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# Software Testing & Debugging

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# Whitebox Coverage Criteria

- ▶ **Method Coverage (MC):** each and every method has been called at least once
- ▶ **Statement Coverage (SC):** all statements in a method have been executed at least once
- ▶ **Branch Coverage (BC):** each and every possible branch from each decision point is executed at least once
- ▶ **Path Coverage (PC):** All possible execution paths are executed at least one

# Example

```
9 public static int countOf(ArrayList<Integer> ray, int key) {  
10     int count = 0;  
11     for (int i = 0; i < ray.size(); ++i) {  
12         if (ray.get(i).equals(key)) {  
13             count++;  
14         }  
15     }  
16     return count;  
17 }
```

◆ 1 of 2 branches missed.  
Press 'F2' for focus

// Test

```
ArrayList<Integer> ray = new ArrayList<Integer>();  
countOf(ray, 2);
```

**only achieves MC**

# Example

```
9- public static int countOf(ArrayList<Integer> ray, int key) {  
10     int count = 0;  
11     for (int i = 0; i < ray.size(); ++i) {  
12         if (ray.get(i).equals(key)) {  
13             count++;  
14         }  
15     }  
16     return count;  
17 }
```

// Test

ArrayList<Integer> ray = new ArrayList<Integer>();

ray.add(2);

countOf(ray, 2);

**achieves MC and SC**

**how about BC?**

# Example

```
9  public static int countOf(ArrayList<Integer> ray, int key) {  
10     int count = 0;  
11     for (int i = 0; i < ray.size(); ++i) {  
12         if (ray.get(i).equals(key)) {  
13             count++;  
14         }  
15     }  
16     return count;  
17 }
```

// Test

```
ArrayList<Integer> ray = new ArrayList<Integer>();  
ray.add(1);  
ray.add(2);  
countOf(ray, 2);
```

**achieves MC, SC and BC**  
**how about PC?**

# Whitebox Coverage Criteria: Path Coverage

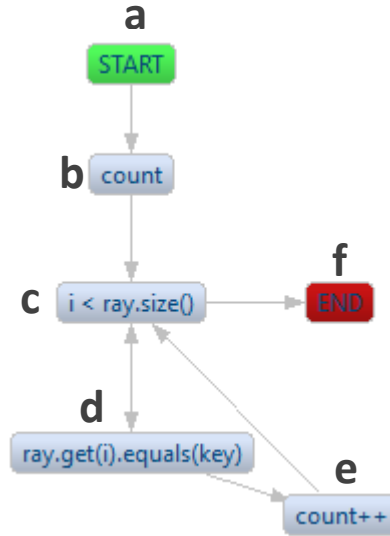
- ▶ Some paths might be infeasible
- ▶ In general, not possible to achieve full path coverage in programs that contain loops
  - ❖ only possible to achieve PC up to a certain depth in a loop
- ▶ Possible to achieve full path coverage in programs without loops

# Path Coverage (up to depth 1)

```
public static int countOf(ArrayList<Integer> ray, int key) {  
    int count = 0;  
    for (int i = 0; i < ray.size(); ++i) {  
        if (ray.get(i).equals(key)) {  
            count++;  
        }  
    }  
    return count;  
}
```

// Tests

```
List ray0 = new ArrayList<Integer>();  
List ray1 = new ArrayList<Integer>();  
ray1.add(2);  
countOf(ray0, 2); // abcf  
countOf(ray1, 1); // abcdcf  
countOf(ray1, 2); // abcdecf
```



Paths to cover:

*abcf*

*abcdcf*

*abcdecf*

# Path Sensitization

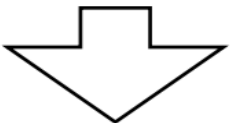
- ▶ Path sensitization is the process of determining test input values that will cause a particular path to be taken
- ▶ In general, it is undecidable problem
- ▶ Must be solved heuristically
- ▶ Gets complicated as size increases




# Whitebox Coverage Criteria

- ▶ 100% coverage is never a guarantee of fault-free software

**Test: assertEquals(1, sum(1,0))**



```
public int sum(int x, int y){  
    return x-y; //should be x+y  
}
```



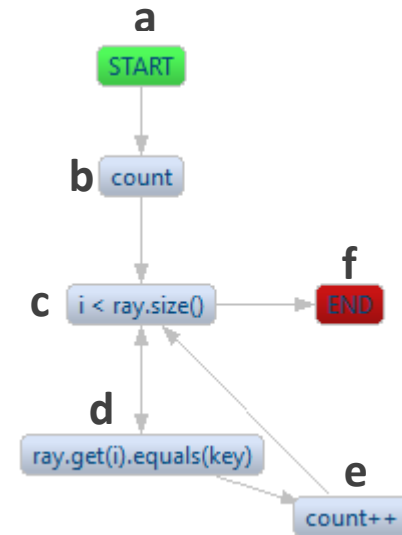
**achieves 100% SC, BC and PC**

- ▶ Research has shown though that in general:
  - ❖ higher code coverage → more faults revealed

# Example

- ▶ Let's write tests to achieve path coverage of up to depth 2 for the *countOf* method:

```
public static int countOf(ArrayList<Integer> ray, int key) {  
    int count = 0;  
    for (int i = 0; i < ray.size(); ++i) {  
        if (ray.get(i).equals(key)) {  
            count++;  
        }  
    }  
    return count;  
}
```



Paths to cover

*abcf*  
*abcdcf*  
*abcdecf*  
*abcdcdcf*  
*abcdcdecf*  
*abcdecdecf*  
*abcdecdcf*

# The Test Class for ArrayUtils

```
public class ArrayUtilsWbTest {
    @Test // abcf
    public void testCountOfEmptyArr() {
        ArrayList<Integer> ray = new ArrayList<Integer>();
        assertTrue(ArrayUtils.countOf(ray, 2) == 0);
    }
    @Test // abcdcf
    public void testCountOfArrSizeOneKeyNotExists() {
        ArrayList<Integer> ray = new ArrayList<Integer>();
        ray.add(2);
        assertEquals(ArrayUtils.countOf(ray, 1), 0);
    }
    @Test // abcdecf
    public void testCountOfArrSizeOneKeyExists() {
        ArrayList<Integer> ray = new ArrayList<Integer>();
        ray.add(2);
        assertEquals(ArrayUtils.countOf(ray, 2), 1);
    }
    @Test // abcdcdcf
    public void testCountOfArrSizeTwoKeyNotExists() {
        ArrayList<Integer> ray = new ArrayList<Integer>();
        ray.add(1);
        ray.add(2);
        assertEquals(ArrayUtils.countOf(ray, 3), 0);
    }
}
```

```
    @Test // abcdecdf
    public void testCountOfArrSizeTwoKeyExistsFirst() {
        ArrayList<Integer> ray = new ArrayList<Integer>();
        ray.add(1);
        ray.add(2);
        assertEquals(ArrayUtils.countOf(ray, 1), 1);
    }
    @Test // abcdcdcf
    public void testCountOfArrSizeTwoKeyExistsSecond() {
        ArrayList<Integer> ray = new ArrayList<Integer>();
        ray.add(1);
        ray.add(2);
        assertEquals(ArrayUtils.countOf(ray, 2), 1);
    }
    @Test // abcdecdf
    public void testCountOfArrSizeTwoKeyExistsFirstSecond() {
        ArrayList<Integer> ray = new ArrayList<Integer>();
        ray.add(1);
        ray.add(1);
        assertEquals(ArrayUtils.countOf(ray, 1), 2);
    }
} end of class ArrayUtilsWbTest
```

# Utilizing Test Fixture

```
public class ArrayUtilsWbTest {
    ArrayList<Integer> ray;
    @BeforeEach
    public void setup() {
        ray = new ArrayList<Integer>();
    }
    @Test // abcf
    public void testCountOfEmptyArr() {
        assertTrue(ArrayUtils.countOf(ray, 2) == 0);
    }
    @Test // abcdcf
    public void testCountOfArrSizeOneKeyNotExists() {
        ray.add(2);
        assertEquals(ArrayUtils.countOf(ray, 1), 0);
    }
    @Test // abcdecf
    public void testCountOfArrSizeOneKeyExists() {
        ray.add(2);
        assertEquals(ArrayUtils.countOf(ray, 2), 1);
    }
}
```

```
@Test // abcdcdcf
public void testCountOfArrSizeTwoKeyNotExists() {
    ray.add(1);
    ray.add(2);
    assertEquals(ArrayUtils.countOf(ray, 3), 0);
}
@Test // abcdecdf
public void testCountOfArrSizeTwoKeyExistsFirst() {
    ray.add(1);
    ray.add(2);
    assertEquals(ArrayUtils.countOf(ray, 1), 1);
}
@Test // abcdcdcf
public void testCountOfArrSizeTwoKeyExistsSecond() {
    ray.add(1);
    ray.add(2);
    assertEquals(ArrayUtils.countOf(ray, 2), 1);
}
@Test // abcdecdf
public void testCountOfArrSizeTwoKeyExistsFirstSecond() {
    ray.add(1);
    ray.add(1);
    assertEquals(ArrayUtils.countOf(ray, 1), 2);
}
} end of class ArrayUtilsWbTest
```

# Putting it all together: Blackbox Testing

- ▶ Blackbox testing pros:
  - ❖ testing from **user perspective**
  - ❖ Can potentially **find holes** in the specification/requirements → both verification and validation
  - ❖ **Easy** to analyze and produce test cases
- ▶ Blackbox testing cons/limitations:
  - ❖ **Not implementation aware**
  - ❖ Potentially **less objective** i.e., depends on the opinions and experience of the tester

# Putting it all together: Whitebox Testing

- ▶ Whitebox testing pros:
  - ❖ testing from **developer perspective**
  - ❖ **Implementation-aware**
  - ❖ **More objective** i.e., not dependent on tester's opinion
- ▶ Whitebox testing cons/limitations:
  - ❖ **Not always available**
  - ❖ can **miss unimplemented parts** of specs/requirements
  - ❖ Developed tests can be **more fragile** as they are tightly coupled to the specific implementation
  - ❖ **Requires high knowledge** of the code and programming in general

# Putting it all together

- ▶ So, which one should we do?

(Ideally) both!

- ▶ structural testing is a *check and balance* on the specification-based tests:

**\*\*the first step of a tester should be to derive test cases out of any requirements-based technique. Once requirements are fully covered, testers then perform structural testing to cover what is missing from the structural point of view. Any divergences should be brought back to the requirements-based testing phase\*\***

# Final Note

- ▶ Blackbox and Whitebox testing are *views* we take towards testing:
  - ❖ Both can be applied at unit, integration and system levels





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*of* ENGINEERING