

Cpt S 422: Software Engineering Principles II

Testing Fundamentals – Part 2

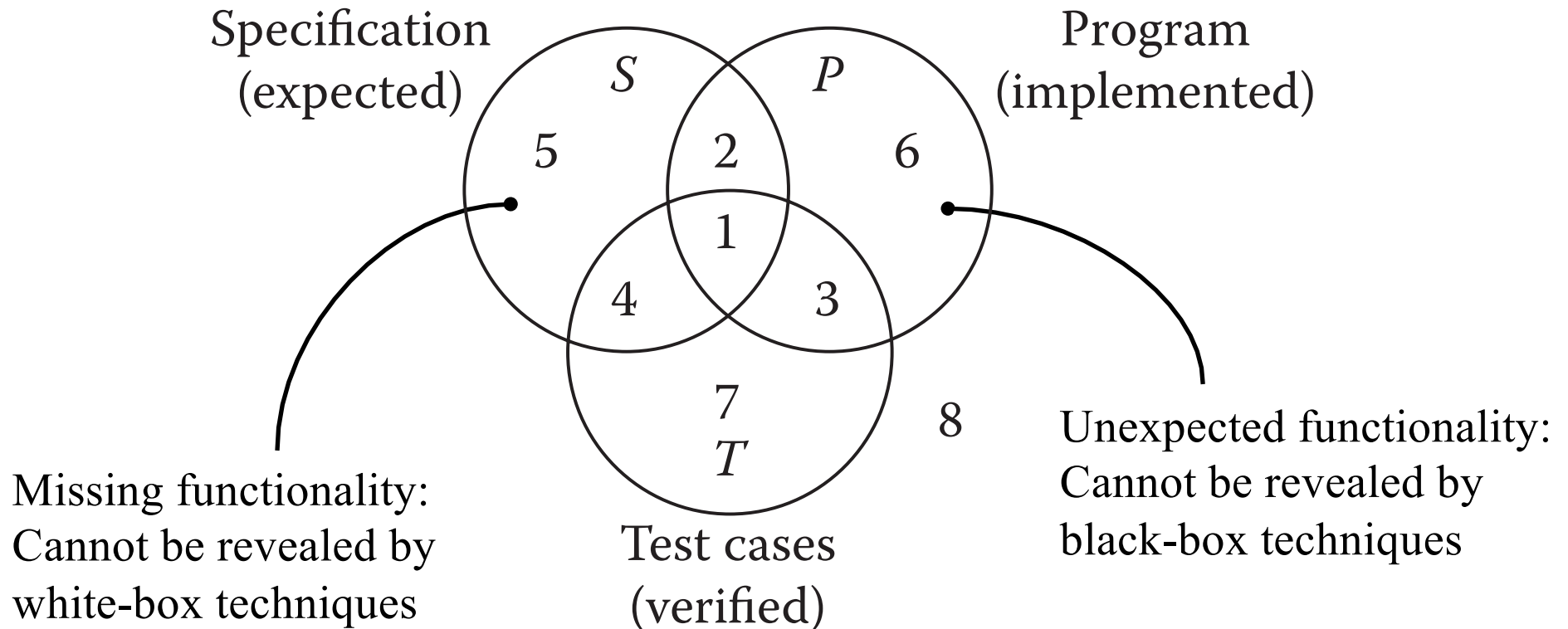
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Exhaustive Testing

- ❑ Exhaustive testing, i.e., testing a software system using all the possible inputs, is most of the time impossible.
- ❑ Examples:
 - A program that computes the factorial function ($n! = n \cdot (n-1) \cdot (n-2) \dots 1$)
 - ✓ Exhaustive testing = running the program with 0, 1, 2, ..., 100, ... as an input!
 - A compiler (e.g., javac)
 - ✓ Exhaustive testing = running the (Java) compiler with any possible (Java) program (i.e., source code)

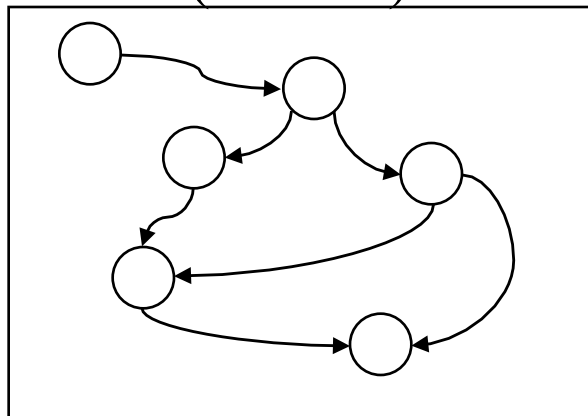
What do we want to test?



- the specification ==> Black-Box Testing
- the implementation ==> White-Box Testing

Test Coverage

Software Representation
(Model)



Associated Criteria

Test cases must cover
all the ... in the model

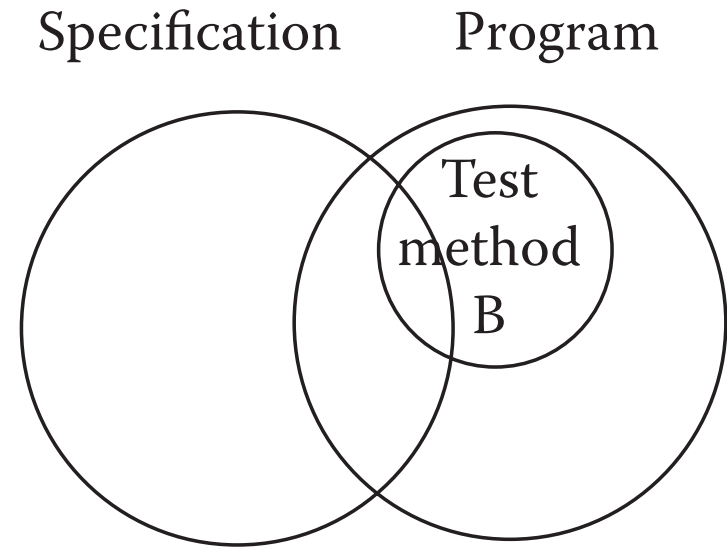
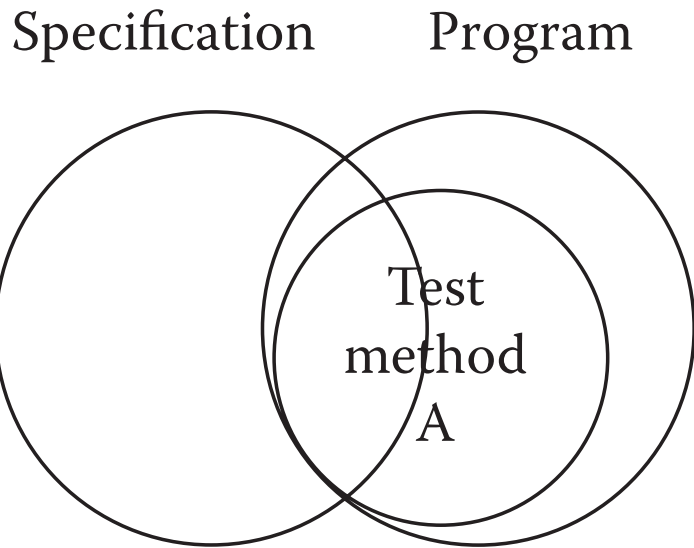
Test Data

Complete Coverage: White-Box

```
if x > y then  
    Max := x;  
else  
    Max := x ;    // fault!  
end if;
```

- ❑ T1: {x=3, y=2; x=2, y=3}?
- ❑ T2: {x=3, y=2; x=4, y=3; x=5, y=1}?

Comparing white-box testing techniques

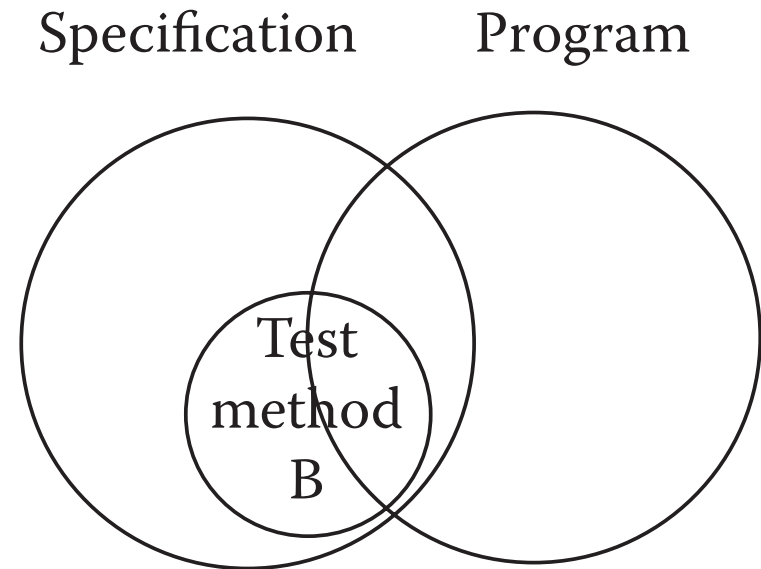
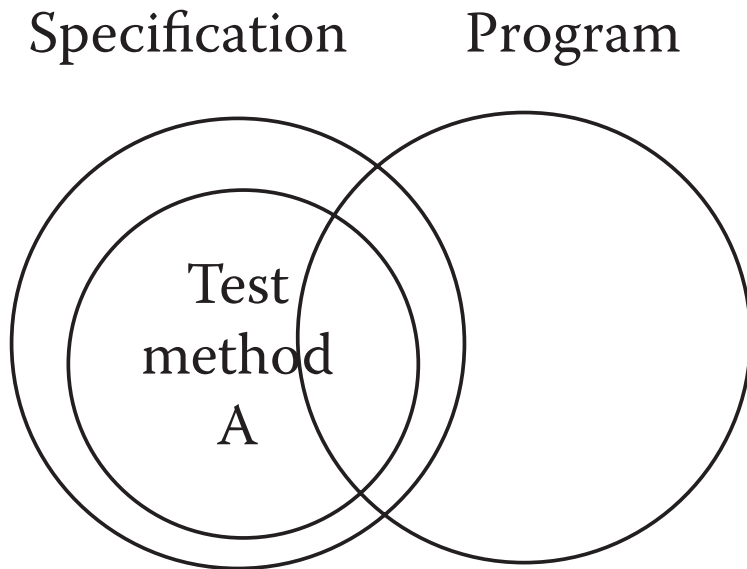


Complete Coverage: Black-Box

- ❑ Specification for a function that computes the factorial of a number:
 - If the input value n is < 0 , then an appropriate error message must be printed.
 - If $0 \leq n < 20$, then the exact value of $n!$ must be printed.
 - If $20 \leq n < 200$, then an approximate value of $n!$ must be printed in floating point format, e.g., using some approximate method of numerical calculus. The admissible error is 0.1% of the exact value.
 - If $n \geq 200$, the input can be rejected by printing an appropriate error message.

- ❑ Divide the input domain into the following classes and use one data point from each class:
 - $\{n < 0\}$,
 - $\{0 \leq n < 20\}$,
 - $\{20 \leq n < 200\}$,
 - $\{n \geq 200\}$.

Comparing black-box testing techniques



Black-box vs White-box Testing

- **Black-box**

- + Check conformance with specifications
- + It scales up (different techniques at different granularity levels)
- + If the implementation changes the test cases are still valid
- + Test cases and implementation can be done in parallel
- It depends on the specification notation and degree of detail
- Do not know how much of the system is being tested
- What if the software performed some unspecified, undesirable task?

- **White-box**

- + It allows you to be confident about test coverage
- + It is based on control or data flow coverage
- It does not scale up (mostly applicable at unit and integration testing levels)
- Unlike black-box techniques, it cannot reveal missing functionalities (part of the specification that is not implemented)

Static versus dynamic testing

- ❑ **Static Testing** : Testing without executing the program
 - This include software inspections and some forms of analyses
 - Very effective at finding certain kinds of problems – especially “potential” faults, that is, problems that could lead to faults when the program is modified

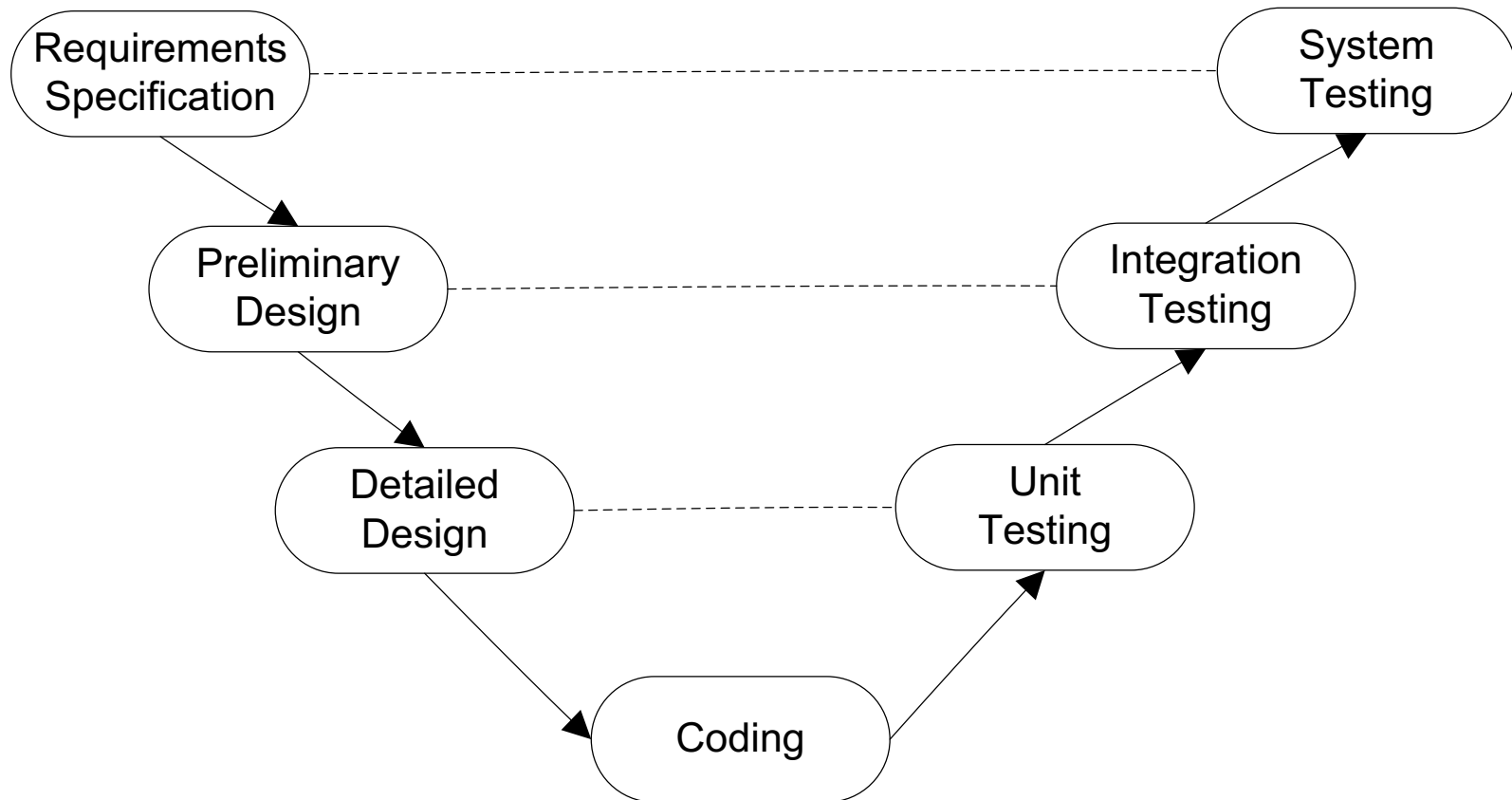
- ❑ **Dynamic Testing** : Testing by executing the program with real inputs

Life cycle based testing

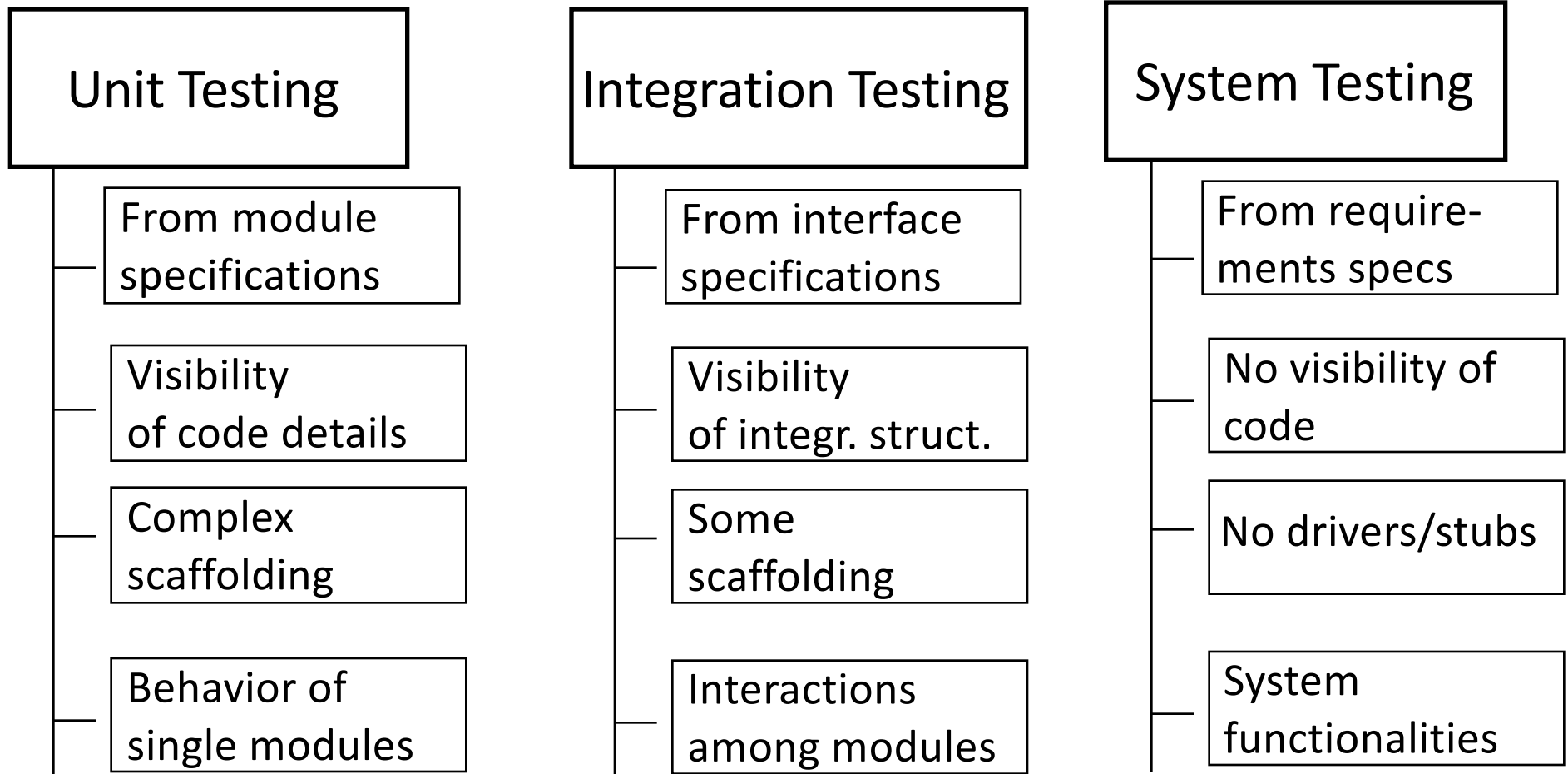
Many Causes of Failures

- ❑ The specification may be wrong or have a missing requirement
- ❑ The specification may contain a requirement that is impossible to implement given the prescribed software and hardware
- ❑ The system design may contain a fault
- ❑ The program code may be wrong

Levels of abstraction in testing



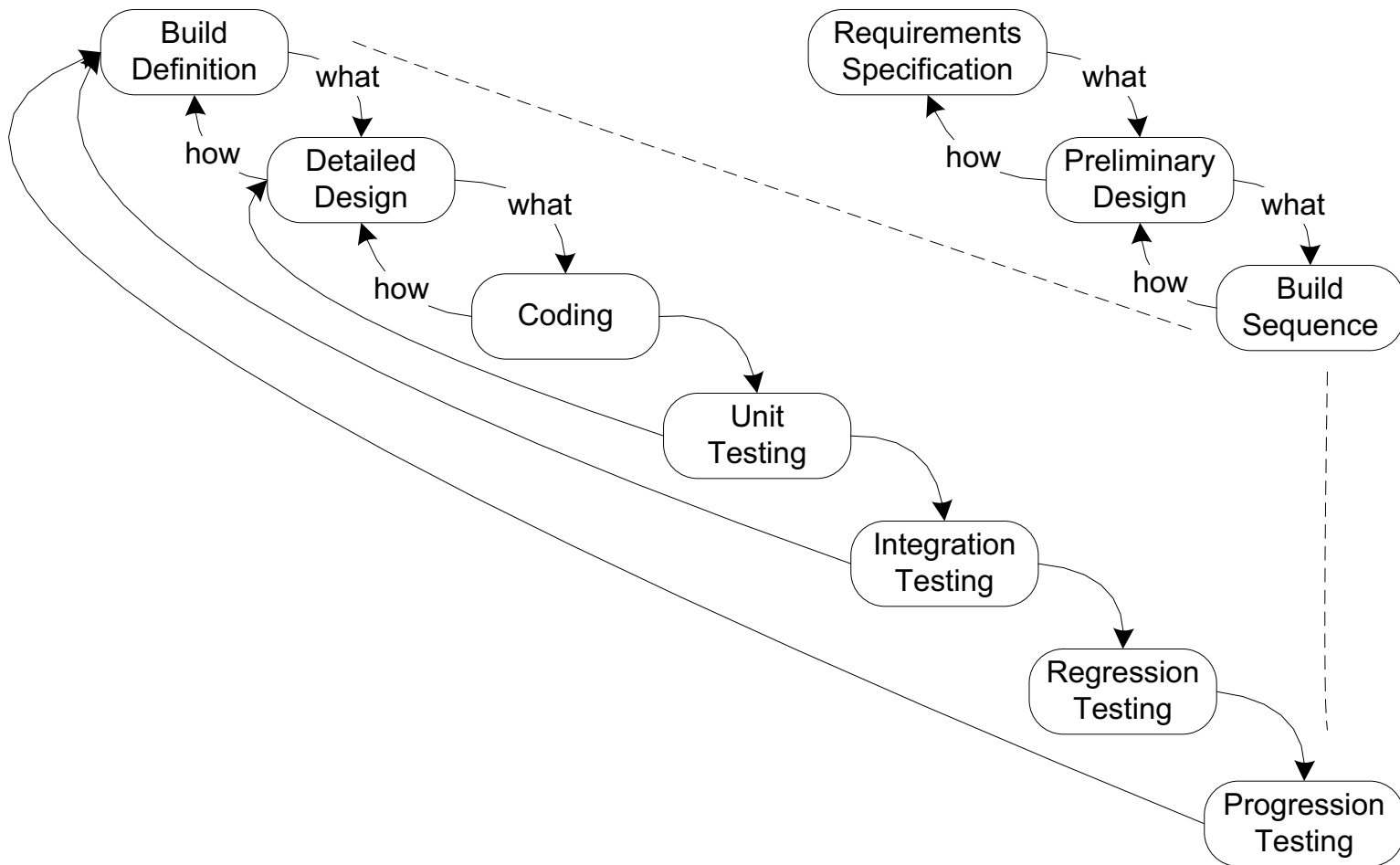
Differences among testing levels



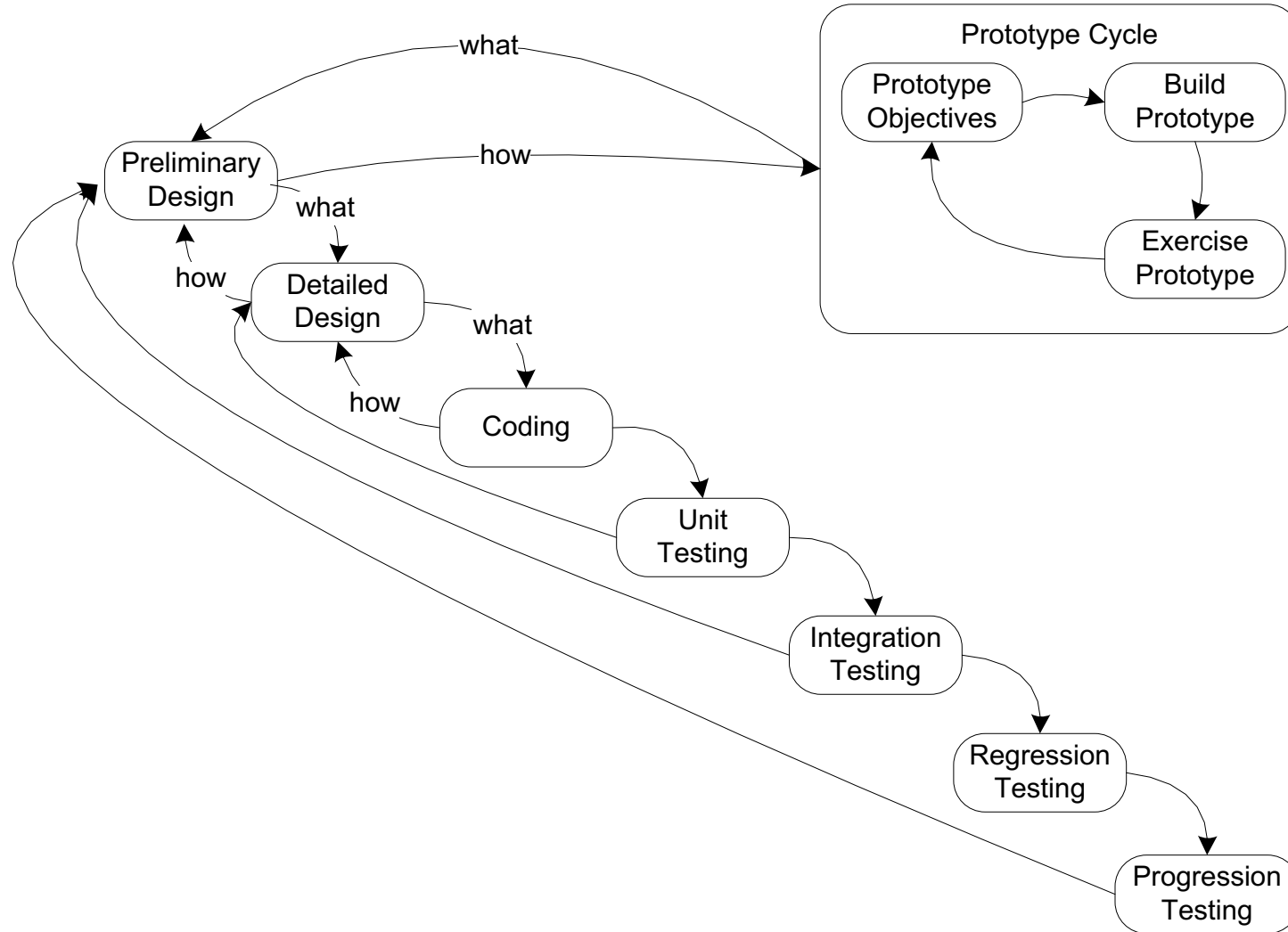
Spin-off Models

- ❑ Iterative Development
- ❑ Rapid Prototyping
- ❑ Executable Specification
- ❑ Agile models
 - Scrum
 - eXtreme Programming (XP)
 - Test-Driven Development
- ❑ ...

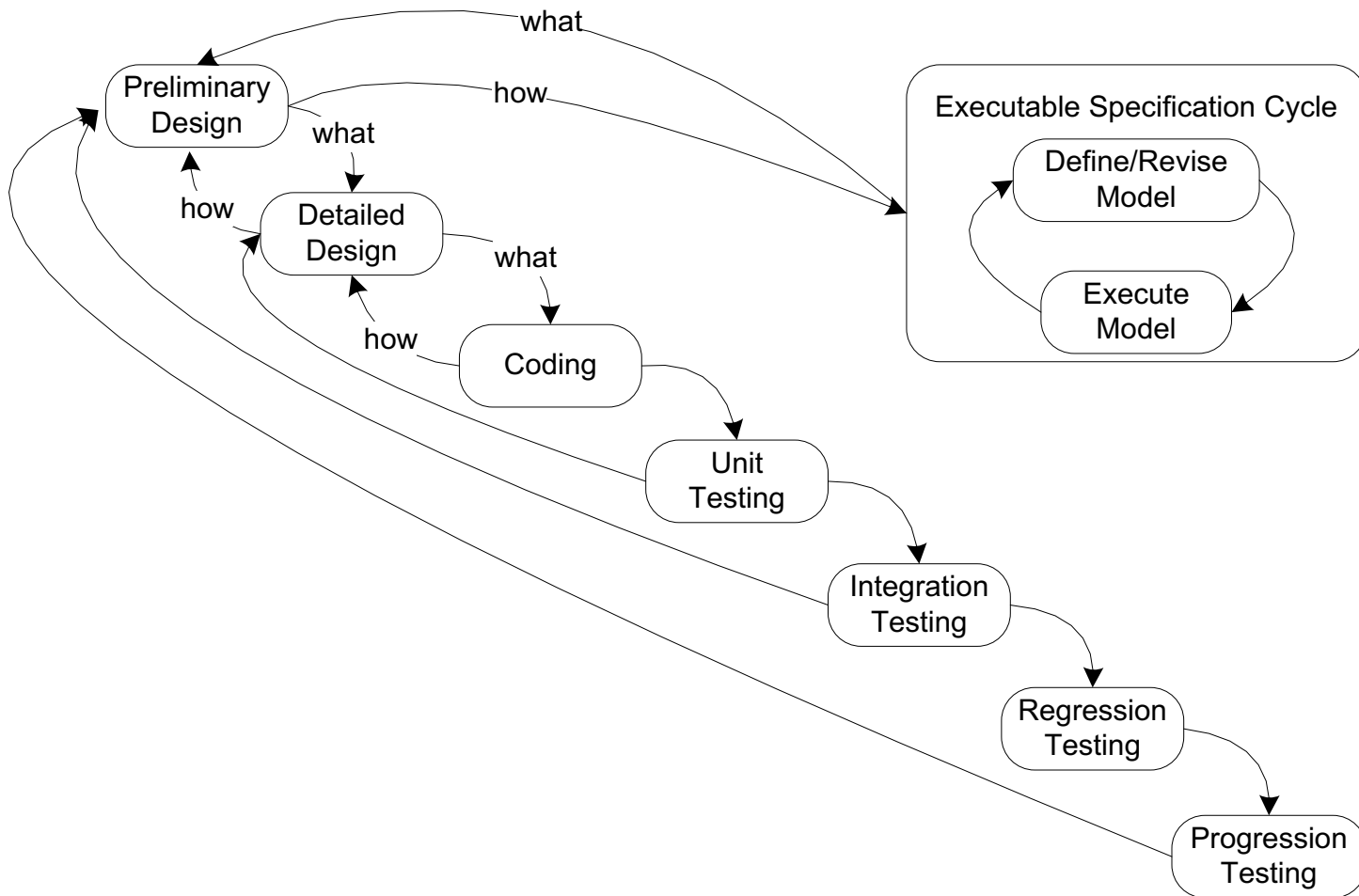
Iterative Development



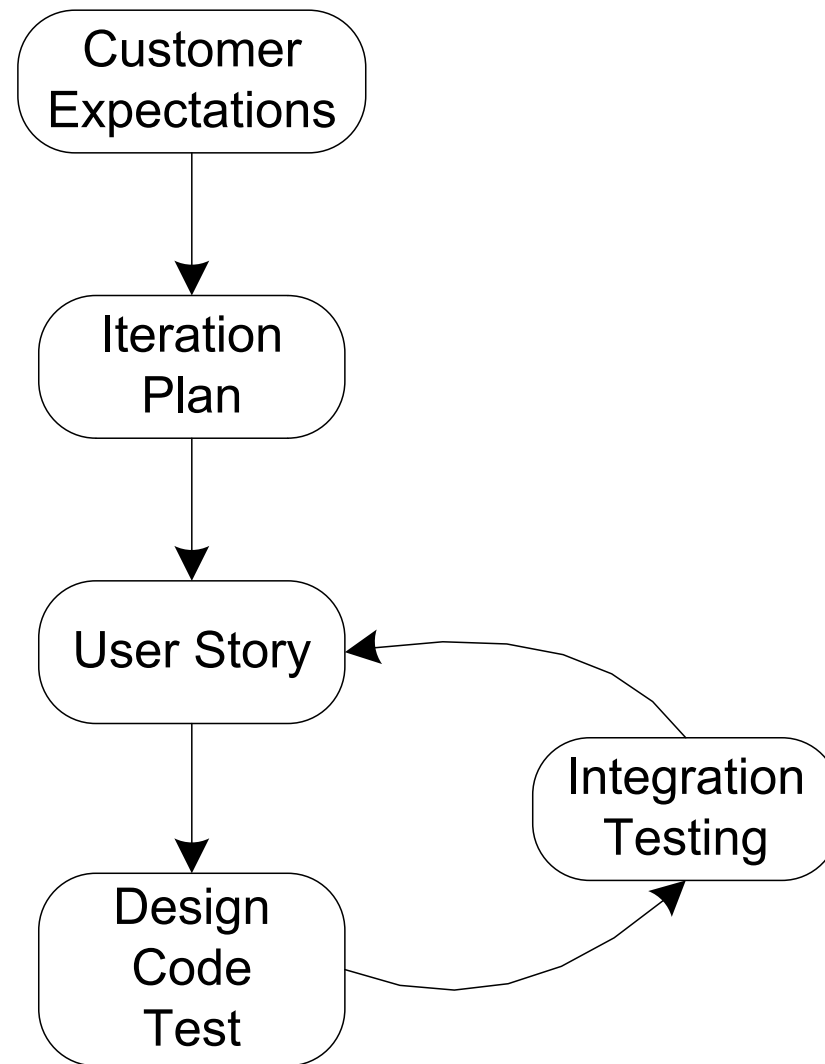
Rapid Prototyping



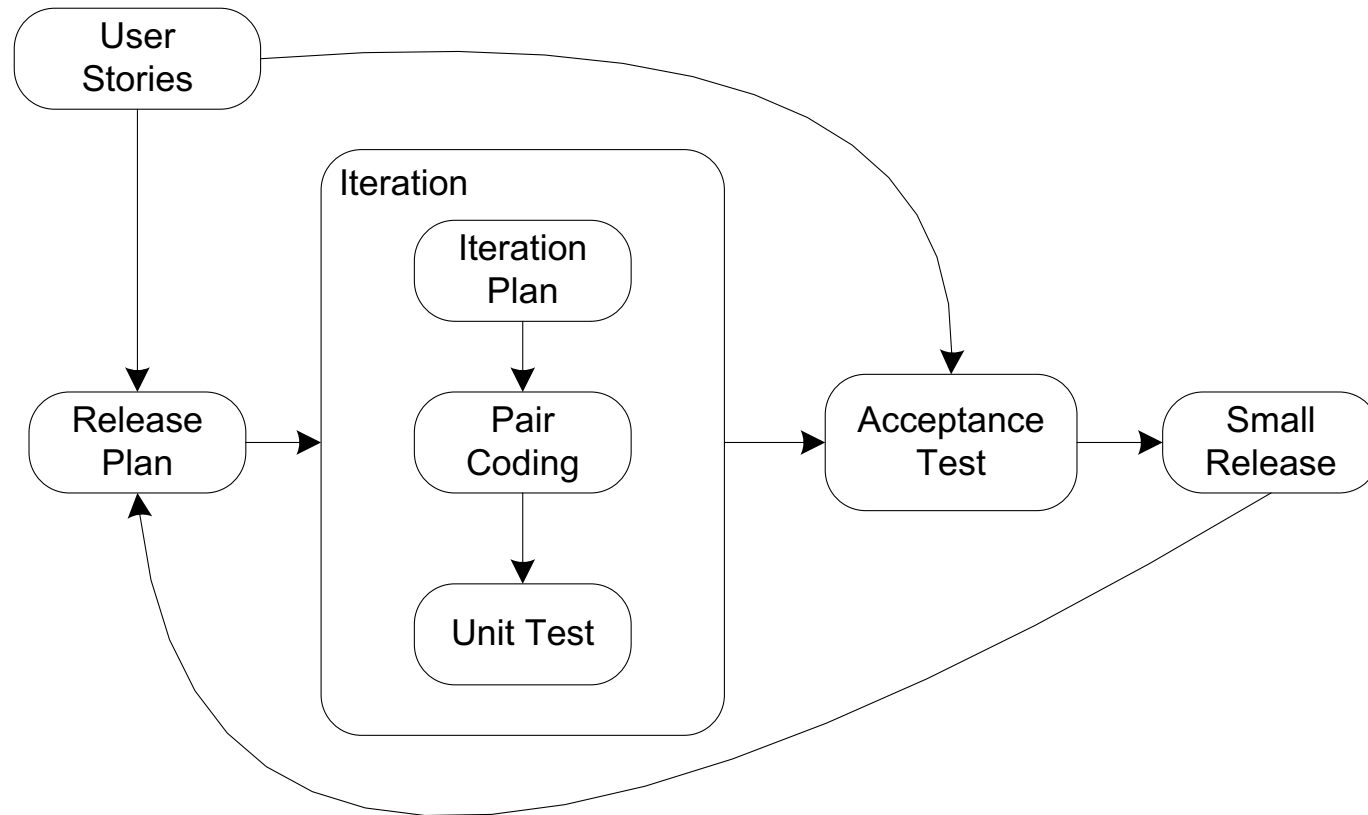
Executable Specification



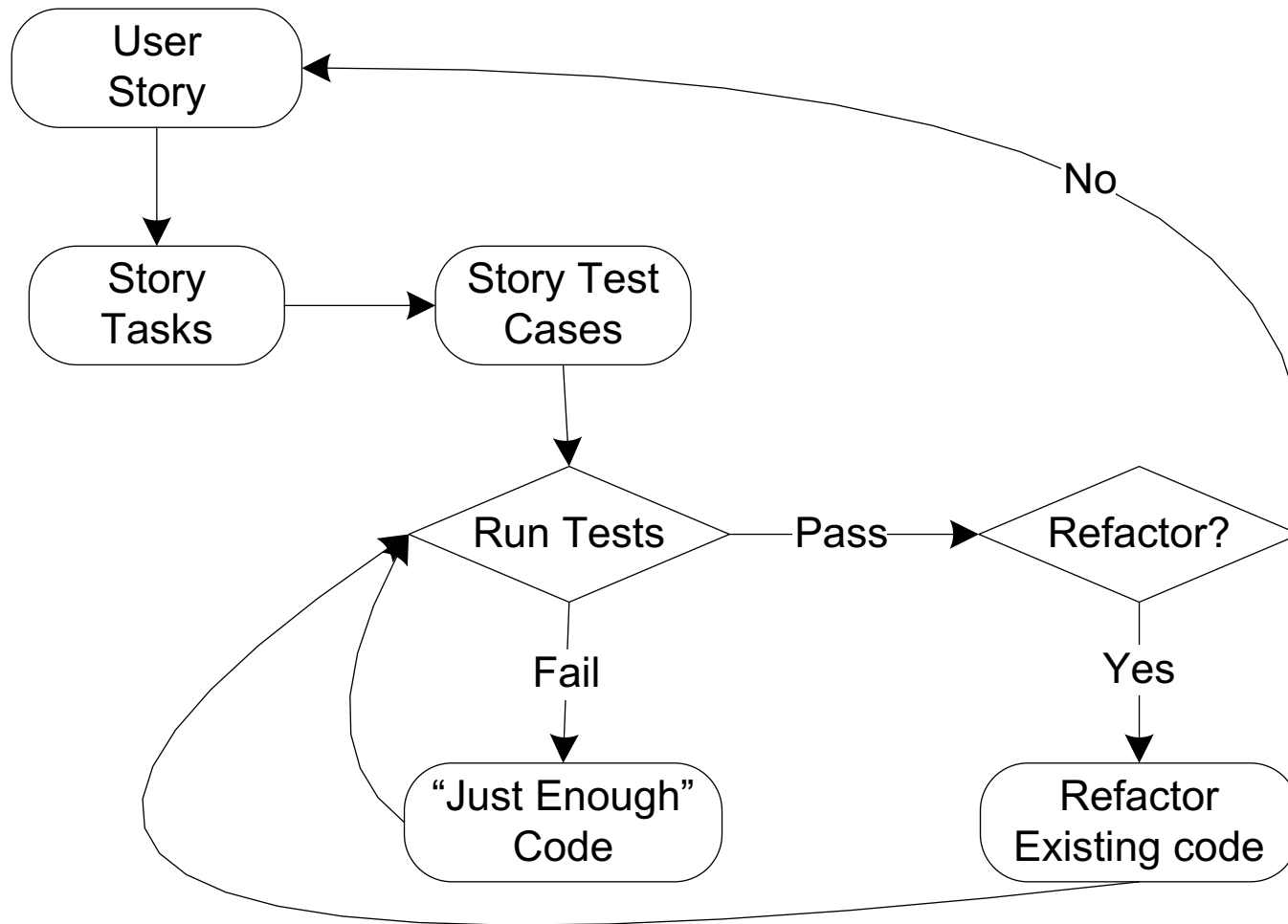
Generic Agile Lifecycle



eXtreme Programming



Test-Driven Development (TDD)



Scrum Lifecycle

