

#### **SWEN221:**

Software Development

16: Testing III

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## Partial Statement Coverage

```
int sumSmallest(List<Integer> v1) {
 // sum smallest list
 int r = 0;
 for(int i=0;i != v1.size();++i) {
  r += v1.qet(i);
 return r;
@Test void test() {
assertTrue(sumSmallest(null) == 0);
```

- In EMMA some statements marked yellow
  - Indicates partial coverage
  - Statement corresponds to more than one CFG node
  - Some, but not all, of its nodes were executed

## Statement & Branch Coverage

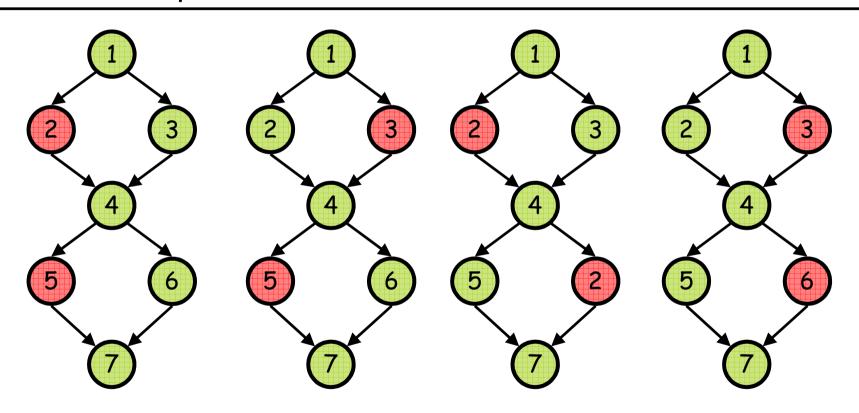
```
class Test {
  static int f(int x, int y) {
    if(x < y && y >= 0) { x = y; y = 0; }
    if(x <= y) { x = x / y; }
    return x;
}}

@Test void tester() {
  assertTrue(Test.f(0,5) == 5);
  assertTrue(Test.f(-4,-2) == 2);
}</pre>
```

- Compute (as %):
  - Statement Coverage
  - Branch Coverage
- Q) What's the problem?

#### **Execution Paths**

**Definition**: An **execution path** a path through a method's CFG which corresponds to an execution of that method.



- Here, four distinct paths through CFG
- 100% Path Coverage: tested all paths through CFG

### Infeasible Paths

Consider this method:

```
class Test {
  static int f(int x, int y) {
    if(x < y) { x = -y;}
    if(x >= y) { x = y; }
    return x;
}}

@Test void tester() {
  assertTrue(Test.f(0,5) == -5);
  assertTrue(Test.f(5,0) == 0);
}
```

- How many execution paths are there here?
- What path coverage is obtained here?

### Loops

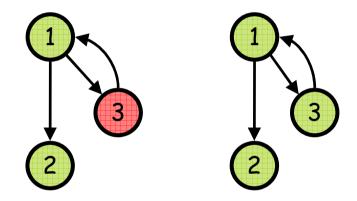
Consider this method:

```
class Test {
  static int sum(int x, int y) {
   int s = 0;
  for(int i=x;i<y;++i) {
    s = s + i;
   }
  return s;
}</pre>
```

Q) How many execution paths are there here?

## Simple Path Coverage

**Definition**: A **simple execution path** is a path through the method which iterates each loop at most once.



- Simple Path Coverage Criteria:
  - Aim to test all simple paths through a method
  - Helps keep the number of tests manageable
  - Two paths in above loop example

```
int sumSmallest(List<Integer> v1, List<Integer> v2) {
 // sum smallest list
 int r = 0;
 if(v1.size() <= v2.size()) {
  for(int i=0;i != v1.size();++i) { r += v1.get(i); }
 } else { for(int i=0;i != v2.size();++i) { r += v2.get(i); }}
return r;
@Test void tester() {
List<Integer> EMPTY = new ArrayList<Integer>();
List<Integer> NONEMPTY = new ArrayList<Integer>();
NONEMPTY.add(1);
assertTrue(sumSmallest(EMPTY, EMPTY) == 0);
assertTrue(sumSmallest(NONEMPTY, EMPTY) == 0);
assertTrue(sumSmallest(NONEMPTY, NONEMPTY) == 0);
```

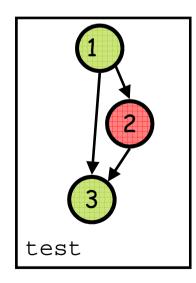
- Calculate (as %):
  - Simple Path Coverage

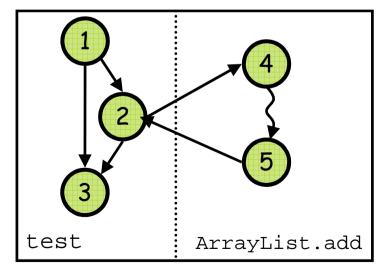
# Coverage & Object Orientation

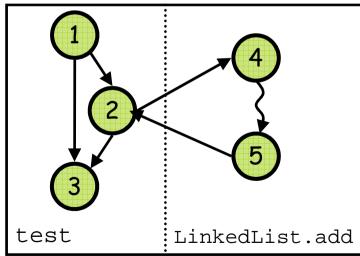
Consider this method:

```
public void test(int x, List<String> ls) {
  if(x == 0) { ls.add("Hello"); }
}
```

Now, consider some execution paths:







So, how many execution paths are possible?

## Coverage & Object Orientation

**Definition**: A **polymorphic execution path** is a path through one or more dynamically dispatched method calls

- Recall Dynamic Dispatch:
  - Method executed depends on dynamic type of receiver
  - So, providing different instances can have different behaviour
  - i.e. different execution paths
- Polymorphic Code Coverage:
  - Given a fixed set of classes
  - Can determine maximum number of polymorhic paths
  - Hence, can determine polymorphic code coverage