

CSE 4283 / 6283

Software Testing and QA

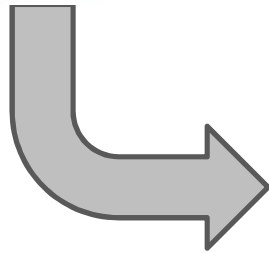
Dr. Tanmay Bhowmik
tbhowmik@cse.msstate.edu

Special thanks to Dr. Nan Niu & Dr. Byron Williams

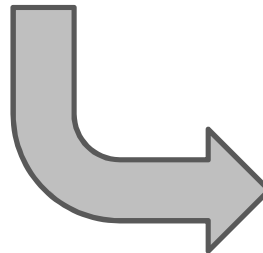


Agenda

Start Here



This Class:
Course Orientation
SE Recap



Next Class:
Introduction to Testing



About the Instructor

- Tanmay Bhowmik
 - Assistant Prof. Dept. of CSE, MSU, 2016 – present
 - Assistant Prof. of CS, Northwest Missouri State University, 2015 – 16
 - PhD and MS in Computer Science, MSU, 2008 – 15
 - BS in CSE, NIT Durgapur, West Bengal, India, 2003 – 07
 - Professional software development at nSPARC, MSU, 2012 – 14
 - From Bangladesh
- Research interest
 - Software Engineering
 - Requirements engineering, secure software engineering, software maintenance
- How to reach
 - Office hours: T & R 9:30am – 10:30am
 - Other times by appointment
- Hobby
 - Travelling, watching documentary, reading, cooking



Teaching Style?

- Interactive
 - Lecturing alone doesn't work well
 - Need feedback – both positive and negative
 - Need your participation, and YES, that helps in a BIG way!



About This Course

- Get to know the discipline of software quality
- Prerequisite
 - CSE 4214/6214 (Intro to Software Engineering)
 - CSE2383 (data structures & analysis of algorithms)
 - Talk to the instructor if your case is special
- Regularly check course website for updates
- Class
 - Twice a week: T & R 2:00pm-3:15pm, **HILBUN 350**
- Textbook
 - Jeff Tian, Software Quality Engineering, 2005
 - Paul C. Jorgensen, Software Testing: A Craftsman's Approach, 4th edition



Course Goals

- Learn the basics of software quality
- Learn various testing techniques
- Learn other QA techniques than testing
- Get ready for a software testing or QA position
- Get ready to do SE research
 - For graduate and honors students
- Learn to become a (software) professional
- Improve the skills
 - Communication, time management, using testing tools, etc.



Topics (subject to change WITH notice)

- Overview and Basics
 - Software, Quality, QA, Quality Engineering, etc.
- Software Testing
 - Test Activities, Coverage and Usage Testing, Boundary Testing, Finite State Machine, Control Flow, etc.
- QA beyond Testing
 - Defect Prevention, Software Inspection, Formal Verification, Fault Tolerance, etc.
- Quantifiable Quality Improvement
 - Feedback, Measurements, Risk Management, Reliability, etc.



Grading

Grading Scale (FIRM)	Grading Activities
89.50% - 100% A	Exams: 45% (1 midterm, and 1 optional final)
79.50% - 89.49% B	Assignment I: 5%
69.50% - 79.49% C	Assignment II: 15%
59.50% - 69.49% D	Assignment III: 15%
0% - 59.49% F	Assignment IV: 10%
	Quizzes: 10%

- **How to succeed**

- Do your homework (also, class reviews & readings)
- Take the exams, quizzes, and assignments very seriously
- Participate in the class
 - Attendance is mandatory
 - Take part in discussion
- Be fair and supportive to your colleagues



Grading

Grading Scale (FIRM)	Grading Activities
89.50% - 100% A	Exams: 45% (1 midterm, and 1 optional final)
79.50% - 89.49% B	Assignment I: 5%
69.50% - 79.49% C	Assignment II: 15%
59.50% - 69.49% D	Assignment III: 15%
0% - 59.49% F	Assignment IV: 10%
	Quizzes: 10%

- **How to succeed**

- Do your homework (also, class reviews & readings)
- Take the exams, quizzes, and assignments very seriously
- Participate in the class
 - Attendance is mandatory
 - Take part in discussion
- Be fair and supportive to your colleagues



Graduate and Honors Credit

- Graduate Students
 - Need to write a term paper
 - Will comprise 25% of the final grade
- Honors Students
 - Will comprise 15% of the final grade
- Tentative deadlines are given in the course calendar



Course Policies

- Assignment Deadlines
- Attendance, Unexcused absence
- Late submission and re-grading
- Communication policy
 - Emails and course announcements
- Classroom policy
 - Mute laptops & cell phones, but be out loud when speaking
- Academic honesty



Software Engineering Recap



SE Reviews (Some Questions)

- Why do we call it Software “Engineering” not “Manufacturing”?
- Why do we engineer software?
 - To solve customer’s problem
 - To discover the real needs & adjust the expectations
 - To produce quality product within budget and schedule
 - “software crisis” (early days of computing)
 - To show/demonstrate/prove the product (software) is indeed high quality
 - Does what it is supposed to do
 - Does it fast, securely, reliably...



What's a “problem”?

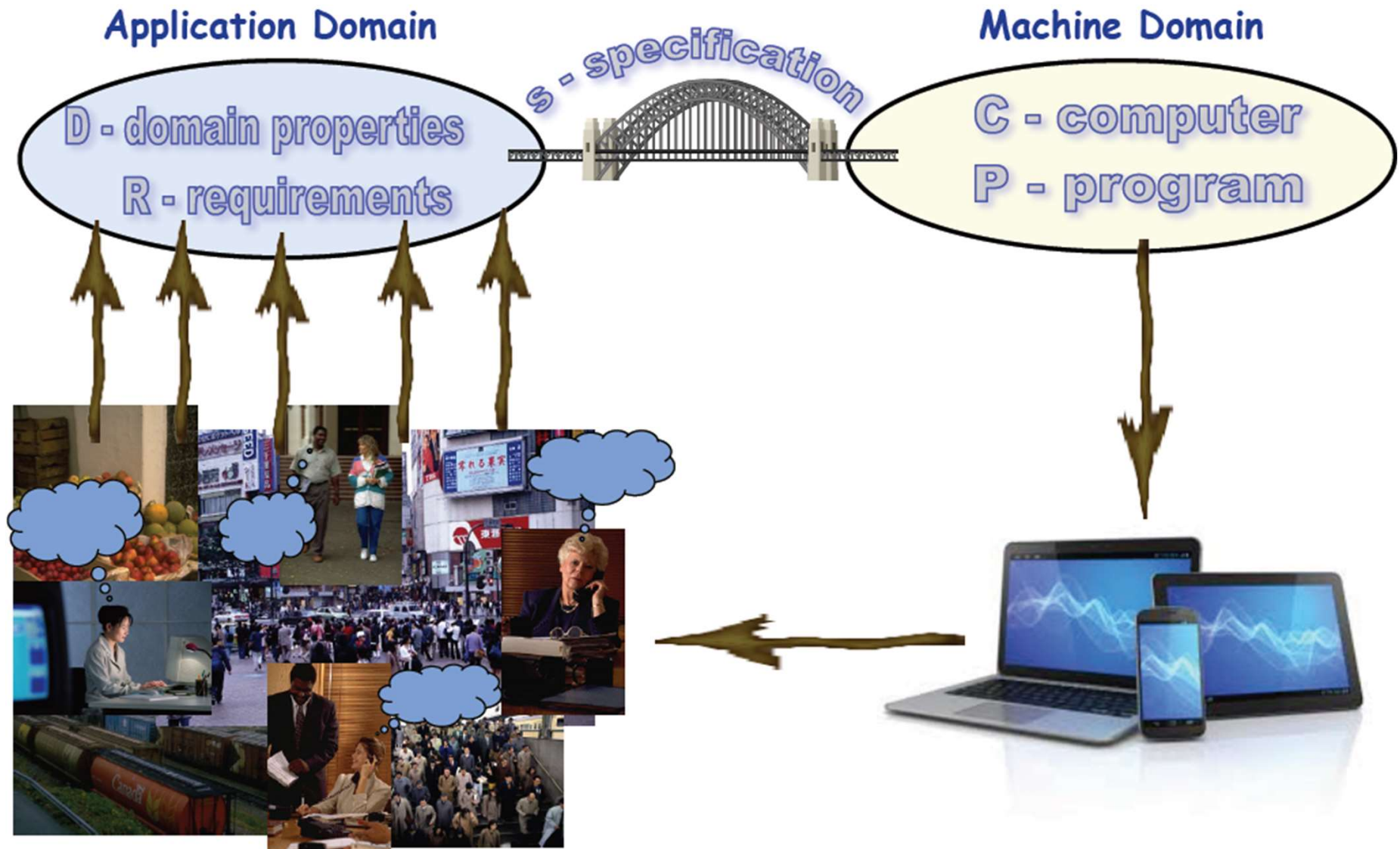
- Why do we engineer software?
 - To solve customer's **problem** via software-intensive systems
 - To produce quality software within budget and schedule
 - To show/demonstrate/prove the software is indeed high quality

A **problem** is a difference

between things as desired
and things as perceived



Software Engineer: Agent of Change



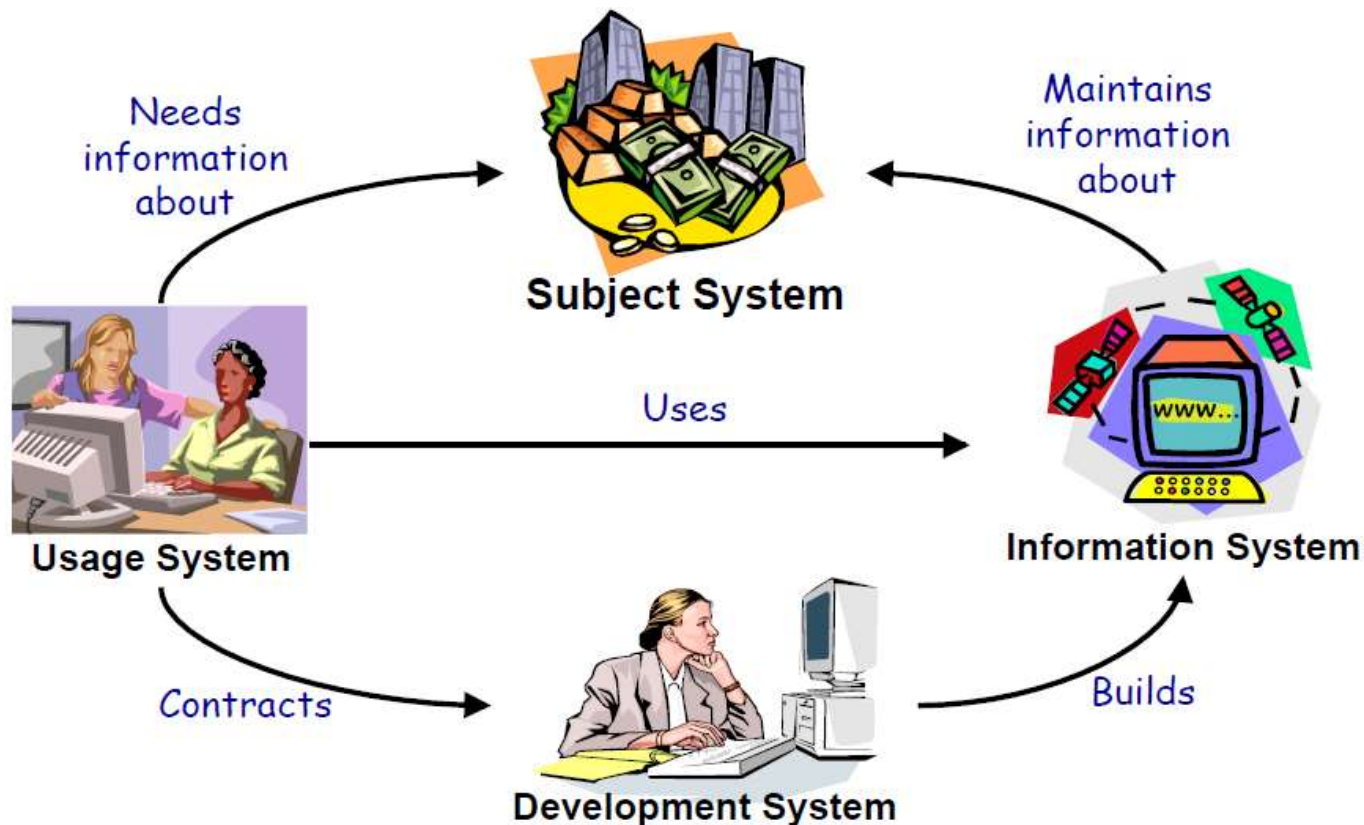
Picture source: Internet

15



Stakeholders

- The holders of the bets in a gambling game
- Those who have a stake in the change being considered & who stand to gain or lose from the change

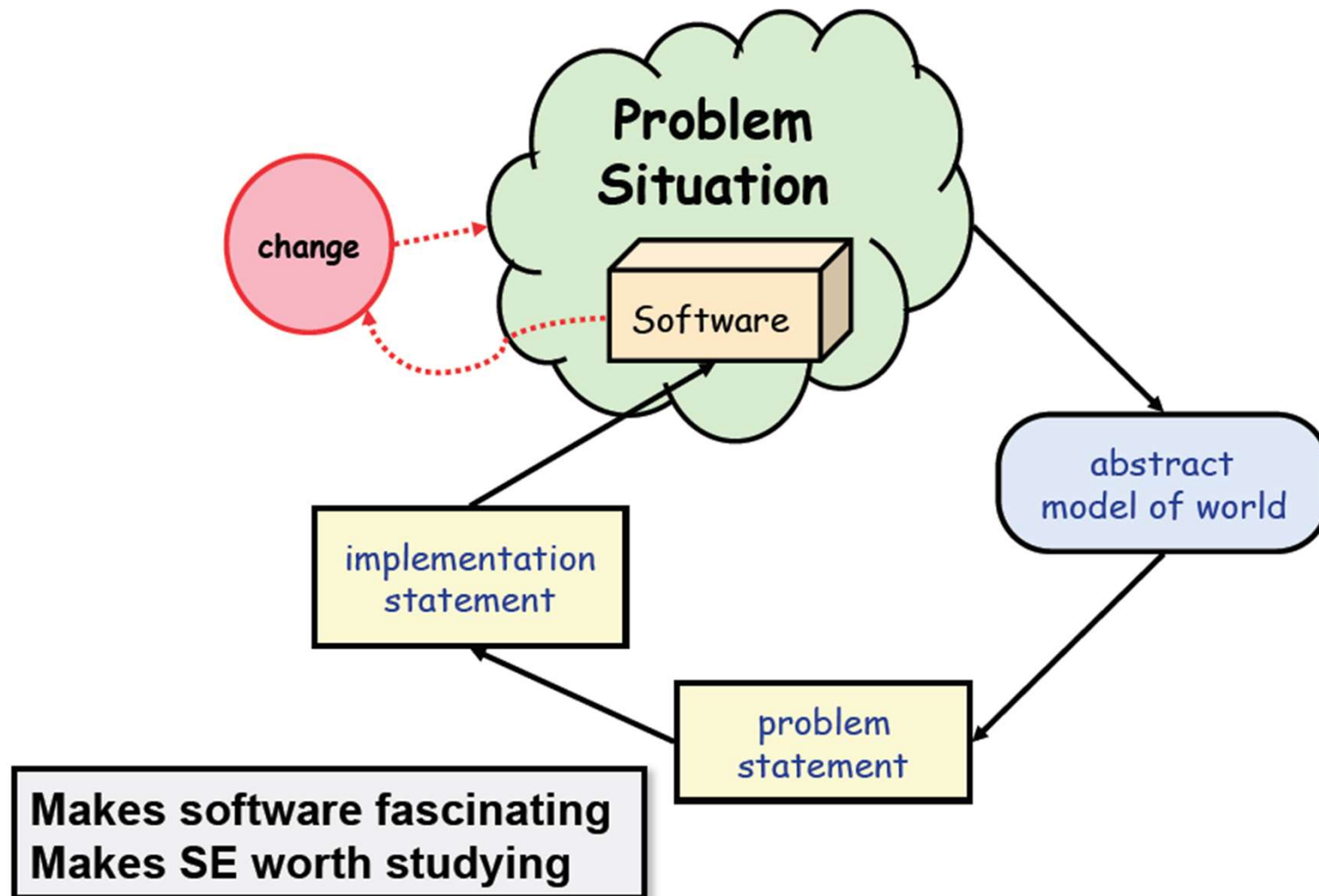


Source: Loucopoulos & Karakostas, 1995, p73

16



But software changes the world...

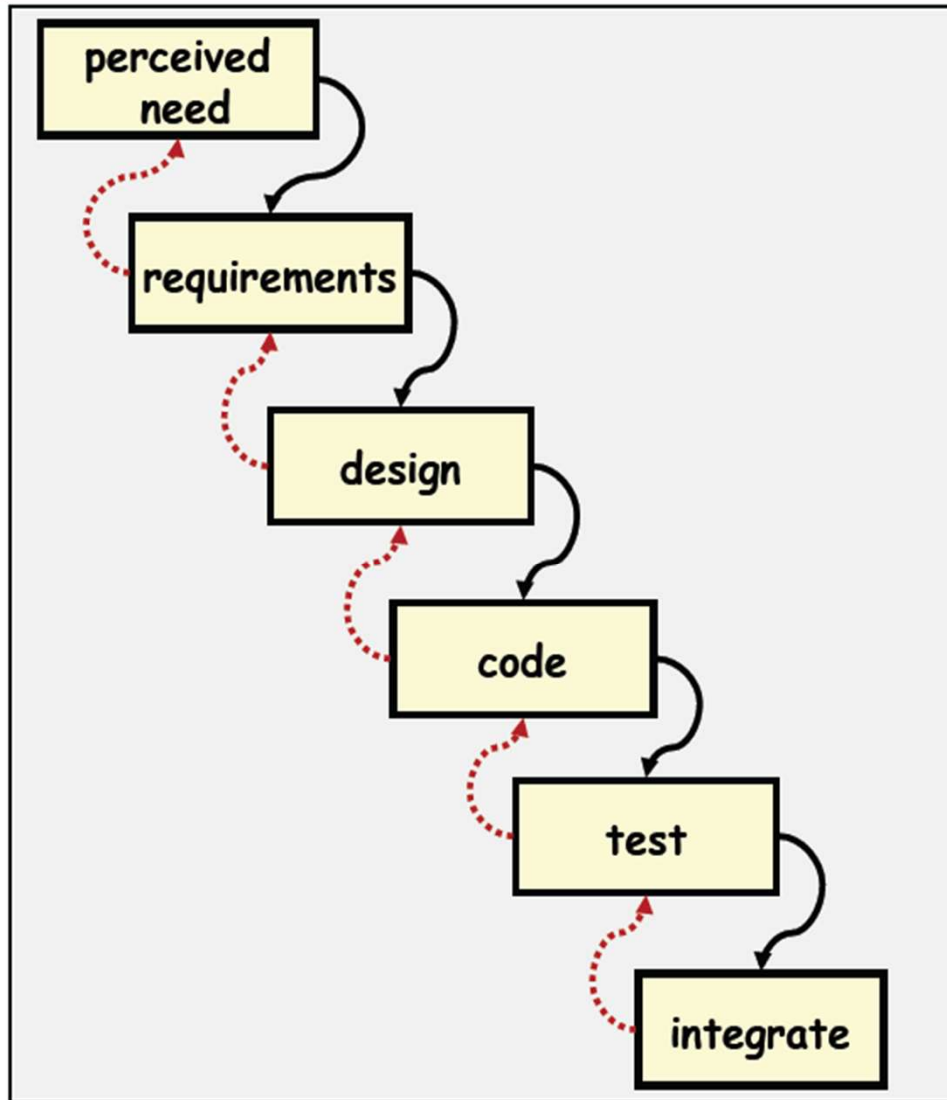


SE Reviews (3 Questions)

- Q1: Why do we engineer software?
 - deliver quality software
- Q2: How do we achieve quality software (product)?
 - Using systematic, disciplined and quantifiable approach
 - In other words: by following a process
 - “*software engineering*” (coined in 1968)
- Q3: What are process (lifecycle) models?
 - (What role do “testing & QA” play in these models?)



Waterfall Model



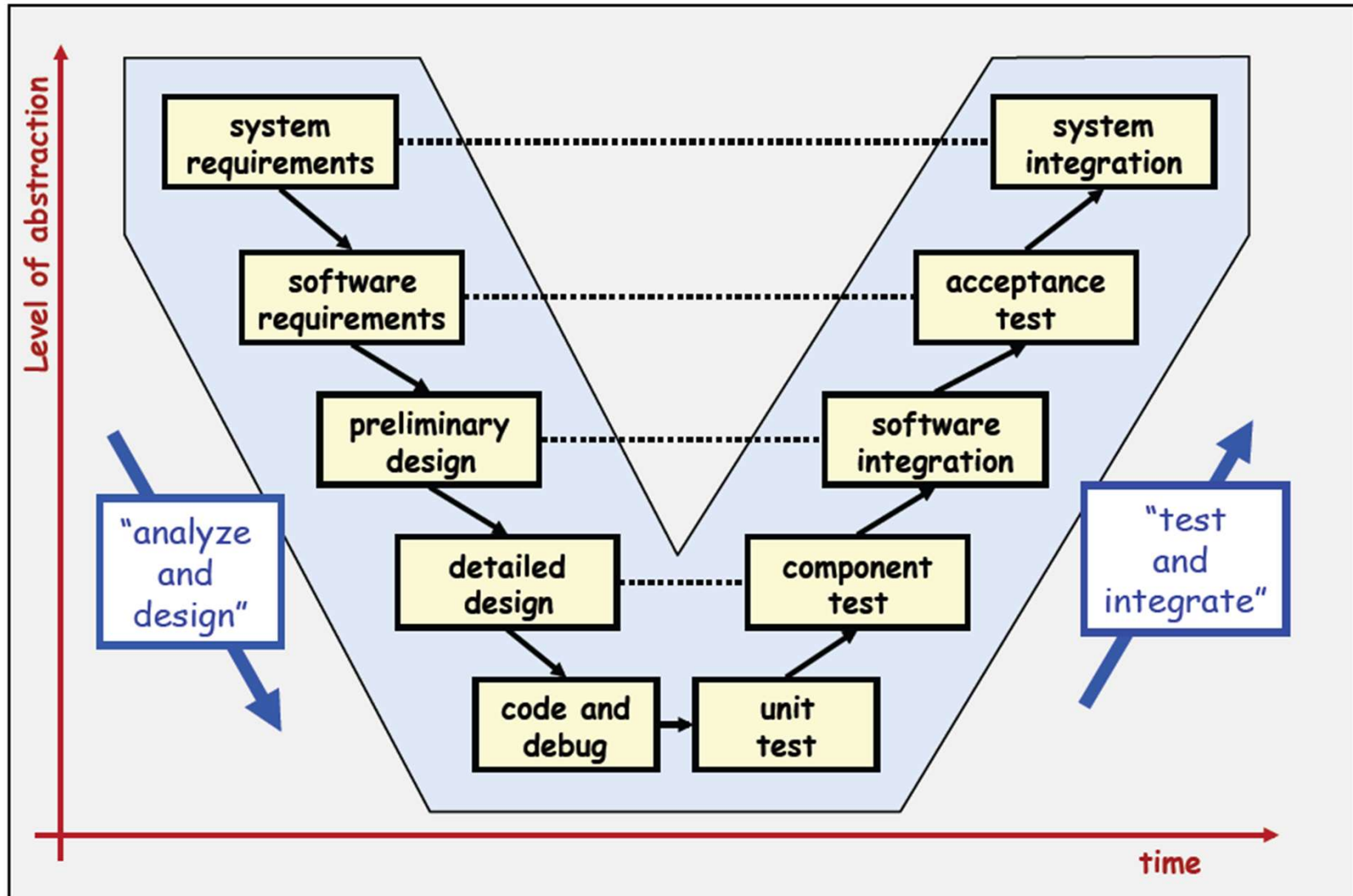
- A view on development
 - A process of stepwise refinement
 - Largely a high-level management view
- Problems
 - Static view of requirements
 - Ignores volatility
 - Lack of user involvement once specification is written
 - Unrealistic assumption that customer can state all requirements explicitly
 - Doesn't accommodate prototyping, reuse, etc.

Source: Dorfman, 97; Loucopoulos & Karakostas, 95

19



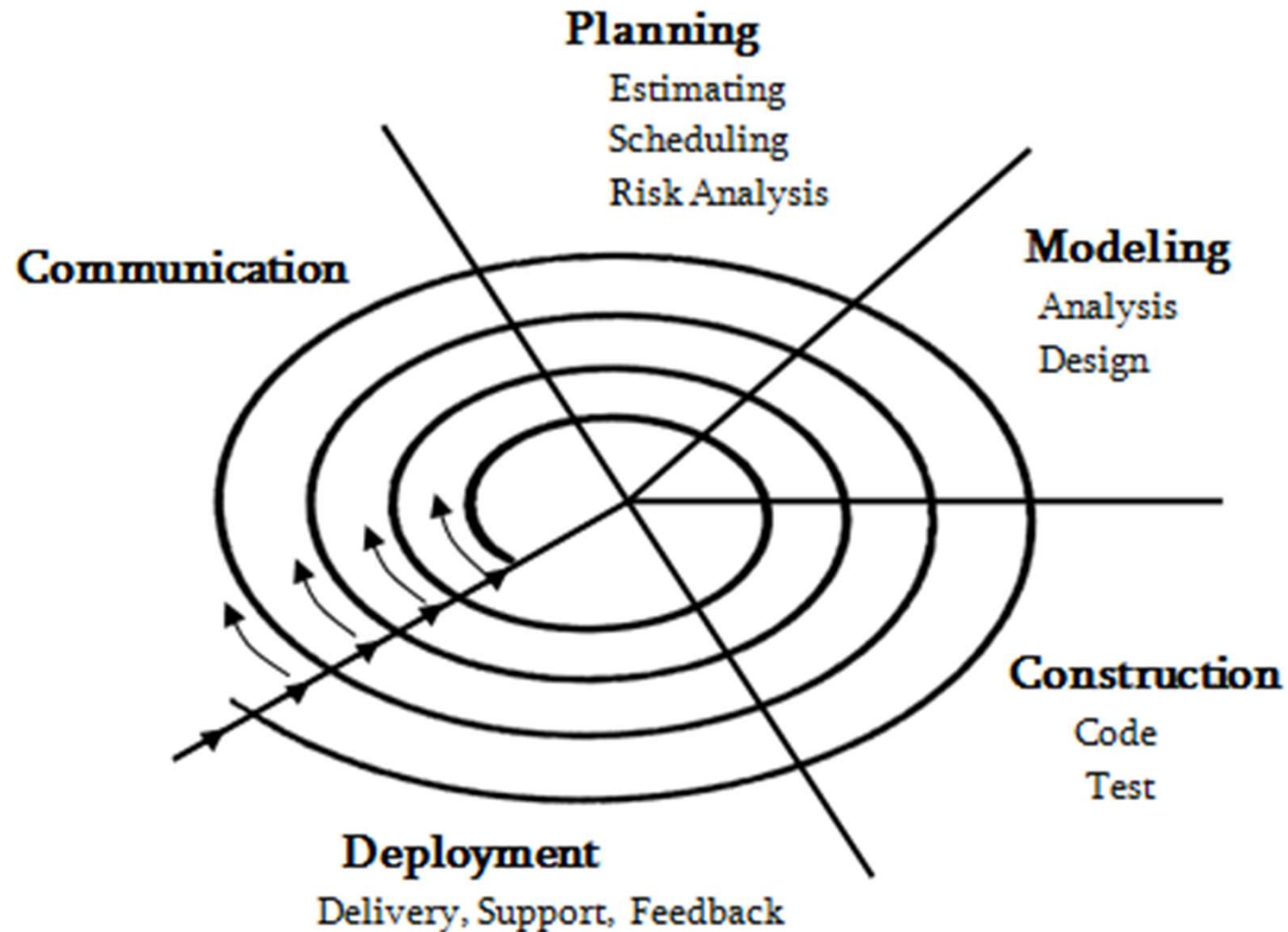
V – Model



Adapted from: R. Pressman, *SE Book (textbook)*, 2010 20



The Spiral Model

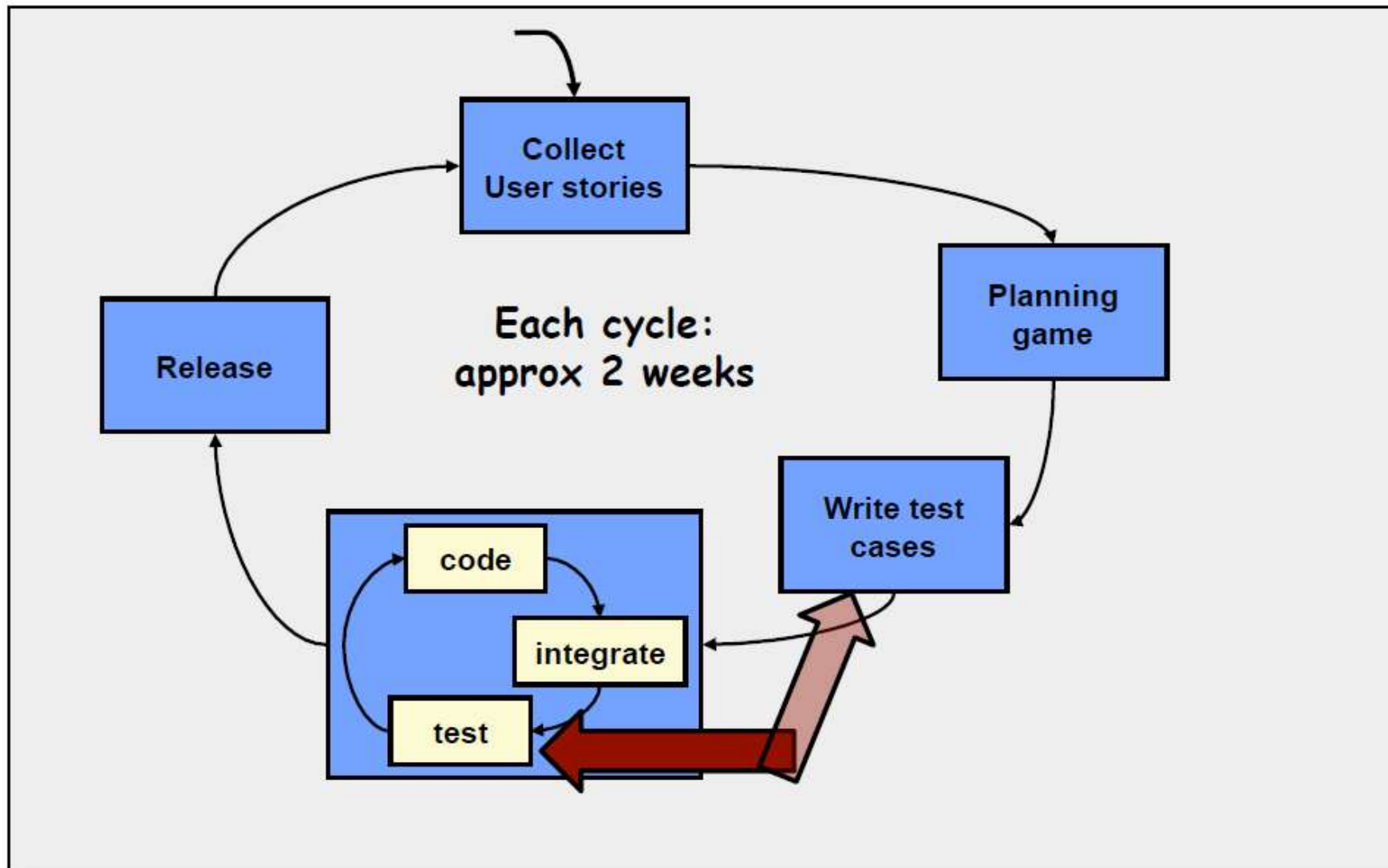


Adapted from: R. Pressman, *SE Book*, 2010; Pic. Source: Internet

21



eXtreme Programming (XP)



Summary

- Course Orientation
- SE Recap
 - 3 questions & your views
 - Setting the stage of “quality”
- Homework
 - Study the syllabus carefully
 - Review today’s slides
- Next class
 - Introduction to testing



THANK YOU



24



MISSISSIPPI STATE UNIVERSITY

TANMAY BHOWMIK

COMPUTER SCIENCE AND ENGINEERING