Automated Tester

Software Engineering Final Documentation

Team Name

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Mission

Our mission is to provide reliable software for institutional use. We strive to improve the services and software that we provide to our customers.

Our belief is that in order to further this mission we must carefully apply the principles of sound engineering. To provide quality products we must hold ourselves to a high standard and thrive on quality work.

Our goal is the satisfaction of our customers. But beyond that is a need to satisfy the curiosity and ingenuity that drives us.

Our promise is the delivery of high quality software products.

Document Preparation and Updates

Current Version [1.0.1]

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Revision History

Date	***Author***	***Version***	***Comments***
2/14/14	*Ryan Brown*	*1.0.0*	*Initial version*
2/17/14	*Ryan Brown*	*1.0.1*	*Fixed Directory Name Bug*

1

Overview and concept of operations

This program is a utility for the testing of student software. It takes a students program and checks if it conforms to a suite of test cases. This document is included on the submission in order to facilitate use and maintenance of the utility. It covers the design, implementation, and usage of the provided software.

1.1 Scope

The scope of this document is meant to be comprehensive, giving users and managers the information necessary to use the product.

1.2 Purpose

The purpose of the Auto Tester is to allow batch-grading. Specifically, this program will run input through a student's code and test if the output is what was expected by the instructor. A summary file will be generated for each run of the program, detailing which tests passed or failed.

1.2.1 Compiling

The students program will be supplied as source code, so the Auto Tester must compile it using the GNU C compiler.

1.2.2 Identifying Test Cases and Inputting

Once the student program is compiled, the Auto Tester searches the current directory and all sub-directories for files labeled as test cases (a .tst extension). Each test file is then used as input for the student program.

1.2.3 Checking Output

The Auto Tester will re-direct the programs output and evaluate it against the supplied test case. The results of the comparison (pass/fail) are recorded in a log file for each test case encountered.

1.3 Systems Goals

The goal of this system is to provide an environment for test-case grading. This is implemented through the use of the Auto Tester executable and special files placed in the directory.

The system should be accurate in its output matching and able to do many tests very quickly.

1.4 System Overview and Diagram

The Auto Tester is a highly independent system. It takes as input a students source code, several test case files, and outputs the results of the tests. Externally it does not require much components. A gcc compiler is a must on the target system, but other than that the program relies on the filesystem to fetch its test cases.

Internally, the Auto Tester has 3 major components:

1. A function that fetches the filenames of each test case found in the programs directories and subdirectories.

2. A function that opens each input file and runs it through the student program, capturing the output.

3. A function that takes each test case output and checks it against the expected answer. This records the results in a log file.

These components combine to test the student program with multiple test cases and output valuable information to be used for grading.

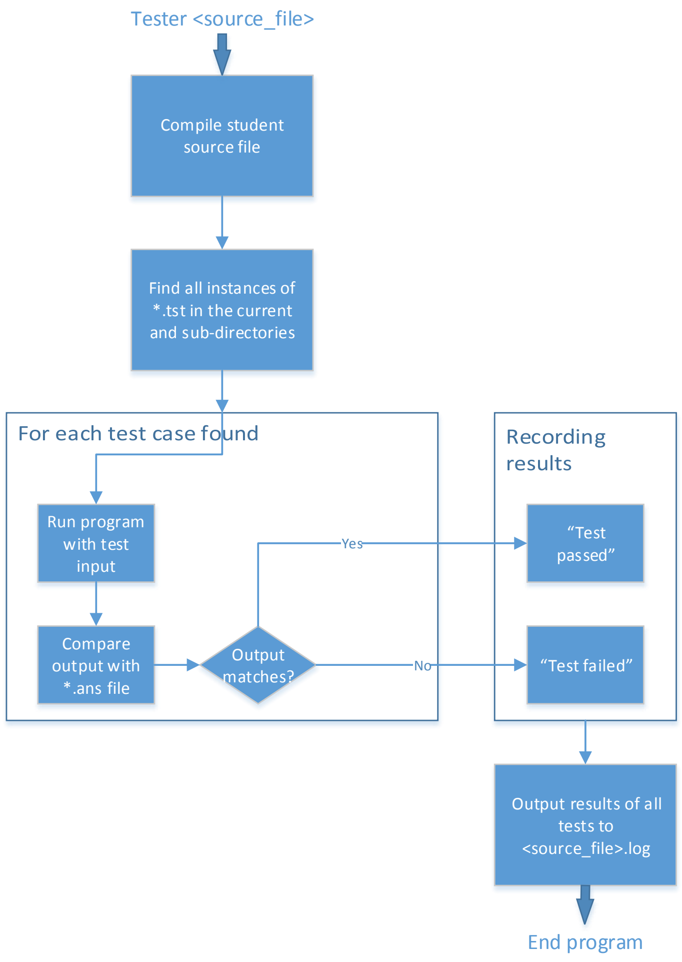
Tester <source_file>
Compile student source file
Find all instances of *.tst in the current and sub-directories
For each test case found
Run program with test input
Compare output with *.ans file
Output matches?
Yes
No
Recording results
"Test passed"
"Test failed"
Output results of all tests to <source_file>.log
End program

Figure 1.1: The program flow of the Tester

1.5 Technologies Overview

See Table 1.1. All technology and programs used to develop and run the Auto Tester can be found on any modern GNU\Linux distribution.

GNU C Compiler	For compiling the students program
GNU find	A command in GNU tools used to search directories
popen	A function from stdio.h, used to fork a process and supply it with input
C++ Template Libraries	Specifically the vector container

Table 1.1: Technologies used in Auto Tester

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Project Overview

2.1 Team Members and Roles

The team members of the Whitespace Cowboys were Kelsey Bellew, Ryan Brown, and Ryan Feather.

- Kelsey Bellew was the Scrum Master.
- Ryan Brown was the Product Owner.
- Ryan Feather was the Technical Lead.

2.2 Project Management Approach

This project uses the Agile methodology. The sprints are three weeks in length, and the product backlog is hosted on Trello. Bug or trouble tickets are also to be posted on Trello, along with initial user stories.

2.3 Phase Overview

The initial phase that this project went through took us from conception to version 1.0.0, the current version. It started with several planning talks and research into the technical challenges this project presented. Once decisions were made about the technical design of the system, development began.

In addition to technical challenges it took some time to clarify requirements and turn the provided user stories into the design of the current product.

Once the working version was established and most of the development in this sprint was done, the system and code were tested. A code review was done and several fixes were implemented accordingly, bringing us to a stable release of 1.0.0.

2.4 Terminology and Acronyms

See Table 2.1

GNU and GNU Tools	The tools provided in most GNU\Linux environments
Agile Methodology	An approach to project management and software development `agilemanifesto.org`
C++ Template Libraries	A built-in set of classes used for storing data.

Table 2.1: Defining Some Important Terms

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User Stories, Backlog and Requirements

3.1 Overview

This section contains several user stories, a backlog, and a list of requirements, of both the project and the user, and the user's equiptment for using the project. This chapter will contain details about each of the requirements and how the requirements are or will be satisfied in the design and implementation of the system.

The user stories are provided by the stakeholders.

3.1.1 Scope

This document will contain stakeholder information, initial user stories, requirements, and proof of concept results.

3.1.2 Purpose of the System

The purpose of the product is to allow the user to run pre-written tests on a program of their choosing, and to provide a log to the user of which tests passed and which tests failed, as well as a percentage reflecting the results of the test.

3.2 Stakeholder Information

There are three main stakeholders who have an interest in the completion of this project; this would be Dr. Logar, the Customer, the members of the development team (Kelsey Bellew, Ryan Brown, and Ryan Feather), and the members of any other development team who picks up this project after it's completion.

3.2.1 Customer or End User (Product Owner)

The Product Owner is Ryan Brown. The Product Owner in this case is responsible for getting project specifications from the Customer and keeping the team members up to date with the Customer's user stories. The Product Owner is also responsible for managing and prioritizing the product backlog.

3.2.2 Management or Instructor (Scrum Master)

The Scrum Master is Kelsey Bellew, and will drive the Sprint Meetings, keep a log of meetings and schedules. She will also deal with any and all unforseen issues causing dilemmas to the completion of the project.

3.2.3 Investors

The investors in this case, will be the members of other teams. If this project is not complete, not well written, or has any obvious or unobvious flaws at the end of the first sprint, the members of the team who continue on with this project will be forced to handle the project as is.

3.2.4 Developers –Testers

The Developers of this project are the members of the development team. The development team will also be the testers for this project.

3.3 Business Need

This software enables an automated way to test a user's program. All programs need to be tested before they are presented to a manager, or before they are shipped out, or even before or after they are turned in as homework. This software gives the user an easier, faster way to run tests on their program.

3.4 Requirements and Design Constraints

There are a several requirements and design constraints within this project. This section will discuss System Requirements, Network Requirements, Development Environment Requirements, and Project Management Methodology.

3.4.1 System Requirements

The Linux operating system is a constraint of this project. This is because of the use of the system() function within the code, which uses specifically linux command line commands to achieve several outcomes, such as compiling and running the program. This project could have been written for Windows, but would require an implimentation of a different set of system commands.

3.4.2 Network Requirements

There are no network requirements. This project does not use the internet unless the program it is testing uses the internet.

3.4.3 Development Environment Requirements

There should not be any development environment requirements, other than a Linux operating system. However, this project has been tested on both Fedora and Ubuntu, on a number of different text and code editors. The only other requirement would be the avalibility of g++.

3.4.4 Project Management Methodology

The stakeholders might restrict how the project implementation will be managed. There may be constraints on when design meetings will take place. There might be restrictions on how often progress reports need to be provided and to whom.

- Trello will be used to keep track of the backlogs and sprint status.
- The members of the team will have access to Sprint and Product Backlogs, as will the Customer.
- There will be three sprints encompassing this project.
- Sprint Cycles are three weeks.
- The source control used will be GitHub, and all members of the team and the Customer will have access to the GitHub directory.
- Code shall not be updated unless it is compiling and completes a function.

3.5 User Stories

This section is the result of discussions with the stakeholders with regard to the actual functional requirements of the software. The user stories will be used in the work breakdown structure to build tasks to fill the product backlog for implementation throught the sprints.

This section will contain sub-sections to define and potentially provide a breakdown of the larger user stories into smaller user stories.

3.5.1 User Story #1

The user wants to be able to enter their program into the testing program through command line.

3.5.1.a User Story #1 Breakdown

The program the user wants to be able to run will come in the form of code as opposed to an executable; this means that the program needs to be able to take this user given code and compile it. It also means that the user should not have to enter in any additional information or text past the initial run of the program.

3.5.2 User Story #2

User wants to be able to include multiple test cases in multiple directories.

3.5.2.a User Story #2 Breakdown

The program must be able to run if the user wants to only include test cases in a single directory, but also if they want to include test cases in multiple directories. The user also wants to see the results of the test cases in a specific place in the directory, namely the same directory the main program is in.

3.5.3 User Story #3

User wants to be able to see the percentage of tests passed.

3.5.3.a User Story #3 Breakdown

In order to tell at a glance, how well a program did at passing the tests, a percentage is calcualted and appended to the results displayed.

3.6 Research or Proof of Concept Results

This section is reserved for the discussion centered on any research that needed to take place before full system design. The research efforts may have led to the need to actually provide a proof of concept for approval by the stakeholders. The proof of concept might even go to the extent of a user interface design or mockups.

3.7 Supporting Material

This document might contain references or supporting material which should be documented and discussed either here if approprite or more often in the appendices at the end. This material may have been provided by the stakeholders or it may be material garnered from research tasks.

4

Design and Implementation

This section is used to describe the design details for each of the major components in the system.

4.1 Finding Test Cases (find tsts)

4.1.1 Technologies Used

- popen
- GNU find
- C++ vectors

4.1.2 Component Overview

This component, uses the GNU find program to recursively find all of the filenames of the form *.tst. This includes all subdirectories. popen is used to capturethe output, and that ouput is placed into a vector of filnames.

4.1.3 Phase Overview

This component was designed and developed in the initial phase and was an integral part 1.0.0 functionality.

4.1.4 Design Details

One small detail is that this function needs to deal with a troublesome character encoutnered at the end of the filenames. The code below demonstrates how this is done.

```
//removing that frustrating invisible character at the end of the strings
for(int i=0;i<tstfilelist.size();i++)
{
    tstfilelist.at(i).replace(tstfilelist.at(i).end()-1,
    tstfilelist.at(i).end(),"");
}
```

4.2 Running the Student Program (runtests)

4.2.1 Technologies Used

- C++ vectors

4.2.2 Component Overview

The basic features of this component are to run a specified test case and check its output against the expected output.

4.2.3 Phase Overview

This component was designed and developed in the initial phase and was an integral part 1.0.0 functionality.

4.2.4 Design Details

In order to run the student program, a string is constructed and passed to the shell through the system() function. The results are stored in a temp file. The temp file and *.ans file are then passed to the component that compares them to see if the outputs match.

4.3 Checking the Output (filesequal)

4.3.1 Technologies Used

- C++ vectors

4.3.2 Component Overview

This component opens both files passed to it and checks if they are equivalent. It returns an answer of yes or no.

4.3.3 Phase Overview

This component was designed and developed in the initial phase and was an integral part 1.0.0 functionality.

4.3.4 Design Details

This component checks the two files by reading their contents into vectors. First the length of the two vectors are compared, then if it passes that test, the lines are compared against each other. If both tests pass, the files are equivalent.

5

System and Unit Testing

This section describes the approach taken with regard to system and unit testing.

5.1 Overview

This chapter will provide a breif overview of the testing approach, testing frameworks, and how testing will be done to provide a measure of success for the system.

5.2 Dependencies

This program makes the assumption that all test files to run against the user program are in the directory with the user program, or in a child directory of the initial directory. It also only processes tests with the extention .txt, and only runs and compiles programs written in c++.

5.3 Test Setup and Execution

The majority of the test cases were developed by the Customer, Dr. Logar. They included several simple programs that took input and produced an output, with test cases for desired input and correct output in the same directory as the program to test, or in a subdirectory of the initial directory.

Several of the programs were designed to fail in certian cases so that the development team could be sure that the program would display the correct passed/failed ratio. The team also tested different forms of the user program, and tested running the program from different directories. The point of this specific test was to make sure only tests contained within the directory or subdirectories where the user program resided would be run.

6

Development Environment

The basic purpose for this section is to give a developer all of the necessary information to setup their development environment to run, test, and/or develop.

6.1 Development IDE and Tools

The specific tools used to develop this project were Gedit, Vim, Putty, and g++. Except for g++, all of these tools are not strictly necessary to the development environment. This project could easily be continued in any text or code editor, with presumably, any form of Linux.

6.2 Source Control

The source control used in this project was Github for both Windows and Linux. A developer could connect to it by several ways; the first of which is to go to the Github website, where they were included as contributors to the repository where the code and documentation was stored. The second was to use either Linux or Windows to checkout the repository and use the push and pull functions of git to keep code and documentation updated.

6.3 Dependencies

There are no specific dependencies with developing the system, other than a Linux operating system.

6.4 Build Environment

Packages are built using a general g++ command in command line Linux. There is not currently a build script.

6.5 Development Machine Setup

There are no specific steps associated with setting up a macine for use by a developer.

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Release – Setup – Deployment

This section will contain any specific subsection regarding specifics in releasing, setup, and/or deployment of the system.

7.1 Deployment Information and Dependencies

There are no dependencies that are not embedded into the system install.

7.2 Setup Information

To setup this project, g++ is needed. The project is built with:
g++ -o tester tester.c
The project is run by:
./tester $\langle$ program to test.cpp $\rangle$

7.3 System Versioning Information

When a working version of the project was developed, that version was put into a branch with a time stamp. Additionally, every time a working bit of code was developed, it was put into the current branch with a description of what was currently working.

8 User Documentation

This section will contain the basis for any end user documentation for the system, and will cover the basic steps for the setup and use of the system.

8.1 User Guide

Usage of the Auto Tester is primarily concerned with the format and placement of the test case files. Test case files must be located in the same directory as the students program source, or in a subdirectory.

8.1.1 Test Case Files

Files that contain the test cases themselves need to be given a .tst extension. The filname proceeding the extension will be used as the name of that test in the log file. The contents of the file will be the raw input to the student's program.

8.1.2 Expected Output Files

For each test case file, there needs to be a corresponding file that contains the expected output. This file must have the same name as the test case, but instead have a .ans extension.

8.1.3 Results

The results will be placed in a file with a .log extension. The filename will be timestamped and contain the name of the student program.

8.2 Installation Guide

If running from the .cpp file, the system will first need to be compiled. The user will need to be in the same directory as the .cpp file with a Linux command line terminal, and use the following command:

```
g++ -o tester tester.cpp
```

After this is completed, the user should have an executable file they can use by invoking the following:

```
./tester ⟨ program to test.cpp ⟩
```

8.3 Programmer Manual

The code contained in the .cpp file is written in c++ and is to be compiled with g++.

9

Class Index

9.1 Class List

Not Applicable

Acknowledgement

Thanks

Supporting Materials

This document will contain several appendices used as a way to separate out major component details, logic details, or tables of information. Use of this structure will help keep the document clean, readable, and organized.

Sprint Reports

9.1 Sprint Report #1

This sprint lasted from 2/4/14 from 2/19/14. The members of the Whitespace Cowboys setup Github accounts as well as repositories on both personal Linux and Windows machines. Two offical scrum meetings were held, the first of which was to set up Github and the second of which was to assign different members to the writing of sections of documentation and hold a code review.

The coding section of the project was officially done on 2/14/14, when the code review was held. The team members made sure the coding and the coding standard were up to requirements, as well as checked the state of the current documentation in the .cpp file.

9.2 Sprint Report #2

9.3 Sprint Report #3

Industrial Experience

9.4 Resumes

9.5 Industrial Experience Reports

9.5.1 Name1

9.5.2 Name2

9.5.3 Name3

Bibliography