HW 02a - Testing a legacy program and reporting on testing results

1. Assignment Description:

Sometimes you will be given a program that someone else has written, and you will be asked to fix, update, and enhance that program. In this assignment you will start with an existing implementation of the classify triangle program that will be given to you. You will also be given a starter test program that tests the classify triangle program, but those tests are not complete.

To determine if the program is correctly implemented, you will need to update the set of test cases in the test program. You will need to update the test program until you feel that your tests test all the conditions. Then you should run the complete set of tests against the original triangle program to see how correct the triangle program is. Capture and then report on those results in a formal test report described below. For this first part you should not make any changes to the classify triangle program. You should only change the test program.

Based on the results of your initial tests, you will then update the classify triangle program to fix all defects. Continue to run the test cases as you fix defects until all the defects have been fixed. Run one final execution of the test program and capture and then report on those results in a formal test report described below.

Note that you should NOT simply replace the logic with your logic from Assignment 1. Test teams typically do not have the luxury of rewriting code from scratch and instead must fix what is delivered to the test team.

2. Author: Kunal Satija

GitHub repository: https://github.com/kunalsatija009/Triangle567_HW-02

3. Summary:

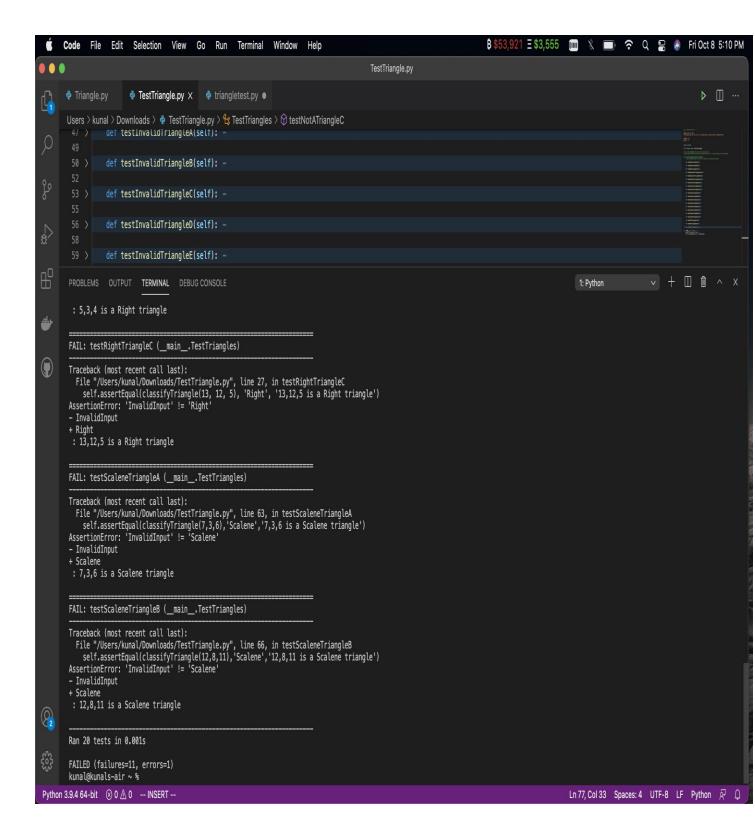
Excel sheet link:

https://stevens0-

 $my. share point. com/: x:/g/personal/ksatija_stevens_edu/EUpsRdDqqkdKuqrGcWpd8JoBcjheweWP1JwHN0YCne7WTQ? e=To4Hcl$

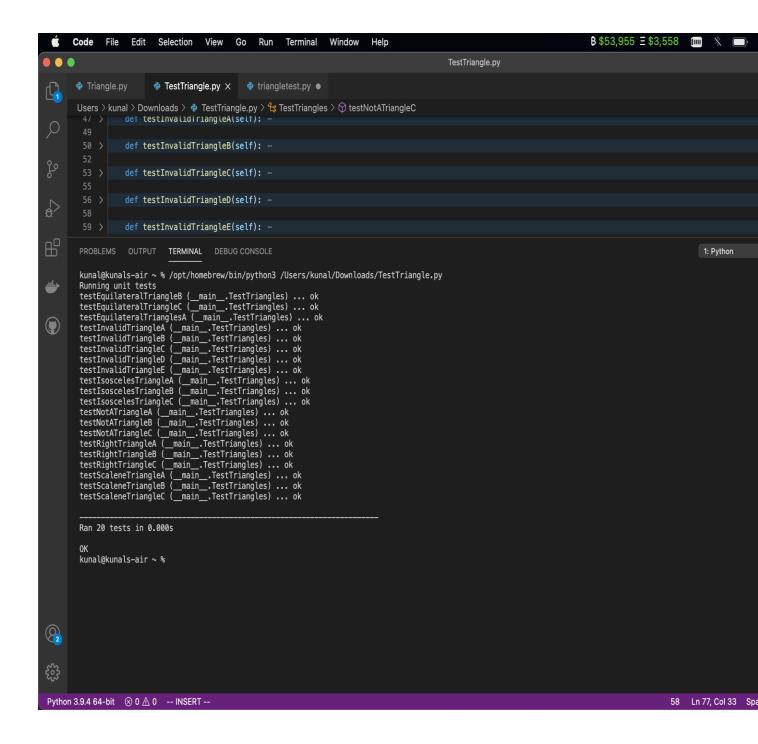
3(a) Before fixing the defects:

À	A	В	С	D	E
ı	Test ID	Input	Expected Results	Actual Result	Pass or Fail
2	RightTriangleA	3,4,5	Right	Invalid	Fail
3	RightTriangleB	5,3,4	Right	Invalid	Fail
4	RightTriangleC	13,12,15	Right	Invalid	Fail
5	EquilateralTrianglesA	1,1,1	Equilateral	Invalid	Fail
6	EquilateralTrianglesB	5,5,5	Equilateral	Invalid	Fail
7	EquilateralTrianglesC	3,3,1	Not Equilateral	Not Equilateral	Pass
8	IsoscelesTriangleA	6,6,5	Isosceles	Invalid	Fail
9	IsoscelesTriangleB	4,6,6	Isosceles	Invalid	Fail
10	IsoscelesTriangleC	6,2,5	Not Isosceles	Not Isosceles	Pass
11	InvalidTriangleA	5,7,215	Invalid	Invalid	Pass
12	InvalidTriangleB	3,-1,2	Invalid	Invalid	Pass
13	InvalidTriangleC	5,0,5	Invalid	Invalid	Pass
14	InvalidTriangleD	x,y,z	Invalid	Invalid	Pass
15	InvalidTriangleE	3.5,4,12	Invalid	Invalid	Pass
16	ScaleneTriangleA	7,3,6	Scalene	Invalid	Fail
17	ScaleneTriangleB	12,8,11	Scalene	Invalid	Fail
18	ScaleneTriangleC	2,2,6	Not Scalene	Not Scalene	Pass
19	NotATriangleA	45,20,120	NotATriangle	Invalid	Fail
20	NotATriangleB	6,2,1	NotATriangle	Invalid	Fail
21	NotATriangleC	6,5,4	Valid Traiangle	Invalid	Fail
22					
23					
200					



3(b)After fixing the defects:

A	В	C	D	E
After corre	ecting the	a huge		
Aitel Coll	ecung un	e bugs		
Test ID	Input	Expected Results	Actual Result	Pass or Fail
RightTriangleA	3,4,5	Right	Right	Pass
RightTriangleB	5,3,4	Right	Right	Pass
RightTriangleC	13,12,15	Right	Right	Pass
EquilateralTrianglesA	1,1,1	Equilateral	Equilateral	Pass
EquilateralTrianglesB	5,5,5	Equilateral	Equilateral	Pass
EquilateralTrianglesC	3,3,1	Not Equilateral	Not Equilateral	Pass
IsoscelesTriangleA	6,6,5	Isosceles	Isosceles	Pass
IsoscelesTriangleB	4,6,6	Isosceles	Isosceles	Pass
IsoscelesTriangleC	6,2,5	Not Isosceles	Not Isosceles	Pass
InvalidTriangleA	5,7,215	Invalid	Invalid	Pass
InvalidTriangleB	3,-1,2	Invalid	Invalid	Pass
InvalidTriangleC	5,0,5	Invalid	Invalid	Pass
InvalidTriangleD	x,y,z	Invalid	Invalid	Pass
InvalidTriangleE	3.5,4,12	Invalid	Invalid	Pass
ScaleneTriangleA	7,3,6	Scalene	Scalene	Pass
ScaleneTriangleB	12,8,11	Scalene	Scalene	Pass
ScaleneTriangleC	2,2,6	Not Scalene	Not Scalene	Pass
NotATriangleA	45,20,120	NotATriangle	NotATriangle	Pass
NotATriangleB	6,2,1	NotATriangle	NotATriangle	Pass
NotATriangleC	6,5,4	Valid Traiangle	Valid Traiangle	Pass
	After corrections and the correction of the corr	After correcting the line of t	After correcting the bugs Test ID Input Expected Results RightTriangleA 3,4,5 Right RightTriangleB 5,3,4 Right RightTriangleC 13,12,15 Right EquilateralTrianglesA 1,1,1 Equilateral EquilateralTrianglesB 5,5,5 Equilateral EquilateralTrianglesC 3,3,1 Not Equilateral IsoscelesTriangleA 6,6,5 Isosceles IsoscelesTriangleB 4,6,6 Isosceles IsoscelesTriangleC 6,2,5 Not Isosceles IsoscelesTriangleA 5,7,215 Invalid InvalidTriangleB 3,-1,2 Invalid InvalidTriangleC 5,0,5 Invalid InvalidTriangleD x,y,z Invalid InvalidTriangleD x,y,z Invalid InvalidTriangleB 3.5,4,12 Invalid ScaleneTriangleA 7,3,6 Scalene ScaleneTriangleA 7,3,6 Scalene ScaleneTriangleA 45,20,120 NotATriangle NotATriangleB 6,2,1 NotATriangle	After correcting the bugs Test ID Input Expected Results Actual Result RightTriangleA 3,4,5 Right Right RightTriangleB 5,3,4 Right Right RightTriangleC 13,12,15 Right Right EquilateralTriangleSA 1,1,1 Equilateral Equilateral EquilateralTriangleSB 5,5,5 Equilateral Equilateral EquilateralTriangleSC 3,3,1 Not Equilateral Not Equilateral IsoscelesTriangleA 6,6,5 Isosceles Isosceles IsoscelesTriangleB 4,6,6 Isosceles Isosceles IsoscelesTriangleC 6,2,5 Not Isosceles Not Isosceles InvalidTriangleB 3,-1,2 Invalid Invalid InvalidTriangleC 5,0,5 Invalid Invalid InvalidTriangleD x,y,z Invalid Invalid InvalidTriangleD x,y,z Invalid Invalid InvalidTriangleD x,y,z Invalid Invalid InvalidTriangleB 3,5,4,12 Invalid Invalid InvalidTriangleB 3,5,4,12 Invalid Invalid InvalidTriangleB 3,5,4,12 Invalid Invalid InvalidTriangleB 3,5,4,12 Invalid Invalid InvalidTriangleB 12,8,11 Scalene Scalene ScaleneTriangleA 45,20,120 NotATriangle NotATriangle NotATriangleB 6,2,1 NotATriangle



3(c) Test Run Matrix

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55			Test Run Matrix				
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58		Test Run 1	Test Run 2	T	est Run 3	Test Run 4	
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50	Test Planned		20	20	20	20	
51	Test Executed		20	20	20	20	
52	Test Passed		9	13	16	20	
53	Defects Found		2	1	4	0	
54	Defects Fixed		0	2	2	3	
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3(d)

Test-Driven debugging is a very efficient way to correct lousy code. As I fixed bugs in the code and ran tests, other bugs became apparent. However, writing tests while writing code is a more effective way to check for errors than writing all your code, all problems, in my opinion.

4. Honor pledge

I pledge my honor that I have abided by the Stevens Honor System.