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# Software Systems Verification and Validation Lecture 0 - Black-box testing

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### Test case design

- Testing is the process of executing a program with the intent of finding errors. [Mye04]
- Achieve this goal:
  - Test cases
  - Test case: "A set of test inputs, execution conditions, and expected results developed for a particular objective, such as to exercise a particular program path or to verify compliance with a specific requirement." [IEE90]
  - Black-box testing
  - White-box testing



## Black-box testing

- Equivalence partitioning
- Boundary-value analysis
- Decision tables
- Cause-Effect Graphing

# Equivalence partitioning

- Equivalence class (EC) definition [Mye04]
  - a partition of input domain of a program.
- Equivalence partitioning
  - to partition the input domain of a program into a finite number of equivalence classes such that you can reasonably assume that a test of a representative value of each class is equivalent to a test of any other value.

### Test-case design by equivalence partitioning - steps

- Identifying the equivalence classes (EC)
  - Valid equivalence classes.
  - Invalid equivalence classes.
  - Default, empty, blank, null, zero, none.
  - Invalid, wrong, incorrect, garbage date.
- ② Defining the test cases
  - assign a unique number to each equivalence class;
  - Until all valid/invalid equivalence classes have been covered by (incorporated into) test cases:
    - write a new test case covering as many of the uncovered valid equivalence classes as possible;
    - write a test case that covers one, and only one, of the uncovered invalid equivalence classes.



### Test-case design by equivalence partitioning - guidelines

- An input condition specifies a range of values [a,b].
  - $\Rightarrow$  1 valid EC, 2 invalid EC
- An input condition specifies the number of values "1 to 3 possibilities".
  - $\Rightarrow$  1 valid EC and 2 invalid EC
- An input condition specifies a set of input values.
  - $\Rightarrow$  1 valid EC for each element in the set, 1 invalid EC
- An input condition specifies a must be situation.
  - $\Rightarrow$  1 valid EC, 1 invalid EC
- If there is any reason to believe that the program does not handle elements in an equivalence class identically, split the equivalence class into smaller equivalence classes.

## Boundary-value analysis

- Boundary-value analysis definition [Mye04]
  - focuses on the boundary areas of a programs input domain
- Boundary conditions
  - Situations directly on, above, and beneath the edges of input EC and output EC.
  - One or more elements should be selected such that each edge of the EC is the subject of a test.
  - BVA explores situations on and around the edges of the EP.

### Test-case design by boundary-value analysis -guidelines

- An input condition specifies a range of values [a,b].
  - ⇒ the ends of the range, situations just beyond the ends;
- An input condition specifies the number of values "1 to 3 possibilities".
  - $\Rightarrow$  the minimum and maximum number of values, one beneath and beyond these values;
- An input condition specifies an ordered set of input values.
  - $\Rightarrow$  the first, the last elements of the set;
- The above rules are applied to the output conditions.



### Black-box testing

#### Advantages

- No knowledge of implementation.
- Tester independent of programmer.
- User's point of view.
- Ambiguities in spec.
- After specifications is completed.

#### Disadvantages

- A small number of inputs.
- No clear spec. ⇒ hard to design.
- Unnecessary repetition of test.
- Many program paths untested.
- Specific segments of code?

### Example - bbt

- Problem statement: Compute the number of appearances of the maximum value in an array of natural elements.
- Applied techniques:
  - EP
  - BVA
- See example files on SSVV lecture's homepage

#### **Testlink**

- Test management tools Testlink. (Release 1.9.5)
- http://www.scs.ubbcluj.ro/testlink/testlink-1.9.5/logir
- Testlink Tutorial SSVV lecture's homepage

#### Next Lecture

- White-box testing
- Levels of testing

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# Bibliografie I

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