    @Override
    public void reactToOvertake() {
        mood = Mood.GLAD;
    }

    @Override
    public BrainStatus getBrainStatus() {
        return brain;
    }
}

```

Тестирование:

```

public class DomainTest {
    ICar car;

    @BeforeEach
    public void prepare () {
        car = new Car(new Person());
    }

    @Test
    public void changingGearsSuccess () {
        car.startEngine();
        car.changeGear(1);
        car.changeGear(2);
        car.changeGear(3);
        car.changeGear(4);
        car.changeGear(5);
        assertEquals(EngineStatus.WORKING, car.checkEngine());
        assertEquals(5, car.checkGear());
    }

    @Test
    public void cannotStartCarWithNonNeutralGear () {
        car.changeGear(1);
        assertThrows(EngineDiedException.class, () -> car.startEngine());
    }

    @Test
    public void cannotChangeToSixthsGear () {
        car.startEngine();
        car.changeGear(1);
        car.changeGear(2);
        car.changeGear(3);
        car.changeGear(4);
        car.changeGear(5);
        assertThrows(IllegalArgumentException.class, () ->
car.changeGear(6));
    }

    @Test
    public void wrongGearChangingCausesBrainBlowingAndEngineBreaking () {
        car.startEngine();
        car.changeGear(1);
        car.changeGear(5);
        assertEquals(EngineStatus.BROKEN, car.checkEngine());
        assertEquals(Mood.SHOCKED, car.getDriver().getCurrentMood());
        assertEquals(BrainStatus.BLOWN, car.getDriver().getBrainStatus());
    }

    @Test
    public void overtakingMakesDriverGlad () {
        car.startEngine();
        car.changeGear(1);
        car.overtake();
        assertEquals(Mood.GLAD, car.getDriver().getCurrentMood());
    }

    @Test
    public void cannotOvertakeWhileStandingInPlace () {
        assertThrows(CannotOvertakeException.class, () -> car.overtake());
        car.startEngine();
        assertThrows(CannotOvertakeException.class, () -> car.overtake());
    }

    @Test

```

```
public void cannotStartBrokenEngine () {  
    car.startEngine ();  
    car.changeGear (1);  
    car.changeGear (5);  
    assertThrows (EngineDiedException.class, () -> car.startEngine ());  
}  
}
```

## Вывод

В ходе выполнения работы я научился составлять модульные тесты по принципам черного ящика (тестирование математической функции и доменной модели) и белого ящика (тестирование Б-Дерева)