

#### **Testing**

Prof. Clarkson Fall 2019

Today's music: Wrecking Ball by Miley Cyrus

## **CLICKER QUESTION 1**

#### Review

#### Previously in 3110:

- Modules
- Specification (functions, modules)

#### Today:

- Validation
- Testing
  - Black box
  - Glass box

#### **Validation**

- Validation: does program behave as intended?
- Testing: a process for validation
- Debugging: determining cause of unintended behavior
- Defensive programming: implementation techniques for making validation and debugging easier

#### Approaches to validation

- Social
  - Code reviews
  - Extreme/Pair programming
- Methodological
  - Test-driven development
  - Version control
  - Bug tracking
- Technological
  - Static analysis
     ("lint" tools, FindBugs, ...)
  - Fuzzers
- Mathematical
  - Type systems
  - Formal verification

Less formal: Techniques may miss problems in programs

All of these methods should be used!

Even the most formal can still have holes:

- did you prove the right thing?
- do your assumptions match reality?

More formal: eliminate with certainty as many problems as possible.

#### Testing vs. Verification

#### Testing:

- Cost effective
- Guarantee that program is correct on tested inputs and in tested environments

#### Verification:

- Expensive
- Guarantee that program is correct on all inputs and in all environments

### Edsger W. Dijkstra



(1930-2002)

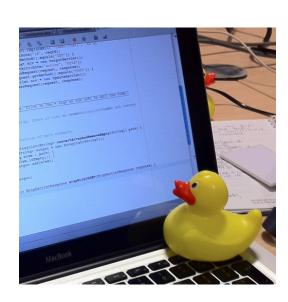
#### **Turing Award Winner** (1972)

For eloquent insistence and practical demonstration that programs should be composed correctly, not just debugged into correctness

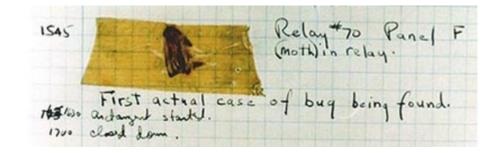
"Program testing can at best show the presence of errors but never their absence."

(more in recitation)

#### **DEBUGGING ADVICE**



## Bugs



"bug": suggests something just wandered in

#### [IEEE 729]

- Fault: result of human error in software system
  - E.g., implementation doesn't match design, or design doesn't match requirements
  - Might never appear to end user
- Failure: violation of requirement
  - Something goes wrong for end user

## **Testing**

- Goal is to expose existence of faults, so that they can be fixed
- Unit testing: isolated components
- Integration testing: combined components
- System testing: functionality, performance, acceptance, installation

## Regression testing

- Regression: a previously fixed fault is reintroduced into the code
- Regression testing: running tests against new version of software to ensure no regressions
- If you ever find and fix a fault...
  - Put a test case into your suite for it
  - Run suite frequently to detect regressions

## **CLICKER QUESTION 2**

## **Testing**

When do you stop testing?

- Bad answer: when time is up
- Bad answer: what all tests pass

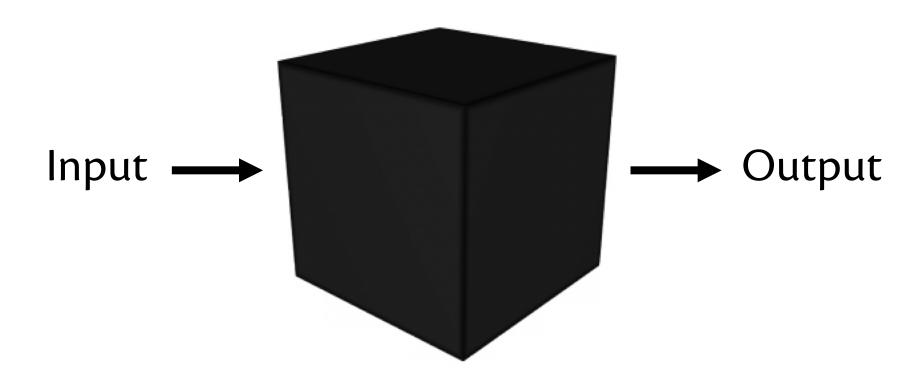
# **Testing**

When do you stop testing?

- Good answer: when testing methodology is complete
- Future answer: statistical estimation says
   Pr[undetected faults] is low enough
   (active research)

#### **TESTING**

# Black box testing

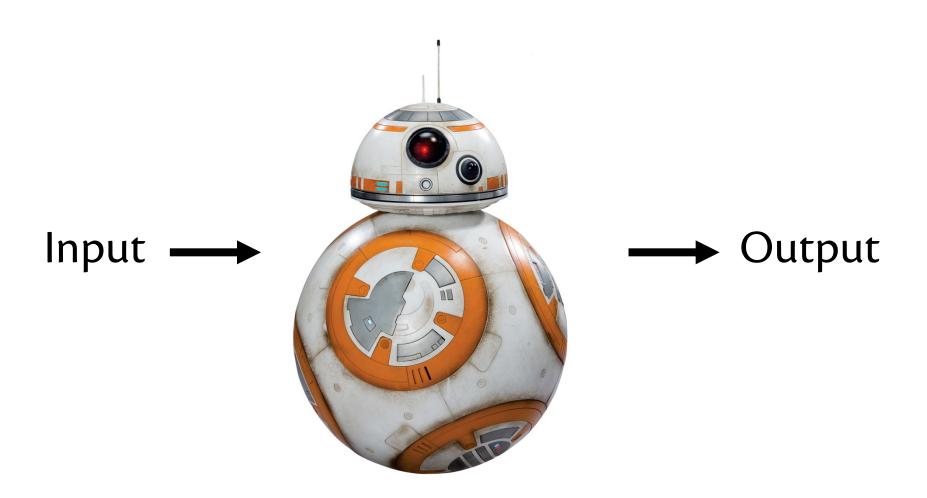


tester knows nothing about internals of functionality being tested

# Glass box testing

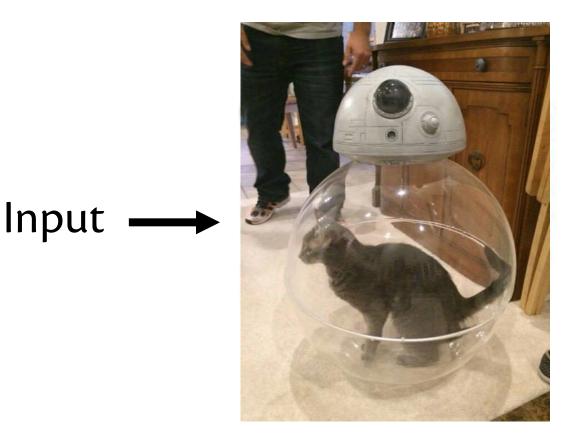


# Black box testing



tester knows nothing about internals of functionality being tested

## Glass box testing



→ Output

tester knows internals of functionality being tested

#### **BLACK BOX TESTING**

## Black box testing

- Tests are based on the specification
- Advantages:
  - Tester is not biased by assumptions made in implementation
  - Tests are robust w.r.t. changes in implementation
  - Tests can be read and evaluated by reviewers who are not implementers
- Main kinds of black box tests:
  - Example inputs provided by spec
  - Typical inputs
  - Boundary cases
  - Paths through spec

### Typical inputs

- Common, simple values of a type
  - int: small integers like 1 or 10
  - **char**: alphabetic letters, digits
  - string: whose length is a small integer and whose characters are typical
  - 'a list: a small integer number of elements, each of which is a typical value of type 'a
  - records/tuples: each field/component with a typical value
  - variants: typical constructors, if there is such a thing

## **Boundary cases**



QA Engineer walks into a bar. Orders a beer. Orders 0 beers. Orders 999999999 beers. Orders a lizard. Orders -1 beers. Orders a sfdeljknesv.

10:56 AM - 23 Sep 2014

#### **Boundary cases**

- aka corner cases or edge cases
- Atypical or extremal values of a type, and values nearby
  - int: 0, 1, -1, min\_int, max\_int
  - char: '\000', '\255', '\032'(space),
     '\127'(delete)
  - string: empty string, string with a single character, unreasonably long string
  - 'a list: empty list, list with a single element, list with enough elements to trigger stack overflow on non-tailrecursive functions
  - records/tuples: combinations of atypical values
  - variants: all constructors

### Paths through spec

#### Representative inputs for classes of outputs

```
(* [is_prime n] is true iff [n] is prime *)
val is_prime: int -> bool
```

#### two classes of output:

- true: representative input: n=13
- false: representative input: n=42

#### other examples:

- compare functions have three classes of output
- functions that return variants have several classes of output

### Paths through spec

Representative inputs for each way of satisfying the precondition

```
(* [sqrt x n] is the square root of [x]
 * computed to an accuracy of [n]
 * significant digits
 * requires: x >= 0 and n >= 1 *)
val sqrt : float -> int -> float

(i) x=0.0, n=1, (ii) x=1.0, n=1,
 (iii) x=0.0, n=2, (iv) x=1.0, n=2
```

## Paths through spec

Representative inputs for each way of raising and not raising exception

```
(* [pos x lst] is the 0-based position of
  * the first element of [lst] that equals [x].
  * raises: Not_found if [x] is not in [lst].
*)
val pos: 'a -> 'a list -> int
```

(i) 
$$x=1$$
,  $lst=[1]$ , (ii)  $x=0$ ,  $lst[1]$ 

#### **GLASS BOX TESTING**

## Glass box testing

- aka white box testing
- Advantages:
  - can determine whether a new test case really yields additional information about correctness of implementation
  - can address likely errors that are not apparent from specification
- Supplements black-box testing; does not replace examination of specification

# Glass box testing

- Goal is to cover entire program with test cases: ensure entire program exercised by tests
- Branches (if, match, Boolean ops, exceptions, loops, etc.)
   make it challenging
- Exact definition of coverage is flexible; could attempt to:
  - Evaluate every expression
  - Evaluate every Boolean/pattern match to each possible value
  - Cause every possible execution path through program to occur
  - Classically those are called statement, condition, and path coverage

#### Coverage

```
let max3 x y z =
  if x>y then
   if x>z then x else z
  else
  if y>z then y else z
```

Testing according to black-box specification might lead to all kinds of inputs

But there are really only four paths through implementation! Representatives: (i) 3 2 1, (ii) 3, 2, 4, (iii) 1, 2, 1, (iv) 1, 2, 3

## Achieving good coverage

- Include test cases for:
  - each branch of each (nested) if expression
  - each branch of each (nested) pattern match
- Particularly watch out for:
  - base cases of recursive function
  - recursive calls in recursive function
  - every place where an exception might be raised

#### **Bisect**

- OCaml tool for glass-box testing (statement and condition coverage)
- Tutorial in textbook
- You will use it on A4

#### RANDOMIZED ("FUZZ") TESTING

### Randomized testing

- "It was a dark and stormy night..."
- Generate random inputs and feed them to programs:
  - Crash? hang? terminate normally?
  - Of ~90 utilities in '89, crashed about 25-33% in various Unixes
  - Crash => buffer overflow potential
- Since then, "fuzzing" has become a standard practice for security testing
- Results have been repeated for X-windows system, Windows NT, Mac OS X
  - Results keep getting worse in GUIs but better on command line

#### **Upcoming events**

- [last night] R4 due
- [tomorrow] A3 due, followed by demos

This is saving your code from being rekt.

**THIS IS 3110**