



PES UNIVERSITY

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SOFTWARE ENGINEERING LAB TASKS

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We hope at this point in your semester you have achieved considerable progress in your Software Engineering Project. All of the tasks in this lab manual are geared towards improving and testing your project prior to your submissions.

Team Details:

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Problem Statement – 1: Unit Testing

A unit is the smallest block of code that functions individually. The first level of testing is Unit testing and this problem statement is geared towards the same.

- Discuss with your teammates and demarcate units in your code base
 - Note: discuss why the code snippet you have chosen can be classified as a unit

- Develop test cases for both valid and invalid data
- Ideate how you could further modularize larger blocks of code into compact units with your teammates

Solution:

In our project, the smallest part of the code is the login page

Two levels of access given:

- Customer level access - to perform the functional activities provided by the atm
- Administrator-level access - to help maintain and run the machine

The passcode is in masked form when typed in the passcode field.

The user ID and passcode are checked against our database.

If incorrect details are entered by the user, an error is displayed.

Serial No:	Test Cases	Valid/Invalid	Expected Output	Actual Output
1	Valid User ID and Passcode	Valid	Login Successful	Login Successful
2	Valid User ID and Invalid Passcode	Invalid	Login Unsuccessful	Login Unsuccessful (Re-enter Password)
3	Invalid User ID and Valid Passcode	Invalid	Login Unsuccessful	Login Unsuccessful (Sign up page prompted)

4	Invalid User ID and Invalid Passcode	Invalid	Login Unsuccessful	Login Unsuccessful (Sign up page prompted)
5	Passcode entered and User ID missing	Invalid	Login Unsuccessful	Login Unsuccessful (Error: enter Username)
6	User ID entered and Passcode missing	Invalid	Login Unsuccessful	Login Unsuccessful (Error: enter Password)

Ideate how you could further modularize larger blocks of code into compact units with your teammates

- 1) Developing team breaks down the complete software into various modules.
- 2) Effective modular design can be achieved if the partitioned modules are separately solvable, modifiable as well as compilable.
- 3) In order to build a software with effective modular design there is a factor "Functional Independence" which comes into play.
- 4) The meaning of Functional Independence is that a function is atomic in nature so that it performs only a single task of the software without or with least interaction with other modules.

5) Functional Independence is considered as a sign of growth in modularity
i.e., presence of larger functional independence results in a software system
of good design and design further affects the quality of the software.

Dynamic Testing

Dynamic testing involves execution of your code to analyse errors found during execution. Some common techniques are Boundary Value Analysis and Mutation Testing.

Problem Statement – 2.a: Boundary Value Analysis

When it comes to finding errors in your code base, they are often found at locations where a condition is being tested. Due to this, developers often use Boundary Value tests to reduce defect density.

- How would you define a boundary test?
 - Note: Simple relational conditions are a basic example
- Build your boundary test cases and execute them

Problem Statement – 2.b: Mutation Testing

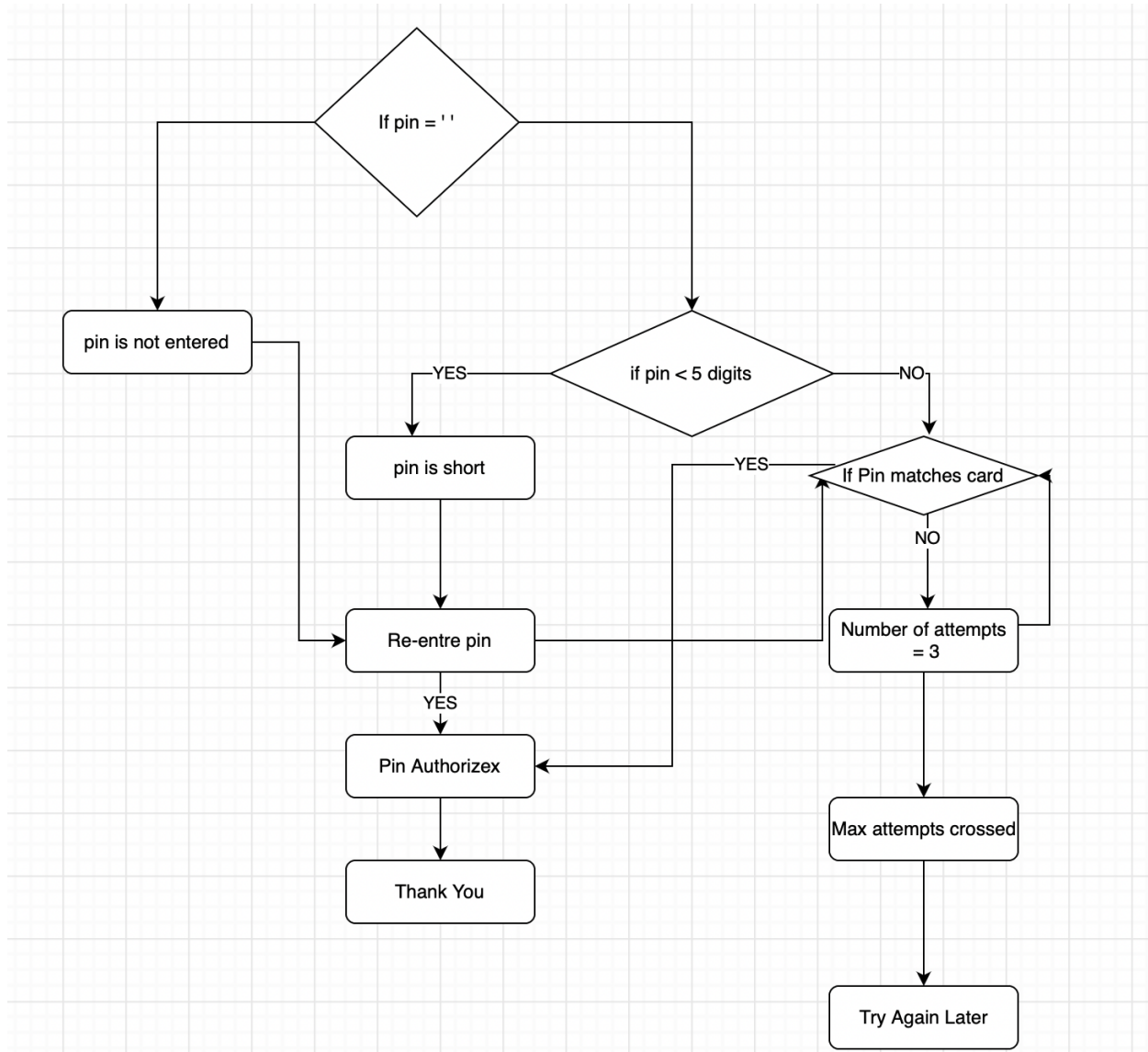
- Using your isolated units from the first problem statement, ideate with your team mates on how to mutate the code
- Develop at least 3 mutants of the functioning code and test all 4 code bases using the test case from the first problem statement

Test ID	Passcode	Expected Output	Observed Output	End Result
1	Valid	Successful	Unsuccessful	Killed
2	Invalid	Unsuccessful	Successful	Passed
3	Valid	Unsuccessful	Successful	Passed
4	Invalid	Unsuccessful	Successful	Passed

Problem Statement – 3: Static Testing

Static testing involves validating your code without any execution. Under this problem statement, you will be expected to analyse and calculate the cyclomatic complexity of your code.

- Using the unit you selected in the first problem statement as an example, develop the control flow graph of your problem statement.
- Using the Control flow graph, calculate the cyclomatic complexity of your code.
- Using the cyclomatic complexity as an indicator, Ideate and code your unit again to reduce complexity



From the above graph,

Number of Edges = 12

Number of Nodes = 11

$P = 2$

$$M = E - N + 2P$$

$$M = 12 - 11 + 4$$

$$M = 5$$

Problem Statement – 4: Acceptance Testing

Assume your neighbouring team is the client for your code. Give them an idea of what your product is and the software requirements for the product.

- Exchange your code base and test each others projects to see if it meets user requirements

The user requirements are met. These contain the login page where the user can sign in using his/her login credentials and enter the interface of his/her bank. It contains the options to withdraw cash from the ATM from the user's bank account. The user also is able to check his bank balance.

- If you identify a bug in the project you are testing, inform the opposing team of the bug

There was a small bug in the project, wherein , the user was still able to withdraw the cash from his bank account even after his/her balance was at 0, making his or her balance negative. There were no other major bugs found in the project while testing.

- As a team, based in clients experience, ideate modifications to the existing project that could improve client experience

A modification proposed by the team was to incorporate a feature wherein, the user is automatically logged out after 2 minutes of inactivity ,in order to improve privacy and security.

Problem Statement – 5: Maintenance Activities

Once a product is completed, it is handed off to a service based company to ensure all maintenance activities are performed without the added expenditure of skilled developers. However, a few tasks are performed by the maintenance team to gauge the product better. In this problem statement, you will be asked to experiment with your code.

- Exchange code bases with your neighboring teams and reverse engineer a block of code in order to understand it's functionality
- After understanding the code block, Re-Engineer the code
- Ideate how to refactor the code and the portion of the code base you would have to change
- Discuss how the new changes would impact the time and space complexity of the project during execution
- After Reverse Engineering and Re-Engineering the code, perform acceptance testing between the teams

The team came up with an idea, that we should restructure the code in such a way that instead of creating a different set of variables for each user, it can be done dynamically, to save space.

The new changes helps in reduction of the space complexity by a huge factor, while the time complexity of the program remains the same.

This change was possible only because of reverse engineering the code and comparing it back to our SRS.