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# **HUMAN TESTING, CHECKING PROCEDURES**

paraphrasing / explaining

a symbolic execution

 assume different perspectives role of the users, testers, maintenance staff

playing different scenarios

elaboration of checklists

#### **SCENARIOS**

 playing different application-oriented user scenarios

## examples:

- (1) checking the requirements for a library system
  - borrowing a book
  - returning a requested book
  - ...
- (2) code inspection of a chained list
  - inserting in an empty list
  - inserting in the middle of list
  - search for the last list element

• ...

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### **CHECKLISTS OF COMMON ERRORS**

- ☐ topic-related
  - -> OOA- oriented
  - programming guidelines / coding standards
  - -> language independent
  - -> language dependent
- distribution to different inspectors, each sublist no longer than one page
- updated after each inspection

#### **OOA - PACKET**

- (1) self-contained unit
  - topic may be handled and understood separately
  - -> comprises classes logically connected
  - -> supports abstraction
  - almost no cut-off of inheritance lines, at least all superclasses belong to the same packet
  - -> no cut-off of aggregations
  - -> almost no cut-off of associations
- (2) suitable packet name
  - -> no verbs allowed
  - -> derived from the packet's description
  - -> packet description less than 25 words
- (3) packet too small

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### **OOA - CLASS**

- (1) expressive class name
  - -> singular substantive
  - -> reflects technical terminology
  - -> express the same as all attributes as a whole
  - -> distinguish from all other class names
- (2) suitable abstraction level
  - -> too small
  - -> user interface modelled
  - -> design and implementation details only

#### **OOA - ASSOCIATION**

- (1) naming necessary or useful
  - -> multiple associations
  - -> prefer role names (substantives) above association names (verbs)
  - -> reflexive associations need role names
- (2) 1:1 association really necessary if
  - -> optional connection in on/both directions
  - -> changes in connection possible
  - -> both classes quite complex
  - -> different semantics in both classes
- (3) multiple associations between two classes
  - -> different semantics/cardinalities
- (4) derived associations applied correctly
- (5) associative versus stand-alone class
- (6) confusion with inheritance

**OOA - ATTRIBUTE** 

**OOA - INHERITANCE** 

**OOA - CARDINALITIES** 

OOA - SIMPLE ASSOCIATIONS, AGGREGATION, COMPOSITION

**OOA - SCENARIO** 

**OOA - STATE AUTOMATON** 

**OOA - OPERATION** 

### **FAULT CLASS: DATA REFERENCE**

- (1) unset variables used
- (2) array/string limits exceeded in any indexing operations
- (3) off-by-one errors in indexing
  - -> lower bound: 0, 1 or something else
  - -> upper bound: size of the array or size -1
- (4) noninteger indexing
- (5) dynamic storage allocated correctly
  - -> dereferencing of nil addresses
- (6) dynamic storage de-allocated if no longer required
- (7) dangling references
- (8) incorrect storage attributes referenced by pointers

### **FAULT CLASS: DATA DECLARATION**

- (1) all variables declared
- (2) default attributes understood
- (3) correct types, length, attributes (storage class) assigned
- (4) variables, arrays, strings initialized properly
- (5) any variables with similar names

#### **FAULT CLASS: COMPUTATION**

- (1) computations on nonarithmetic inconsistent variables
- (2) mixed-mode computations
- (3) computations on variables of different lengths
- (4) target size less than size of assigned value
- (5) intermediate result overflow or underflow
- (6) division by zero
- (7) variables value outside of meaningful range
- (8) operator precedence understood
- (9) integer divisions correct

## **FAULT CLASS: COMPARISON**

- (1) comparison between inconsistent variables
- (2) mixed-mode comparison
- (3) comparison relationships correct
- (4) Boolean expressions correct
- (5) comparison and Boolean expressions mixed
- (6) operator precedence understood
- (7) compiler evaluation of Boolean expressions understood

### **FAULT CLASS: CONTROL FLOW**

- (1) will each loop terminate
- (2) will each procedure terminate
- (3) will program terminate
- (4) any loop bypasses because of entry conditions
- (5) are possible loop fallthroughs correct
- (6) of-by-one iteration errors
- (7) do-end statements match
- (8) correctly bracketed compound statements
- (9) any nonexhaustive decisions
  - -> sequence of if statements
  - -> case statement

## **FAULT CLASS: INTERFACES**

- (1) equal (correct) number of formal and actual parameters
- (2) formal and actual parameters match in type and size
- (3) right order of the parameters
- (4) formal and actual parameters match in the units system
- (5) number, attributes, and order of parameters to library functions correct
- (6) any references to parameters not associated with current point of entry
- (7) input-only parameters altered
- (8) global variables consistent across modules
- (9) modules with shared memory use the same shared memory structure

# **FAULT CLASS: INPUT/OUTPUT**

- (1) all input variables used
- (2) file attributes correct
- (3) attributes in open statement correct
- (4) format specification matches I/O statement
- (5) all files opened before use
- (6) end-of-file conditions handled
- (7) I/O errors handled
- (8) any spelling errors in output information

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# FAULT CLASS: MISCELLANEOUS

- (1) any unreferenced variables (in cross-reference listing)
- (2) attribute list as expected
- (3) any warning or informational messages
- (4) input checked for validity
- (5) all possible exceptions handled
- (6) missing functionality
  - -> requirement specification