

# Testing Conventional Applications

Adapted from Pressman

# What is a “Good” Test?

- A good test has a high probability of finding an error
- A good test is not redundant.
- A good test should be “best of breed”
- A good test should be neither too simple nor too complex

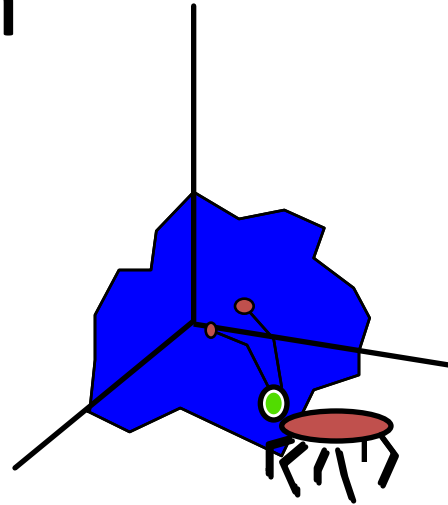
# Internal and External Views

- Any engineered product (and most other things) can be tested in one of two ways:
  - Knowing the specified function that a product has been designed to perform, tests can be conducted that demonstrate each function is fully operational while at the same time searching for errors in each function;
  - Knowing the internal workings of a product, tests can be conducted to ensure that "all gears mesh," that is, internal operations are performed according to specifications and all internal components have been adequately exercised.

# Test Case Design

"Bugs lurk in corners  
and congregate at  
boundaries ..."

*Boris Beizer*

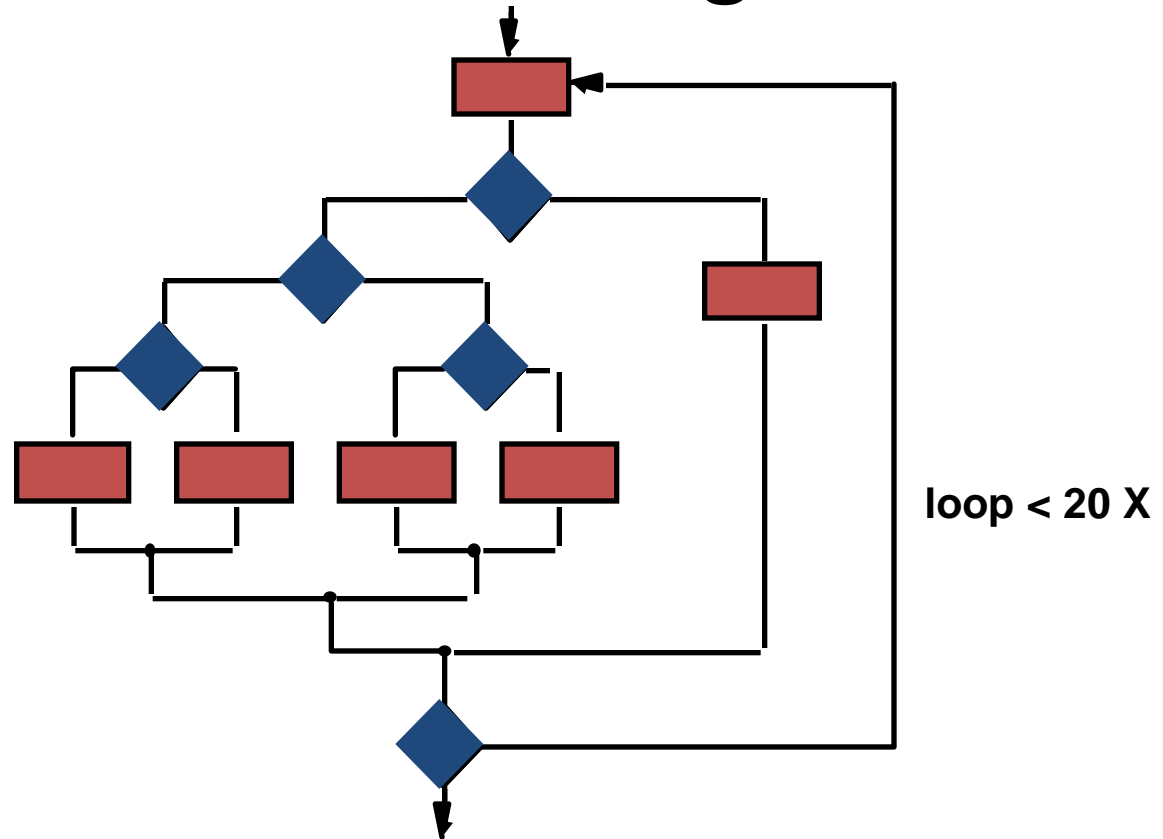


***OBJECTIVE***     to uncover errors

***CRITERIA***     in a complete manner

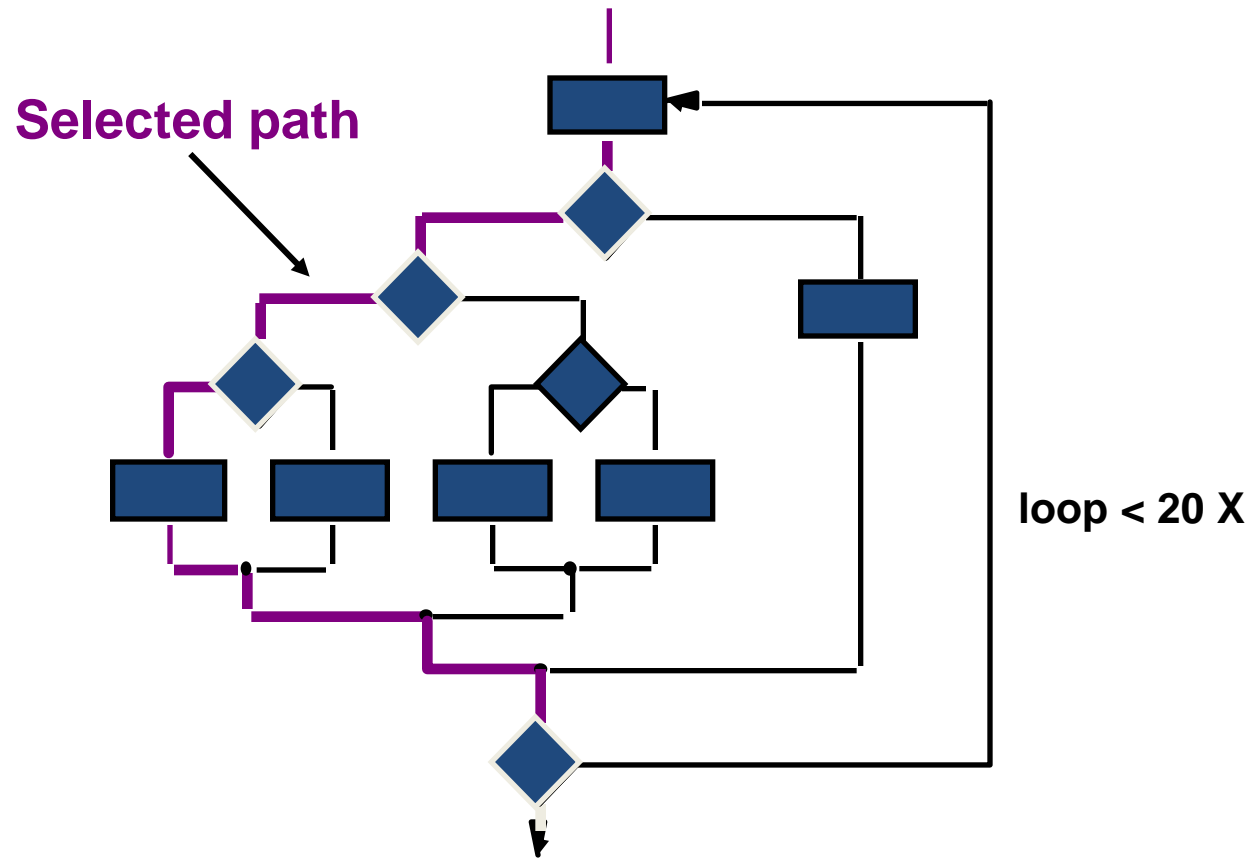
***CONSTRAINT*** with a minimum of effort and time

# Exhaustive Testing

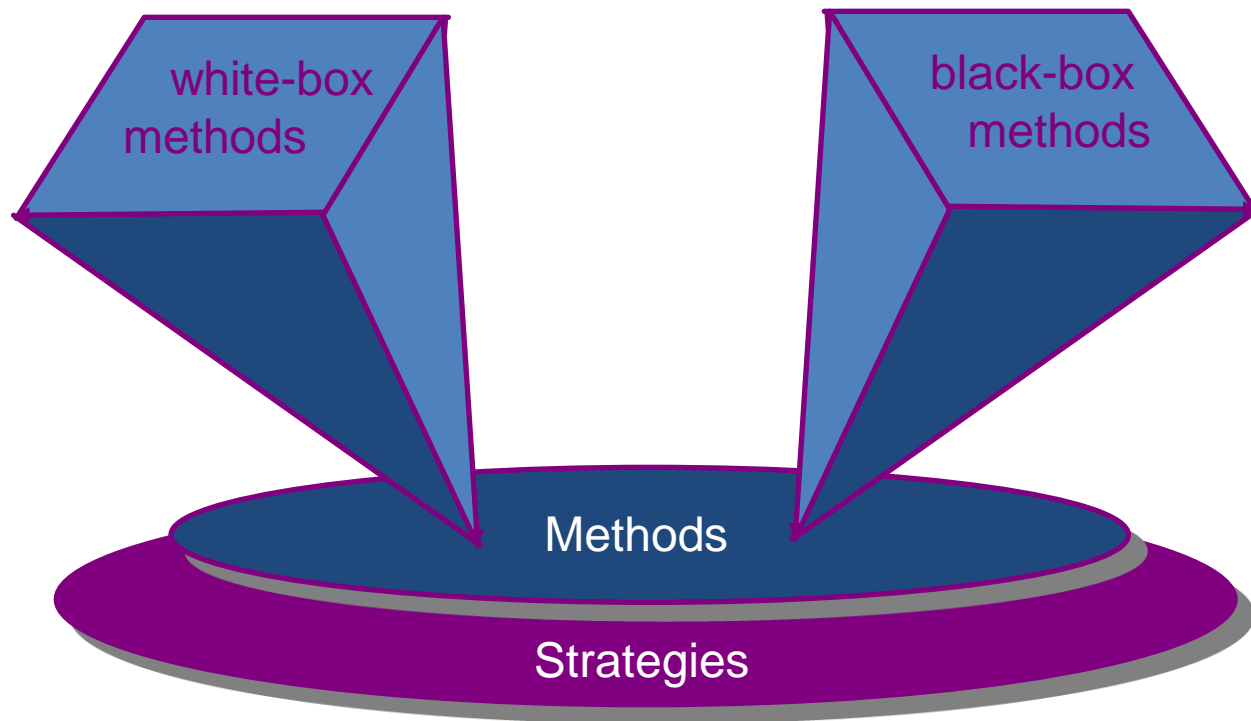


There are  $10^{14}$  possible paths! If we execute one test per millisecond, it would take 3,170 years to test this program!!

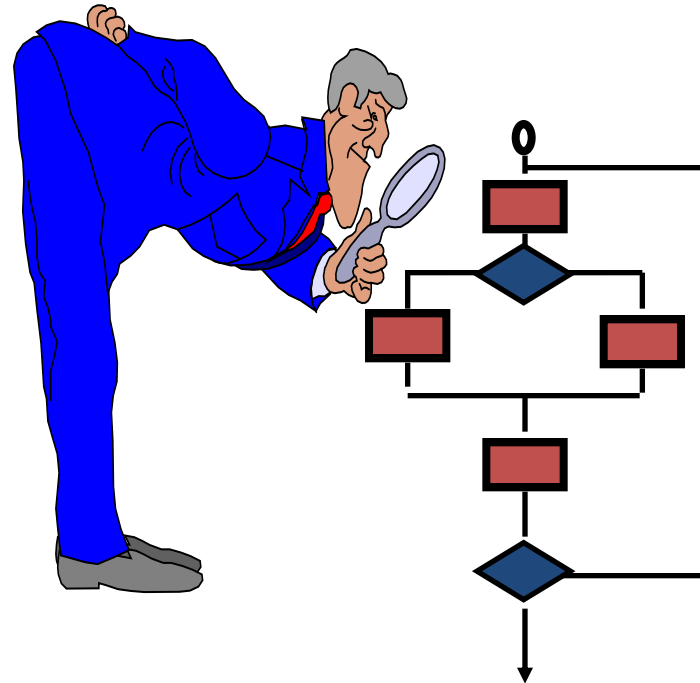
# Selective Testing



# Software Testing



# White-Box Testing



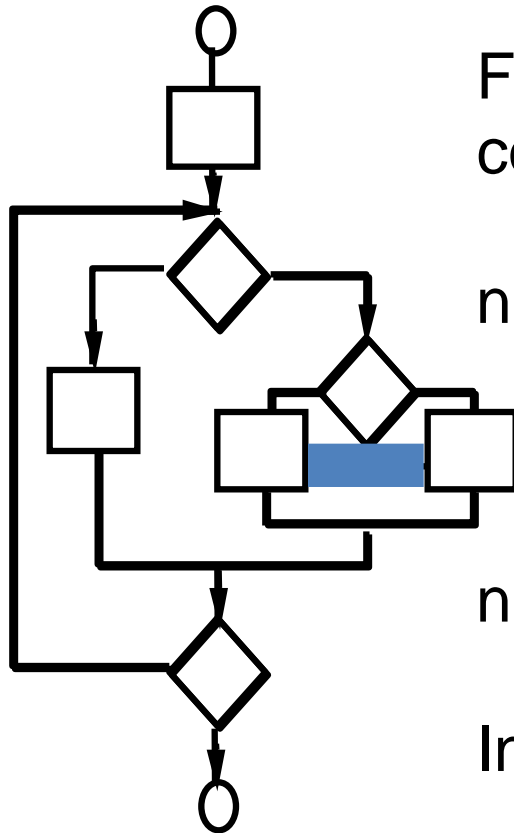
**... our goal is to ensure that all statements and conditions have been executed at least once ...**



# Why Cover?

- **logic errors and incorrect assumptions are inversely proportional to a path's execution probability**
- **we often believe that a path is not likely to be executed; in fact, reality is often counter intuitive**
- **typographical errors are random; it's likely that untested paths will contain some**

# Basis Path Testing



First, we compute the cyclomatic complexity:

number of simple decisions + 1

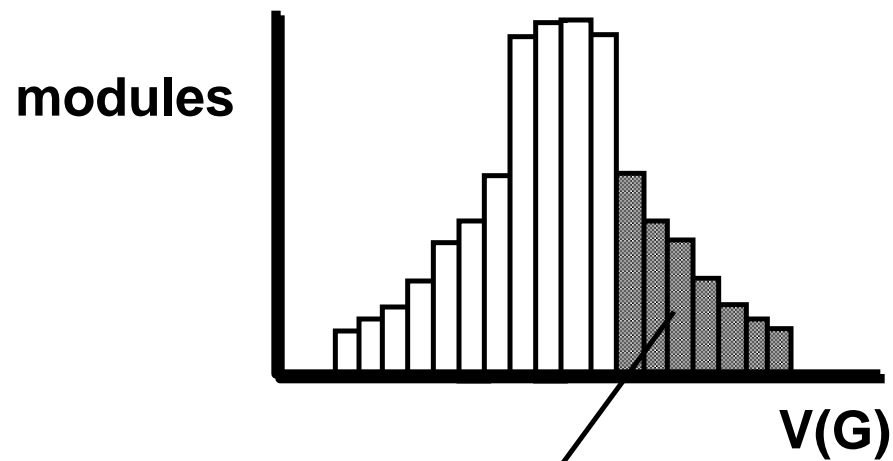
or

number of enclosed areas + 1

In this case,  $V(G) = 4$

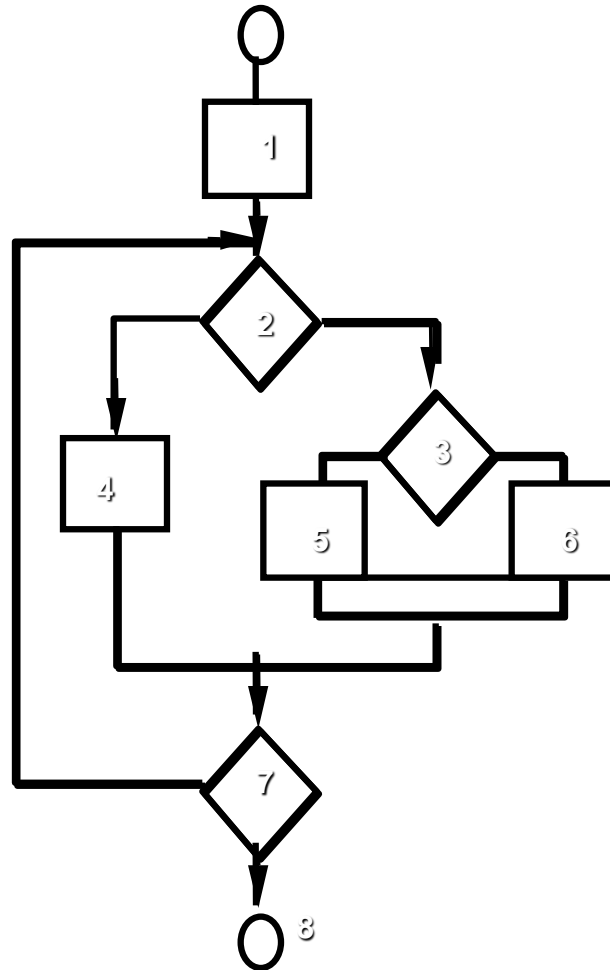
# Cyclomatic Complexity

**A number of industry studies have indicated that the higher  $V(G)$ , the higher the probability or errors.**



**modules in this range are more error prone**

# Basis Path Testing



Next, we derive the independent paths:

Since  $V(G) = 4$ , there are four paths

Path 1: 1,2,3,6,7,8

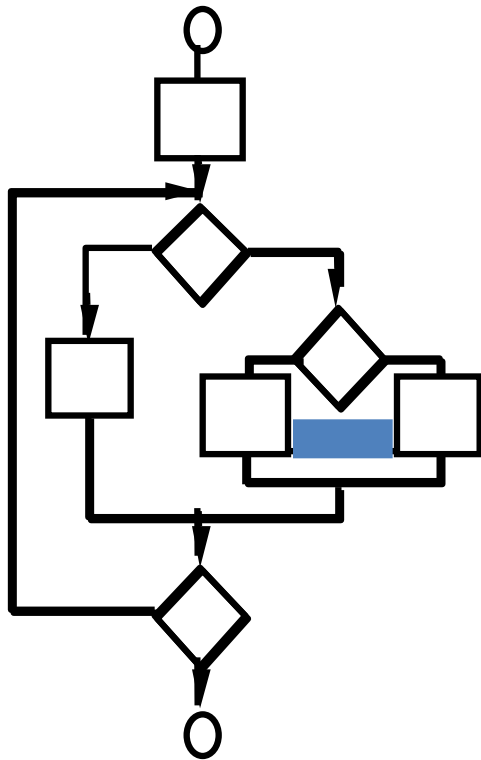
Path 2: 1,2,3,5,7,8

Path 3: 1,2,4,7,8

Path 4: 1,2,4,7,2,4,...7,8

Finally, we derive test cases to exercise these paths.

# Basis Path Testing Notes



- ❑ you don't need a flow chart, but the picture will help when you trace program paths
- ❑ count each simple logical test, compound tests count as 2 or more
- ❑ basis path testing should be applied to critical modules

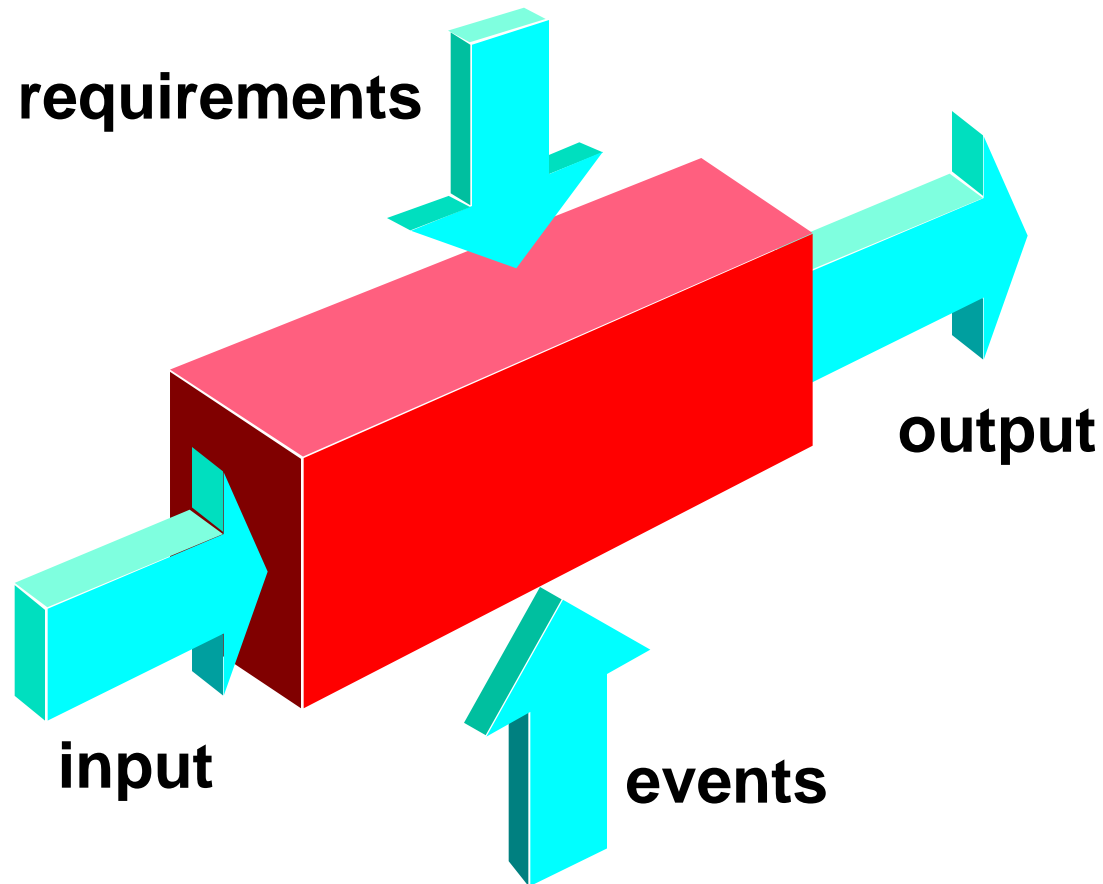
# Deriving Test Cases

- *Summarizing:*
  - Using the design or code as a foundation, draw a corresponding flow graph.
  - Determine the cyclomatic complexity of the resultant flow graph.
  - Determine a basis set of linearly independent paths.
  - Prepare test cases that will force execution of each path in the basis set.

# Control Structure Testing

- **Condition testing** — a test case design method that exercises the logical conditions contained in a program module
- **Data flow testing** — selects test paths of a program according to the locations of definitions and uses of variables in the program

# Black-Box Testing

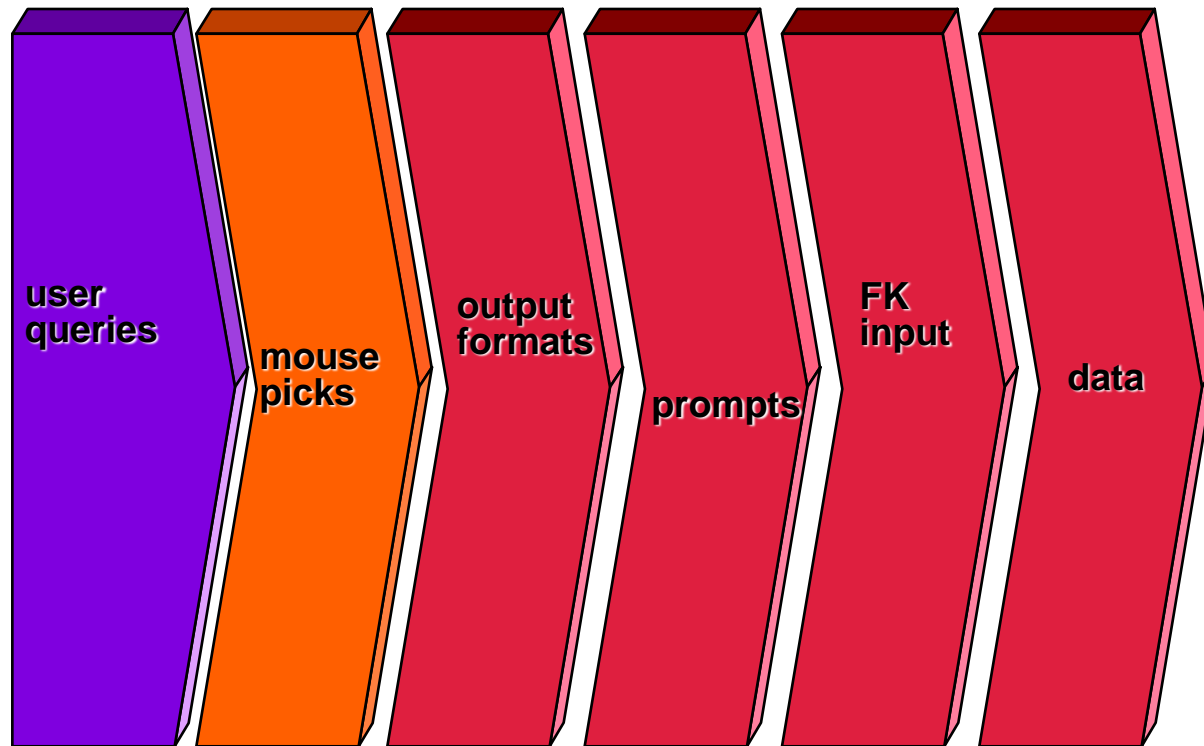




# Black-Box Testing

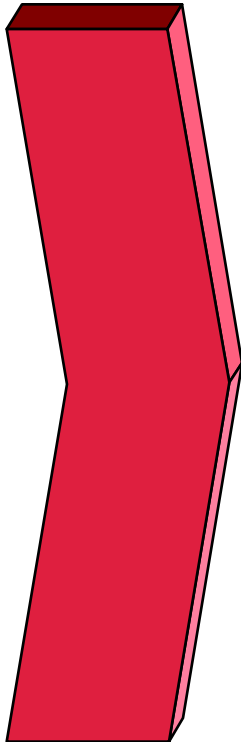
- How is functional validity tested?
- How is system behavior and performance tested?
- What classes of input will make good test cases?
- Is the system particularly sensitive to certain input values?
- How are the boundaries of a data class isolated?
- What data rates and data volume can the system tolerate?
- What effect will specific combinations of data have on system operation?

# Equivalence Partitioning



# Sample Equivalence Classes

## *Valid data*



- user supplied commands
- responses to system prompts
- file names
- computational data
  - physical parameters
  - bounding values
  - initiation values
- output data formatting
- responses to error messages
- graphical data (e.g., mouse picks)

## *Invalid data*

- data outside bounds of the program
- physically impossible data
- proper value supplied in wrong place

# Boundary Value Analysis

