Bachelor Thesis

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GUI usability and testing of mobile applications

Example subtitle

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"Program testing can be used to show the presence of bugs, but never to show their absence."
Edsger W. Dijkstra

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Abstract

Zusammenfassung

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Chapter 1

Introduction

Testing is the action of inspecting the behaviour of a program, with the intention of finding anomalies or errors [23]. The goal behind Software testing is to reach the highest testing coverage finding the largest number of errors with the smallest number of *test cases* (a set of test inputs associated with an expected result when they are processed by a program).

Software testing is widely recognised as an essential part of any software development process, presenting however an extremely expensive activity. This because, trying to test all combinations of all possible input values for an application [10] requires a lot of workforce and it is almost always unthinkable to reach a testing-coverage of 100%, since testing needs to be performed under time and budget constraints [12]. In fact, as observed by *Dijkstra* [9], testing a software does not imply a demonstration of the right behaviour of the program, but it only aims to demonstrate the presence of faults, not their absence. Even though a full testing coverage normally cannot be reached, a program that would be carefully tested (and all bugs found would have been corrected), would increase the probability that it would behave as expected in the untested cases [10].

In general, there are four testing levels:

1. Unit testing;

2. Integration testing;

3. System testing;

4. Acceptance testing.

With *unit testing*, the application components are viewed and split into individual *units* of source code, which are normally functions or small methods. Intuitively, one can view a unit as the smallest testable part of an application. This kind of testing is usually associated with a *white-box* approach (*see later*). *Integration testing* is the activity of finding faults after testing the previous individually tested units combined and tested as a group together. *System testing* is conducted on a complete, integrated system to evaluate the compliance with its requirements. You can imagine system testing as the last checkpoint before the end customer. Indeed, *acceptance testing* (or *customer testing*) is the last level of the testing process, which states whether the application meets the user needs and whether the implemented system works for the user. This kind of testing is usually associated with a *black-box* approach.
These mentioned testing levels represent the main steps a tester should perform in order to validate a software. They shall be sequentially executed and are combined with two testing methodologies [26,27]:

- black-box testing;

- white-box testing.

With *Black-box* testing, also called functional testing, the tester doesn't need to have any prior knowledge of the interior structure of the application. He tests only the functionalities provided by the software without any access to the source code. Typically, when performing a black box test, a tester will interact with the system's user interface by providing inputs and examining outputs without knowing how and where the inputs are worked upon. On the other side, with *white-box* testing, also *glass testing* or *open box testing* [12], the test cases are extrapolated from the internal software's structure. Indeed, the tester writes the test cases defining a paths through the code, which has to provide a sensible output.

The testing process and its testing methodologies described above represent a crucial part of the traditional software testing. However, with the advent of mobile devices, traditional testing has been complemented by a new kind of testing: mobile testing. Indeed, nowadays, application running on mobile devices are becoming so widely adopted, so that they have represented a remarkable revolution in the IT sector. In fact, in three years, over 300,000 mobile applications have been developed, [21], 149 billions downloaded only in 2016 [25] and 12 million mobile app developers (expected to reach up 14 million in 2020) maintaining them [8].

The growing competition characterizing mobile application marketplaces, like Google Play and the Apple App Store, ensures that only high quality apps stay on the market and gain users. This forces developers to pay par- ticular attention to the quality of the apps they are developing and maintaining through adequate software testing activities [16], [19]. However, mobile applications differ from traditional software: they are structured around Graphical User Interface (GUI) events and activities, thus exposing them to new kinds of bugs and leading to a higher defect density compared to traditional desktop and server applications [12].

Since, testing costs has been estimated at being at least half of the entire development cost [4], it is necessary to reduce them, trying to improve the effectiveness of testing with the goal to automate the testing process.

1.1 Context

While mobile applications are becoming so widely adopted, it is still unclear if they deserve any specific testing approach for their verification and validation [2].
Since, unlike traditional software, applications are mainly exercised by user inputs, an extremely valid approach to ensure the reliability of these applications is the GUI[1] testing. In particular, in this kind of testing, each test case is designed and run in the form of sequences of GUI interaction events.
The most famous automated GUI testing tools and their properties are discussed in the chapter *Related Work*.
Despite a strong evidence for automated testing approaches in verifying GUI application and revealing bugs, these state-of-art tools cannot always achieve a high code coverage [22]. One reason is that an automated event-test-generation tool is not suited for generating inputs that require human intelligence (e.g., inputs to text boxes that expect valid passwords, or playing and winning a game with a strategy, etc.). For this reason, sometimes a time-consuming manual approach can be needed for testing an application [22].
However, GUI testing could not be the only approach to help developers find bugs in a mobile application. Nowadays, the exponential growth of the mobile stores offers an enormous amount of informations and feedbacks from users. Therefore, another different strategy is to incorporate opinions and reviews of the end-users during the software's evolution process.

[1] Graphical User Interface

In this direction, in a recent work Panichella *et al.* introduced a tool called SURF (Summarizer of User Reviews Feedback), that is able to analyse the useful informations contained in app reviews and to performs a systematic summarisation of thousands of user reviews through the generation of an interactive agenda of recommended software changes [24].

1.2 Motivation

1.3 Motivation Example

1.4 Research questions

Subsubsection

Figure 1.1: imgs/seal logo

1.4.1 Subsection

Paragraph. Always with a point.

```
/**
 * Javadoc comment
 */
public class Foo {
   // line comment
   public void bar(int number) {
      if (number < 0) {
         return; /* block comment */
      }
   }
}
```

Listing 1.1: An example code snippet

Chapter 2

Related Work

In the following two sections, I summarize the main related works on *automated testing tools for Android apps* and on *the broadly usage of user reviews from app store in Software maintenance activities*. An overview of the recent research in the field can be found in the survey by Martin *et al.* [18].

2.1 Automated tools for Android Testing

Unlike traditional software, mobile applications are mainly exercised by user inputs.
In the mobile world, an extremely valid approach to ensure the realiability of these applications is the GUI[1] Testing.
In particular, in this kind of testing, each test case is designed and run in the form of sequences of GUI interaction events.
Depending on their exploration strategy, there are in general three approaches for creating a generation of user inputs on a mobile device [7, 15]: *random testing* [11, 15], *systematic testing* [16] and *model-based testing* [**?**, 3, 14].

Fuzz testing

When test automation does occur, it typically relies on Google's Android *Monkey* command-line [11]. Since it comes directly integrated in Android Studio, the standard IDE for Android Development, it is regarded as the current state-of-practice [**?**].
This tool simply generates, for the specified Android applications, pseudo-random streams of user events into the system, with the goal to stress the *AUT*[2] [11].
The effort required for using *Monkey* is very low [7]. Users have to specify in the command-line the type and the number of the UI events they want to generate and in addition they can establish the verbosity level of the *Monkey log*.
The set of possible *Monkey parameters* can be found in the official *User Guide* for Monkey [11].
The kind of testing implemented by Monkey follows a black-box approach. Despite the robustness, the user friendliness [7, 15] and the capacity to find out new bugs outside the stated scenarios [1], this tool may be inefficient if the *AUT* would require some human intelligence (*e.g.* a login field) for providing sensible inputs [15].
For this reason, *Monkey* may cause highly redundant and senseless user events. Even though it would find out a new bug for a given app, the steps for reproducing it may be very difficult to follow, due also to the randomness in the testing strategy implemented by *Monkey* [1].

[1] Graphical User Interface
[2] Application Under Test

Dynodroid [15] is also a random-based testing approach. However, this tool has been discovered being more efficient than *Monkey* in the exploration process [7].
One of the reasons behind a better efficacy has been that *Dynodroid* is able to generate both *UI inputs* and *system events* (unlike *Monkey*, which can only generate UI events) [7].
Indeed, *Dynodroid* can simulate an incoming SMS message on a mobile device, a notification of another app or an request of use for available wifi networks in the neighborhood [15]. All these events represent *non-UI events* and they are often unpredictable and therefore difficult to simulate in a suitable context (cita?).
Dynodroid views the *AUT* as an event-driven program and follows a cyclical mechanism, also known as the *observe-select-execute* cycle [15]. First of all, it *observes* which events are relevant to the *AUT* in the current state, grouping they together (an event must be considered relevant if it triggers a part of code which is part of the *AUT*). After that, it *selects* one of the previously observed events with a randomized algorithm [7, 15] and finally *executes* it. After the execution of that event it reaches a new state and can start the cycle again.
Another advantage of *Dynodroid* compared to *Monkey* is that it allows users to interact in the testing process providing UI inputs. In doing so, *Dynodroid* is able to exploit the benefits of combining automated with manual testing [15].

Systematic testing

The tools using a systematic explorations strategy rely on more sophisticated techniques, such as symbolic execution and evolutionary algorithms [7].
Sapienz [17] introduced a Pareto multi-objective search-based technique to simultaneously maximize coverage and fault revelation, while minimizing the sequence lengths.
It combines the above mentioned random-based approach with a new systematic exploration and as mentioned in the experimental results published on [17], *Sapienz* is an outperformer in the automated mobile testing area.
Indeed, in an empirical study described on [17], *Sapienz* has illustrated the strength of its approach. It found from a set of 68 benchmark apps, 104 unique crashes (while *Monkey* 41 and *Dynodroid* 13).

Model-based testing

Model-based tools for testing Android applications are quite popular [17]. Most of these tools [**?**, 3, 6, 14, 20] generate UI events from models, which are either manually designed or created from XML configuration files [17].
For example, *SwiftHand*[3] uses a machine learning algorithm to learn a model of the current *AUT*. This final state machine model [7] generates UI events and due their execution the app reaches new unexplored states. After that, it exploits the execution of these events to adapt and refine the model [6]. *SwiftHand*, in a similar way to *Monkey* generates only touching and scrolling UI events and is not able to generate System events [7].

2.2 Usage of users reviews in Software maintenance activities

The concept of app store mining was first introduced by *Harman et al.* [13]. In this context, many researchers focused on the analysis of user reviews to support the maintenance and evolution of

[3]https://github.com/wtchoi/SwiftHand

mobile applications [18].

Chapter 3

Approach

Chapter 4

Tool

Chapter 5

Results and Discussion

Chapter 6

Conclusions and Future Work

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