



# White box testing concepts

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## ***This session***

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- ◆ White box testing
- ◆ Unit testing concepts for C/C++/.Net etc
  - ◆ Unit testing tools
- ◆ Testing related terms
  - ◆ Memory Leak
  - ◆ Test/Code Coverage
  - ◆ Performance Profiler
  - ◆ Dynamic test
- ◆ Brief demo of professional testing tool
  - ◆ Cantata++
- ◆ Discussions
  - ◆ Always welcome

## *Status of assignments*

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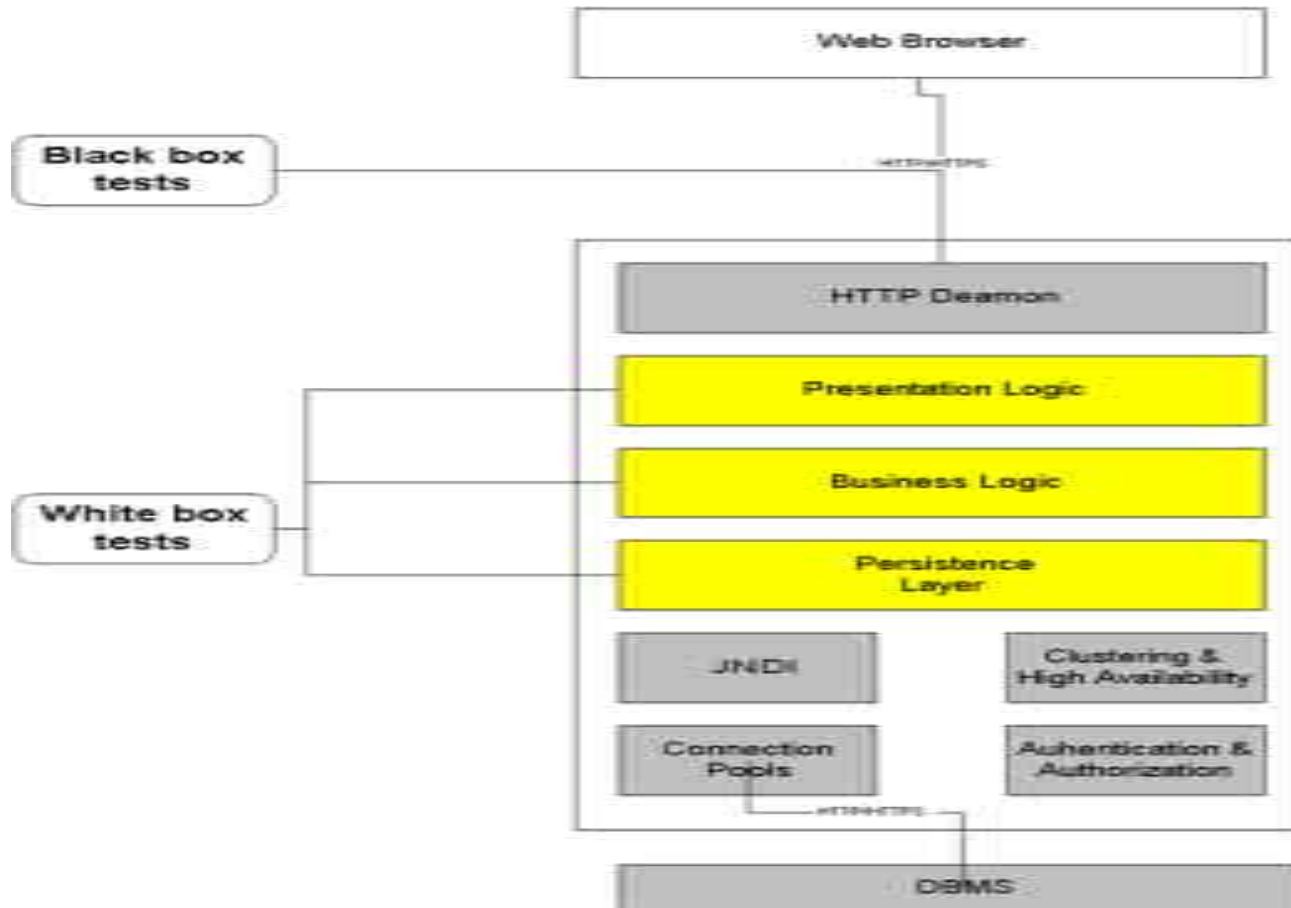
- ◆ Doubts ?
- ◆ Progress ! !
- ◆ Results ??
- ◆ Suggestions

## ***White box testing***

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- ◆ Also known as *glass box*, *structural*, *clear box* and *open box testing*. A software testing technique whereby explicit knowledge of the internal workings of the item being tested are used to select the test data.
- ◆ For a complete software examination, both white box and black box tests are required

# *White Box and Black Box tests interface to an application*



## *Unit testing*

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How to test the programs of different technology ?

- ◆ C
- ◆ C++
- ◆ Microsoft technologies VB/.Net
- ◆ Web related (PHP,ASP,JSP..etc.)

How to do unit testing of above technologies ?

## *Unit test tools*

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- |                 |                |                |                 |
|-----------------|----------------|----------------|-----------------|
| ◆ AdaTEST       | ◆ HtmlUnit     | ◆ ObjcUnit     | ◆ SUnit         |
| ◆ AQtest        | ◆ HttpUnit     | ◆ OCUit        | ◆ TagUnit       |
| ◆ Aunit         | ◆ JavaScript   | ◆ OTF - An     | ◆ TBGEN         |
| ◆ C++Test       | ◆ JsUnit       | ◆ PalmUnit     | ◆ TBrun         |
| ◆ Cantata       | ◆ JsUnit       | ◆ PBUit        | ◆ Test Mentor - |
| ◆ Check         | ◆ JTestCase    | ◆ PerlUnit     | ◆ Java Edition  |
| ◆ COMPUTE       | ◆ JUnit        | ◆ phpAsserUnit | ◆ unit++        |
| ◆ CppUnit       | ◆ JUnitEE      | ◆ PhpUnit      | ◆ vbUnit3 Basic |
| ◆ csUnit        | ◆ JUnitX       | ◆ PyUnit       | ◆ VectorCAST    |
| ◆ CTA++         | ◆ LingoUnit    | ◆ QtUnit       | ◆ XMLUnit       |
| ◆ CTB           | ◆ MinUnit      | ◆ Ruby/Mock    | ◆ XSLTunit      |
| ◆ cUnit         | ◆ Mock Creator |                |                 |
| ◆ CUT           | ◆ Mock Objects |                |                 |
| ◆ dotunit       | ◆ MockMaker    |                |                 |
| ◆ EasyMock      | ◆ Mockry       |                |                 |
| ◆ GrandTestAuto | ◆ NUnit        |                |                 |
| ◆ HarnessIt     |                |                |                 |

<http://www.testingfaqs.org/t-unit.htm>

## *Testing related terms*

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- ◆ Memory Leak
- ◆ Test/Code Coverage
- ◆ Performance Profiler
- ◆ Dynamic test



## *What is memory leak*

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- ◆ What
  - ◆ Allocating memory without releasing later
- ◆ Why bad
  - ◆ Reduce performance
  - ◆ May cause crashes
- ◆ How to solve
  - ◆ Find out where exactly memory is leaked

## *C/C++ memory leak*

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- ◆ In C/C++, it is possible to allocate space for objects (variables) dynamically during program execution. After finishing use of a dynamically allocated object, it is necessary to explicitly release the memory consumed by the object, particularly before pointers to the object go out of scope.

## *Memory leak example*

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- ◆ When a variable is created by a “usual declaration”, i.e., without **new**, memory is allocated on the “stack”.

```
{  
    int i = 3;        // memory for i and obj  
    MyObject obj;     // allocated on the stack  
    ...  
}
```

So when we delete them ??

- ◆ When the variable goes out of scope, its memory is automatically deallocated (“popped off the stack”).  
    // i and obj go out of scope,  
    // memory freed

## *Memory leak example...*

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- ◆ To allocate memory dynamically, we first create a pointer, e.g., `MyClass* ptr;`
- ◆ `ptr` itself is a variable on the stack. Then we create the object:  
`ptr = new MyClass( constructor args );`
- ◆ This creates the object (pointed by `ptr`) from a pool of memory called the “heap” (or “free store”).
- ◆ When the object goes out of scope, `ptr` is deleted from the stack, but the memory for the object itself remains allocated in the heap:

```
{  
    MyClass* ptr = new MyClass();    // creates  
    object....  
}  
    // ptr goes out of scope here -- memory leak!
```

## *Memory leak example...*

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To prevent the memory leak, we need to deallocate the object's memory before it goes out of scope:

```
{  
    MyClass* ptr = new MyClass();    // creates an object  
    MyClass* a = new MyClass[n];    // array of objects  
    ...  
    delete ptr;    // deletes the object pointed to by ptr  
    delete [] a;    // brackets needed for array of objects  
}
```

For every **new**, there should be a **delete**.

For every **new** with brackets [], there should be a **delete []**

## *Test/Code coverage*

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- ◆ Precondition
  - ◆ Software product under development
  - ◆ Test suite

Test / Code coverage provides a measure of how well test suite actually tests the product.

## *Test/Code coverage analysis*

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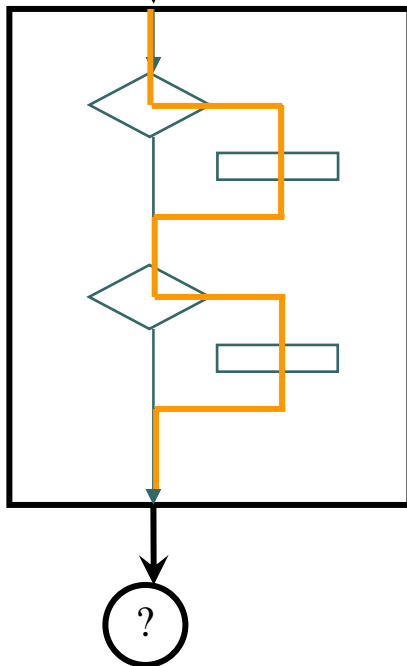
- ◆ Coverage analysis is a way of measuring how much of the code has been exercised during testing
- ◆ Coverage analysis can be used to determine when sufficient testing has been carried out
- ◆ Coverage analysis can identify unexecuted code structures
  - ◆ Add more test cases?
  - ◆ Remove dead or unwanted code!

An optional aspect is:

- ◆ Identifying redundant test cases that do not increase coverage

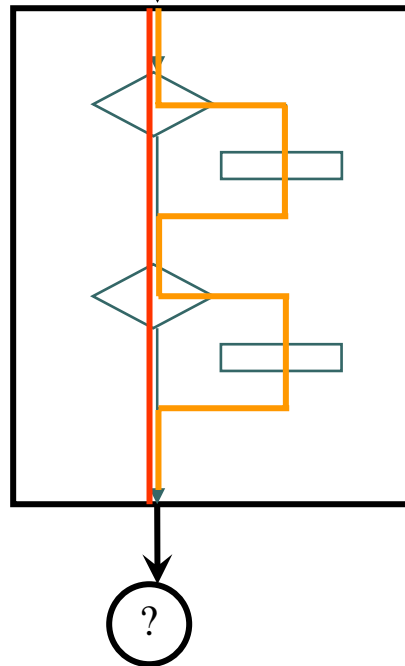
## *Test/Code coverage – examples*

Statement



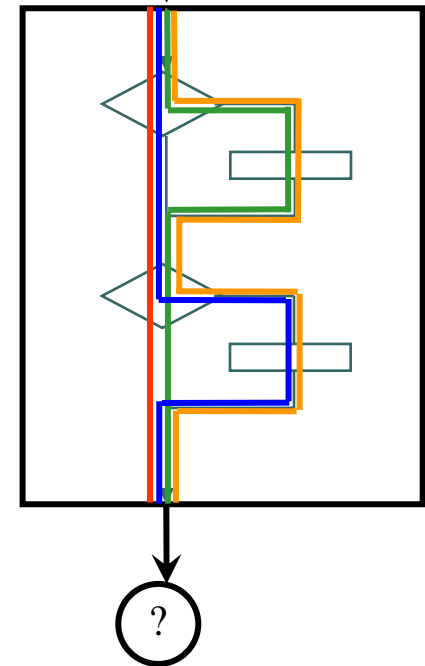
1

Decision



2

Path coverage



4 test cases



## *Type of coverage*

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- ◆ Statement coverage
- ◆ Basic block coverage
- ◆ Decision coverage
- ◆ Condition coverage
- ◆ Branch coverage
- ◆ Loop coverage

## *Exercise for test coverage*

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\* We should try now..



```
#include <iostream.h>
int main(void) {
    int nDependents, Exemption;
    float Income, TaxSubTotal, TaxTotal;
    cout << "Welcome to tax calculator. Enter your yearly income: ";
    cin >> Income;

    // first if - check income
    if (Income < 0) {
        cout << "You cannot have a negative income.\n";
        return 0;
    }
    cout << "Enter the number of dependents you have, including yourself: ";
    cin >> nDependents;
    // second if - check dependents
    if (nDependents <= 0) {
        cout << "You must have at least one dependent.\n";
        return 0;
    }
    // third if (else-if) - compute tax subtotal
    if (Income < 10000)
        TaxSubTotal = .02 * Income;
    else if (Income < 50000)
        TaxSubTotal = 200 + .03 * (Income - 10000);
    else
        TaxSubTotal = 1400 + .04 * (Income - 50000);
    Exemption = nDependents * 50;
    TaxTotal = TaxSubTotal - Exemption;
    // last if - check negative tax
    if (TaxTotal < 0) // In case of negative tax
        TaxTotal = 0;
    cout << "Result of Tax \n";
    cout << "Tax Bill \n";
    cout << "Citizen's Income: " << Income << '\n';
    cout << "Tax Subtotal: " << TaxSubTotal << '\n';
    cout << "Number of Dependents: " << nDependents << '\n';
    cout << "Tax Exemption: " << Exemption << '\n';
    cout << "Final Tax Bill: " << TaxTotal << '\n';
}
```

First if	Second if	If-else-if	Last if	Result
Income < 0	<i>doesn't matter</i>	<i>doesn't matter</i>	<i>doesn't matter</i>	negative income error
Income >= 0	NDependents <= 0	<i>doesn't matter</i>	<i>doesn't matter</i>	invalid dependents error
Income >= 0	NDependents > 0	Income < 10000	TaxTotal < 0	bracket 1 negative tax
Income >= 0	NDependents > 0	10000 <= Income < 50000	TaxTotal < 0	bracket 2 negative tax
Income >= 0	NDependents > 0	Income >= 50000	TaxTotal < 0	bracket 3 negative tax
Income >= 0	NDependents > 0	Income < 10000	TaxTotal >= 0	bracket 1
Income >= 0	NDependents > 0	10000 <= Income < 50000	TaxTotal >= 0	bracket 2
Income >= 0	NDependents > 0	Income >= 50000	TaxTotal >= 0	bracket 3

## *Test Cases for this example*

Income	NDependents	Expected Result
-5	Doesn't matter	negative income error
0	0	invalid dependents error
100	1	0 (bracket 1, negative tax)
20000	11	0 (bracket 2, negative tax)
50000	100	0 (bracket 3, negative tax)
9000	1	130 (bracket 1)
15000	1	300 (bracket 2)
100000	1	3350 (bracket 3)

## *Coverage analysis tools:*

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- ◆ Bullseye Coverage
- ◆ Cantata++
- ◆ CodeTEST
- ◆ LOGISCOPE
- ◆ Panorama C/C++
- ◆ Rational PureCoverage
- ◆ TCAT C/C++
- ◆ GCT

Reference: <http://testingfaqs.org/t-eval.html>

## *Performance profiler*

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- ◆ Code profiling is the process of benchmarking the execution to understand where the time is being spent in terms of code execution
- ◆ Which lines of code are responsible for the bulk of execution time?
- ◆ How many times is this looping construct executed?
- ◆ Which approach to coding a block of logic is more efficient?
  - ◆ Without profiling, the answer to the above questions becomes a guessing game.

## *Facts of profiler*

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- ◆ Why/When we need ?

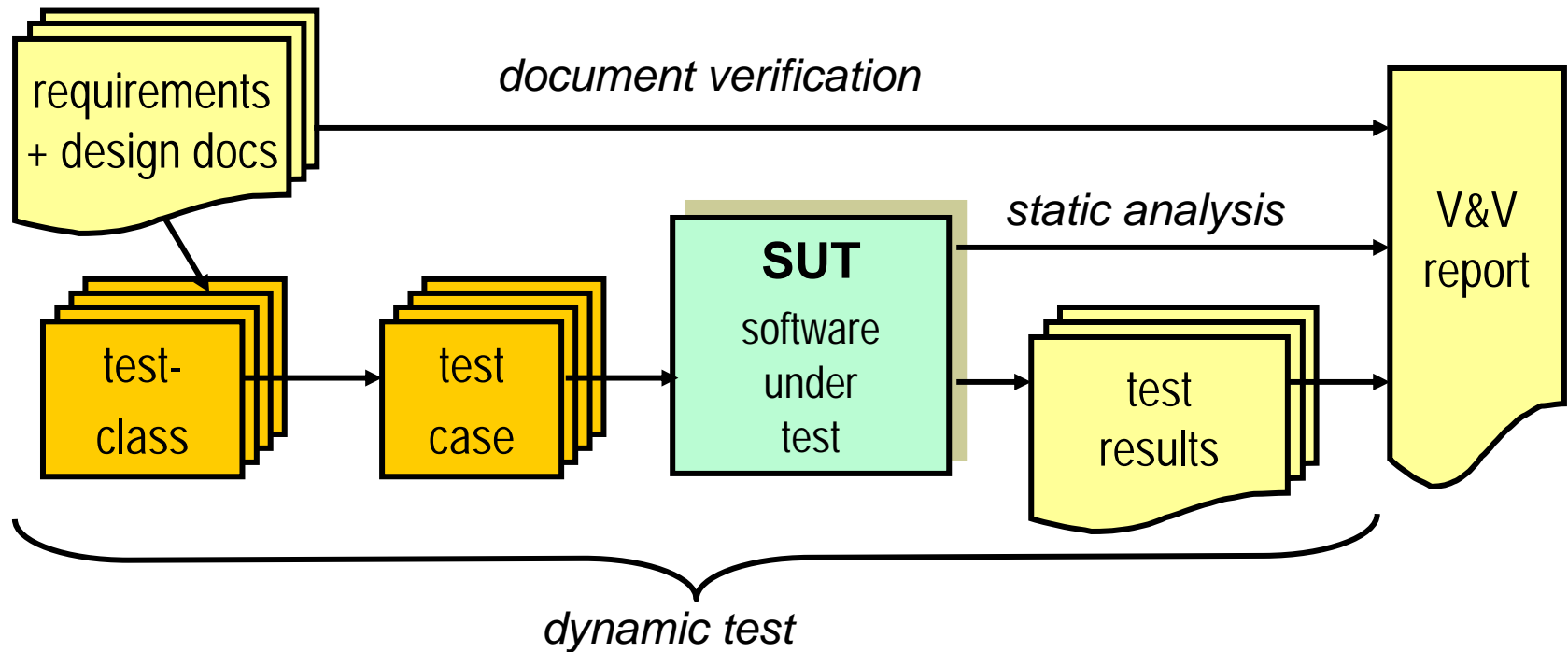
Profiler will pinpoint slow code and allow us to drill down to examine it, so code can be optimized and performance can be improved

- ◆ How it works ?

Profiler runs while we are using our application and records the frequency and time spent in each line of code



## *What is dynamic test*



## ***C /C++ testing tool***

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***Professional Software  
Testing Tools **Cantata++*****

***(Tools brief presentation)***

## *Overview Cantata++*

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- ◆ Dynamic Testing
  - ◆ Executing the software
  - ◆ Under known conditions
  - ◆ Verifying results against expected outcomes
- ◆ Code Coverage
- ◆ Integration Testing
- ◆ Host-Target Testing
- ◆ Static Analysis metrics
- ◆ Generation of code metrics
  - ◆ Does source code meets quality and maintainability standards?
- ◆ Cantata++ for C and Cantata++ for C++ are two very common industry accepted tools for testing

## *Unit testing features*

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- ◆ Wizard driven template test script generation
- ◆ Automated checking of expected results
- ◆ Black / White box techniques
- ◆ Simulation of external software (Stubs)
- ◆ State transition testing
- ◆ Real-time performance analysis
- ◆ Automated regression testing

## *Integration testing additional features*

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- ◆ Total control over external interfaces (Wrapping)
- ◆ Call sequence validation
- ◆ User observation tests
- ◆ Multit-threaded test execution

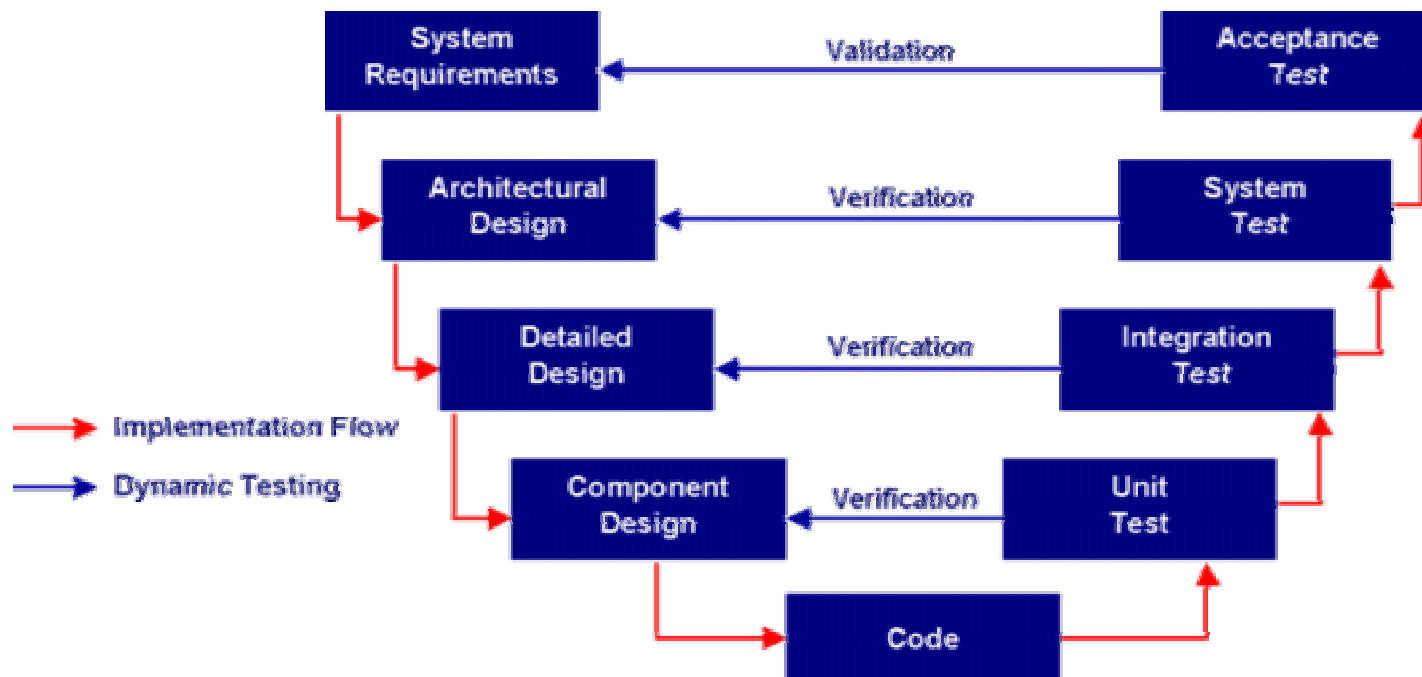
## *Overview - Aims*

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- ◆ Repeatable
- ◆ Automatic
- ◆ Auditable
- ◆ Portable
- ◆ Measurable
- ◆ Productive and Efficient

## Overview – Software Lifecycle

- Software development follows a life-cycle model. The V-Model is a useful example, but there are many different life-cycles.



Cantata++ can be used at all stages of the lifecycle

## How stubbing works

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Cantata++ Creates a Stub function containing programmable instances for the external object, which are called by the source code under test and replace the original external object (software, firmware or hardware)



## *Overview – Dynamic Testing*

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- ♦ Host and Target testing
  - ♦ Test on development platform and in the target environment
- ♦ Regression testing
  - ♦ Automated re-execution of tests
- ♦ White-box and Black-box testing
  - ♦ Testing with and without knowledge of the code
- ♦ Isolation testing
  - ♦ Testing with simulation of external code interfaces

## *Overview – Coverage Analysis*

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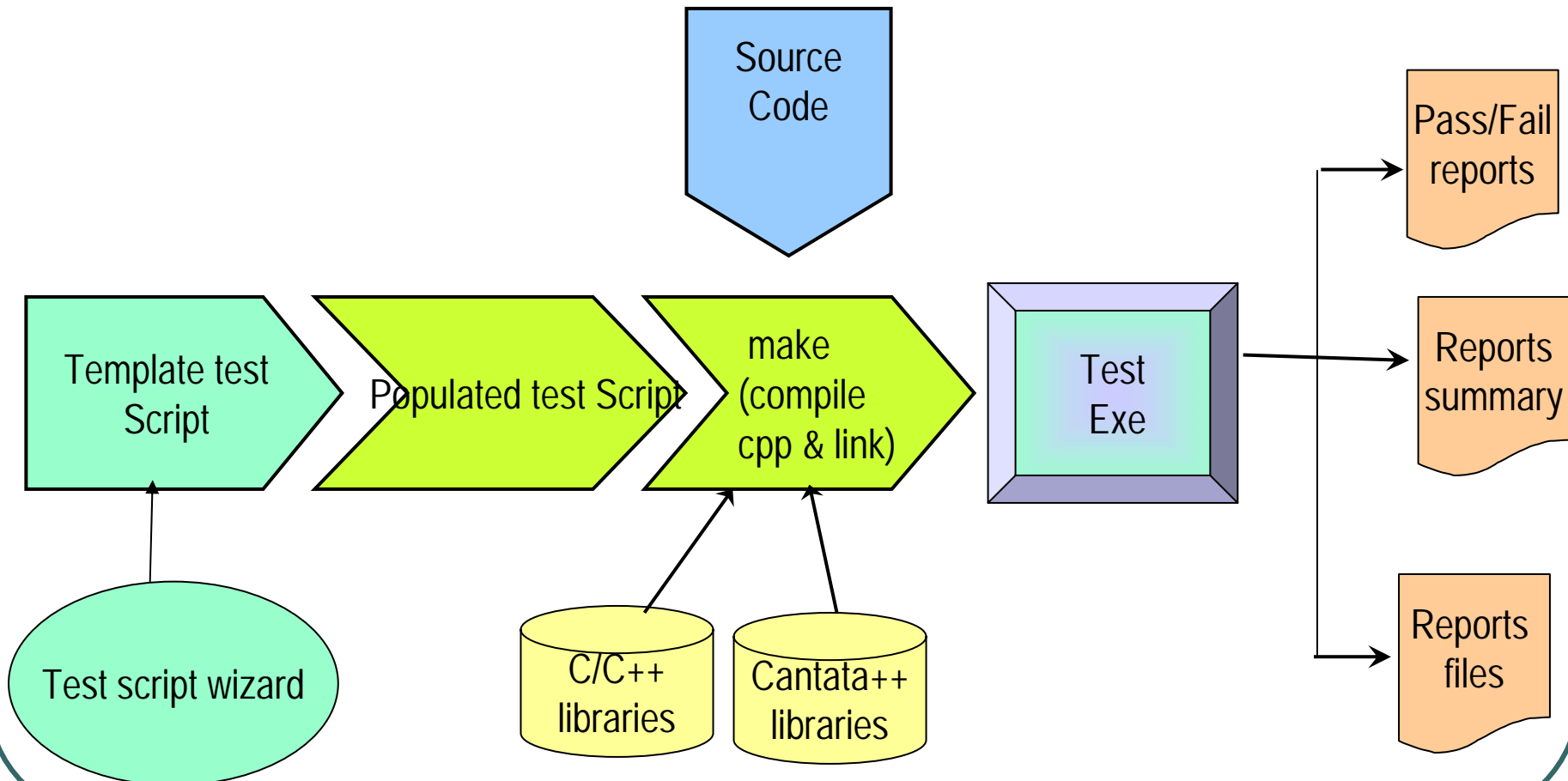
- ♦ Measure and report coverage
- ♦ Set a Pass/Fail coverage checks for your project
- ♦ Metrics supported include:
  - ♦ Entry-Points
  - ♦ Statements
  - ♦ Decisions
  - ♦ Conditions

## *Overview – Static Analysis*

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- ♦ Derives metrics from the source code to help improve its quality
- ♦ Output data in CSV format for
  - ♦ Numerical or graphical analysis
- ♦ Provide objective data for
  - ♦ Code reviews, project management, end of project statistics
- ♦ Provide facilities to generate up to 300 source code metrics
  - ♦ Code construct counts, Complexity metrics, File metrics

## ***How cantata++ works***



## ***Cantata++ Customers***

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**Nuclear Reactor Control - Thales**



**Train Control - Alcatel**



**Medical Systems –  
GE Medical**



**EFA Typhoon – BAe Systems**



**International Space  
Station – Dutch Space**



**Cantata++ running under Symbian  
– Nokia Series 60**



**Airbus A340 – Ultra Electronics**

## *Further Information*

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- ◆ <http://www.iplbath.com>

## *Tool Summary*

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- ♦ Objective test strategy should achieve  
“an acceptable level of confidence  
at an acceptable level of cost”.
  
- ♦ Tests should be
  - ♦ Planned for in the project
  - ♦ Against specified requirements
  - ♦ As automated and repeatable as possible
  - ♦ Maintainable

## *Summary of testing*

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- ◆ Verify operation at **normal parameter values**  
(a black box test based on the unit's requirements)
- ◆ Verify operation at **limit parameter values**  
(black box)
- ◆ Verify operation **outside parameter values**  
(black box)
- ◆ Ensure that **all instructions** execute  
(statement coverage)
- ◆ Check all **paths**, including both sides of all branches  
(decision coverage)



## *Summary of testing*

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- ◆ Check the use of all called objects
- ◆ Verify the handling of all data structures
- ◆ Verify the handling of all files
- ◆ Check normal termination of all loops  
(part of a correctness proof)
- ◆ Check abnormal termination of all loops

## *Summary of testing*

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- ◆ Check normal termination of all recursions
- ◆ Check abnormal termination of all recursions
- ◆ Verify the handling of all error conditions
- ◆ Check timing and synchronization
- ◆ Verify all hardware dependencies

Statements of (Watts Humphrey)

***The End***

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**Thank You**