

# ITP2200

# Introduction to Software Testing

**Bogdan Marculescu**

# Lecture 6

## Integrating testing in the software development process

# So, more programming this week?



# What do we remember from last time?



# Beizer levels



More thought-out,  
More deliberate,  
More long-term

**Level 0** - There's no difference between testing and debugging.

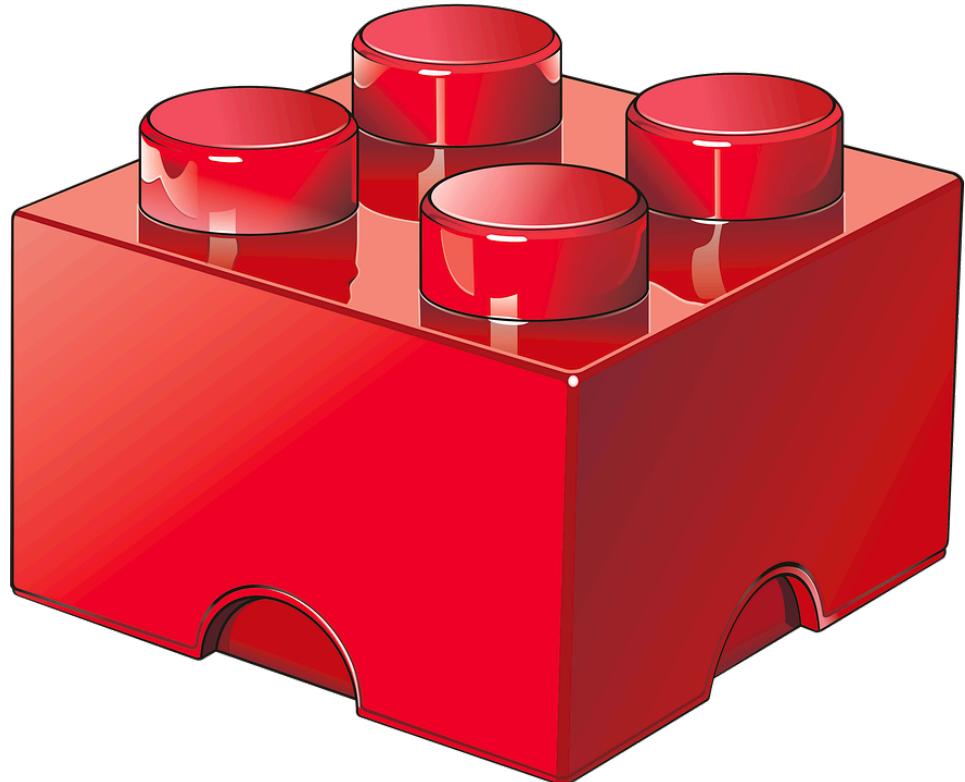
**Level 1** - The purpose of testing is to show that the software works.

**Level 2** - The purpose of testing is to show that the software doesn't work.

**Level 3** - The purpose of testing is not to prove anything specific, but to reduce the risk of using the software.

**Level 4** - Testing is a mental discipline that helps all IT professionals develop **higher quality software**.

# Software Development Process



Unit test:

- Each component (class, method, etc.)
- Functionality, inputs, behaviours
- Input partitioning
- Coverage criteria

# Software Development Process

Quick primer on how software development works:

1. Requirements analysis and specification
2. System and software design
3. Intermediate design
4. Detailed design
5. Implementation
6. Integration
7. System deployment
8. Operation and maintenance



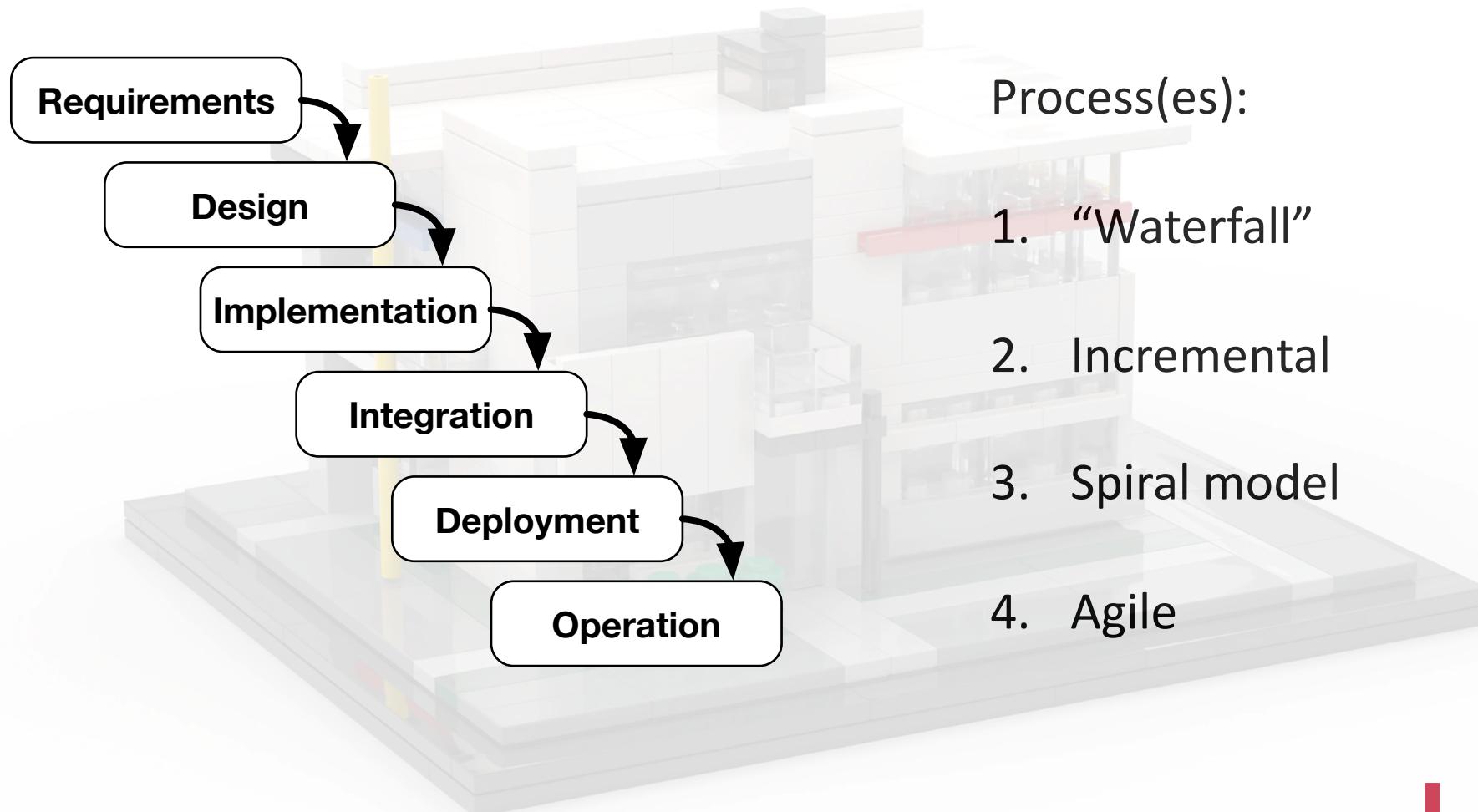
# Software Development Process



Process(es):

1. “Waterfall”
2. Incremental
3. Spiral model
4. Agile

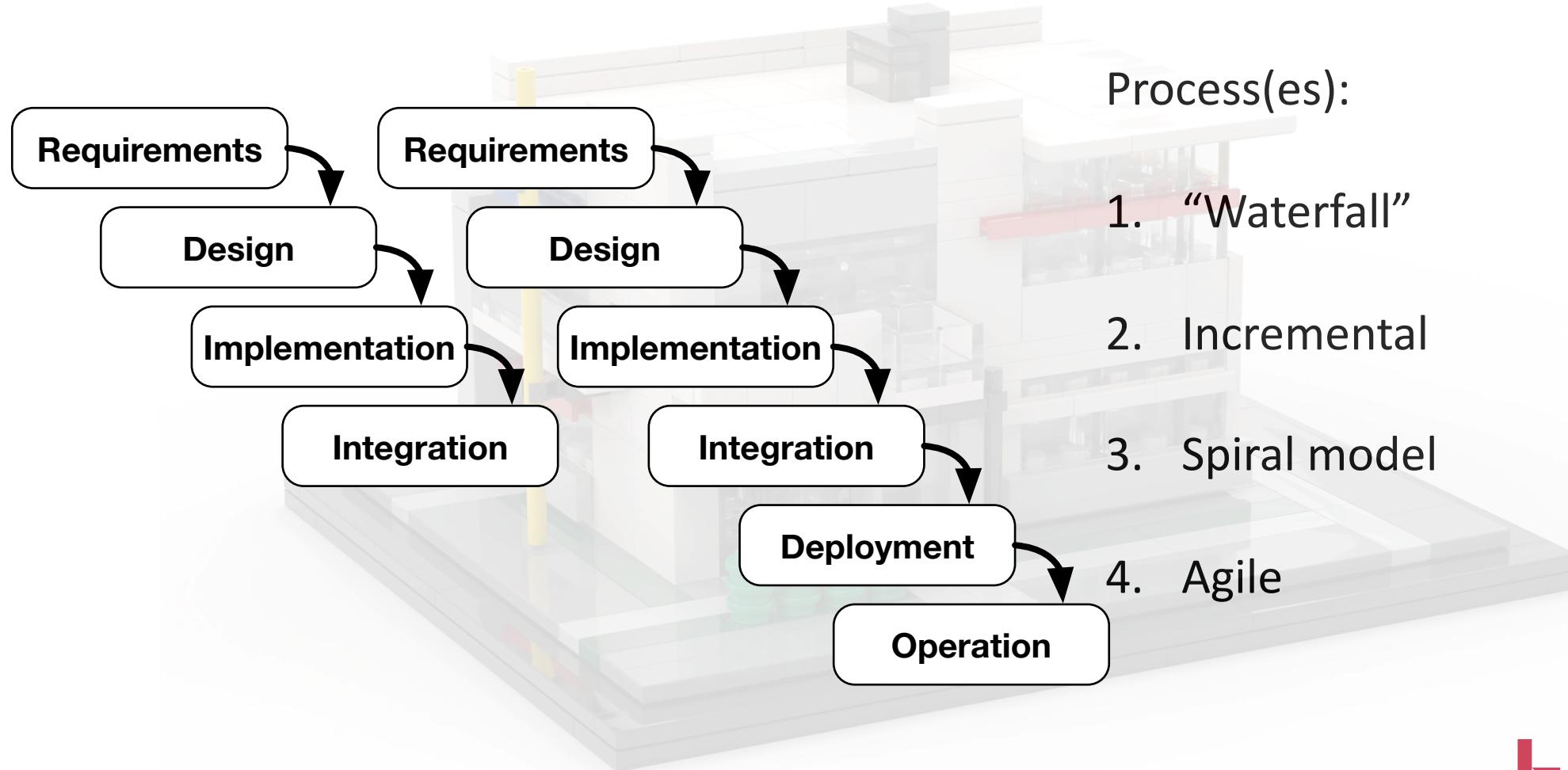
# Software Development Process



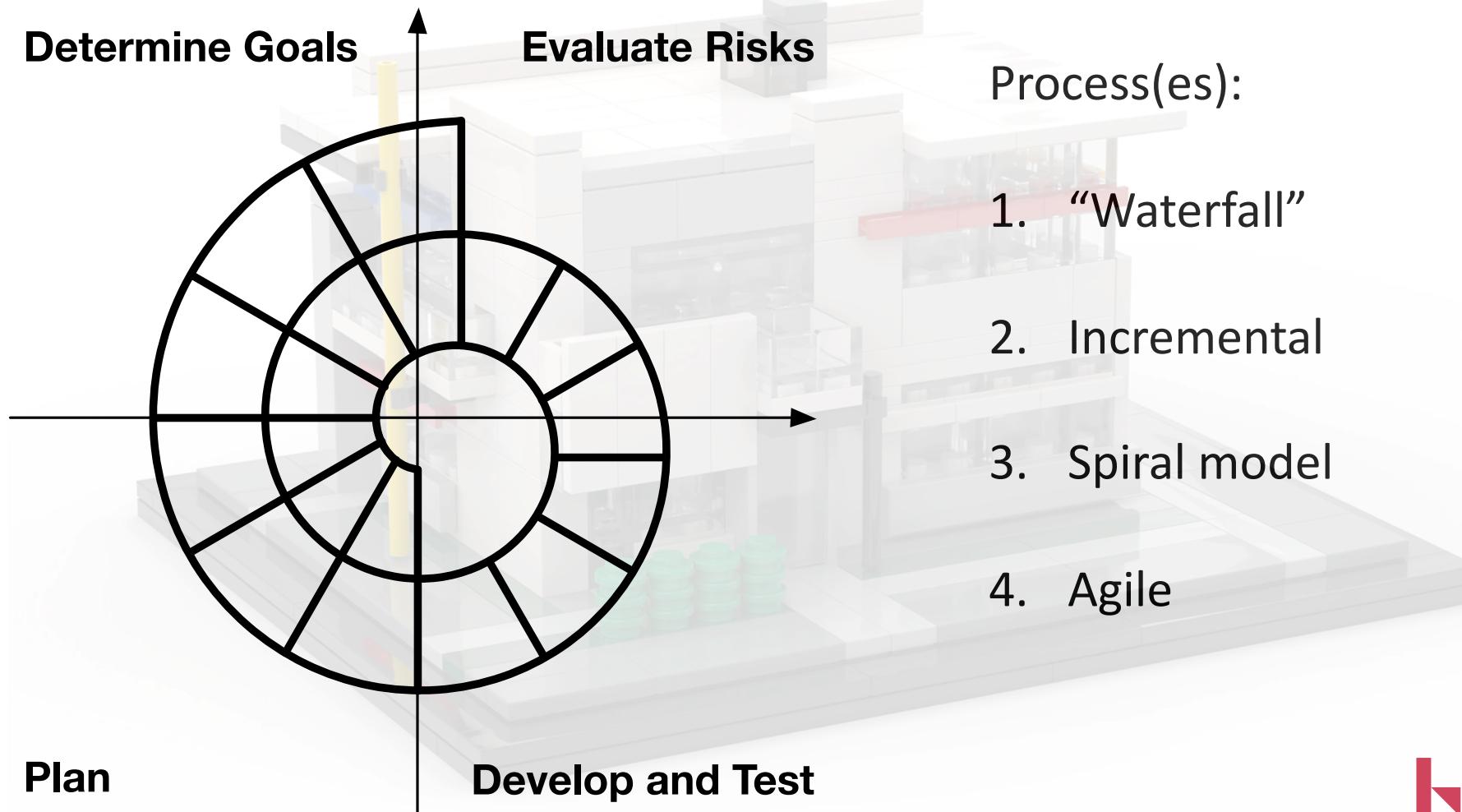
Process(es):

1. “Waterfall”
2. Incremental
3. Spiral model
4. Agile

# Software Development Process



# Software Development Process



# Testing a Growing Product



We've done right so far

Existing code works

But more functionality needs added (there's always more stuff to add)

# Regression Testing

Re-test modified software

- Ensure new changes do not break existing functionality
- Automated
- Balance between more tests and manageable test suite size
- Evaluation Criteria: (wait... we know this, right?)



# Regression Testing

```
1 package ex06;
2
3 public class Time {
4     int hours;
5     int minutes;
6     int seconds;
7
8     @ Time(int hours, int minutes, int seconds){
9         this.hours = hours;
10        this.minutes = minutes;
11        this.seconds = seconds;
12    }
13
14    @ public static Time convertSeconds(int seconds){
15        int sec = seconds % 60;
16        int hour = seconds / 60;
17        int mins = hour % 60;
18
19        hour = hour / 60;
20
21        return new Time(hour, mins, sec);
22    }

```

How can we improve this?

- Ensure that any data stored in it is usable
- Ensure that any data is accessible when appropriate (and only when appropriate)
- Add additional functionality

# Regression Testing

```
1 package ex06;
2
3 public class Time {
4     int hours;
5     int minutes;
6     int seconds;
7
8     @
9     public Time(int hours, int minutes, int seconds){
10        this.hours = hours;
11        this.minutes = minutes;
12        this.seconds = seconds;
13    }
14
15    @
16    public static Time convertSeconds(int seconds){
17        int sec = seconds % 60;
18        int hour = seconds / 60;
19        int mins = hour % 60;
20
21        hour = hour / 60;
22
23        return new Time(hour, mins, sec);
24    }
25}
```

Private!

Example:  
Make constructor private!

In groups (self-assigned)

Take 5 minutes and discuss:

Benefits?  
Drawbacks?  
What tests would you add?  
What tests should be removed?

Pick a representative and share your findings!

# Regression Testing

Changes can

- **Correct** known faults
- **Improve** existing functionality or performance
- **Adapt** existing structure and functionality
- **Prevent** future problems



# Software Development Process



So,

Nothing old broke,

Is what is new any good?

# Integration Testing

Assumptions:

Individual components are tested

Integration testing: ensuring that the combination of these components is also tested.



# Integration Testing

Check that the various components:

1. Connect!
2. Interact appropriately
3. Require any changes to be performed



# Integration Testing

```
1 package ex06;  
2  
3 public class Meeting {  
4     Person owner;  
5     Date date;  
6     Time time;  
7     int duration;  
8  
9     @  
10    private Meeting(Person p, Date d, Time t){  
11        this.owner = p;  
12        this.date = d;  
13        this.time = t;  
14    }  
15}
```

The Person class is not ready yet!

- what inputs should it have?
- What methods should it have?
- Is currently designed behaviour appropriate?

# Integration Testing

```
1 package ex06;  
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3 public class Meeting {  
4     Person owner;  
5     Date date;  
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```

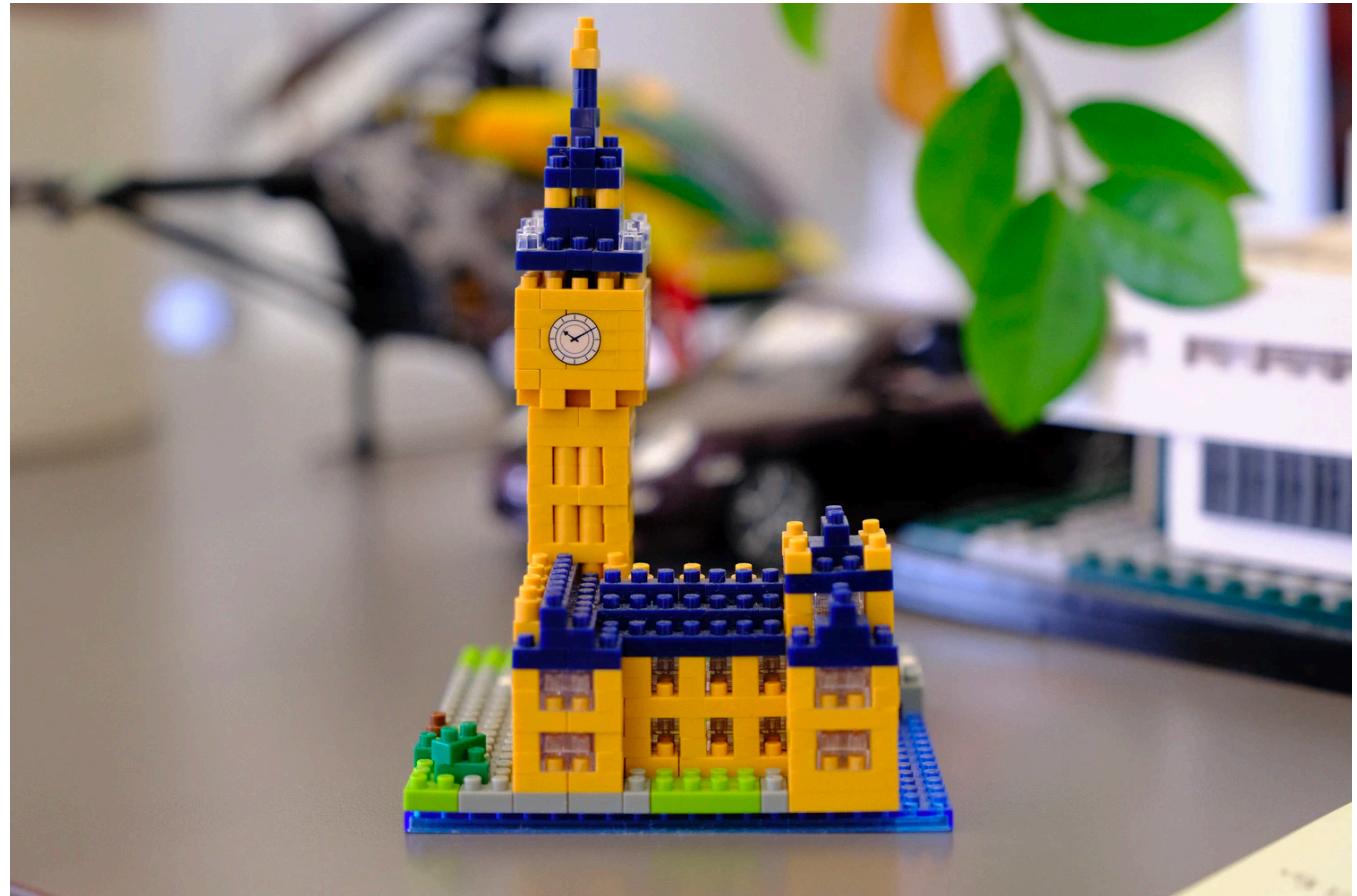
The Person class is not ready yet!

- what inputs should it have?
- What methods should it have?
- Is currently designed behaviour appropriate?

# Integration Testing

Integration:

- Can be done on incomplete systems
- Some components can be replaced with Stubs (or Mock-ups in other contexts).
- Gives rise to a new problem: what is a good order to integrate components in.





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Kristiania



Questions so far?

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# Test Process



## Quality

- At all the levels presented there!
- At each step – there are activities that can improve quality, and support or enable better testing
- It's not just code being assessed!

# Beizer levels



More thought-out,  
More deliberate,  
More long-term

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Questions so far?

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# Exercise for the Seminar



## Rooms:

- A3-01
- A4-01
- A4-03
- A5-18

# Exercise for the Seminar



## RECAP!

- What tests do you have for the Time and Date classes?
- What coverage did you achieve?
- Explain your testing approach!

# Exercise for the Seminar



## RECAP!

- Ensure that the Time and Date classes only contain valid info (have tests to show that)
- Change those classes where appropriate!

# Exercise for the Seminar



## **Write up tests that**

- Fail before you update the Date and/or Time classes
- Pass after those classes are changed

# Exercise for the Seminar



**If possible, use your implementation from the previous seminar/OOP.**

**Focus on writing the tests!**