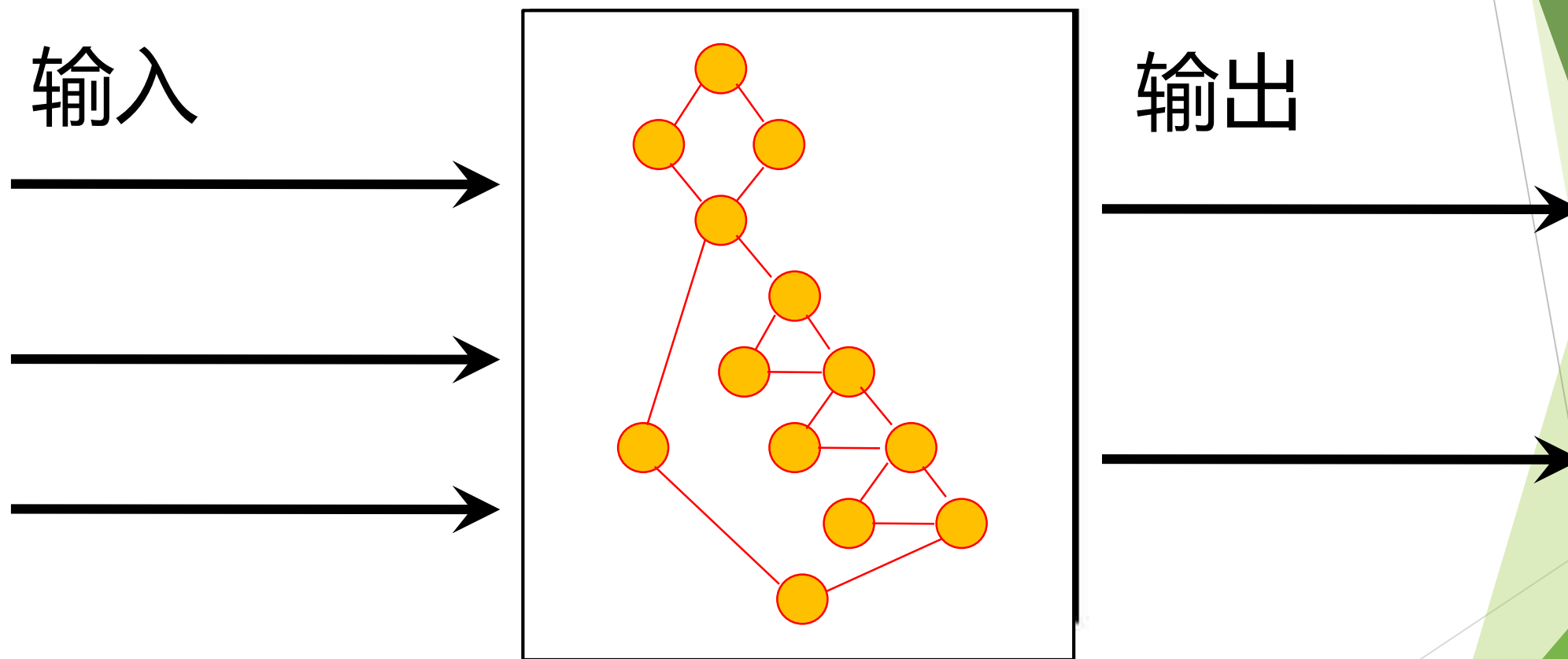


# 控制流分析技术

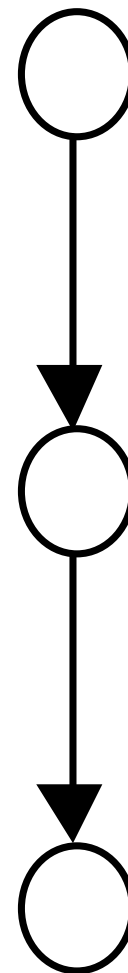
# 白盒测试的基本原理





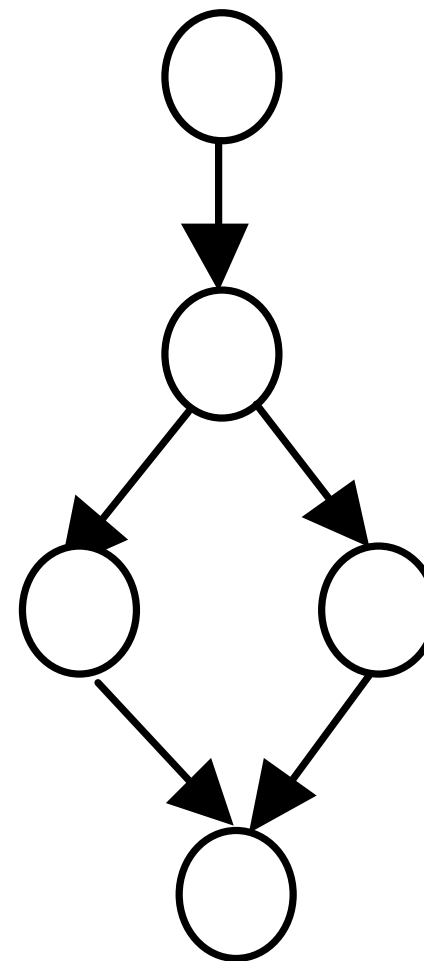
# 线性结构

```
void Func1( int a )  
{  
    int b;  
    b = a + 1;  
    printf( "a = %d, b = %d\n", a, b );  
}
```



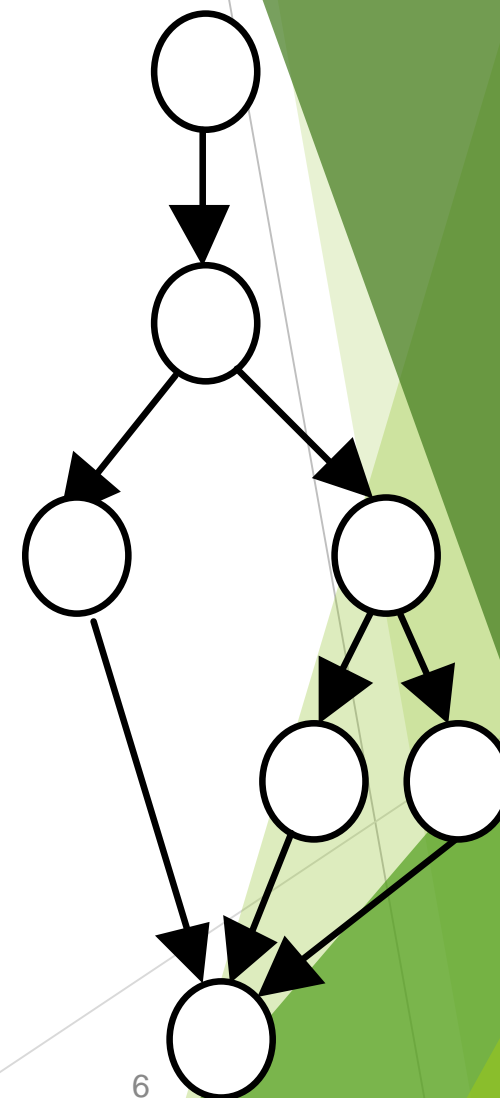
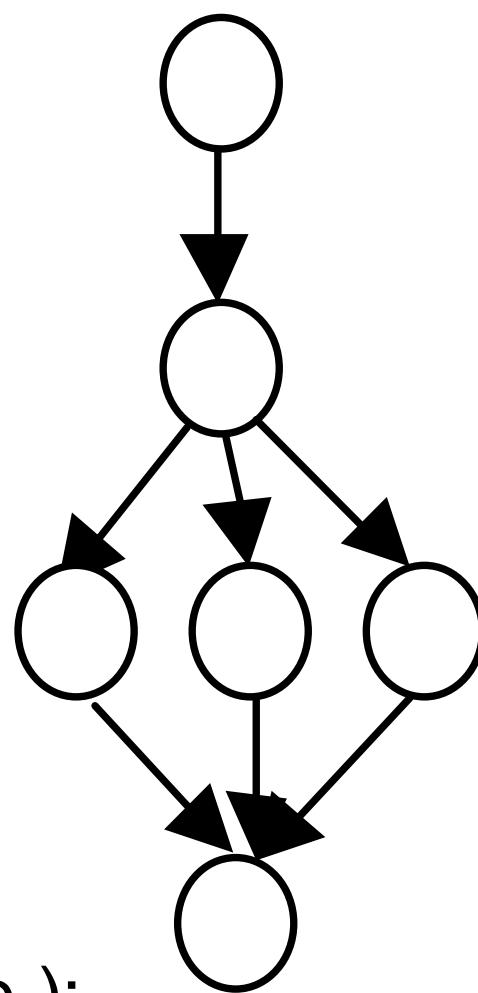
# 条件判定结构

```
void Func2( int a )  
{  
    int b = 0;  
    if( a > 1 )  
        b = a + 1;  
    else  
        b = a - 1;  
    printf( "a = %d, b = %d\n", a, b );  
}
```



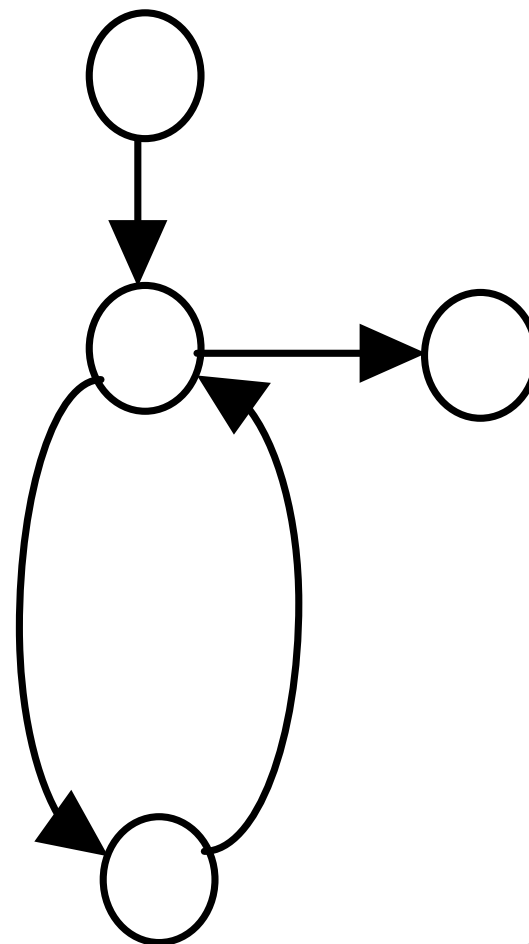
# 条件判定结构

```
void Func3( int a )  
{  
    int b = 0;  
    switch( a ){  
        case 0: b = a; break;  
        case 1: b = a * 2; break;  
        case 2: b = a * 3; break;  
        default: break;  
    }  
    printf( "a = %d, b = %d\n", a, b );  
}
```



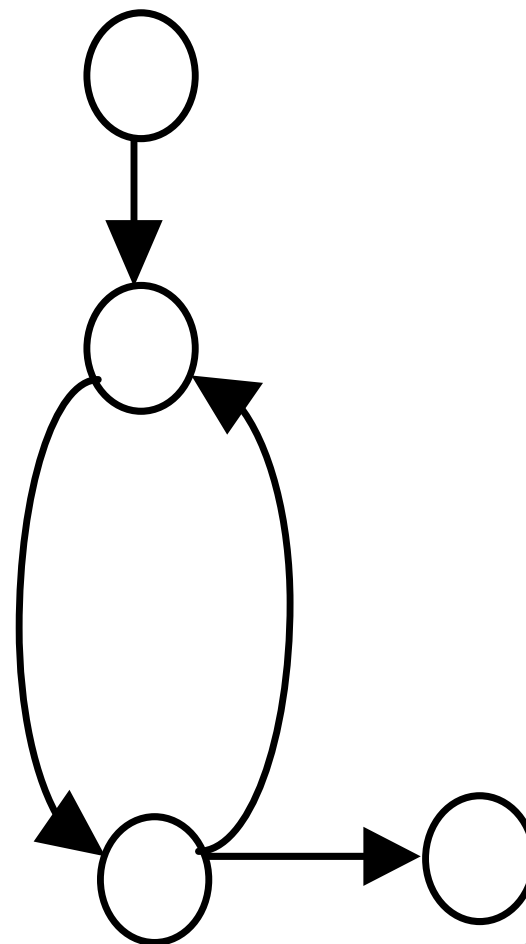
# While-do循环结构

```
void Func4( int a )  
{  
    int b = 0;  
    int i = 1;  
    while( i < 10 ){  
        b = b + a*i;  
        i ++;  
    }  
    printf( "a = %d, b = %d\n", a, b );  
}
```



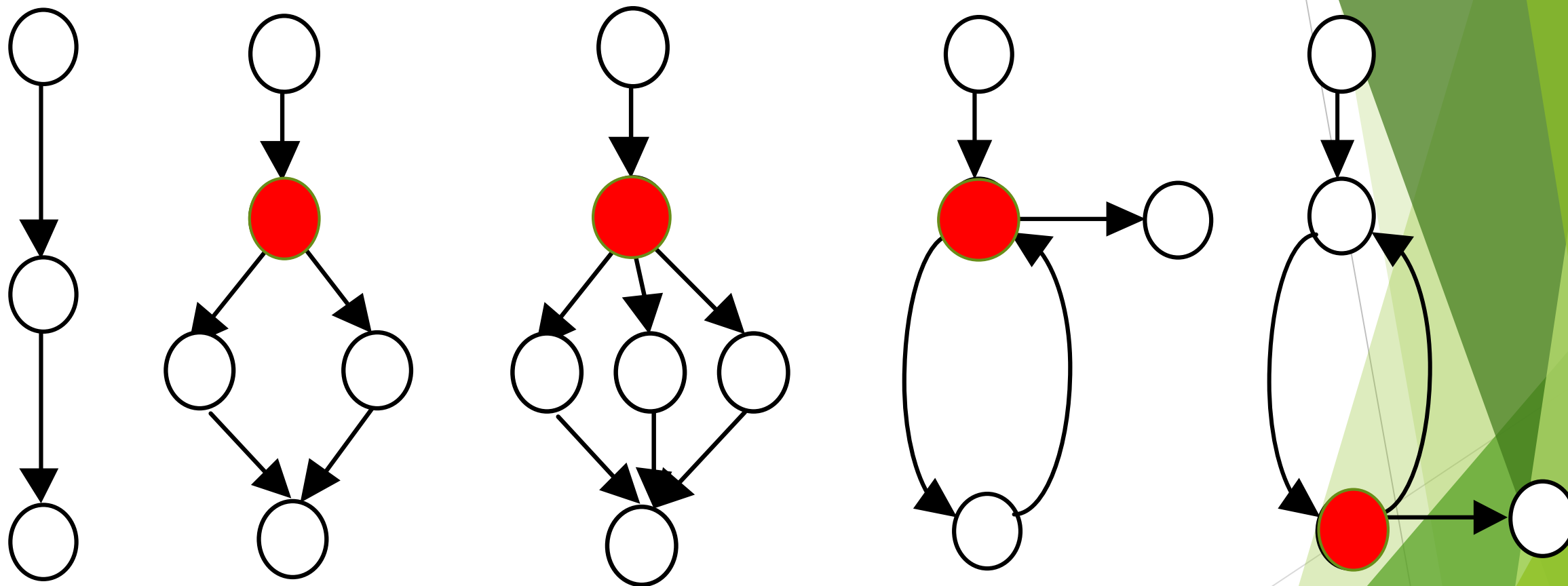
# Do-while循环结构

```
void Func5( int a )  
{  
    int b = 0;  
    int i = 1;  
    do{  
        b = b + b*i;  
        i ++;  
    }while( i < 10 );  
    printf( "a = %d, b = %d\n", a, b );  
}
```



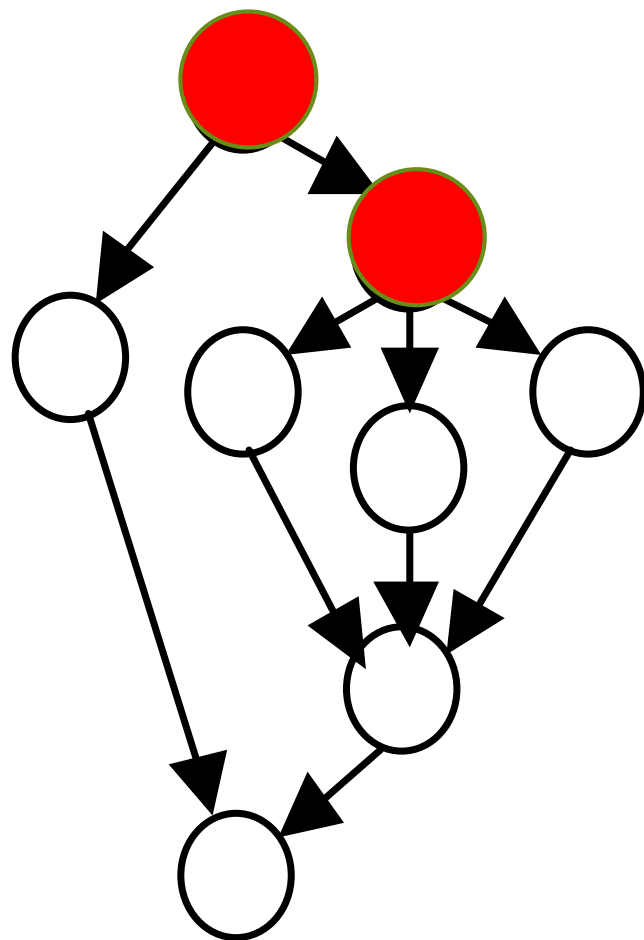


## 常见的程序结构：判定节点导致结构的复杂

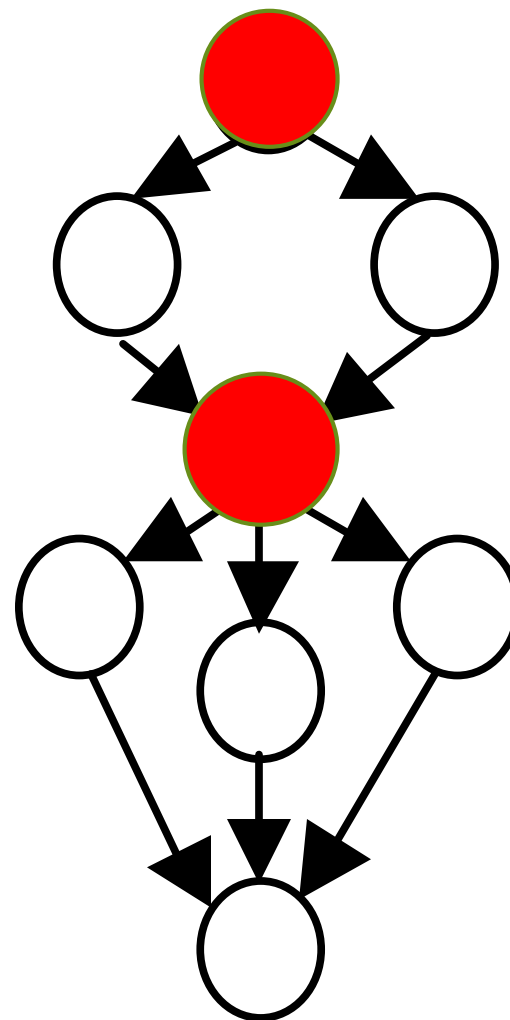


风险：小  大

## 嵌套

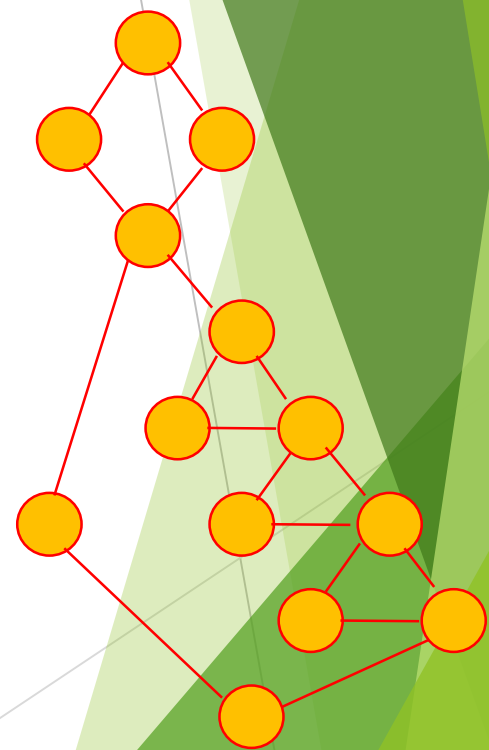


## 串联



# 控制流分析要解决的问题

- ▶ 什么因素导致程序结构变得复杂？
  - ▶ 判定节点
- ▶ 控制程序执行流程发生变化的主要因素是什么？
  - ▶ 判定节点
- ▶ 如何衡量程序结构的复杂程度？
- ▶ 如何测试这些因素，并确保测试的效率？



# 控制流分析的内容

- ▶ 关注判定节点固有的复杂性
  - ▶ 焦点：判定表达式
  - ▶ 方法：逻辑覆盖测试
- ▶ 关注判定结构与循环结构对执行路径产生的影响
  - ▶ 焦点：路径
  - ▶ 方法：独立路径测试
- ▶ 关注循环结构本身的复杂性
  - ▶ 焦点：循环体
  - ▶ 方法：基于数据的静态分析