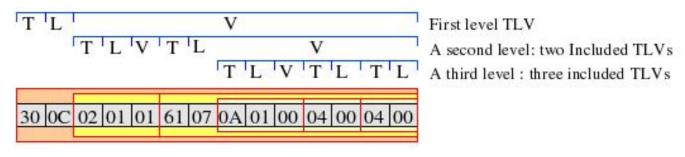
Software systems testing

Testing C# application – DER length decoder

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ASN.1 encoding rules

- Abstract Syntax Notation One (ASN.1) is a standard of defining structure
- Mostly known because X509 certificates, used widely in TLS / HTTPS
- Encoding rules specify a TLV (tag, length, value) format



TLV encoding (source <u>Apache LDAP API</u>)

Encoding of the length

- short form (bit 8 is 0)
 - o bits 7 1 represent the length
- long form (bit 8 is 1)
 - bits 7 1 represent the number of bytes for the length (n)
 - o next n bytes represent the length as an unsigned big-endian integer
- 0xxx xxxx data length defined by bits 7 1
- 1 NNN NNNN xxxx xxxx ... NNN NNNN bytes following
- Examples
 - \circ 0x03 = length 3
 - 0x82 0x01 0x03 = length 259

Tested function

public long GetDataLength(byte firstByte, ReadOnlySpanKbyte> buffer, ref int position)

Input parameters

- o **firstByte**: which is the first byte of the length byte sequence (it either specifies the length in short form, or the number of bytes encoding the length in long form)
- buffer: buffer with potential following bytes to compute long form
- position: start position in buffer to start reading from
 (value is incremented with the number of bytes used to parse the length in case of long form)

Output

the length encoded by the first byte and optionally following bytes

Thrown exceptions

- o "Indefinite length not supported in DER." in case of first byte encoding indefinite length
- "Invalid position" in case first byte encodes long form and provided position parameter is out
 of bounds for buffer
- "Unexpected end of data" in case not enough bytes in buffer starting from position to compute encoded length

Tested function

```
public long GetDataLength(byte firstByte, ReadOnlySparkbyte> buffer, ref int position)
   // Check if single byte length
   if ((firstByte \& 0x80) == 0)
        return firstByte;
    // Get the number of bytes that compose the length
   int numBytes = firstByte & 0x7F;
      (numBytes == 0)
        throw new Exception("Indefinite length not supported in DER.)";
    // Validate parameter position
      (position < 0 | position >= buffer.Length)
        throw new Exception("Invalid position");
    // Add each byte to the length
    long length = 0;
   for (int i = 0; i < numBytes; i++)
        if (position < buffer.Length)</pre>
            length = (length << 8) | buffer[position++];</pre>
        else
            throw new Exception("Unexpected end of data");
   return length;
```

Equivalence classes

Why equivalence classes?

In testing, equivalence classes represent partitioning the inputs into groups, were we assume the program would have similar behavior for all the elements in a group.

Equivalence classes

1. First byte

- **F_1: 0x00 0x7F** (first bit 0, representing short form length)
- **F_2: 0x80** (indefinite length, not allowed in DER)
- F_3: 0x81 0xFF (first bit 1, representing number of following bytes encoding long form)

3. Following Bytes (length value bytes)

- B_1: Too few (< declared) → Error: insufficient data
- B_2: Enough (≥ declared) → Valid: full length available

3. Offset position

- P_1: < 0 (invalid array index)
- P_2: ≥ and < buffer length (valid array index)
- P_3: ≥ buffer length (invalid array index)

Equivalence classes

Case	First_byte	Buffer	Position	Interpretation
C_1	F_1	(Returns length from short form encoding
C_2	F_2			Indefinite length not supported in DER exception
C_3_1	F_3	(P_1	Invalid position exception
C_3_2	F_3		P_3	Invalid position exception
C_3_3_1	F_3	B_1	P_3	Returns length from long form encoding
C_3_3_2	F_3	B_2	P_3	Unexpected end of data exception

Boundary Value Analysis

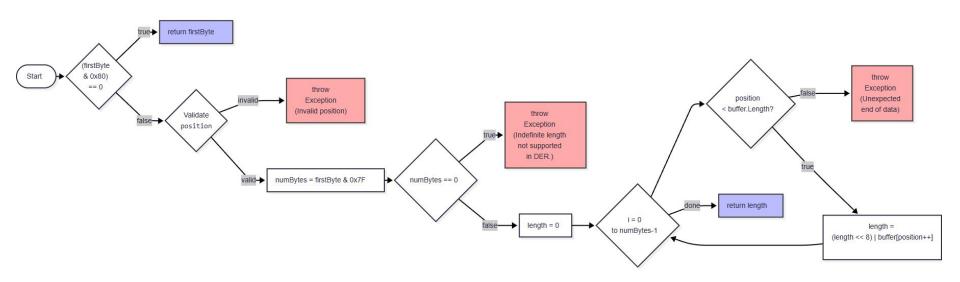
We use the same classes: F, B and P. Next, we look for the boundary values of each class.

- First byte:
 - 0x00 (BIT1: 0, BIT2-8: 0), 0x01 (BIT1: 0, BIT2-8: 1), 0x7F (BIT1: 0, BIT2-8: 127),
 0x80 (BIT1: 1, BIT2-8: 0), 0x81 (BIT1: 1, BIT2-8: 1), 0xFF (BIT1: 1, BIT2-8: 127)
- The following bytes buffer length: can be between 1 and 127 or none. We test N/A, 1, 127, 128
- Position:
 - -1, 0, and buffer length

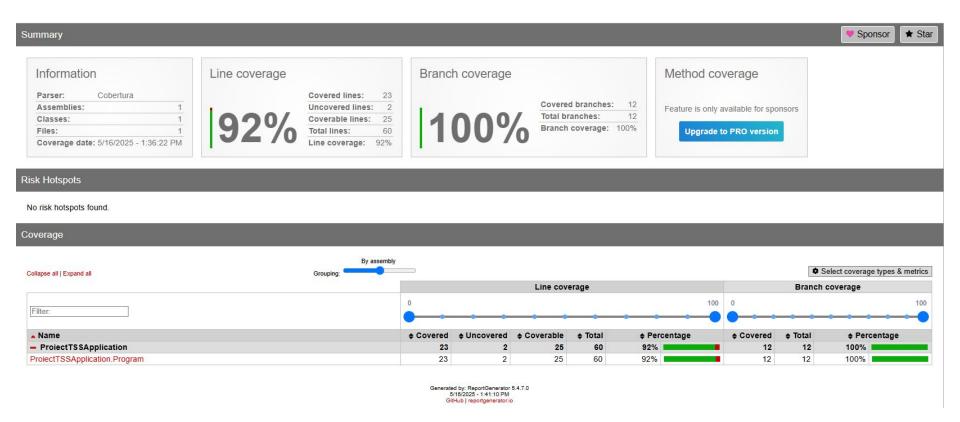
Boundary Value Analysis

Case	First byte	Payload Bytes	Position	Expected Behavior
C_1_1	0x00		0	Valid – Result = 0, the rest ignored
C_1_2	0x01		0	Valid – Result = 1, the rest ignored
C_1_3	0x7F	555	0	Valid – Result = 127, the rest ignored
C_2_1	0x80	222	0	Invalid – Length = 0 not allowed
C_2_2_1	0x81	N/A	0	Invalid – 1 byte expected, got none
C_2_2_2	0x81	F0	0	Valid – Result = 240(0xF0) exact match
C_2_2_3	0x81	A0 x 127	0	Valid – Result = 160(0xA0) extra bytes allowed
C_2_2_4	0x81	A0 x 128	0	Valid – Result = 160(0xA0) extra bytes allowed
C_2_3_1	0xFF	N/A	0	Invalid – 127 bytes expected, got none
C_2_3_2	0xFF	F0	0	Invalid – only 1 byte, 126 missing
C_2_3_3	0xFF	A0 x 127	0	Valid – Result = 0xA0 x 127 exact match
C_2_3_4	0xFF	A0 x 128	0	Valid – Result = 0xA0 x 127 extra byte allowed
C_2_4_1	0x81	F0	-1	Invalid1 is not a valid index
C_2_4_2	0x81	F0	1	Invalid - 1 is not a valid index
C_2_4_3	0xFF	A0 x 127	-1	Invalid1 is not a valid index
C_2_4_4	0xFF	A0 x 127	127	Invalid - 127 is not a valid index

Structural testing



Structural testing



Mutation testing

- We used Stryker tool to generate mutants and test them against the tests
- Initially we had 7 surviving because of unrelated code

