

System Testing

What, Why & How.

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A Motivational Question

What is the deliverable
of a software development process?



A Motivational Question

What is the deliverable of a software development process?

- a) A collection of artifacts
- b) UX and behavior



My Personal Answer

What is the deliverable of a software development process?

- a) ~~A collection of artifacts~~ **Just the medium!**
- b) **UX and behavior**



My Little Testing Glossary

White Box Testing

The investigation from an internal perspective whether a program works as expected.

Examines the source code of a program, e.g. control flow, data flow, coverage, etc.

Black Box Testing

The investigation from an external perspective whether a program works as expected.

Examines the functionality of a program, i.e. whether it is fit to fulfill its purpose.



My Little Testing Glossary

Unit Testing

The investigation whether an individual program unit works as expected.

Examines units independently, i.e. in isolation.

Units may be sets of one or more routines:

- procedures, functions or modules (in Procedural and Functional Programming)
- methods, class or interface signatures (in Object Oriented Programming)

Integration & Integrated Testing

The investigation whether multiple program units in combination work as expected.

An informal distinction:

- *Integration Testing* involves third party units.
- *Integrated Testing* does not involve third party units.

System Testing

The investigation whether all program units in combination (the entire system) work as expected



My Little Testing Glossary

Acceptance Testing

The investigation whether all requirements of a specification are met.

Regression Testing

The investigation whether all requirements of a specification are still met after a change was introduced.



My Little Testing Glossary

Testing terminology can be grouped by:

**Perspective of the
test conductor**

White Box Testing

Black Box Testing

**Properties of the
test subject**

Unit Testing

**Integration & Integrated
Testing**

System Testing

Purpose of the test

Acceptance Testing

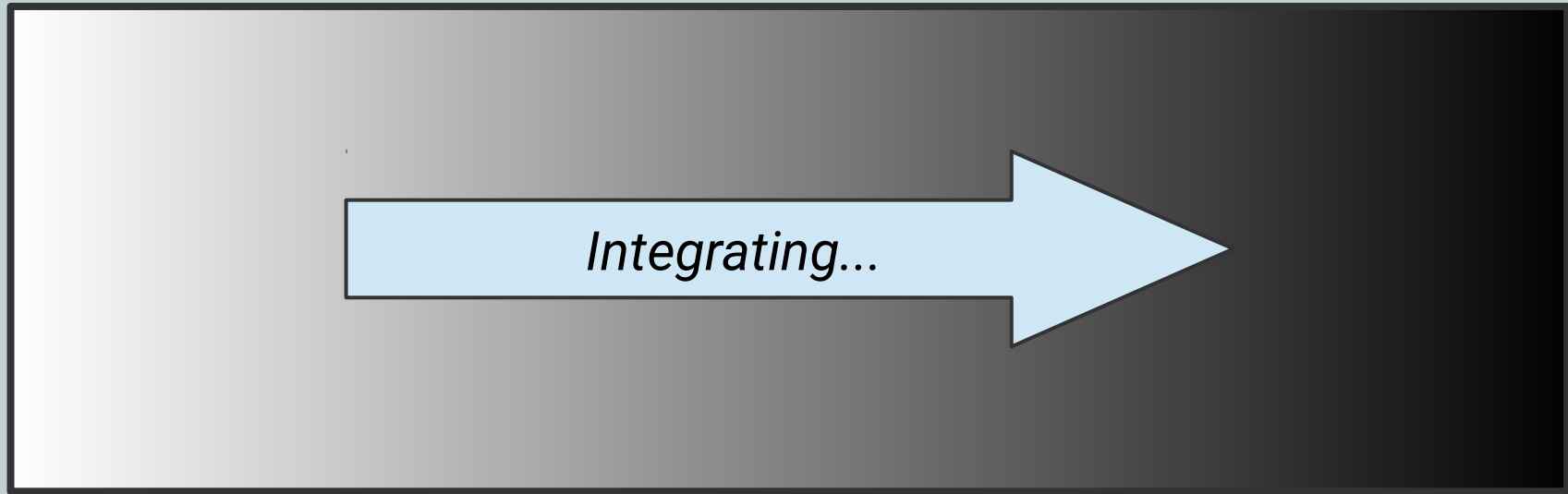
Regression Testing

Fifty Shades of Testing

A Rule of Thumb

White Box Testing

Black Box Testing



Unit Testing

Integration & Integrated Testing

System Testing



Behavior Driven Development

An extension of Test Driven Development.

Advocates Acceptance Testing focusing on the behavior of a program.

Tests have a fixed format.

May involve a Domain Specific Language and other tooling for specification.



Given-When-Then

Enforced BDD Test Format:

Given

an initial context and/or a set of pre-conditions passes

When

an event occurs or action is executed

Then

a set of post-conditions must pass

Proposed TDD Test Format:

Arrange

all necessary preconditions and inputs

Act

on the unit under test

Assert

that expected results have occurred



Principles of SOLID Design

5 Design Principles for creating understandable and maintainable software:

Single Responsibility Principle

Open/Closed Principle

Liskov Substitution Principle

Interface Segregation Principle

Dependency Inversion Principle

Principles of SOLID Design



Single Responsibility Principle

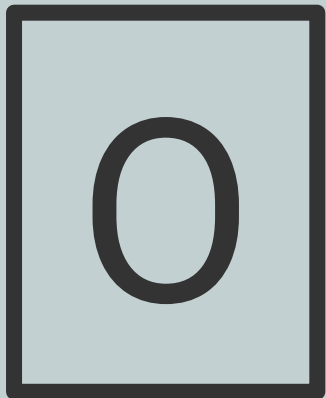
A class should only have one responsibility, i.e. *“reason to change”* [Robert C. Martin a.k.a. Uncle Bob].

A class only establishes one, and only one reason for its existence.

A class only has only job, and one job alone.

...

Principles of SOLID Design

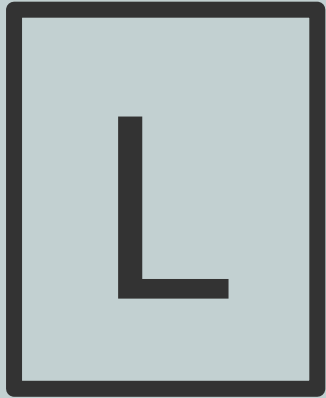


Open/Closed Principle

“Modules should be both open (for extension) and closed (for modification).” [Bertrand Meyer]

Clients of interface methods or clients of abstract methods of abstract base classes are closed for modification by providing a fix signature, but are still open for extension through the possibility of implementation.

Principles of SOLID Design



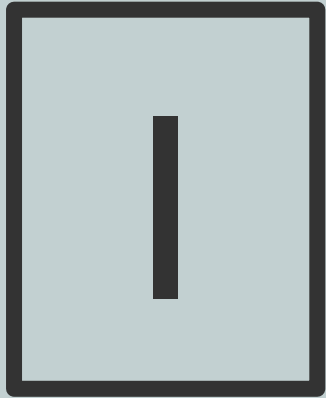
Liskov Substitution Principle

Given a program P containing a type T and its sub-type S : Let $q(P,x)$ be a provable property in P for all instances x of T , then $q(P,y)$ should be true in P for all instances y of S . [Barbara H. Liskov, Jeannette M. Wing]

x may be substituted with y , hence “Substitution Principle”.

The overall behavior of a program regarding one type should not differ or change for any of its sub-types.

Principles of SOLID Design



Interface Segregation Principle

Interfaces should be designed from the perspective of its clients.

An interface only exposes methods a client, i.e. classes using the interface, necessarily needs to know in order to do its job.

Principles of SOLID Design



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Dependency Inversion Principle

- 1) *“High-level modules should not depend on low-level modules. Both should depend on abstractions.”*
- 2) *“Abstractions should not depend on details. Details should depend on abstractions.”*

For instance, business logic should only interact with concrete environment logic or third party logic (e.g. file system API) through abstraction; see Interface Segregation Principle.



Principles of SOLID Design

SOLID Design Principles provide **quality criteria for** the internal structure of software, i.e. **the medium**.

It leads to **many relatively small and independent units**, which know little to nothing of each other.

Hence, it is **easy to unit test**.

... so SOLID Design usually is heavily unit tested.

A blue geometric graphic consisting of several overlapping triangles and polygons, creating a dynamic, abstract shape in the top-left corner of the slide.

A Blind Spot

But, do all these units play
well with each other?



A Blind Spot

But, do all these units play
well with each other?

**We can't tell
from unit tests!**