

SOFTWARE TESTING

CO3015 / CO5252

CH5. UNIT / INTEGRATION TESTING

Content

- Unit testing
- Test case design
- Incremental testing
- Top-down vs. Bottom-up testing

Unit testing

- A process of testing the individual sub-program, subroutines, class or procedures in a program
- Testing a program = initially focus on small building blocks of the program
- Motivation:
 - *Focus initially on small units*
 - *Help debugging: error => where it is (in the unit-under-test)*
 - *Test multiple modules simultaneously*

Unit testing

- 1. The manner in which test cases are designed.
- 2. The order in which modules should be tested and integrated.
- 3. Advice about performing the tests.

Test case design

- Using white-box and/or black-box testing techniques
- Strategy
 - *Combination of input conditions: cause-effect graphing*
 - *Any event: boundary value analysis (input and output)*
 - *Identify the valid/invalid equivalence classes for input and output*
 - *Use the error-guessing techniques*
 - *Others:*
 - Decision coverage, condition coverage, ...

Test case design

■ Summary

- *Logic coverage*
- *Equivalence partitioning*
- *Boundary value analysis*
- *Cause-effect graphing*
- *Error guessing techniques*

Test case design

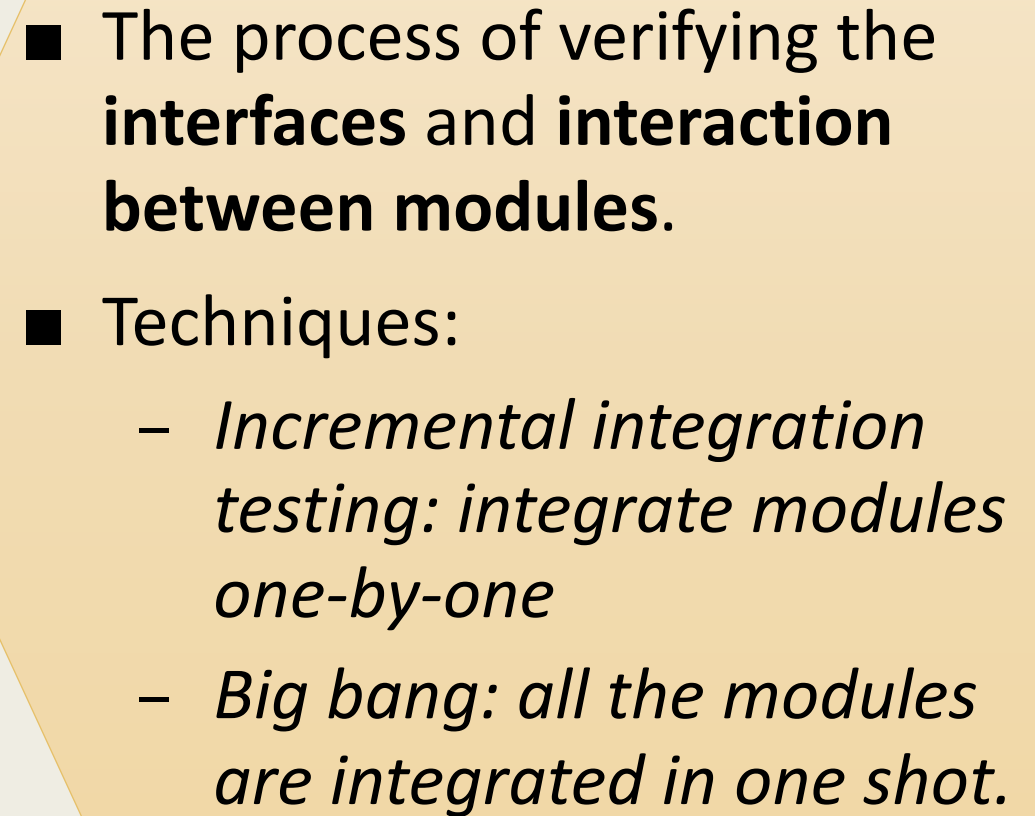
- Techniques:
 - *Specification-Based techniques*
 - *Structure-Based techniques*
 - *Experience-Based techniques*
- Specification-Based techniques = Black-box techniques
 - *Boundary Value Analysis*
 - *Equivalence Partitioning*
 - *Decision Table Testing*
 - *State Transition Diagrams*
 - *Use Case Testing*
- Structure-Based techniques = White-box techniques
 - *Statement Testing & Coverage*
 - *Decision Testing Coverage*
 - *Condition Testing*
 - *Multiple Condition Testing*
 - *All Path Testing*
- Experience-Based techniques
 - *Error Guessing*
 - *Exploratory Testing*

Exploratory Testing

■ Reading

<https://www.guru99.com/exploratory-testing.html>

INTEGRATION TESTING



Testing Level Assumptions and Objectives

■ Unit assumptions

- *All other units are correct*
- *Compiles correctly*

■ Integration assumptions

- *Unit testing complete*

■ System assumptions

- *Integration testing complete*
- *Tests occur at port boundary*

■ Unit goals

- *Correct unit function*
- *Coverage metrics satisfied*

■ Integration goals

- *Interfaces correct*
- *Correct function across units*
- *Fault isolation support*

■ System goals

- *Correct system functions*
- *Non-functional requirements tested*
- *Customer satisfaction.*

Approaches to Integration Testing

■ Functional Decomposition

- *Top-down*
- *Bottom-up*
- *Sandwich*
- *“Big bang”*

■ Call graph

- *Pairwise integration*
- *Neighborhood integration*

■ Paths

- ***MM-Paths***
- *Atomic System Functions*

Basis of Integration Testing Strategies

- Functional Decomposition
 - *applies best to procedural code*
- Call Graph
 - *applies to both procedural and object-oriented code*
- MM-Paths
 - *applies to both procedural and object-oriented code*

Continuing Example—Calendar Program

- Date in the form mm, dd, yyyy
- Calendar functions
 - *the date of the next day (NextDate)*
 - *the day of the week corresponding to the date*
 - *the zodiac sign of the date*
 - *the most recent year in which Memorial Day was celebrated on May 27*
 - *the most recent Friday the Thirteenth*

Calendar Program Units

Main Calendar

Function isLeap

Procedure weekDay

Procedure getDate

Function isValidDate

Function lastDayOfMonth

Procedure getDigits

Procedure memorialDay

Function isMonday

Procedure friday13th

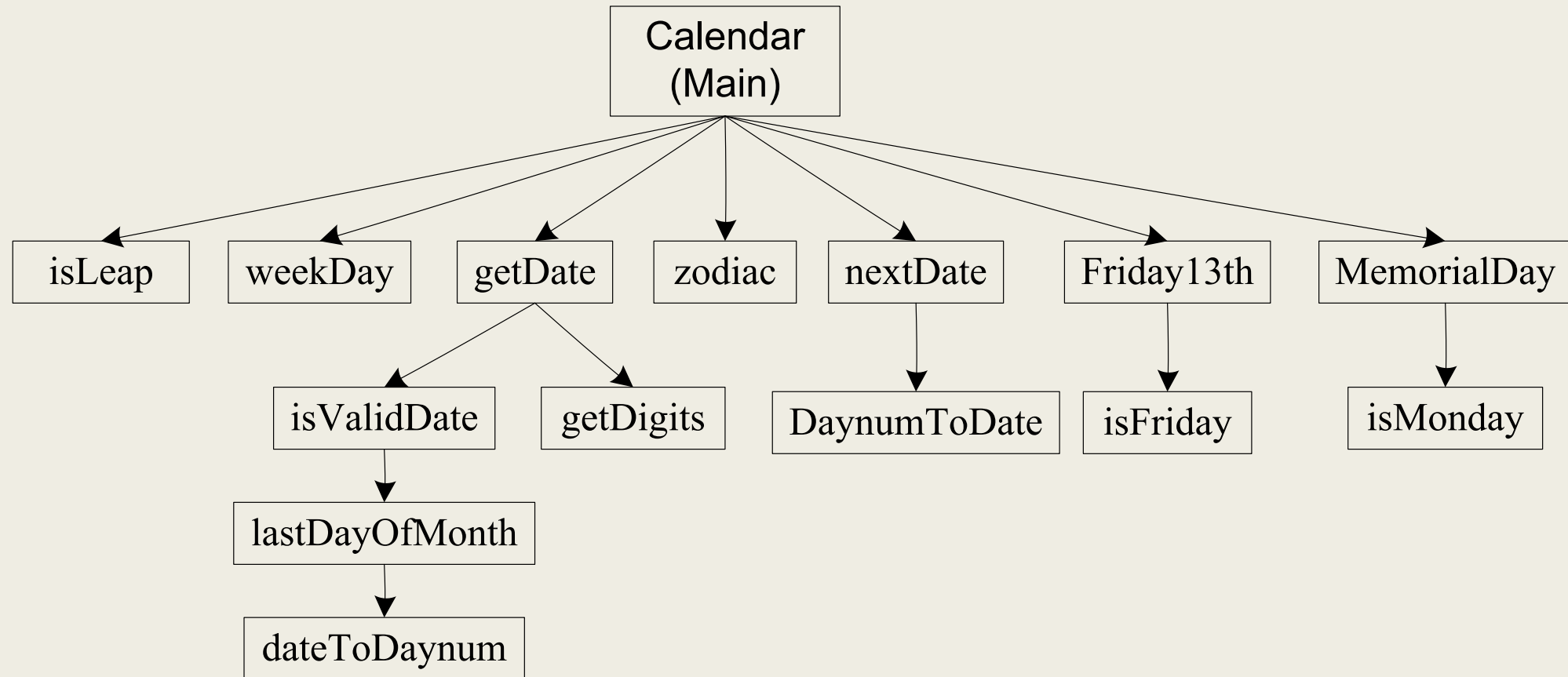
Function isFriday

Procedure nextDate

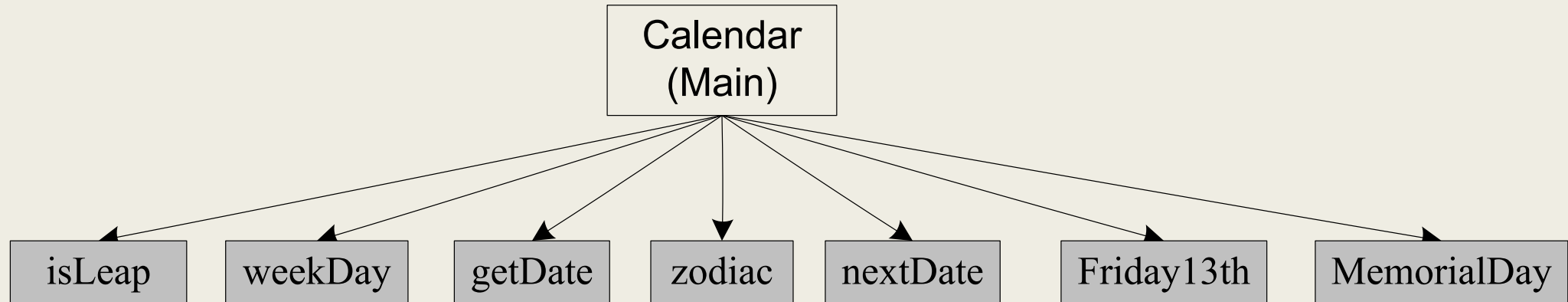
Procedure dayNumToDate

Procedure zodiac

Functional Decomposition of Calendar



First Step in Top-Down Integration



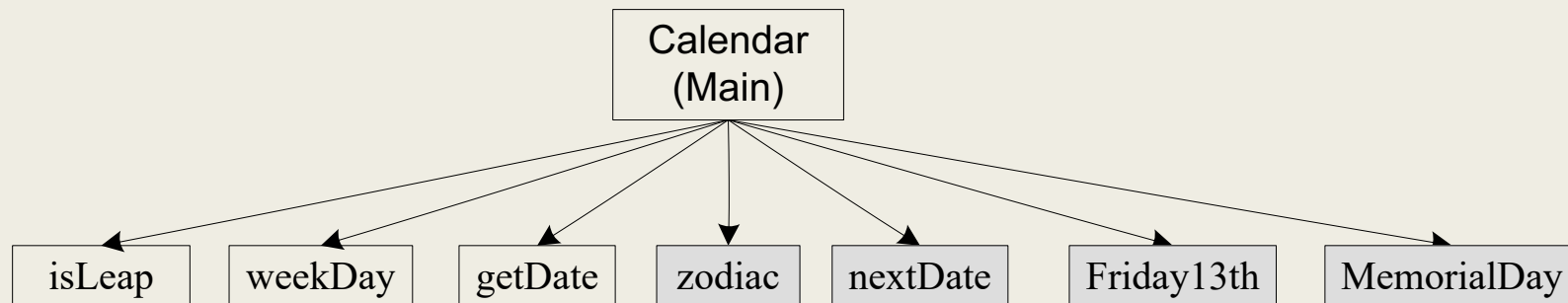
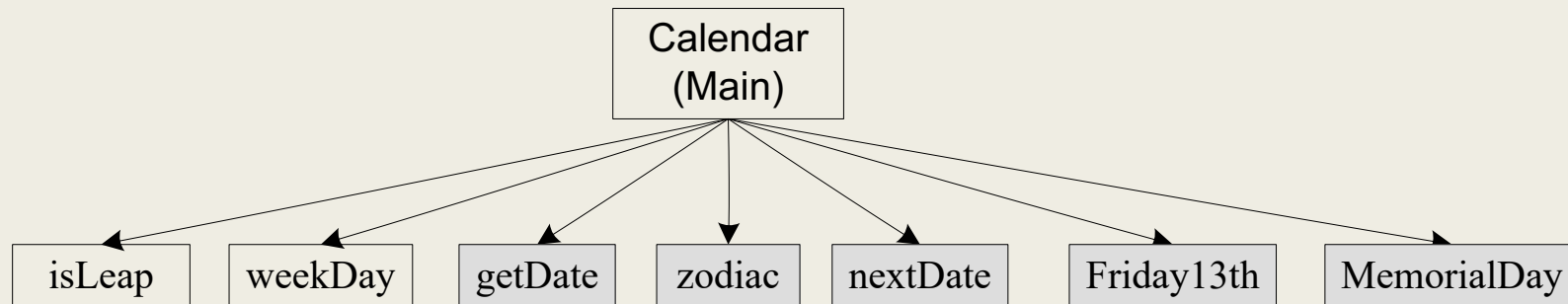
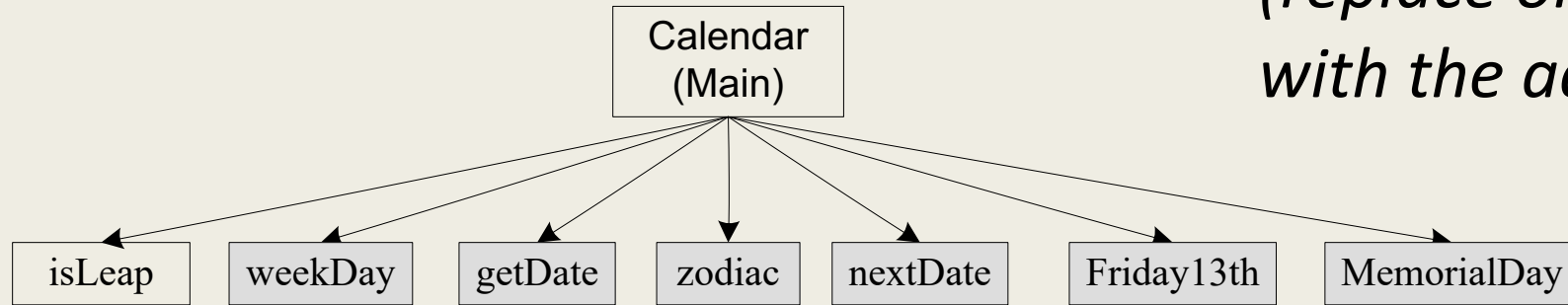
“Grey” units are **stubs** that return the correct values when referenced. This level checks the main program logic.

weekDayStub

```
Procedure weekDayStub(mm, dd, yyyy, dayName)
  If ((mm = 10) AND (dd = 28) AND (yyyy = 2013))
    Then dayName = "Monday"
  EndIf
  .
  .
  .
  If ((mm = 10) AND (dd = 30) AND (yyyy = 2013))
    Then dayName = "Wednesday"
  EndIf
```

Next Three Steps

(replace one stub at a time with the actual code.)



Top-Down Integration Mechanism

- Breadth-first traversal of the functional decomposition tree.
- First step: Check main program logic, with all called **units replaced by stubs** that always return correct values.
- Move down one level
 - *replace one stub at a time with actual code.*
 - *any fault must be in the newly integrated unit*

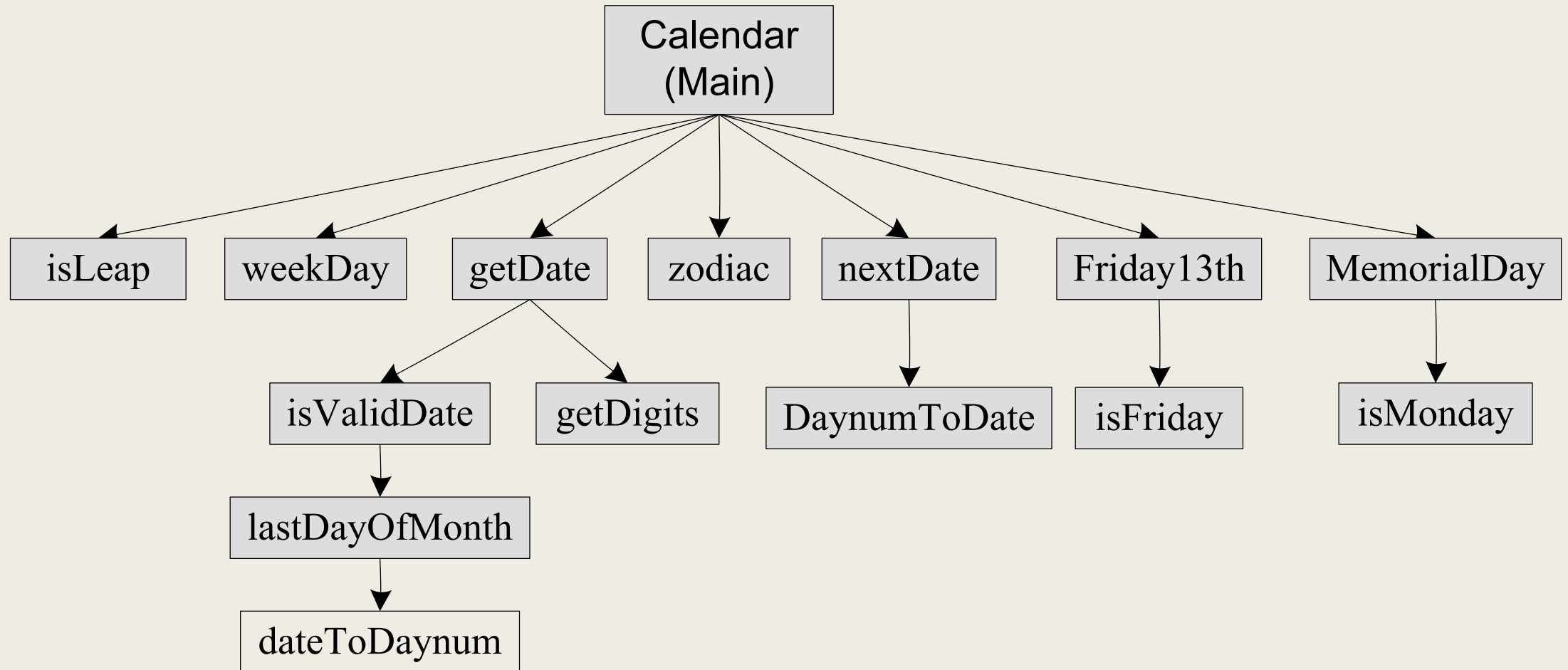
Bottom-Up Integration Mechanism

- Reverse of top-down integration
- Start at leaves of the functional decomposition tree.
- **Driver** units...
 - *call next level unit*
 - *serve as a small test bed*
 - *“drive” the unit with inputs*
 - *drivers know expected outputs*
- As with top-down integration, one driver unit at a time is replaced with actual code.
- Any fault is (most likely) in the newly integrated code.

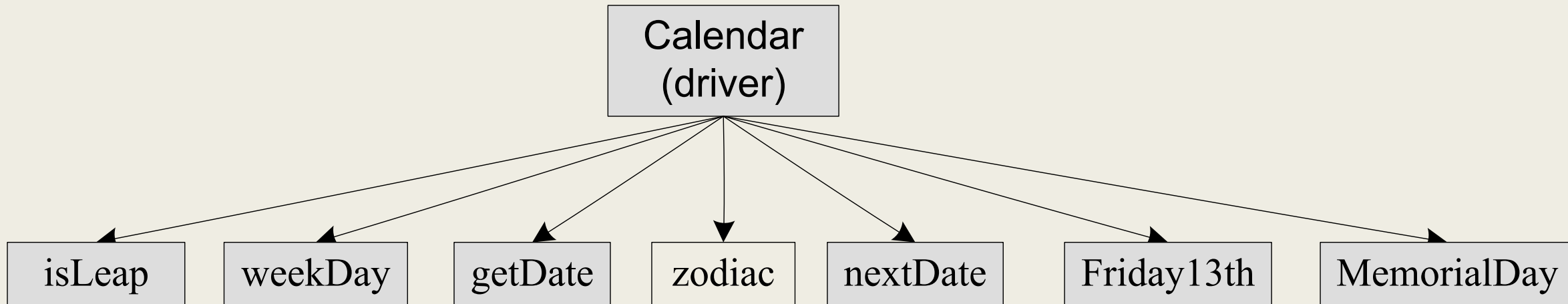
Top-Down and Bottom-Up Integration

- Both depend on throwaway code.
 - *drivers are usually more complex than stubs*
- Both test just the interface between two units at a time.
- In Bottom-Up integration, a driver might simply reuse unit level tests for the “lower” unit.
- Fan-in and fan-out in the decomposition tree results in some redundancy.

Starting Point of Bottom-Up Integration



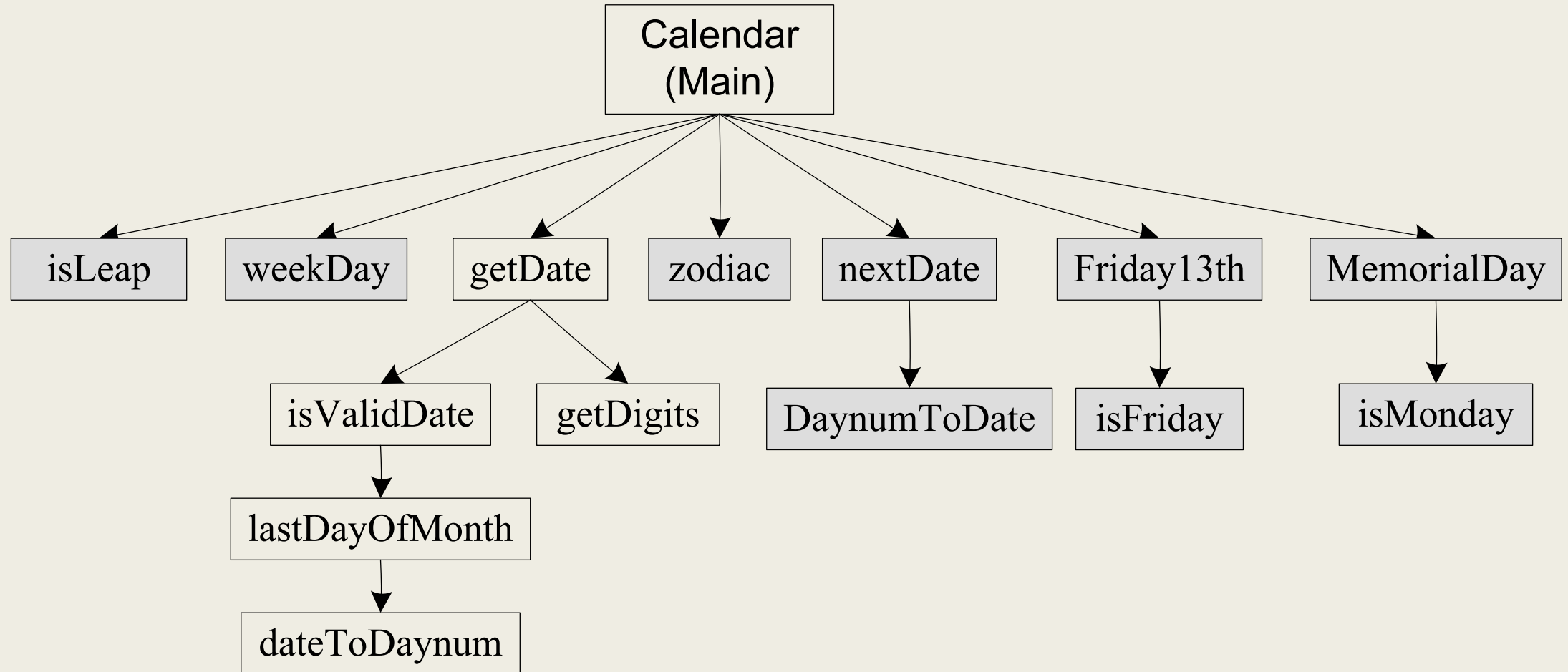
Bottom-Up Integration of Zodiac



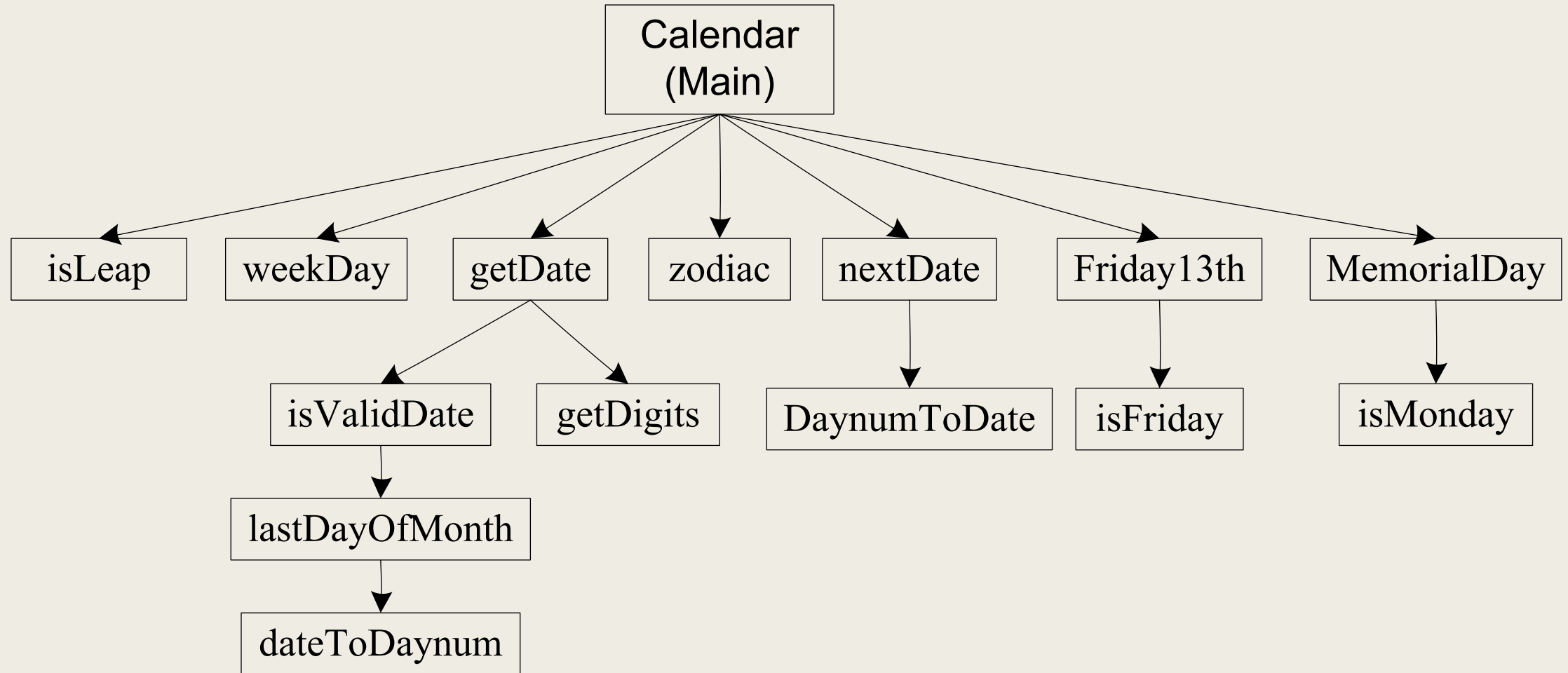
Sandwich Integration

- Avoids some of the repetition on both top-down and bottom-up integration.
- Nicely understood as a depth-first traversal of the functional decomposition tree.
- A “sandwich” is one path from the root to a leaf of the functional decomposition tree.
- Avoids stub and driver development.
- More complex fault isolation.

A Sample Sandwich



“Big Bang” Integration



“Big Bang” Integration

- No...
 - *stubs*
 - *drivers*
 - *strategy*
- And very difficult fault isolation
- This is the practice in an agile environment with a daily run of the project to that point.

Pros and Cons of Decomposition-Based Integration

■ Pros

- *intuitively clear*
- *“build” with proven components*
- *fault isolation varies with the number of units being integrated*

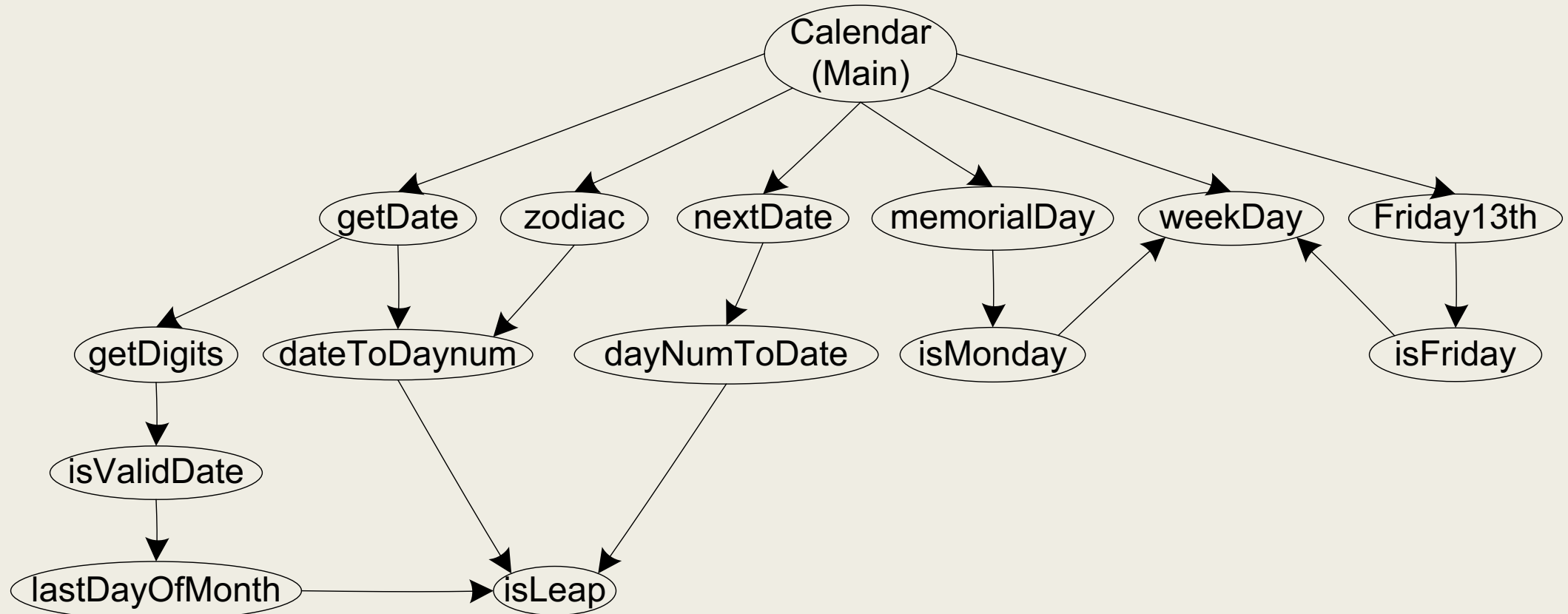
■ Cons

- *based on lexicographic inclusion (a purely structural consideration)*
- *some branches in a functional decomposition may not correspond with actual interfaces.*
- *stub and driver development can be extensive*

Call Graph-Based Integration

- Definition: The Call Graph of a program is a directed graph in which
 - *nodes are unit*
 - *edges correspond to actual program calls (or messages)*
- Call Graph Integration avoids the possibility of impossible edges in decomposition-based integration.
- Can still use the notions of stubs and drivers.
- Can still traverse the Call Graph in a top-down or bottom-up strategy.

Call Graph of the Calendar Program

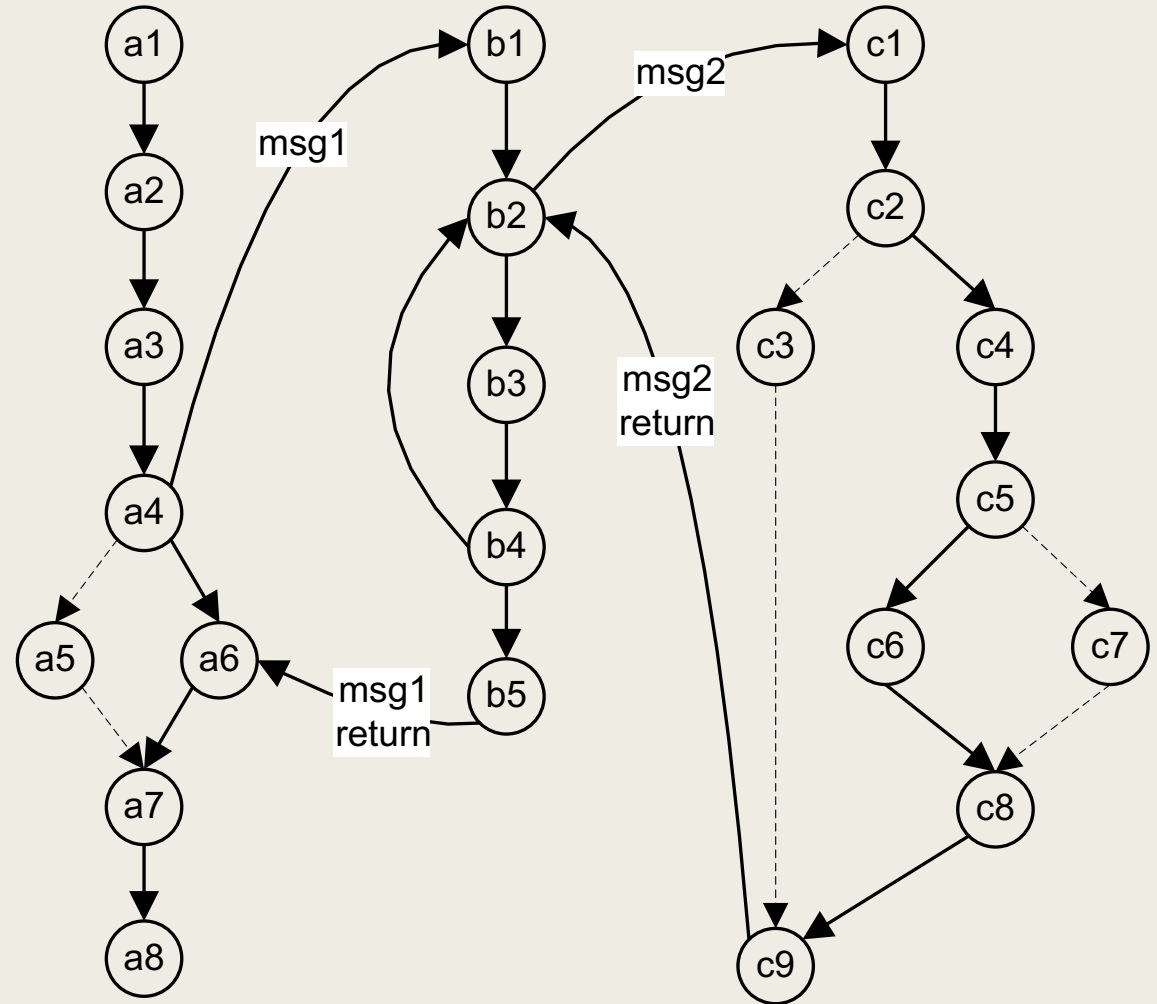


Call Graph-Based Integration (continued)

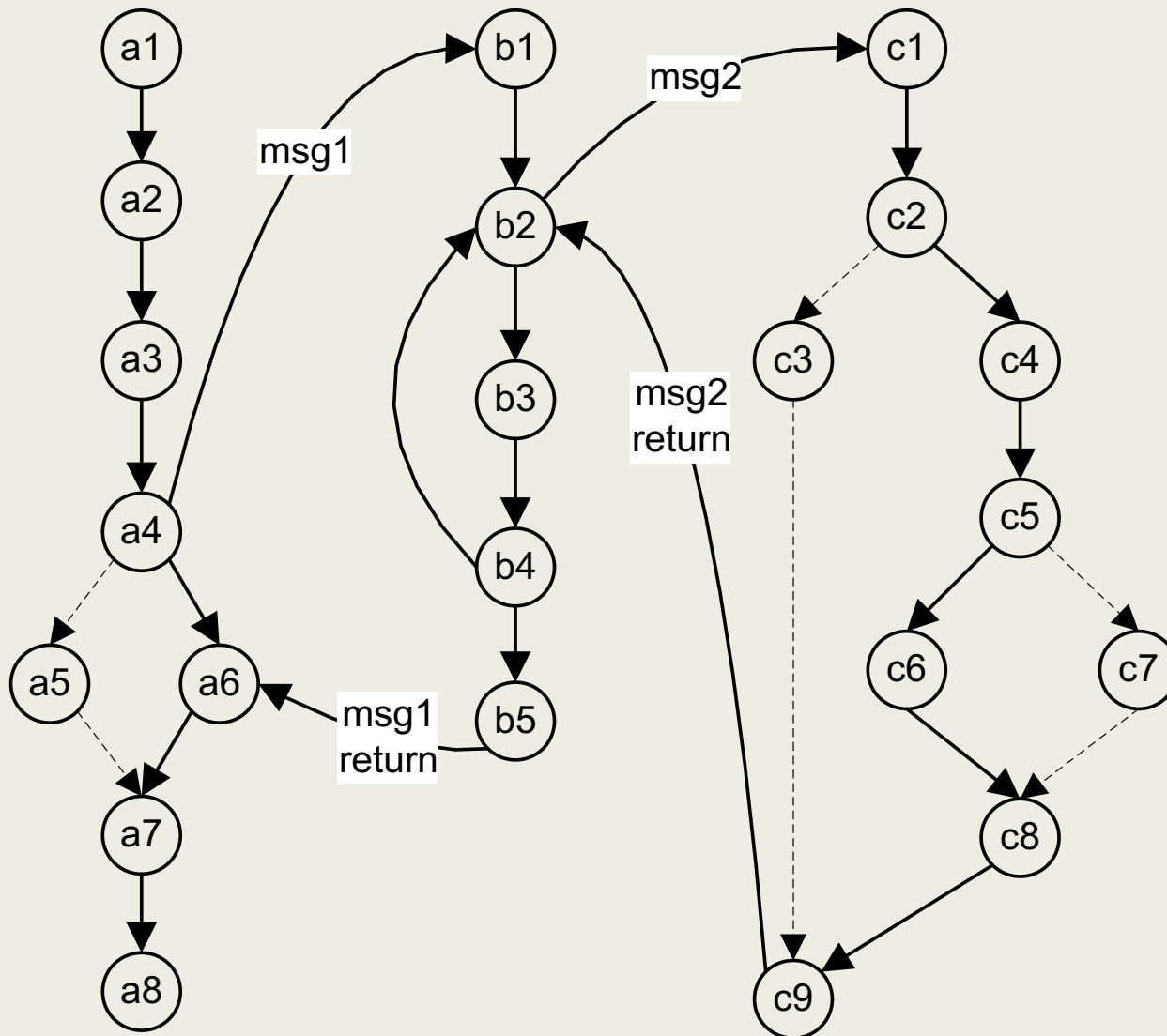
- Two strategies
 - *Pair-wise integration*
 - *Neighborhood integration*
- Degrees of nodes in the Call Graph indicate integration sessions
 - *isLeap and weekDay are each used by three units*
- Possible strategies
 - *test high indegree nodes first, or at least,*
 - *pay special attention to “popular” nodes*

MM-Path Definition and Example

- An MM-Path is an interleaved sequence of module execution paths and messages.
- An MM-Path across three units:



MM-Path Across Three Units



Exercise: List the source and sink nodes in the previous example.

| Unit | Source Nodes | Sink Nodes |
|------|--------------|------------|
| A | | |
| B | | |
| C | | |

Details of the Example MM-Path

The node sequence in the example MM-Path is:

```
<a1, a2, a3, a4>  
  message msg1  
<b1, b2>  
  message msg2  
<c1, c2, c4, c5, c6, c8, c9>  
  msg2 return  
<b3, b4, (b2, b3, b4)*, b5>  
  msg1 return  
<a6, a7, a8>
```

Note: the $(b2, b3, b4)^*$ is the Kleene Star notation for repeated traversal of the loop.

About MM-Paths

- Message quiescence: in a non-trivial MM-Path, there is always (at least one) a point at which no further messages are sent.
- In the example MM-Path, unit C is the point of message quiescence.
- In a data-driven program (such as NextDate), MM-Paths begin (and end) in the main program.
- In an event program (such as the Saturn Windshield Wiper), MM-Paths begin with the unit that senses an input event and end in the method that produces the corresponding output event.

Some Sequences...

- A DD-Path is a sequence of source statements.
- A unit (module) execution path is a sequence of DD-Paths.
- An MM-Path is a sequence of unit (module) execution paths.
- A (system level) thread is a sequence of MM-Paths.
- Taken together, these sequences are a strong “unifying factor” across levels of testing. They can lead to the possibility of trade-offs among levels of testing (not explored here).

Comparison of Integration Testing Strategies

| Strategy Basis | Ability to test interfaces | Ability to test co-functionality | Fault isolation and resolution |
|--------------------------|--|----------------------------------|---|
| Functional Decomposition | acceptable, but can be deceptive (phantom edges) | limited to pairs of units | good to a faulty unit |
| Call Graph | acceptable | limited to pairs of units | good to a faulty unit |
| MM-Path | excellent | complete | excellent to a faulty unit execution path |

Summary

- Unit testing
- Test case design
 - *Specification-Based techniques: Black-box*
 - *Structure-Based techniques: White-box*
 - *Experience-Based techniques*
- Incremental testing: Integration testing
 - *Top-down vs. Bottom-up testing*
 - *MM-Path*