

Testing

Software Testing

Quality

Quality Assurance

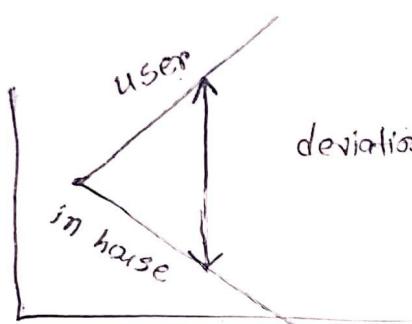
Quality Control

Software quality and its dimension

Software Verification and validation

Bug, error, failure

Debugging



deviation to standard, quality तो नियंत्रण

scalability

correctness
trustworthiness

process which is being followed is verified

product assess its valid, invalid

verified product
set of task in filter
process to assess the

Bug, error, failure, fault,

environment \hookrightarrow fault problem \leftrightarrow fault

debugging Testing

fail अदृष्ट विकास
अदृष्ट छवि

संकेत विद्या intention

Software Testing Goals

Post implementation

- Reduce Maintenance Cost
- Improve Testing Process

short term

Bug Discovery

Bug Prevention

long Term

reliability

Quality

User Satisfaction

Risk Management

Team अल्पांग से बुझने Planning योग्य है न

क्लिकर विशेषज्ञ

Risk — time

feature एवं last time व feature management व जॉडिंग जॉडिंग

बहुत बहुत

Continuously test जॉडिंग है

जॉडिंग है

Post Implementation

Short term ensure जॉडिंग

जॉडिंग long term को बढ़ावा देते

Maintenance Cost जॉडिंग 20

जॉडिंग

जॉडिंग

जॉडिंग

Requirement Analysis

Design

Coding
testing

main ...

testing ने गॉट phase, गॉट myth

जॉडिंग test जॉडिंग 20, तो बहुत

आज जॉडिंग 20, तो बहुत

गॉट software completely test यह possible ना

psychology

जॉडिंग

जॉडिंग हो जाता

tester ने जॉडिंग वाले दृष्टिभूमि

tester ने जॉडिंग जॉडिंग coding knowledge जॉडिंग 20 - myth

domain knowledge जॉडिंग 20 जॉडिंग

Complete Testing

— Infinite Input Domain

388 AT

— valid Input

— Invalid Input

— edited Input

— Resource Constraints

— Hardware

— Human

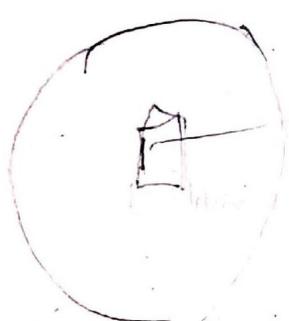
— Time

— Cost

Software testing — principles & —

① Myers

effective Testing



→ infinite input set (250)
sample for test

testing 2 800

white box testing — implementation, internal mechanism 15% test

black box testing — a user's point of view 15% test 80%

acceptance testing
performance

beta version

beta testing — subset of user to take publish release before market (BFR)
feedback (RFT)

alpha testing — company do alpha testing

unit testing — do fine/micro normally do task perform BFR
do task/unit test RFT

Regression testing — all individual unit tests (UT) to check if any changes done to code affect

Integration testing

Scalability

Sanity testing

SI

Horizontal

backward compatibility

Scaling

Vertical

one PC add RFT

each PC do scaling
resource constraint

Wifib — wireless fidelity

Rite li-fi — light as speed

testing vs debugging

মনে করো না

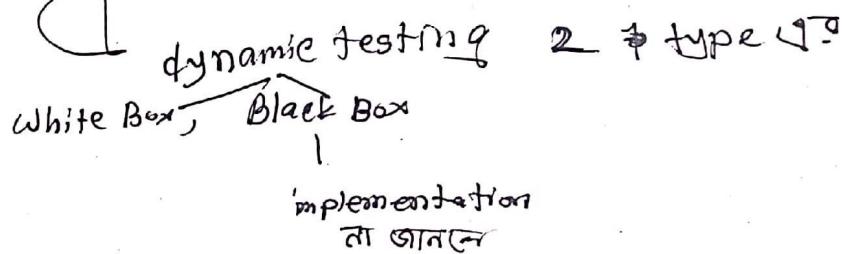
(তবে করো)

Effective testing vs Exhaustive testing

- * Effectively test করো, exhaustively না
- * Sub phase এর testing করো
- * destructive ~~কার্যকরী~~ approach follow করো
- * constructive ওর করো

যেটোকি কুল করা পাই, অধ্যানে আরও কুল পাওয়ার অস্থুকা করুন
 যেটোকি কুল কৈশী কাই, অধ্যানে আরও কুল পাওয়ার অস্থুকা কৈশী

testing Expensive



seperate team এর tester নিত রাখো

আর ডকুমেন্ট প্রাপ্তি রাখো

steps, input, output, time, platform etc অর লিখে রাখো

Unit testing

103.221.283.35 / software

Unit test ~~कर्म~~ करता है, जो नियमित रूप से defined है

Project

1. test case + report

2. Test smell



कठीन केल्याने test case,
but ~~जब~~ अब case को cover करो

5 p 2

BVC

Boundary value checking

A min	min ⁺
max	max ⁻
normal	

boundary value checking \leftarrow 9 टी state,
(except normal), so test
case (q_{m+1})

Robustness

~~BVA~~

A max⁺

A min⁻

SC2

$\frac{5 \times 9}{2}$

E

BVC

Robust

$$\text{normal} = 51 \quad \max^+ = 101$$

$$\max^- = 100$$

$$\min^- = 1$$

$$\min^+ = 2$$

$$\max^- = 99$$

assignment

number of variables, range of each variables

Equivalent test case

$$A, B, c \quad [1, 100]$$

Valid test, Invalid test

$$I_1 = \{ \langle A, B, c \rangle : A > 100 \}$$

$$I_2 = \{ \langle A, B, c \rangle : A \leq 1 \}$$

valid

$$I_1 = \{ \langle dd, MM, yy \rangle : 1 \leq dd \leq 31 \text{ & } MM = \{1, 3, 5, 7, 8, 10, 12\} \text{ & } 1901 \leq yy \leq 2022\}$$

$$I_2 = \{ \langle dd, MM, yy \rangle : 1 \leq dd \leq 30 \text{ & } MM = \{4, 6, 9, 11\} \}$$

$$I_3 = \{ \langle dd, MM, yy \rangle : 1 \leq dd \leq 28, MM = 2, yy \% 4 = 0 \}$$

$$I_4 = \{ \langle dd, MM, yy \rangle : 1 \leq dd \leq 28, MM = 2, yy \% 4 \neq 0 \}$$

$$I_5 = \{ \langle dd, MM, yy \rangle : yy < 1901 \}$$

$$I_6 = \{ \dots : yy > 2022 \}$$

$$I_7 = \{ \dots : mm < 1 \}$$

$$I_8 = \{ \dots : mm > 12 \}$$

$$I_9 = \{ \dots : dd < 1 \}$$

$$I_{10} = \{ \dots : dd > 31 \}$$

$$I_{11} = \{ \dots : MM = 2 \text{ & } dd >$$

Input

expected -



Output

W W

Testing

Test smell

→ test code is ~~test~~ smell

11 test smell:

resource optimism smell

→ ~~YB~~

Boundary value

testing itse Boundary value checking

5.2 - test case optimization

Validation Activities

Unit

Integration

System

Testing tactics

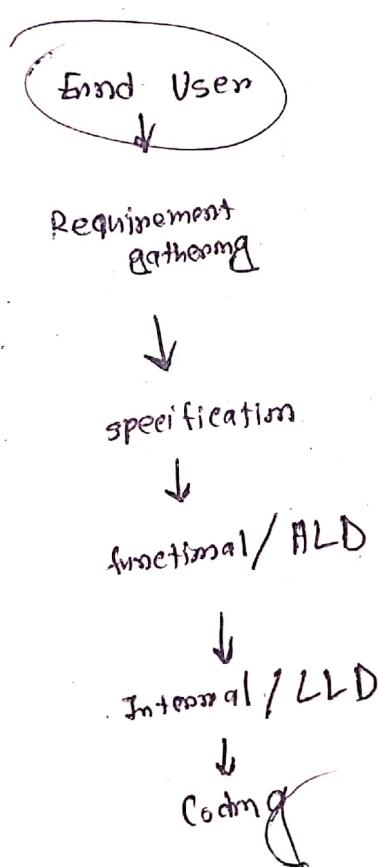
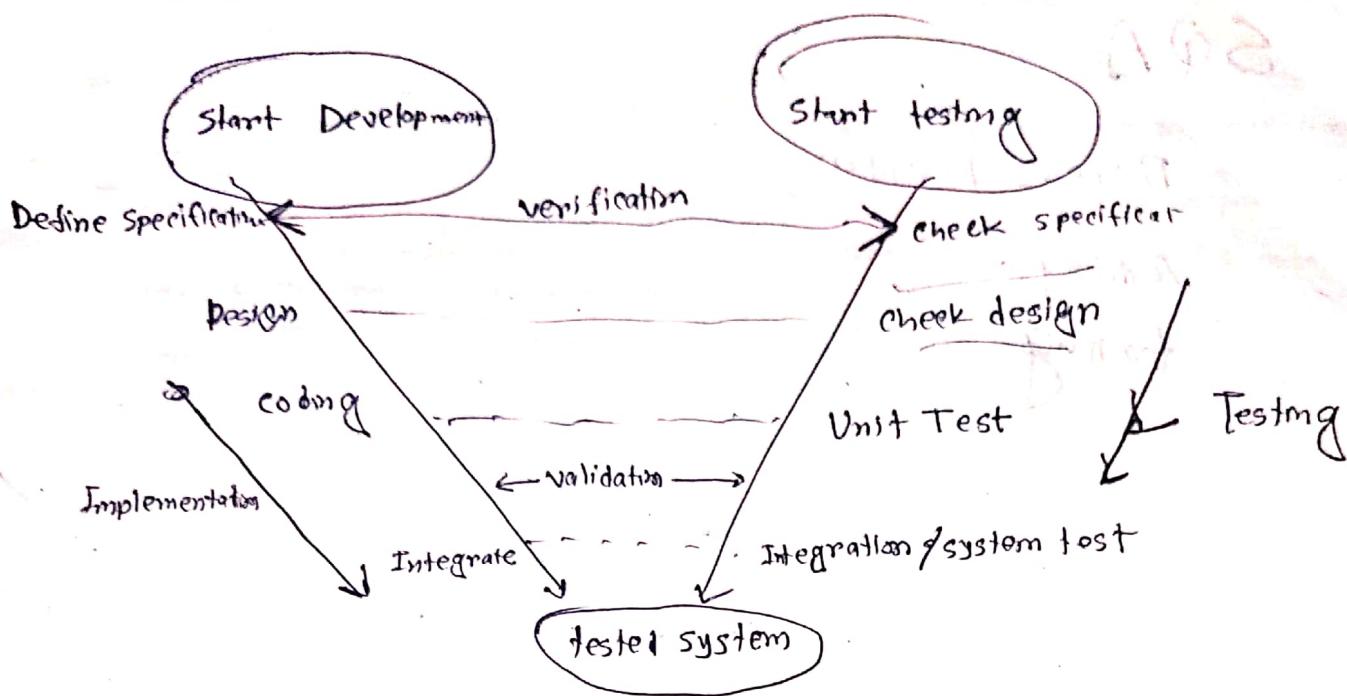
static testing

dynamic testing

black-box / functional testing

white-box / structural "

Chap 3



Verification

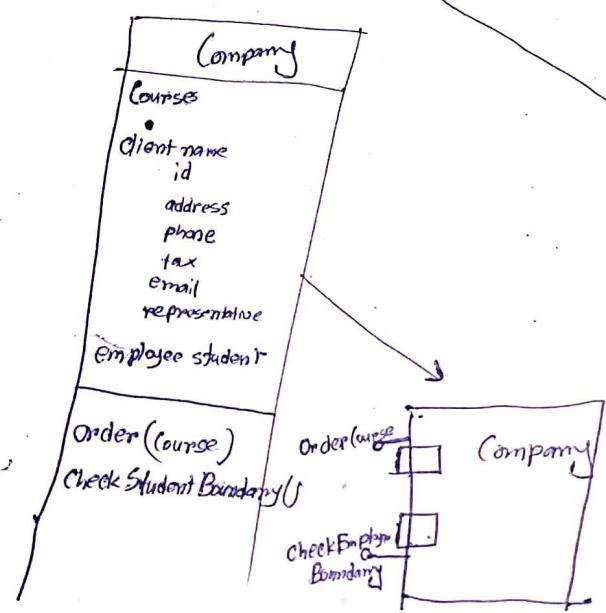
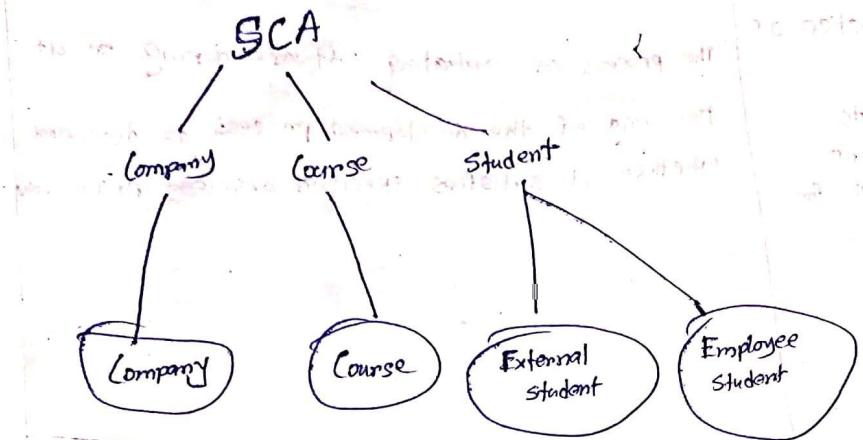
Verification is a static practice of verifying.

The process of evaluating work-products of a development phase to determine whether they meet the specified requirements for that phase.

not involved execution

Validation

The process of evaluating software during or at the end of the development process to determine whether it satisfies specified business requirements.

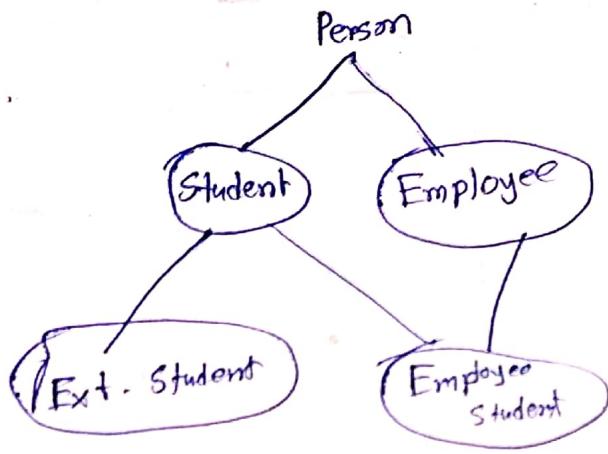


⑥



④

JAPANIA



main() {

0 } int work;

1 } double Payment = 0;

2 } scanf ("%d", &work);

3 } if (work > 0) {

4 } payment = 90;

5 } if (work > 20) {

6 } if (work <= 30)

7 } payment = payment + (work - 25) * 0.5;

8 }

9 } else {

10 } payment = payment + 50 + (work - 30) * 0.15;

11 }

12 } if (payment >= 3000)

13 } payment = payment * 0.9;

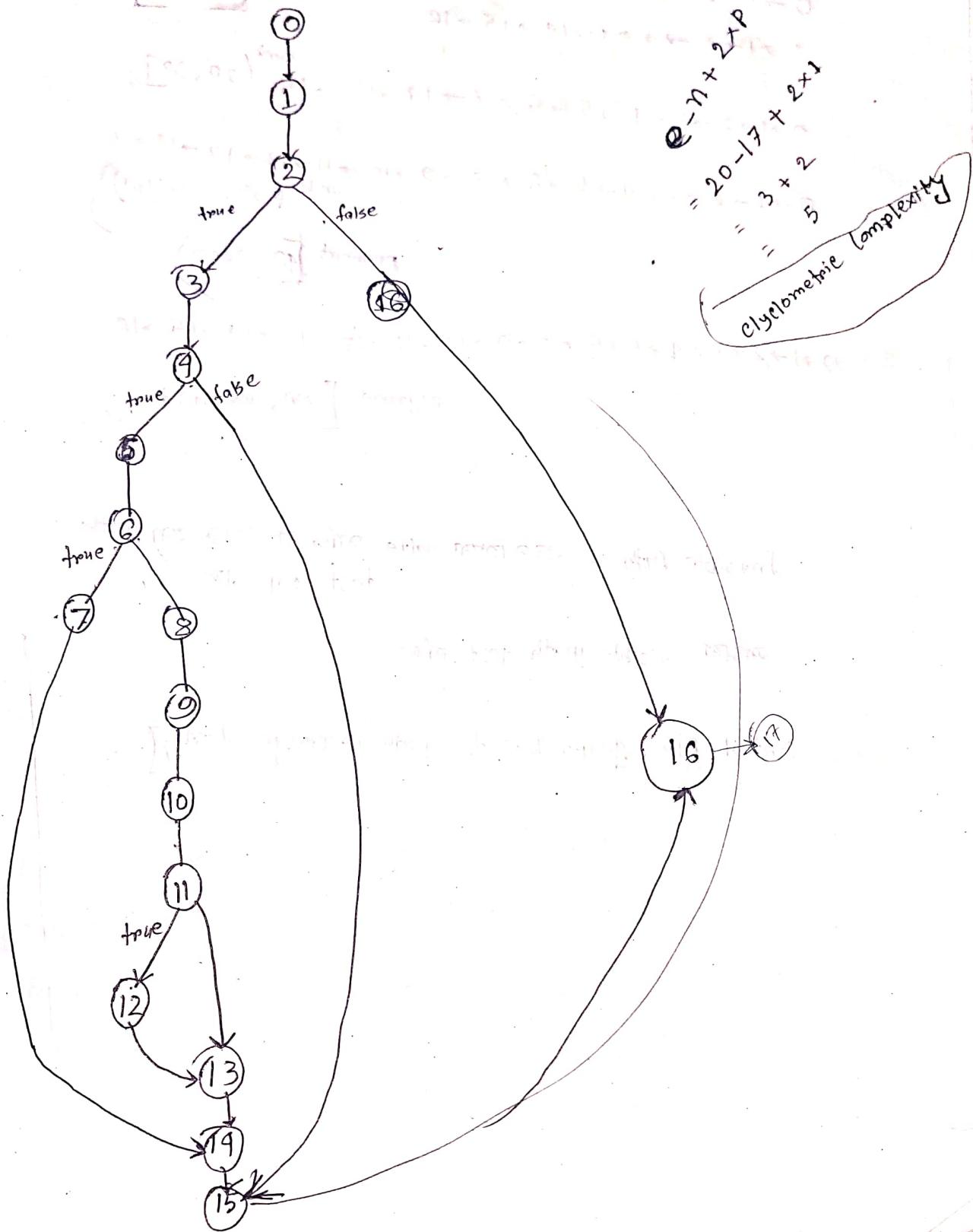
14 }

15 } }

16 } printf ("First Payment %d", payment);

17 }

Control Fw Graph



[S. (Hillman)]

$$e^{-n} \times 2^P$$

$$= 20 - 17 + 2^{2+1}$$

$$= 3 + 2$$

$$= 5$$

Cyclometric Complexity

16

17

$\text{work} \leftarrow (-\max(\text{int}), 0]$

$0 \rightarrow 1 \rightarrow 2 \rightarrow 15 \rightarrow 16$

$0 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 9 \rightarrow 19 \rightarrow 15 \rightarrow 16$

$\text{work} \leftarrow [1, 20]$

$0 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 9 \rightarrow 5 \rightarrow 6 \rightarrow 7 \rightarrow 19 \rightarrow 15 \rightarrow 16$

$\text{work} \leftarrow (20, 30)$

$0 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 9 \rightarrow 5 \rightarrow 6 \rightarrow 8 \rightarrow 9 \rightarrow 10 \rightarrow 11 \rightarrow 13 \rightarrow 14 \rightarrow 16 \rightarrow 15$

$\text{work} \leftarrow (30, \max(\text{int}))$

$\text{payment} \leftarrow (40, 3000)$

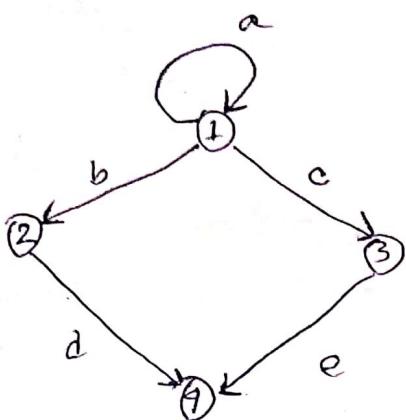
$0 \rightarrow 1 \rightarrow 2 \rightarrow 3 \rightarrow 4 \rightarrow 5 \rightarrow 6 \rightarrow 8 \rightarrow 9 \rightarrow 10 \rightarrow 11 \rightarrow 12 \rightarrow 13 \rightarrow 14 \rightarrow 15 \rightarrow 16$

$\text{payment} \leftarrow [3000, \max(\text{double})]$

Invisible Path \leftarrow अन्यथा value देखते ही, परिवर्तन path
test करते हैं।

अन्यथा visible path test करते हैं -

control flow graph based path coverage testing



	1	2	3	4
1	a	b	c	0
2	0	0	0	d
3	0	0	0	e
4	0	0	0	0

$$\begin{bmatrix} a & b & c & 0 \\ 0 & 0 & 0 & d \\ 0 & 0 & 0 & e \\ 0 & 0 & 0 & 0 \end{bmatrix} * \begin{bmatrix} a & b & c & 0 \\ 0 & 0 & 0 & d \\ 0 & 0 & 0 & e \\ 0 & 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} a^2 + ab + ac + (bd+ce) & ab & ac & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$$

1. simple loop

2. nested loop

loop testing criteria

loop address check
negative iteration check, loop variable negative value check
loop control statement check

loop usage statement check

number of iterations fix করে নিয়ে রাখা হবে

boundary value রাখা হবে (loop parameter)

define

usage

kill

define
redefine

not a, b;

a = 10;

b = 20;

2, 3, 9 9 → a = b + 9;

5 if (a > 10) {
 b++;
}

usage of a : 9

predicate:

statement test true/false boolean return etc.

kill! (ক�ল) var scope (রেজিস্টার)

(computation) ← (compute var)



median kafka

Cd Kafka

sbt

define usage kill

duk

dd → potential bugs -

du → normal

dk → X

ud → ✓

uu → ✓

uk → ✓

kd → ✓

ku → bug (critical)

kk → X

Software Metrics

- # Understanding
- # Control
- # Improvement

- Classification →
- i) Product vs Process
 - ii) Objective vs Subjective
 - iii) Primitive vs Computed
 - iv) Private vs public

Entities
Process, Product, Resource

Attributes
internal, external
security

e.g.
lines of
code

→ Size Metrics

Line of Code (LoC) : KLOC, MLOC etc

Token Count (Halstead Product Metric)

unique operators

Program Vocabulary: $n = n_1 + n_2$

all operators appearing in the implementation

program length: $N = N_1 + N_2$

unique operands
all operands appearing in the implementation

Program Volume

$$V = N \log_2 n$$

Function Point Analysis

Testing Object Oriented Software

OOT - Object, Class, encapsulation, Abstraction, inheritance, Polymorphism

Object Oriented Modeling

- User view (use case)
- Structural view (class diagram)
- Behavioral .. (CRC activity)
- Environmental -- (Deployment)



Object Oriented Testing (OOT)

- Understanding Problem
- Dependency Problem

Strategy

- Method level
- class level
- Cluster level

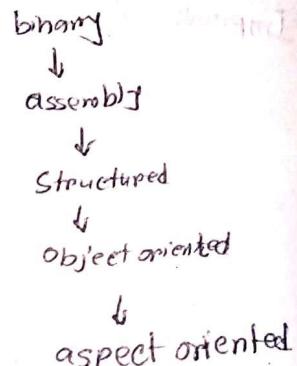
→ System level

③ No. of test

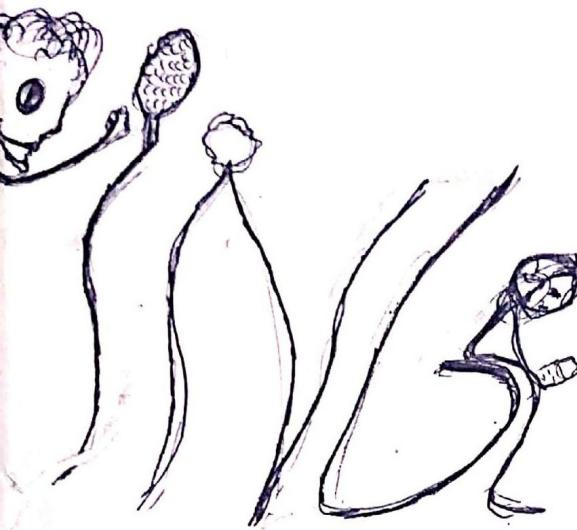
Class पर method तक test → class level

class पर परिवर्तन
उपले शायद कुछ नहीं होता है,

there class और class C पर inherit होता है,



A → B → C



Testing Web-based Systems

Challenges → language, tool

- Diversity & complexity
 - Linux, windows
 - Dynamic Environment
 - Very Short Development time
 - requirement change
 - Continuous Evolution
 - Compatibility and interoperability
 - chrome ↗ TSHTML
 - firefox ↗ TSHTML

Quality aspects

- Reliability
 - Performance
 - Security
 - Usability
 - Scalability
 - Availability
 - Maintainability

Testing

- Interface
 - Usability
 - Content
 - Navigation
 - Configuration/
Compatibility
 - Security

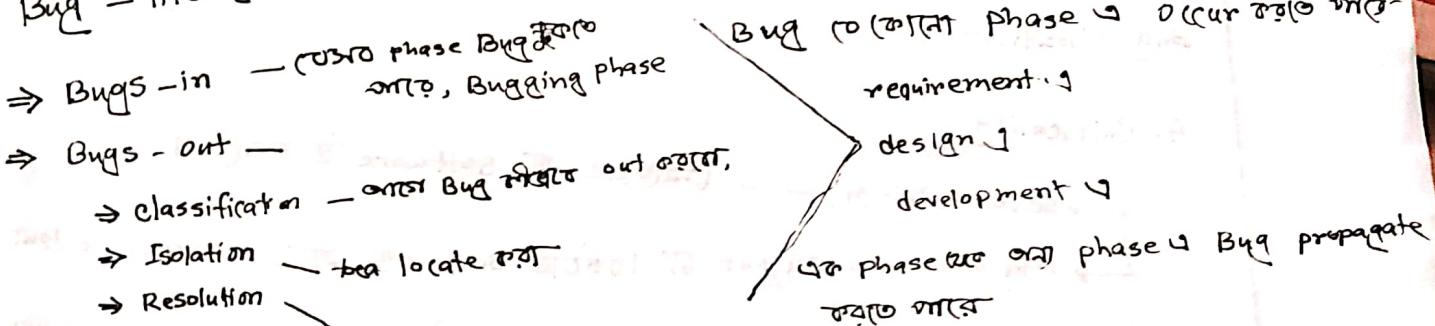
↳ 6 min
background, 8
50 34 67
56 21 03

Testing

- * Test Case
- Test ID
- Purpose
- Preconditions
- Input
- Expected Output

- Test * Testware → Documentation
- * Test Oracle → software metrics
- * Incidents ↓
 - এখন fail হবে এবং লিপ্ত ইন দেল রুন ফাইল

Bug - life cycle in SDLC



Bug Occurrence
— why?

Environment
psychology

ambiguous requirement → clear করে নিয়ে এবং
user friendly
secure } → আলাদে নিয়ে নিয়ে

Impact of Bug → Economically

অতি ফেজে → Bug test করে নিয়ে এবং

last → ফেজ টেস্টে একটি কোস্ট অনেক বেশি পড়ে

- States of a Bug
1. New
 2. Open
 3. Assign
 4. Test
 5. Deferred
 6. Reject
 7. Validated/Done/ Solved /closed
 8. Re-open

Bug Classification

A. Criticality

- severe (critical) — ~~চলাচল না, software কে বিছুন করে~~
- Major — output টি সিফার অব্যাহু না / incorrect output
- Medium — output পিছে নিরে, মিল করার জটিলতা আছে
অন্তরে নিরেনা, convention follow নয়
- Minor — ~~font prob~~ font & problem

depicted by ~~ক্ষমতা~~ medium (বেশি মাত্রে minor ও কম মাত্রে major)

বিপুল major or severe ২৩% chance এবং ৭৭%

Bug Classification — SDL

i) Requirement Phase — Bug → ambiguous requirement
জটিল গুরুত্ব

ii) Design phase — Bug

⇒ Control flow Bug

⇒ User interface

⇒ Data flow Bug

⇒ User expectation

⇒ Logic

⇒ Boundary Value

⇒ Race Condition

control flow, logic, processing, Data flow, Error handling, Race cond.,
Boundary, UI

- iii) Coding Phase - Bug
- iv) Testing Phase - Bug
- v) Post Release Phase - Bug

Control Flow : e.g. if else या control यात्रा करते हुए program का control flow generate करते हैं

- missing path
- path ए infinite loop या असंगत
- (3) path ए जास्ती नहीं, unused/unnecessary

Data flow - एक statement को गणितीय प्रावेश और अवश्यक डेटा flow द्वारा नहीं

प्रोग्राम में डेटा related bug

Double या अनुलिपि integer

conversion,

logic

Boundary Value

- extreme case miss करने वाले

Race Condition

resource limited के Deadlock handle या at 2PM
severe bug 210 PM

User interface

sign up या sign in का click करने

User Expectation

Code smell - error / bug in, but future a Bug induce 23% chance after fix

Coding phase vs Bug

Testing Phase

test method & problem

Post Release Phase

STLC

Bug release pb

Bugzilla

