

# *Software Testing*

## *Foundation Of Software Testing*

1 Principles	2 Lifecycle	3 Static testing
4 Test design techniques	5 Management	6 Tools

**Test Design Techniques**

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Test Design Techniques

*Foundation Of Software Testing*

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**The test development process**

Categories of test design techniques

Black and White box testing

Black box test techniques

White box test techniques

Experience-based techniques

Choosing a test technique

# The test development process

- **Formality of test documentation**
- **Test analysis: identifying test conditions**
- **Test design: specifying test cases**
- **Test implementation: specifying test procedures or scripts**

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Test Design Techniques

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# Three types of systematic technique

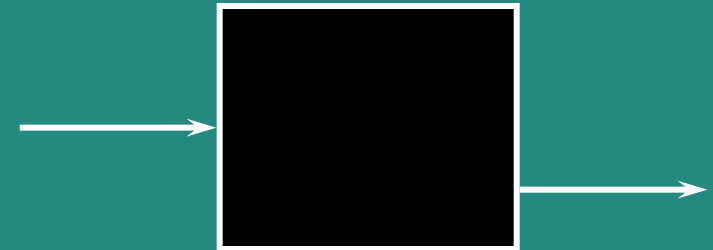
## Static (non-execution)

- examination of documentation, source code listings, etc.



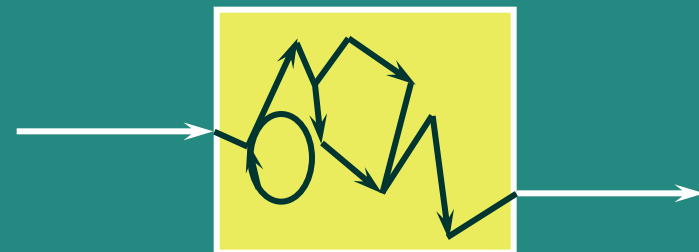
## Functional (Black Box)

- based on behaviour / functionality of software

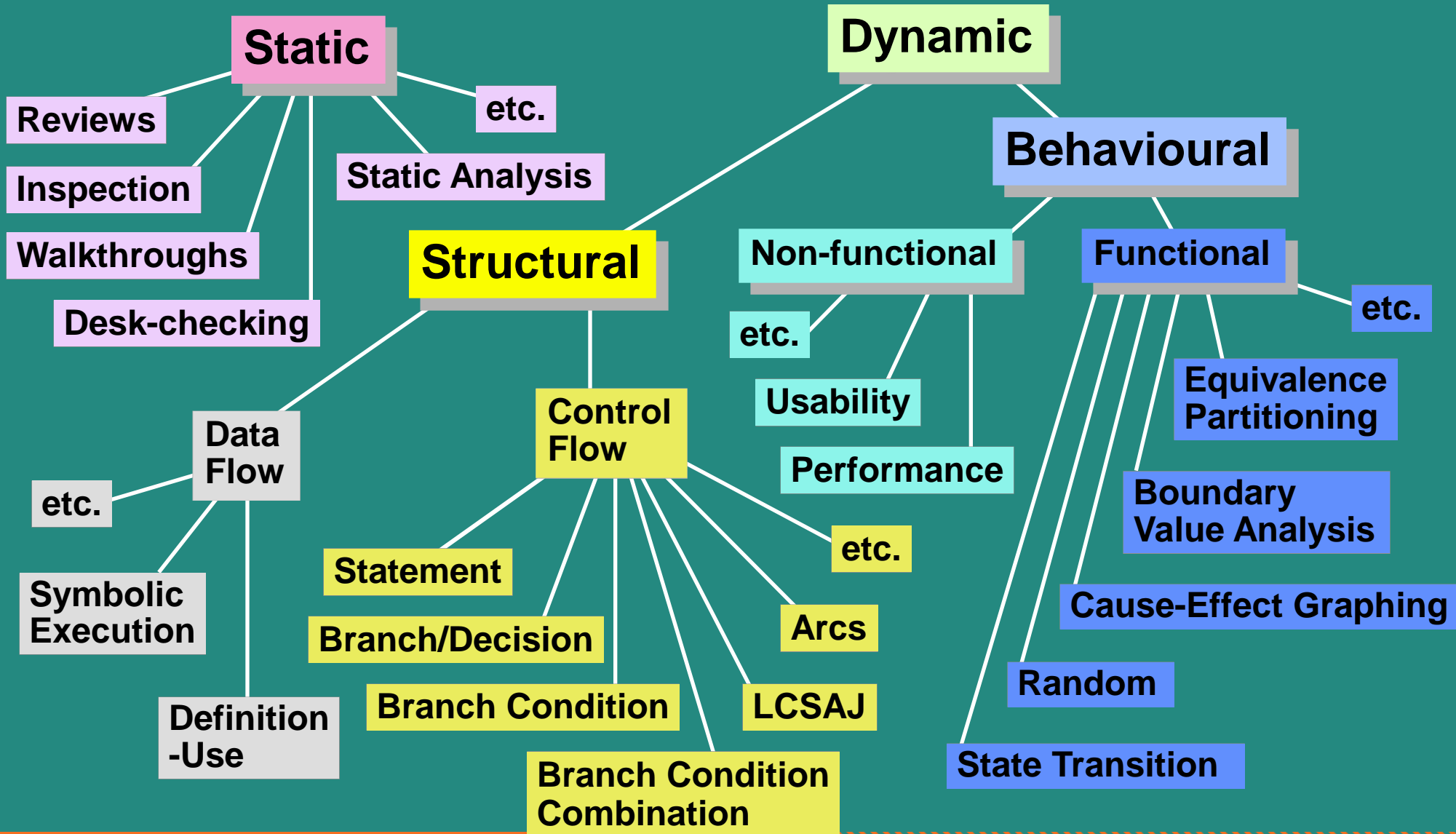


## Structural (White Box)

- based on structure of software



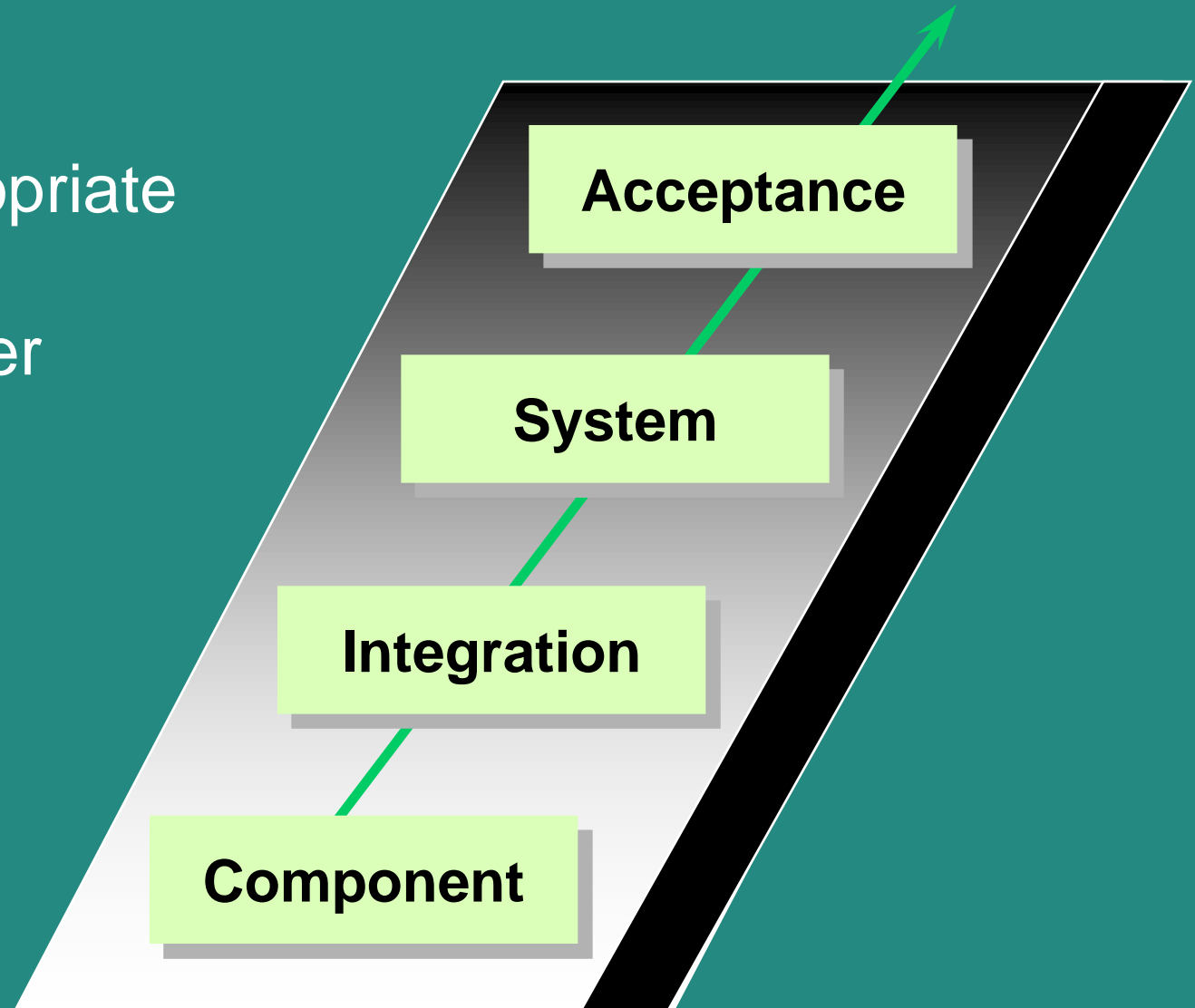
# Some test techniques



# Black box versus white box?

Black box appropriate at all levels but dominates higher levels of testing

White box used predominately at lower levels to compliment black box



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# Black Box test design and measurement techniques

- **Techniques defined in BS 7925-2**

- **Equivalence partitioning** ✓
- **Boundary value analysis** ✓
- **State transition testing** ✓
- **Cause-effect graphing** ✓
- **Syntax testing** ✗
- **Random testing** ✗

**Also a measurement technique?**



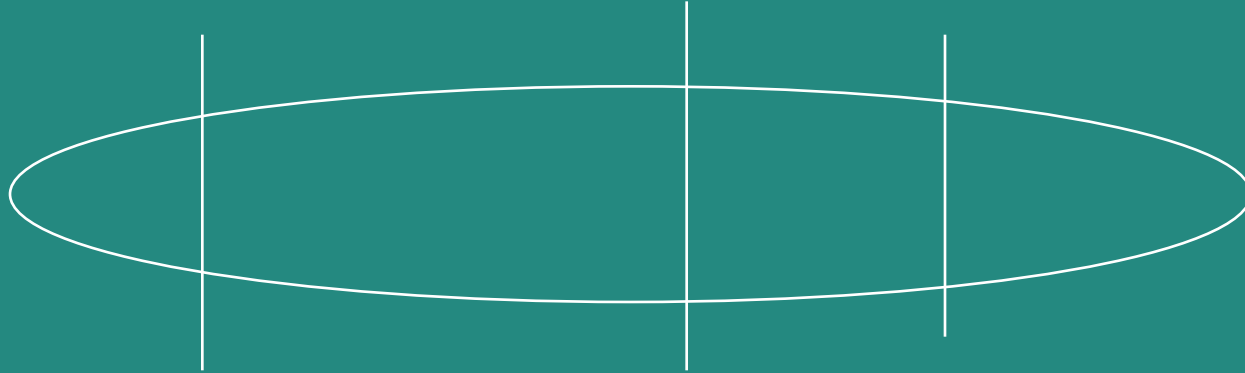
**= Yes**



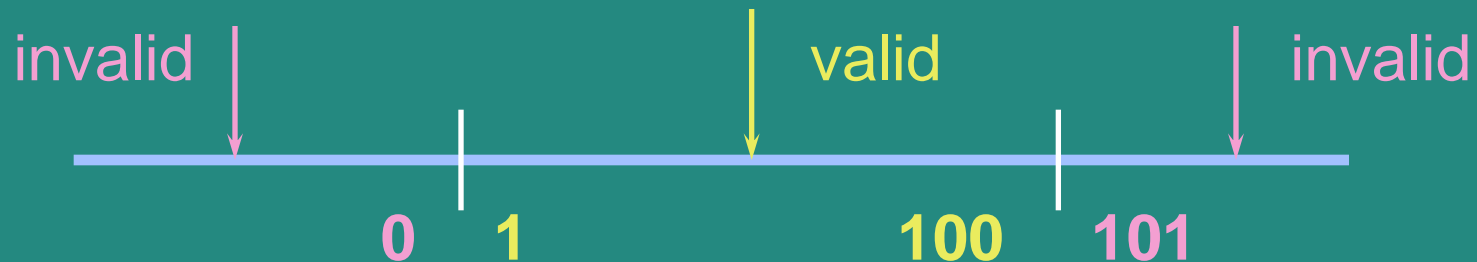
**= No**

- **Also defines how to specify other techniques**

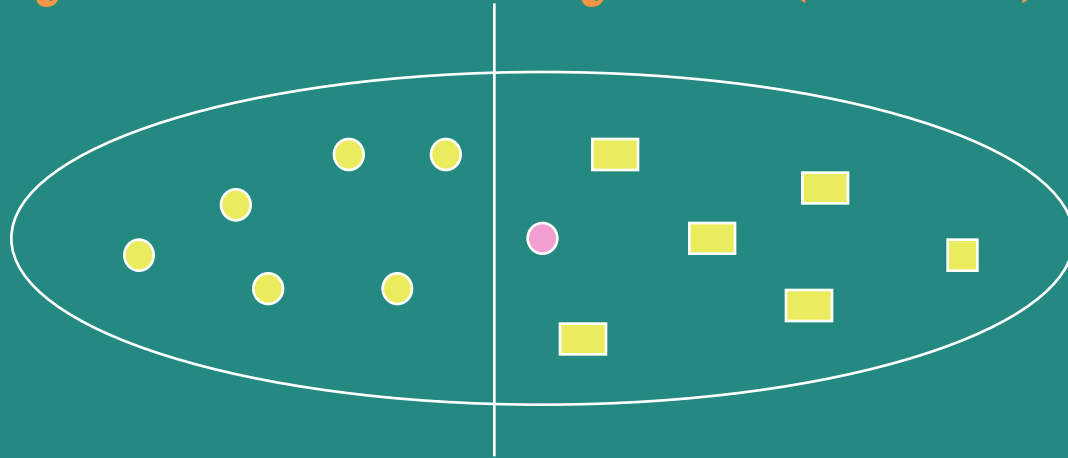
# Equivalence partitioning (EP)



- **divide (partition) the inputs, outputs, etc. into areas which are the same (equivalent)**
- **assumption: if one value works, all will work**
- **one from each partition better than all from one**



# Boundary value analysis (BVA)



- faults tend to lurk near boundaries
- good place to look for faults
- test values on both sides of boundaries



# Example: Loan application

**Customer Name**

2-64 chars.

**Account number**

6 digits, 1st  
non-zero

**Loan amount requested**

£500 to £9000

☐ **Term of loan**

1 to 30 years

☐ **Monthly repayment**

Minimum £10

Term:

Repayment:

Interest rate:

Total paid back:

# Customer name

Number of characters:



Valid characters:



Conditions	Valid Partitions	Invalid Partitions	Valid Boundaries	Invalid Boundaries
Customer name	2 to 64 chars valid chars	< 2 chars	2 chars 64 chars	1 chars
		> 64 chars		65 chars
		invalid chars		0 chars

# Account number

first character:

valid: non-zero

invalid: zero

number of digits:

←

5

6

7

→

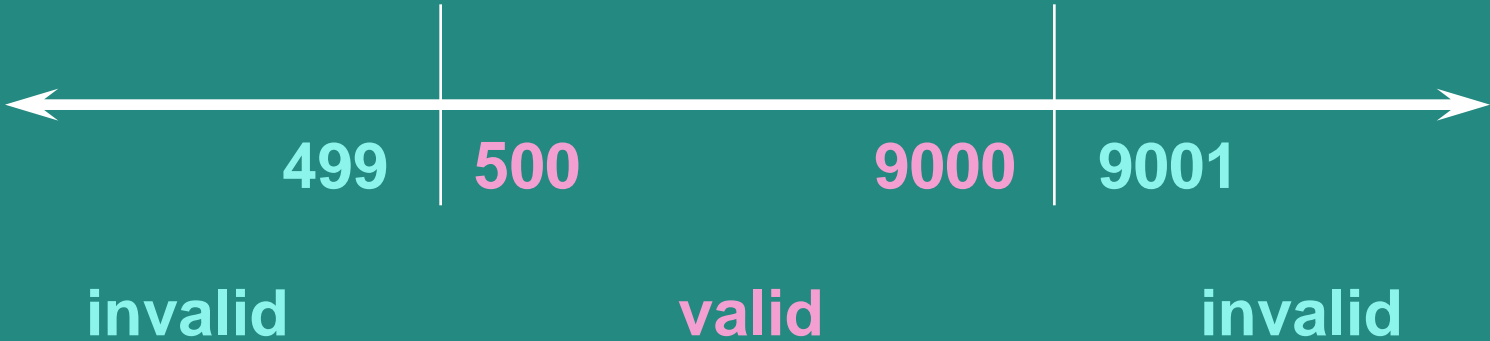
invalid

valid

invalid

Conditions	Valid Partitions	Invalid Partitions	Valid Boundaries	Invalid Boundaries
Account number	6 digits	< 6 digits	100000	5 digits
	1 <sup>st</sup> non-zero	> 6 digits	999999	7 digits
		1 <sup>st</sup> digit = 0		0 digits
		non-digit		

# Loan amount



Conditions	Valid Partitions	Invalid Partitions	Valid Boundaries	Invalid Boundaries
Loan amount	500 - 9000	<div>&lt; 500</div> <div>&gt; 9000</div> <div>0</div> <div>non-numeric</div> <div>null</div>	<div>500</div> <div>9000</div>	<div>499</div> <div>9001</div>

# Condition template

Conditions	Valid Partitions	Tag	Invalid Partitions	Tag	Valid Boundaries	Tag	Invalid Boundaries	Tag
Customer name	2 - 64 chars valid chars	V1	< 2 chars	X1	2 chars	B1	1 char	D1
		V2	> 64 chars	X2	64 chars	B2	65 chars	D2
			invalid char	X3			0 chars	D3
Account number	6 digits 1 <sup>st</sup> non-zero	V3	< 6 digits	X4	100000	B3	5 digits	D4
		V4	> 6 digits	X5	999999	B4	7 digits	D5
			1 <sup>st</sup> digit = 0 non-digit	X6 X7			0 digits	D6
Loan amount	500 - 9000	V5	< 500	X8	500	B5	499	D7
			>9000	X9	9000	B6	9001	D8
			0 non-integer null	X10 X11 X12				



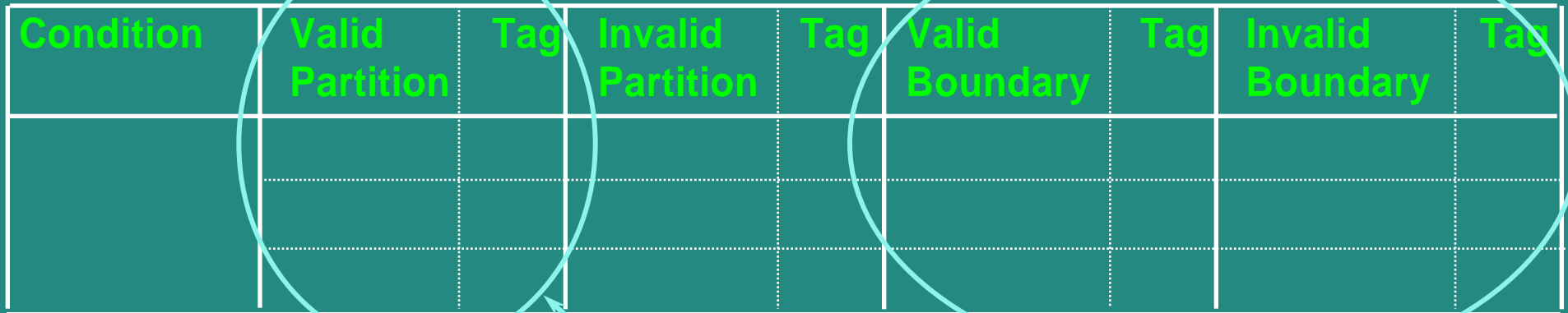
# Design test cases

Test Case	Description	Expected Outcome		New Tags Covered
1	<b>Name:</b> John Smith <b>Acc no:</b> 123456 <b>Loan:</b> 2500 <b>Term:</b> 3 years	<b>Term:</b> 3 years <b>Repayment:</b> 79.86 <b>Interest rate:</b> 10% <b>Total paid:</b> 2874.96		V1, V2, V3, V4, V5 .....
2	<b>Name:</b> AB <b>Acc no:</b> 100000 <b>Loan:</b> 500 <b>Term:</b> 1 year	<b>Term:</b> 1 year <b>Repayment:</b> 44.80 <b>Interest rate:</b> 7.5% <b>Total paid:</b> 537.60		B1, B3, B5, .....

# Why do both EP and BVA?

- If you do boundaries only, you have covered all the partitions as well
  - technically correct and may be OK if everything works correctly!
  - if the test fails, is the whole partition wrong, or is a boundary in the wrong place - have to test mid-partition anyway
  - testing only extremes may not give confidence for typical use scenarios (especially for users)
  - boundaries may be harder (more costly) to set up

# Test objectives?



Condition	Valid Partition	Tag	Invalid Partition	Tag	Valid Boundary	Tag	Invalid Boundary	Tag

- For a thorough approach: VP, IP, VB, IB
- Under time pressure, depends on your test objective
  - minimal user-confidence: VP only?
  - maximum fault finding: VB first (plus IB?)

# Decision tables

- **explore combinations of inputs, situations or events,**
- **it is very easy to overlook specific combinations of input**
- **start by expressing the input conditions of interest so that they are either TRUE or FALSE**
  - record found
  - file exists
  - code valid
  - policy expired
  - account in credit
  - due date > current date

# Example: student access

A university computer system allows students an allocation of disc space depending on their projects.

If they have used all their allotted space, they are only allowed restricted access, i.e. to delete files, not to create them. This is assuming they have logged on with a valid username and password.

**What are the input and output conditions?**

# List the input and output conditions

- list the ‘input conditions’ in the first column of the table
- list the ‘output conditions’ under the input conditions

Input Conditions	
Valid username	
Valid password	
Account in credit	
Output Conditions	
Login accepted	
Restricted access	

# Determine input combinations

- add columns to the table for each unique combination of input conditions.
- each entry in the table may be either 'T' for true, 'F' for false.

Input Conditions								
Valid username	T	T	T	T	F	F	F	F
Valid password	T	T	F	F	T	T	F	F
Account in credit	T	F	T	F	T	F	T	F

# Rationalise input combinations

- some combinations may be impossible or not of interest
- some combinations may be ‘equivalent’
- use a hyphen to denote “don’t care”

Input Conditions				
Valid username	F	T	T	T
Valid password	-	F	T	T
Account in credit	-	-	F	T



# Complete the table

- determine the expected output conditions for each combination of input conditions

Input Conditions				
Valid username	F	T	T	T
Valid password	-	F	T	T
Account in credit	-	-	F	T
Output Conditions				
Login accepted	F	F	T	T
Restricted access	-	-	T	F



# Determine test case groups

- each column is at least one test case

Input Conditions				
Valid username	F	T	T	T
Valid password	-	F	T	T
Account in credit	-	-	F	T
Output Conditions				
Login accepted	F	F	T	T
Restricted access	-	-	T	F
Tags	A	B	C	D



# Design test cases

- usually one test case for each column but can be none or several

Test	Description	Expected Outcome	Tag
1	Username BrbU	Invalid username	A
2	Username username toolong	Invalid username	A
3	Username BobU Password abcd	Invalid password	B
4	Valid user, no disc space	Restricted access	C
5	Valid user with disc space	Unrestricted access	D

# Rationalising outputs

- if outputs or effects are mutually exclusive, i.e. T occurs in only one place in each column, we can combine them
- for example:

X	T	F	F
Y	F	T	F
Z	F	F	T

is equivalent to:

Output	X	Y	Z
--------	---	---	---

# Rationalising dangers

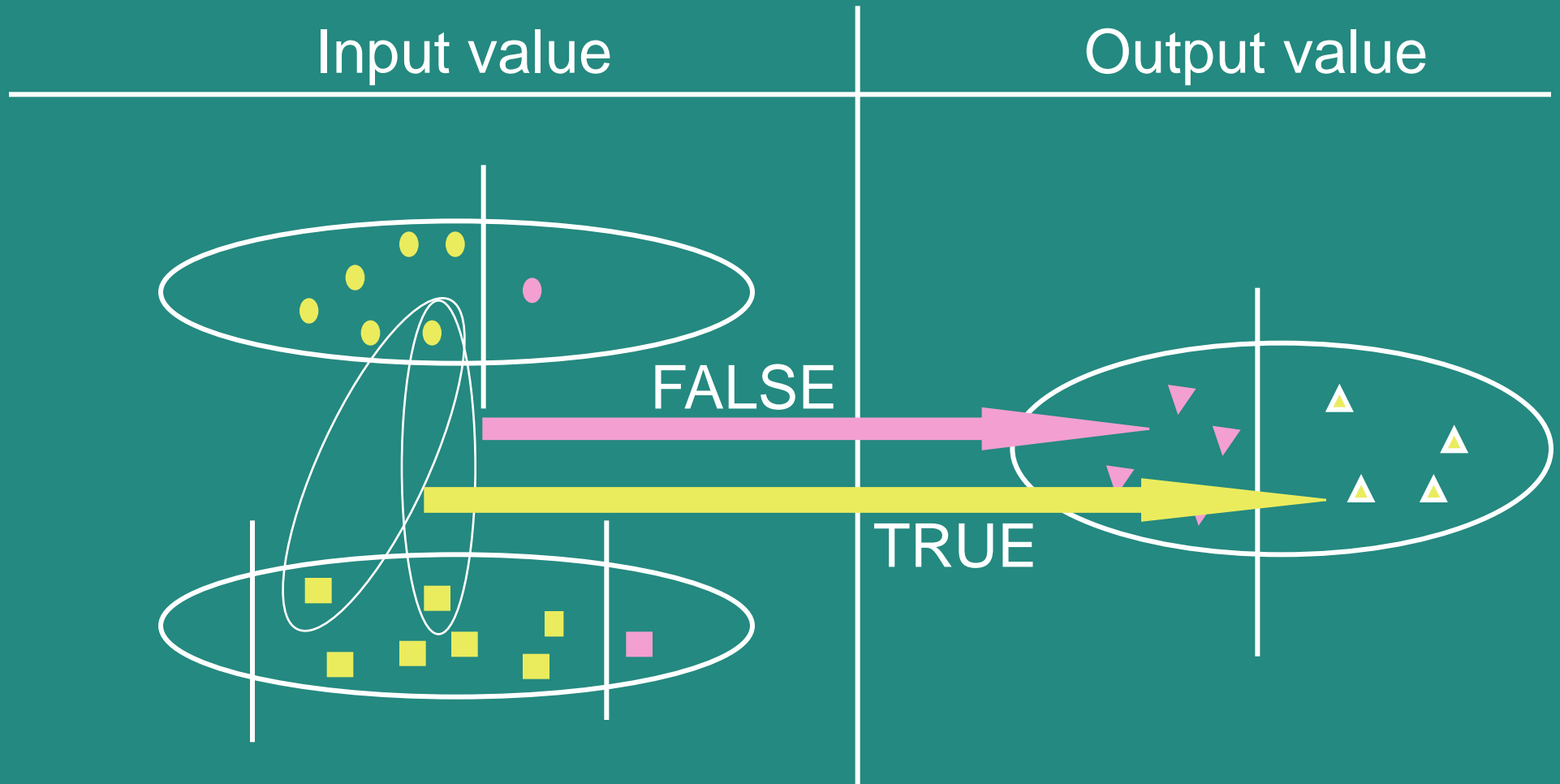
- Rationalising is based on assumptions
- Assumptions may be wrong!
- Assumptions should be stated
- Assumptions may change over time
- Be aware of the dangers
  - Filling in the full table may find errors which will be missed if you rationalise
  - It is possible to rationalise too far

# Extending decision tables

- Entries can be more than just 'true' or 'false'
  - completing table needs to be done carefully
  - rationalising becomes more important
- E.g.

Code = 1, 2, or 3	1	1	1	1	2	2	2	2	3	3	3	3
Exp.date < now	T	T	F	F	T	T	F	F	T	T	F	F
Class A product	T	F	T	F	T	F	T	F	T	F	T	F

# Decision Tables in relation to EP and BVA



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# White Box test design and measurement techniques

- Techniques defined in BS 7925-2

- Statement testing ✓
- Branch / Decision testing ✓
- Data flow testing ✓
- Branch condition testing ✓
- Branch condition combination testing ✓
- Modified condition decision testing ✓
- LCSAJ testing ✓

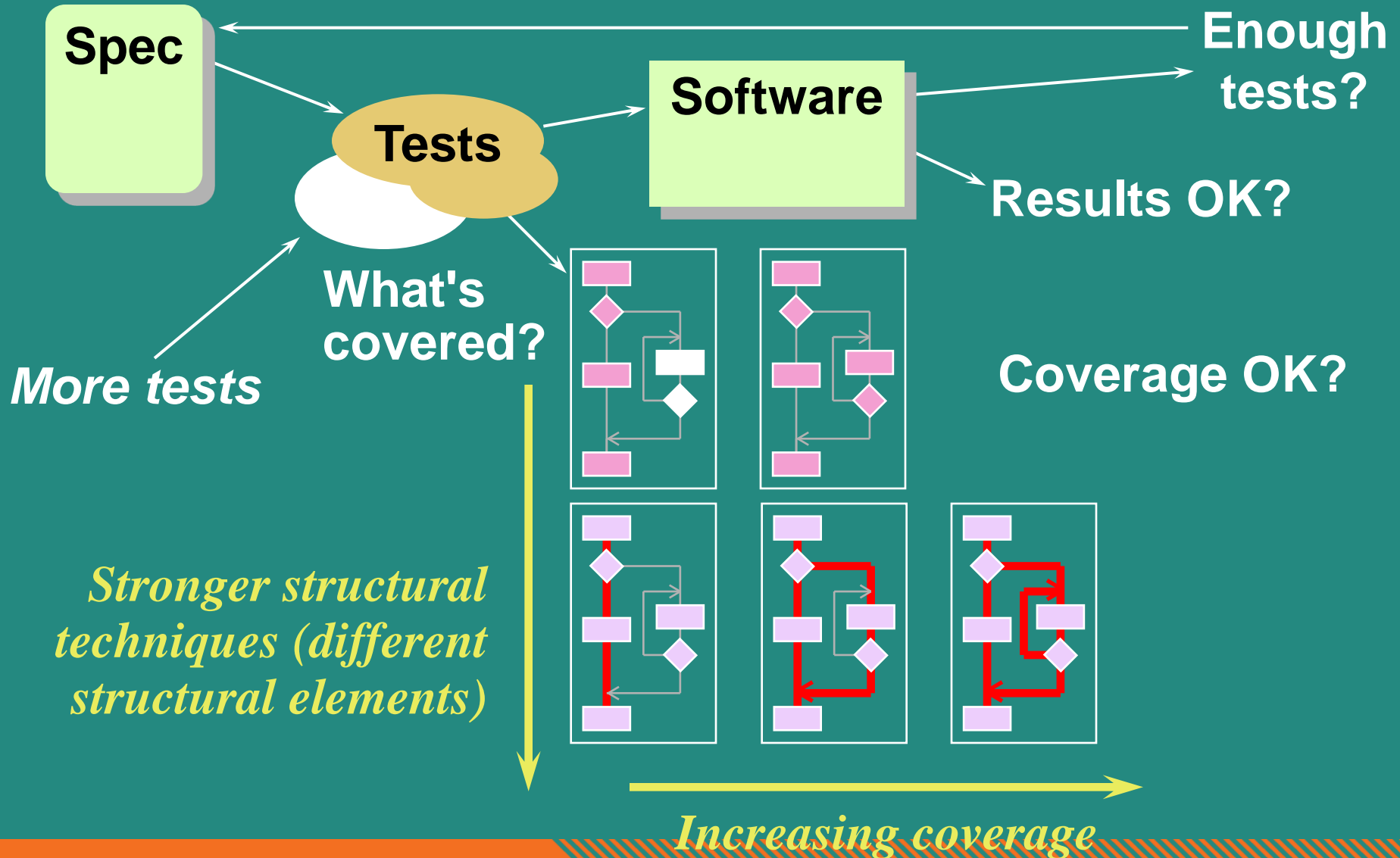
Also a measurement technique?

✓ = Yes

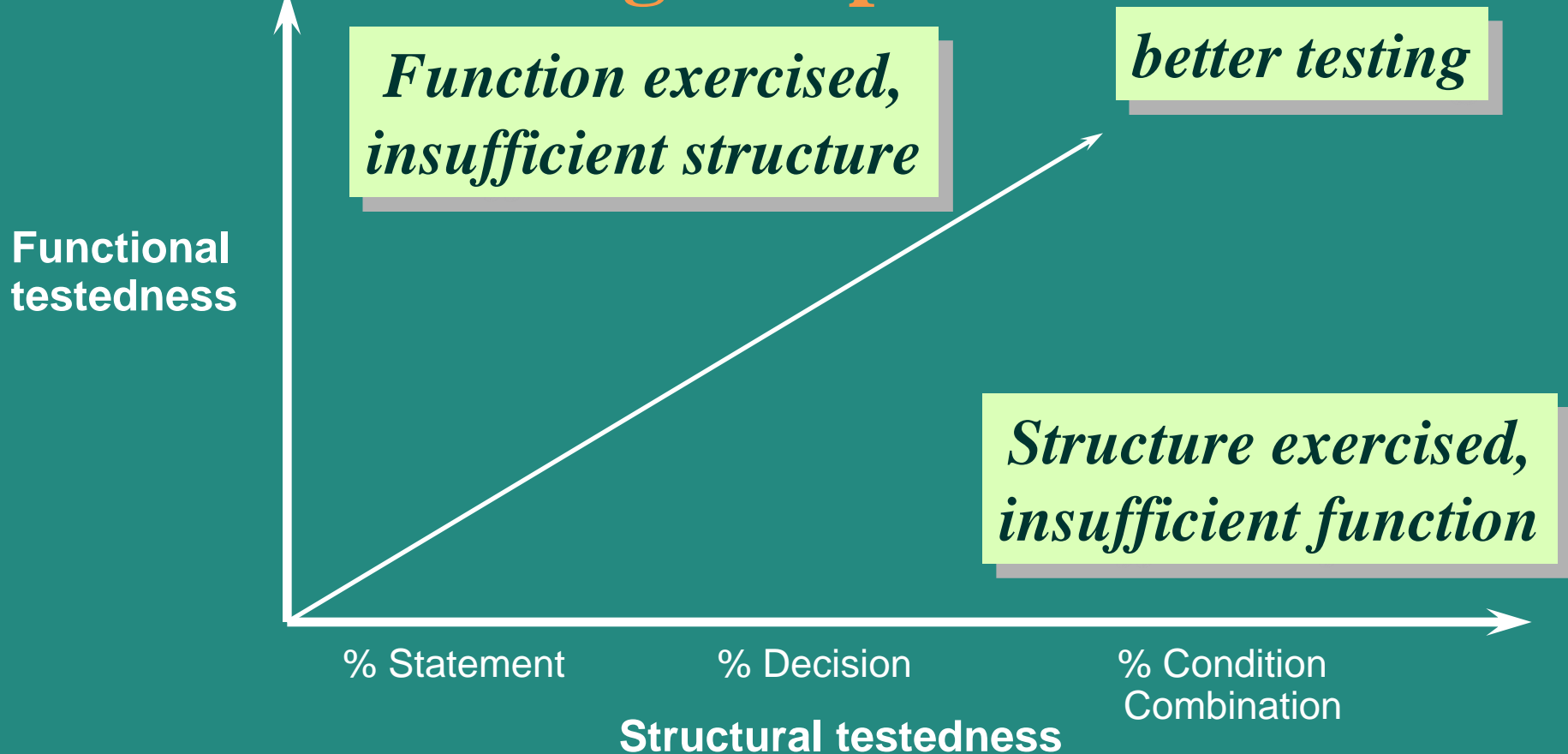
✗ = No

- Also defines how to specify other techniques

# Using structural coverage



# The test coverage trap



*100% coverage does not mean 100% tested!*

*Coverage is not Thoroughness*

# Statement coverage

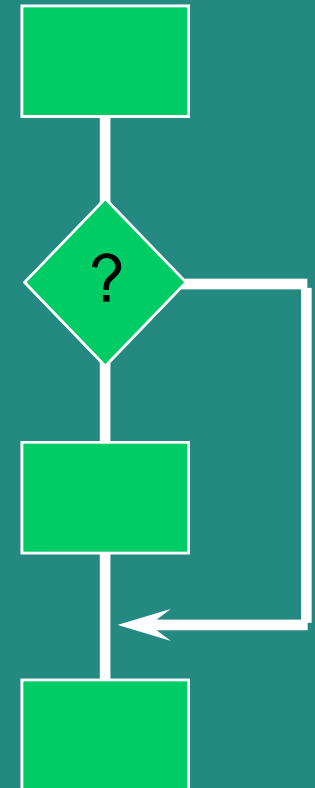
Statement coverage is normally measured by a software tool.

- percentage of executable statements exercised by a test suite

$$= \frac{\text{number of statements exercised}}{\text{total number of statements}}$$

- example:

- program has 100 statements
- tests exercise 87 statements
- statement coverage = 87%



Typical ad hoc testing achieves 60 - 75%

# Example of statement coverage

1	read(a)
2	IF a > 6 THEN
3	b = a
4	ENDIF
5	print b

Test case	Input	Expected output
1	7	7

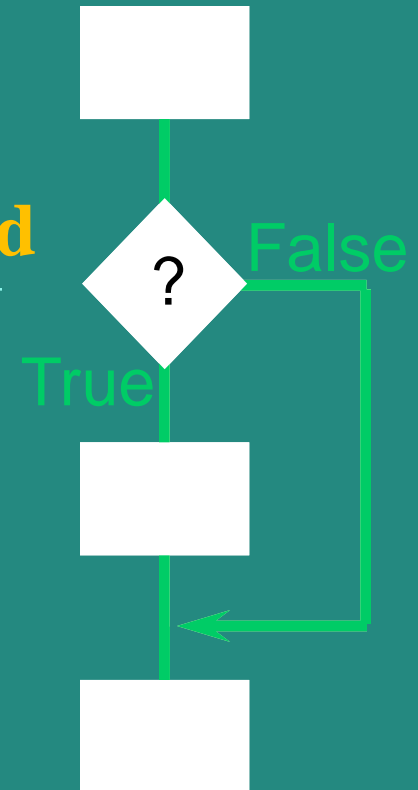
Statement numbers

As all 5 statements are 'covered' by this test case, we have achieved 100% statement coverage

# Decision coverage (Branch coverage)

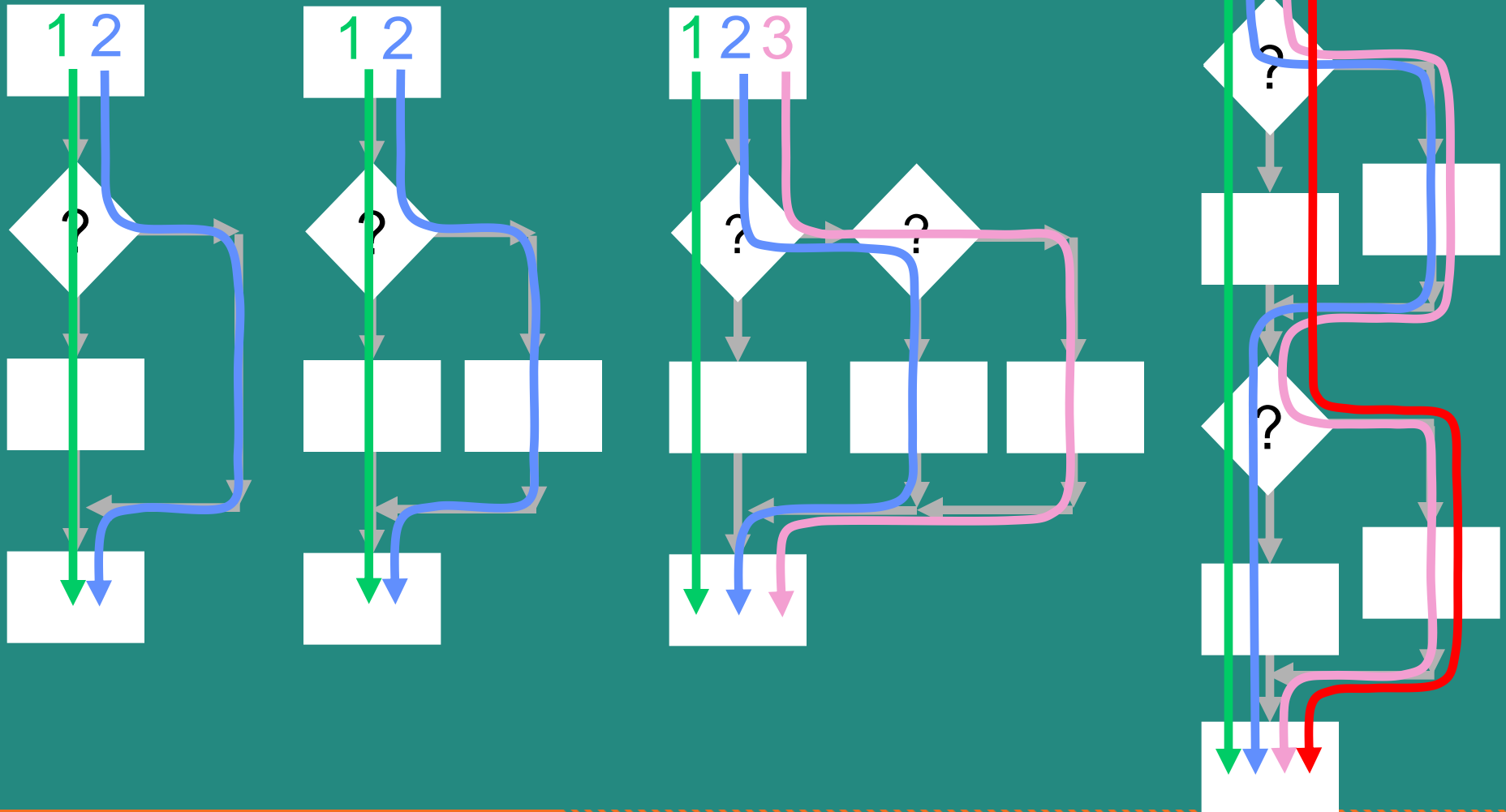
Decision coverage is normally measured by a software tool.

- percentage of decision outcomes exercised by a test suite
- = 
$$\frac{\text{number of decisions outcomes exercised}}{\text{total number of decision outcomes}}$$
- example:
  - program has 120 decision outcomes
  - tests exercise 60 decision outcomes
  - decision coverage = 50%

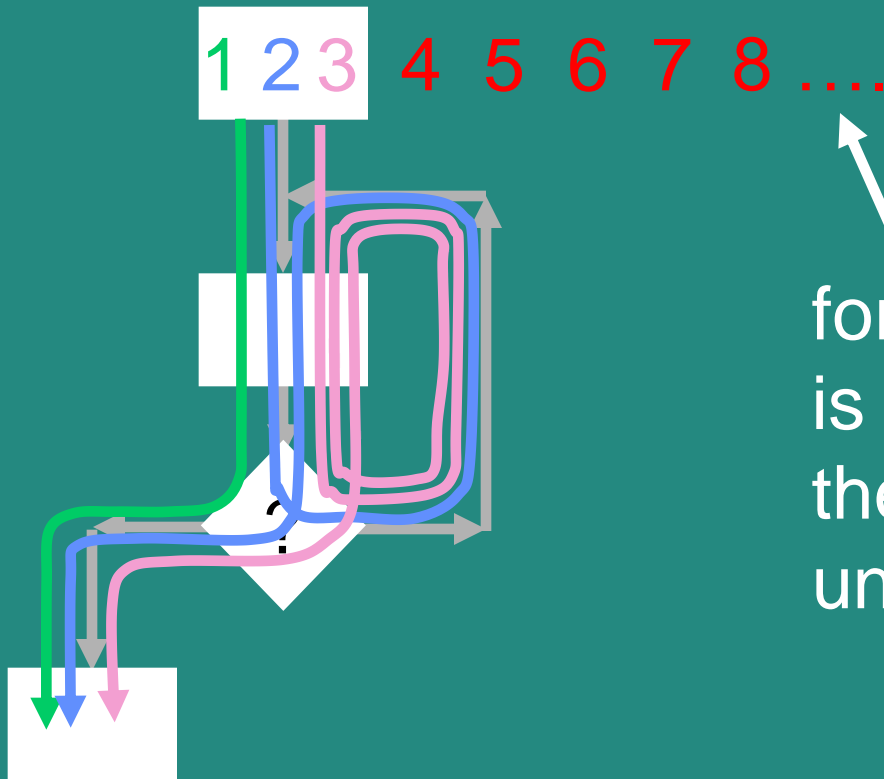


Typical ad hoc testing achieves 40 - 60%

# Paths through code



# Paths through code with loops

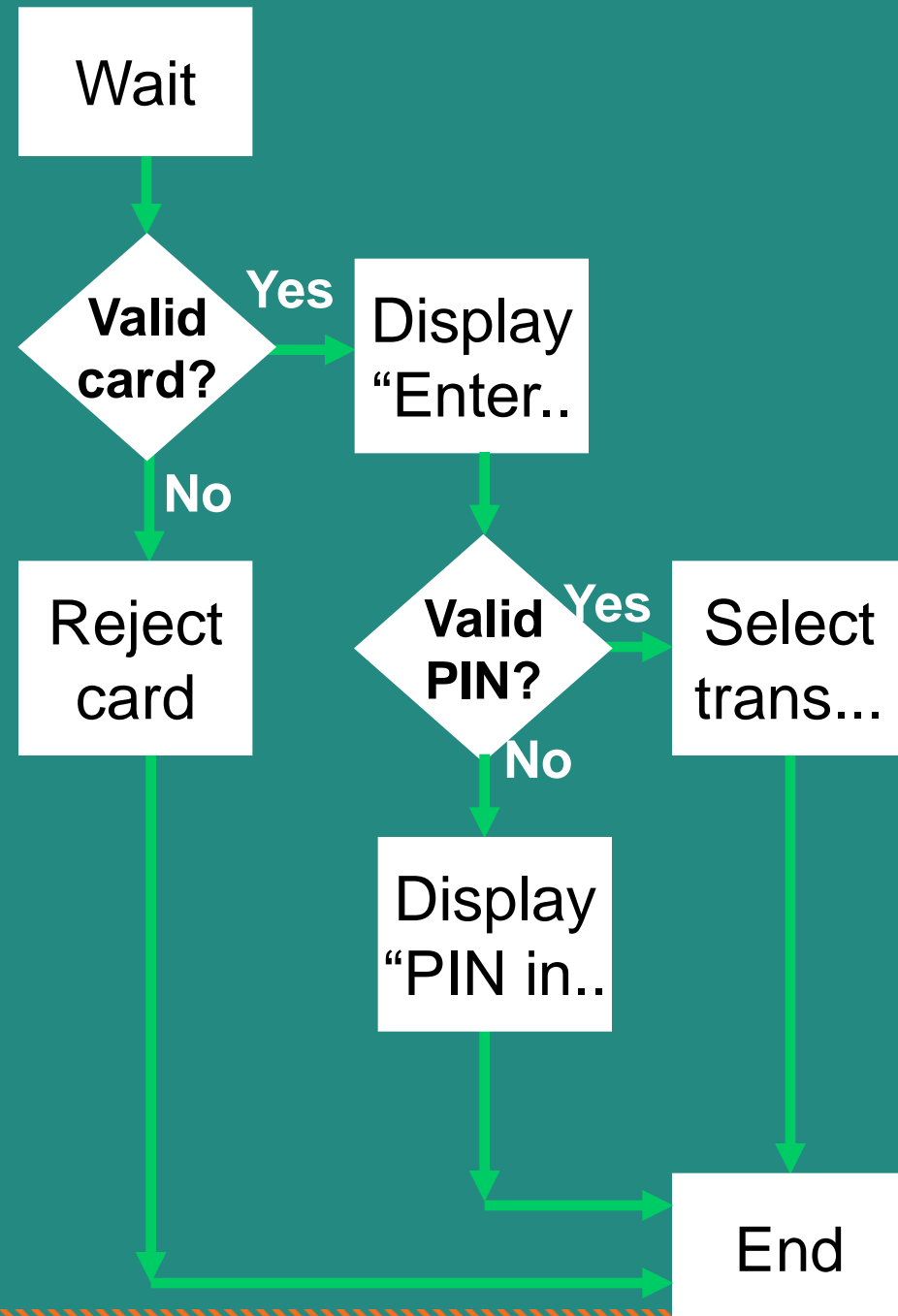


for as many times as it is possible to go round the loop (this can be unlimited, i.e. infinite)



# Example 1

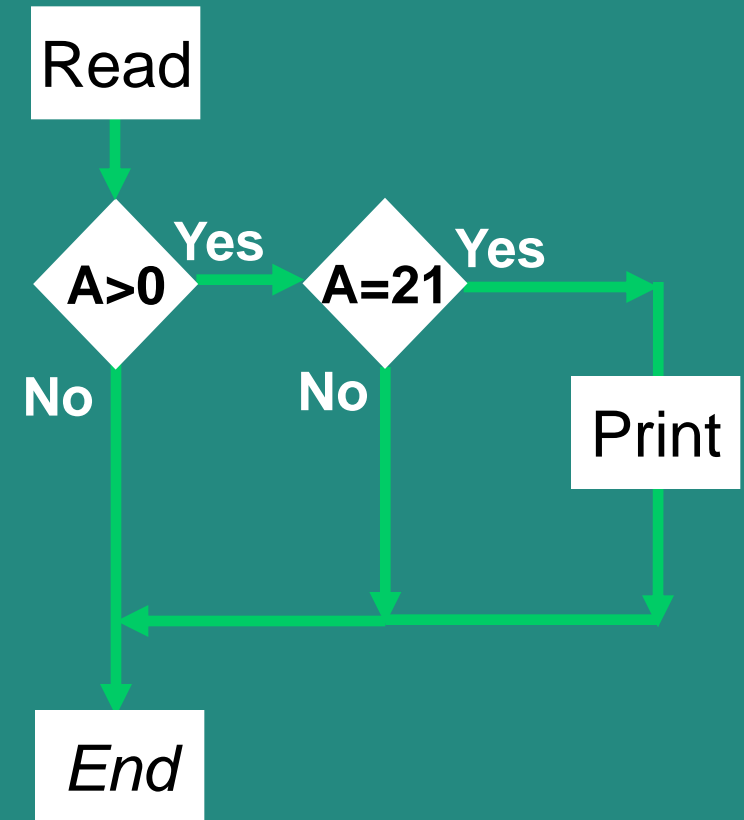
Wait for card to be inserted  
 IF card is a valid card THEN  
     display “Enter PIN number”  
 IF PIN is valid THEN  
     select transaction  
 ELSE (otherwise)  
     display “PIN invalid”  
 ELSE (otherwise)  
     reject card  
 End



## Example 2

```

Read A
IF A > 0 THEN
    IF A = 21 THEN
        Print "Key"
    ENDIF
ENDIF
    
```



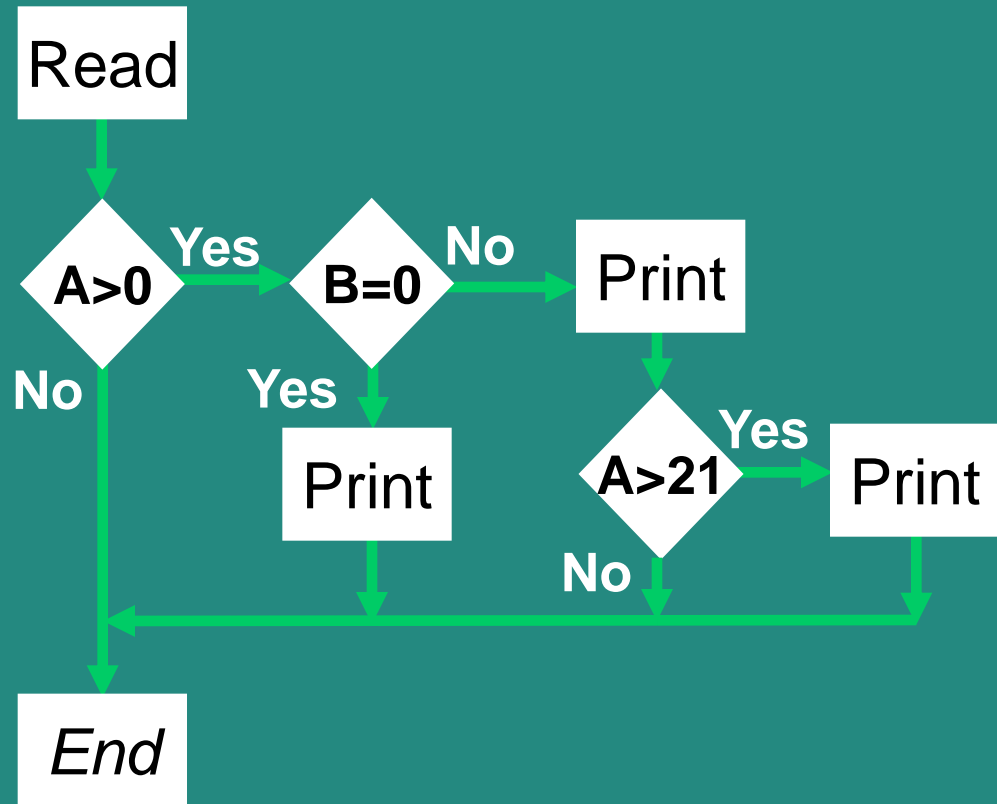
- Cyclomatic complexity: 3
- Minimum tests to achieve:
  - Statement coverage: 1
  - Branch coverage: 3

## Example 3

```

Read A
Read B
IF A > 0 THEN
    IF B = 0 THEN
        Print "No values"
    ELSE
        Print B
        IF A > 21 THEN
            Print A
        ENDIF
    ENDIF
ENDIF
ENDIF

```



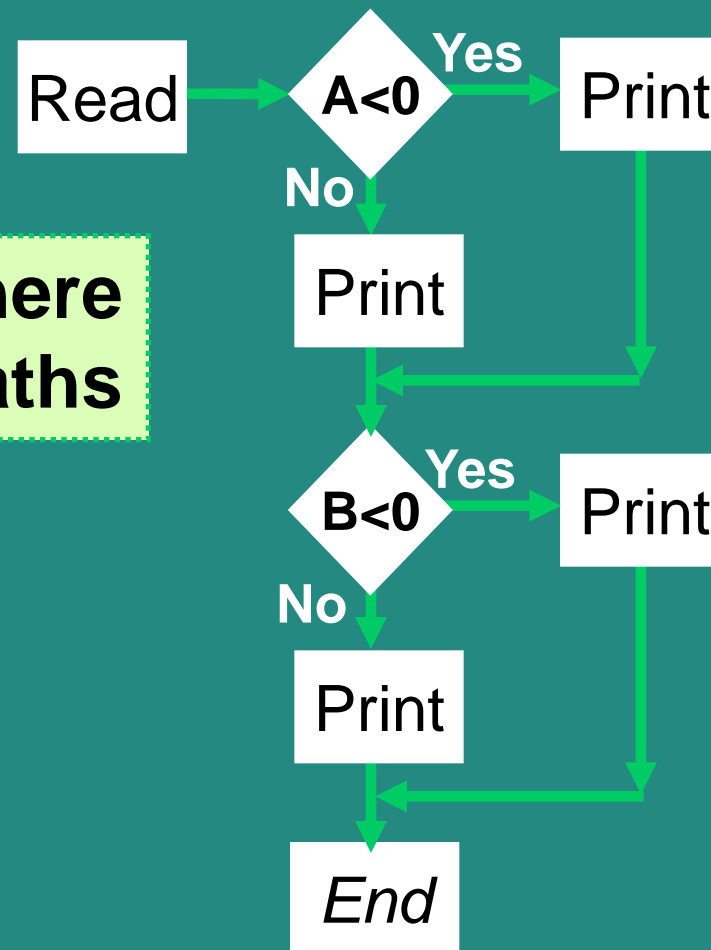
- Cyclomatic complexity: 4
- Minimum tests to achieve:
  - Statement coverage: 2
  - Branch coverage: 4

## Example 4

```

Read A
Read B
IF A < 0 THEN
    Print "A negative"
ELSE
    Print "A positive"
ENDIF
IF B < 0 THEN
    Print "B negative"
ELSE
    Print "B positive"
ENDIF
    
```

**Note: there are 4 paths**

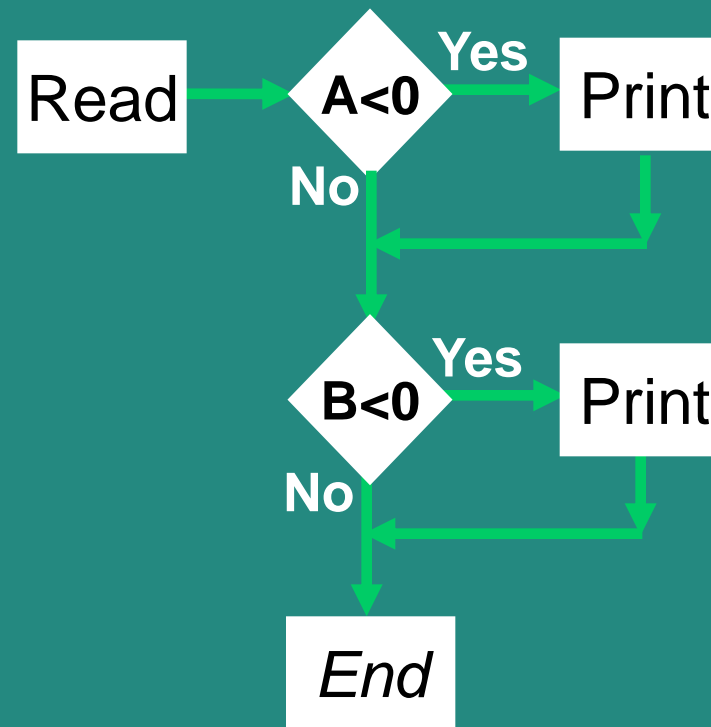


- Cyclomatic complexity: 3
- Minimum tests to achieve:
  - Statement coverage: 2
  - Branch coverage: 2

## Example 5

```

Read A
Read B
IF A < 0 THEN
    Print "A negative"
ENDIF
IF B < 0 THEN
    Print "B negative"
ENDIF
    
```

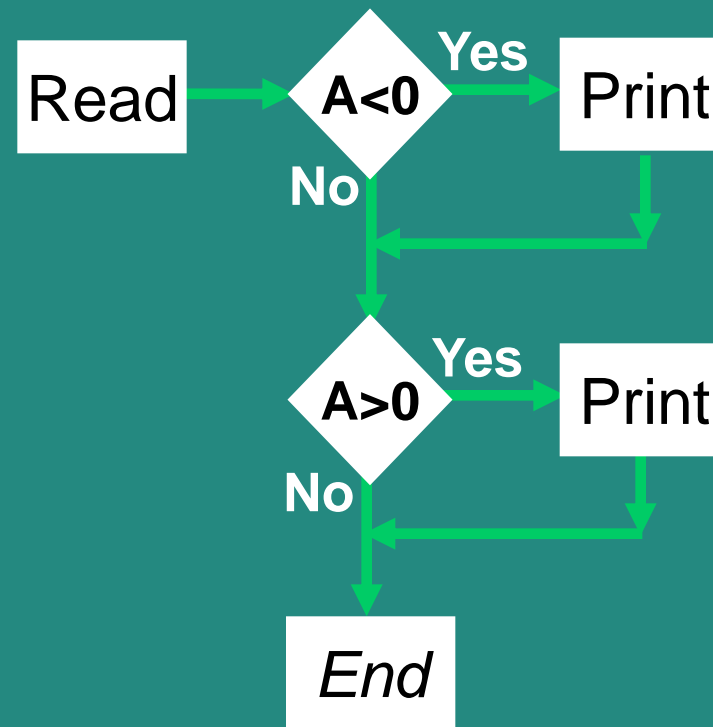


- Cyclomatic complexity: 3
- Minimum tests to achieve:
  - Statement coverage: 1
  - Branch coverage: 2

## Example 6

```

Read A
IF A < 0 THEN
    Print "A negative"
ENDIF
IF A > 0 THEN
    Print "A positive"
ENDIF
    
```



- Cyclomatic complexity: 3
- Minimum tests to achieve:
  - Statement coverage: 2
  - Branch coverage: 2

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**Experience-based techniques**

Choosing a test technique

# Experience-based techniques

- **Error guessing and fault attacks:** Error guessing is a technique that should always be used as a complement to other more formal techniques.
- **Exploratory testing:** is a hands-on approach in which testers are involved in minimum planning and maximum test execution.



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**Choosing a test technique**

# Choosing a test technique

- The internal factors that influence the decision about which technique to use are:
  - *Models used*
  - *Tester knowledge/experience*
  - *Likely defects*
  - *Test objective*
  - *Documentation*
  - *Life cycle model*

# Choosing a test technique

- The external factors that influence the decision about which technique to use are:
  - *Risk*
  - *Customer/contractual requirements*
  - *Type of system*
  - *Regulatory requirements*
  - *Time and budget*

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## Summary: Key Points

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