

My Project

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 2

Class Documentation

2.1 CombinationTester< T > Class Template Reference

```
#include <combinationTester.h>
```

Public Member Functions

- [CombinationTester](#) (int combinationSize, [FunctionPointerMap](#)< T > fpm, InstanceFunctionPointer< T > ifp, [CoverageReporter](#) *cr)
- void [run](#) ()

2.1.1 Detailed Description

```
template<typename T>  
class CombinationTester< T >
```

This is the class that connects all others and achieves the main task of TODO sample code would be the main.cpp file Note: Although functionPointerMap is capable of forwarding passed arguments and returning the result, currently it is discarded. I could not find a straightforward way to store pass variable length and type inputs. Explored options included storing it as std::pair and using std::apply, but that would not resolve variable type parameters. std::invariant could aid in solving this issue.

2.1.2 Constructor & Destructor Documentation

2.1.2.1 CombinationTester()

```
template<typename T >  
CombinationTester< T >::CombinationTester (  
    int combinationSize,  
    FunctionPointerMap< T > fpm,  
    InstanceFunctionPointer< T > ifp,  
    CoverageReporter * cr )
```

Collects all the necessary objects constructs a new permutation generator for this test run.

Parameters

<i>combinationSize</i>	maximum length of function call sequences that user wants to test
<i>fpm</i>	see member <code>CombinationTester::functionPointerMap</code>
<i>ifp</i>	see member <code>CombinationTester::getNewInstance</code>
<i>cr</i>	see member <code>CombinationTester::coverageReporter</code>

2.1.3 Member Function Documentation**2.1.3.1 run()**

```
template<typename T >
void CombinationTester< T >::run ( )
```

This function will keep getting new function sequences from permutation generator until it has explored all paths. On each iteration:

1. New permutation of function call sequences is retrieved.
2. Instance of test class is constructed using the `getNewInstance` function pointer
3. Coverage reporting is initialized with the new permutation
4. Each function in the sequence is called using the `functionpointermap`. During this step, `sanitizerCoverage` library functions will insert found pc guards to `coverageReporter`. If [CombinationTester](#) encounters an exception during this step, it blacklists the path, stops and doesn't explore any further paths starting with that sequence, since all possible continuations would be interrupted with that exception and won't provide any new meaningful coverage.
5. Finally, `coverageReporter` is flushed

entire loop is wrapped in try catch so that no more functions are called after an exception TODO: is this also better for performance? in this implementation this step is not essential since paths are explored in increasing order. So only last call could possibly cause an exception However, if the implementation of `permutationGenerator` is changed later, this guarantee will no longer hold so having the entire loop wrapped in try catch will ensure that testing stops on first exception

The documentation for this class was generated from the following files:

- `include/combinationTester.h`
- `src/combinationTester.cpp`

2.2 CoverageReporter Class Reference

```
#include <coverageReporter.h>
```


Public Member Functions

- void [startCoverage](#) (std::vector< std::string > functionSequence)
- void [addPCForCombination](#) (const std::string &pc)
- void [flush](#) ()
- std::set< pc_set > [coverage](#) ()
- void [printResults](#) ()
- void [printResultsToFile](#) ()
- void [printResultsToFile](#) (std::string fileName)

Public Attributes

- pc_set [currentPC](#)
- std::map< pc_set, std::vector< std::string > > [coverageSequences](#)

2.2.1 Detailed Description

Stores reported coverage

2.2.2 Member Function Documentation

2.2.2.1 addPCForCombination()

```
void CoverageReporter::addPCForCombination (
    const std::string & pc )
```

Parameters

<i>pc</i>	will be added to the current set of collected pcs
-----------	---

2.2.2.2 coverage()

```
std::set< pc_set > CoverageReporter::coverage ( )
```

get all sets covered so far

Returns

keys of coverageSequences, set of sets

2.2.2.3 flush()

```
void CoverageReporter::flush ( )
```

saves current permutation and associated coverage and empties both. if exact same coverage has been found with same or shorter sequence, the coverageSequences won't be updated, if longer one, the sequence for coverage will be replaced. otherwise, the function will check if new coverage contains any of the existing ones as a subset, in which case the old coverage will be removed and replaced with the larger set.

2.2.2.4 startCoverage()

```
void CoverageReporter::startCoverage (
    std::vector< std::string > functionSequence )
```

saves passed sequence as current one

Parameters

<i>functionSequence</i>	sequence of function names for which the coverage should be recorded
-------------------------	--

2.2.3 Member Data Documentation

2.2.3.1 coverageSequences

```
std::map<pc_set, std::vector<std::string> > CoverageReporter::coverageSequences
```

stores the shortest recorded function sequence for given coverage

2.2.3.2 currentPC

```
pc_set CoverageReporter::currentPC
```

set of all coverage points collected for current permutation

The documentation for this class was generated from the following files:

- include/coverageReporter.h
- src/coverageReporter.cpp

2.3 FunctionPointerMap< A > Class Template Reference

```
#include <functionPointerMap.hpp>
```

Public Member Functions

- `template<typename T >`
void `insert` (std::string functionName, T functionPointer)
- void `insertNonVoid` (std::string functionName, voidFunction< A > functionPointer)
- `template<typename T , typename... Args>`
T `searchAndCall` (A &instance, std::string functionName, Args &&... args)

2.3.1 Detailed Description

```
template<typename A>
class FunctionPointerMap< A >
```

Parameters

A	typename that the members will be stored for
---	--

2.3.2 Member Function Documentation

2.3.2.1 insert()

```
template<typename A >
template<typename T >
void FunctionPointerMap< A >::insert (
    std::string functionName,
    T functionPointer )
```

insert new function to the map casts the function to void *(void) and stores the typeid to use for assertion later

Parameters

<i>functionName</i>	key used for looking up the function pointer in the map
<i>functionPointer</i>	pointer to the member function

2.3.2.2 searchAndCall()

```
template<typename A>
template<typename T , typename... Args>
T FunctionPointerMap< A >::searchAndCall (
    A & instance,
    std::string functionName,
    Args &&... args )
```

This function is capable of passing the arguments to the member function and returning the result of the type T specified in the parameter. Originally, type_index is used to assert that T and Args conform to the function signature. Currently this feature is turned off because of reasons specified in ... TODO: something about rvalue references

Parameters

<i>a</i>	reference to the instance which the function will be called on
<i>functionName</i>	key used for looking up the function pointer in the map
<i>T</i>	return type
<i>args</i>	arguments for function

The documentation for this class was generated from the following file:

- include/functionPointerMap.hpp

2.4 PermutationGenerator< T > Class Template Reference

```
#include <permutationGenerator.h>
```

Public Member Functions

- [PermutationGenerator](#) (std::vector< T > initialSet, int maxLength)
- std::vector< T > [nextPermutation](#) ()
- bool [isDone](#) ()
- void [blacklistPermutation](#) ()

2.4.1 Detailed Description

```
template<typename T>
class PermutationGenerator< T >
```

responsible for generating all possible length sequence permutations. Example: for a set for {"a", "b"}, with max↵ Length 2 it will generate {"a"}, {"a", "a"} .. {"b"}, {"b", "a"} .. {"b", "b"}, etc Reasons for not using std::next_↵ permutation:

1. Permutation with repetition is needed. std::next_permutation will permute the existing elements, therefore I would need to generate a separate sequence for each repetition (the one where a occurs twice, the one where b occurs twice, combination of them, etc...).
2. we need to generate sequences of varying length, which would also require additional workarounds, and running

It is easier to simply to treat the problem space as a recursive B+ tree with children of each node being all the elements of the initial set. TODO sample code for usage

2.4.2 Constructor & Destructor Documentation

2.4.2.1 PermutationGenerator()

```
template<typename T>
PermutationGenerator< T >::PermutationGenerator (
    std::vector< T > initialSet,
    int maxLength )
```

creates a new permutation generator.

Parameters

<i>initialSet</i>	will be used to select elements for sequence permutations
<i>maxLenght</i>	is a limit for maximum sequence length

The reason `std::vector` is used for the `initialSet` is because of availability of `operator[]`. The permutations are done on integer indices and then used to retrieve elements from the `initialSet`. Explained in more detail in member permutations. TODO insert link to permutations? TODO should I check for uniqueness in the initial set?

2.4.3 Member Function Documentation**2.4.3.1 blacklistPermutation()**

```
template<typename T >
void PermutationGenerator< T >::blacklistPermutation ( )
```

will blacklist all sequences that start with the sequence last generated. ie stop exploring the path

2.4.3.2 isDone()

```
template<typename T >
bool PermutationGenerator< T >::isDone ( )
```

Returns

whether all possible permutations of all length have been returned previously

2.4.3.3 nextPermutation()

```
template<typename T >
std::vector< T > PermutationGenerator< T >::nextPermutation ( )
```

Returns

the next permutation The permutation selection order follows inorder traversal of the tree. It will start out with a first element of the set TODO: include the image

The documentation for this class was generated from the following files:

- `include/permutationGenerator.h`
- `src/permutationGenerator.cpp`

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