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PART II

Quality Management

Testing Conventional Applications

Software Engineering (Somkiat Wangsiripitak)

2

Testing Conventional Applications

- We will discuss **techniques** for software **test-case design** for **conventional applications**.
 - Test-case design focuses on a set of techniques for the creation of test cases that **meet** overall testing **objectives** and the testing **strategies**.

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3

Software Testing Fundamentals



- You should **design** and **implement** a computer-based system or a **product** with “**testability**” in mind.
 - The **tests** themselves must exhibit a set of characteristics that **achieve** the **goal** of **finding** the **most errors** with a **minimum of effort**.

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4





Software Testing Fundamentals

Testability

- Definition for testability:
 - “Software testability is simply how easily [a computer program] can be tested.”
- The following characteristics lead to testable software.

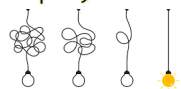
Software Testing Fundamentals

Testability

- Operability—it operates cleanly
 - “The better it works, the more efficiently it can be tested.” 
- Observability—the results of each test case are readily observed
 - “What you see is what you test.” 
- Controllability—the degree to which testing can be automated and optimized
 - The better we can control the software, the more the testing can be automated and optimized. 
- Decomposability—testing can be targeted
 - “By controlling the scope of testing, we can more quickly isolate problems and perform smarter retesting.” 
 - The software system is built from independent modules that can be tested independently.

Software Testing Fundamentals

Testability

- Simplicity—reduce complex architecture and logic to simplify tests
 - “The less there is to test, the more quickly we can test it.” 
 - functional simplicity (e.g., the feature set is the minimum necessary to meet requirements);
 - structural simplicity (e.g., architecture is modularized to limit the propagation of faults), and
 - code simplicity (e.g., a coding standard is adopted for ease of inspection and maintenance).

Software Testing Fundamentals

Testability

- Stability—few changes are requested during testing
 - “The fewer the changes, the fewer the disruptions to testing.”
- Understandability—of the design
 - “The more information we have, the smarter we will test.”

What is a “Good” Test?

- A good test has a **high probability** of finding an error *มีโอกาสมหาศาลที่จะเจอ error ได้*
- A good test is **not redundant**.
 - Testing time and resources are limited.
 - No point in conducting a test that has the same purpose as another test.
- A good test should be **“best of breed”** *วิธีที่ดีที่สุด มี test case ที่สามารถเจอ error ได้*
 - Those tests that has the highest likelihood of uncovering a whole class of errors
- A good test should be **neither too simple nor too complex**
 - Combining a series of tests into one test case may mask errors.
 - In general, each test should be executed separately.

Equivalence Partitioning

Internal and External Views of Testing

- Any engineered product (and most other things) can be tested in one of **two ways**:
 - (1) Knowing the **specified function** that a product has been designed to perform,
 - tests can be conducted that demonstrate each function is fully operational while at the same time searching for errors in each function;
 - (2) Knowing the **internal workings** of a product,
 - tests can be conducted to ensure that "all gears mesh," that is, internal operations are performed according to specifications and all internal components have been adequately exercised.

Functional testing

External view
“Black-box testing”

ไม่รู้ว่าข้างในเป็นยังไง

Internal view
“White-box testing”

รู้ว่าข้างในเป็นยังไง

Structural testing

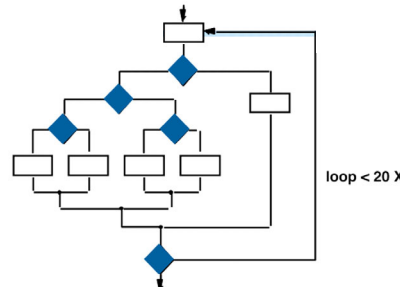
Picture ~

100 line + nested loop program.

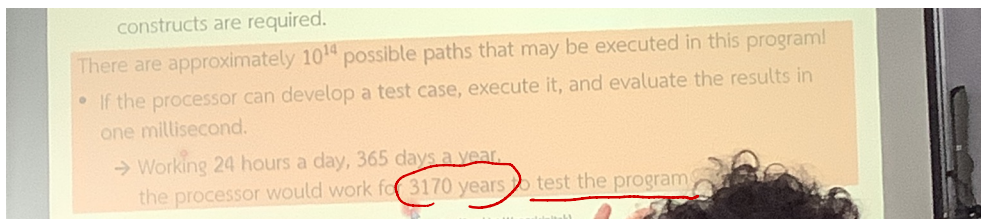
มันจะเจอ error หรือไม่ก็ไม่ได้เจอ error เลย
now absolutely not

Exhaustive Testing

- Consider a 100-line program in the language C.
- After some basic data declaration, the program contains two nested loops that execute from 1 to 20 times each, depending on conditions specified at input.
- Inside the interior loop, four if-then-else constructs are required.

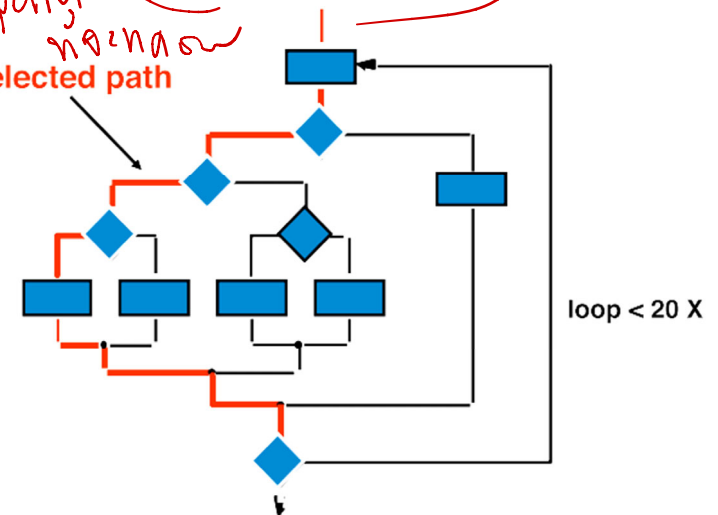


20 ครั้ง



Selective Testing

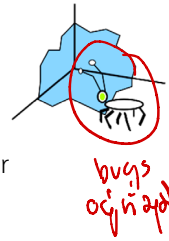
เลือก path ที่น่าจะเจอ error
Selected path



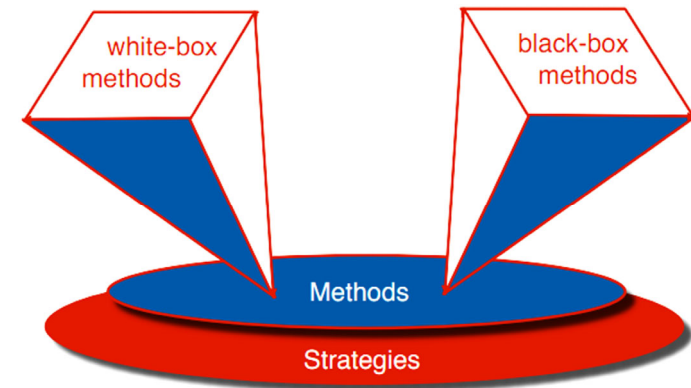
Test Case Design

- “Bugs lurk in corners and congregate at boundaries.” -- Boris Beizer

- Objective :** To uncover error *ဖော်ထုတ် error*
- Criteria :** In a complete manner *အလုံးစုံ*
- Constraint :** with a minimum of effort and time *နိမ့်ဆုံးစွမ်းအား၊ အနည်းဆုံး အချိန်*

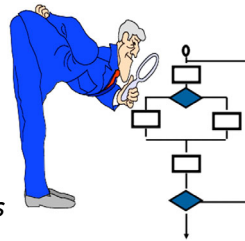


Software Testing



White-Box Testing

- White-box testing, sometimes called **glass-box testing** or **structural testing**, is a test-case design philosophy that **uses** the **control structure** described as part of component-level design **to derive test cases**.



- Using white-box testing methods, you can derive **test cases** that ...

- guarantee that all independent paths within a module have been **exercised at least once**,
- exercise all logical decisions on their true and false sides,
- execute all loops at their boundaries and within their operational bounds, and
- exercise internal data structures to ensure their validity



Basis Path Testing

- Basis path testing** is a white-box testing technique first proposed by Tom McCabe.
- The basis path method enables the test-case designer to ...
 - derive a **logical complexity measure** of a procedural design and
 - use this measure as a guide for defining a **basis set of execution paths**.
- Test cases derived to exercise the basis set are **guaranteed** to **execute every statement** in the program **at least one time** during testing.

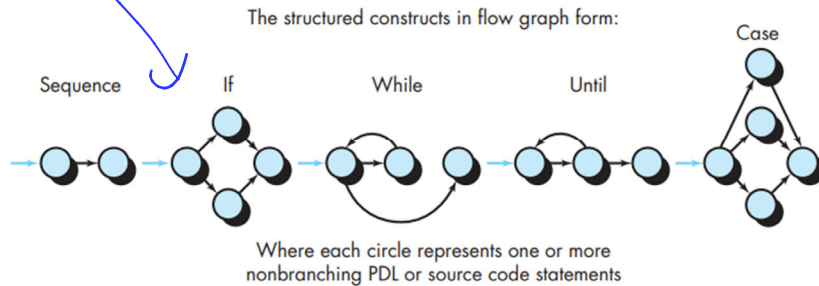
နာမည်ရှိသော နည်းလမ်း

*စာတမ်းများကို
အလုံးစုံ အသုံးပြု
ပြုလုပ်ပါသည်*

Flow Graph Notation

A flow graph should be drawn **only** when the logical structure of a component is **complex**.
The flow graph **allows** you to **trace** program **paths** **more** **readily**.

- To understand the basis path method, a simple **notation** for the representation of control flow, called a **flow graph** (or **program graph**) must be introduced.
- The flow graph depicts **logical control flow** using the notation illustrated in the figure.

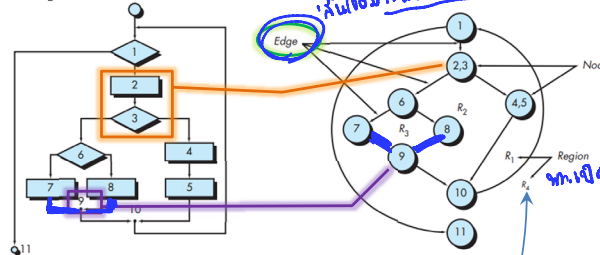


Flow Graph Notation

- Example of using a flow graph to represent the procedural design in the figure.
- Left figure: a **flowchart** is used to depict program control structure.
- Right figure: Map the flowchart into a corresponding **flow graph** (assuming that no compound conditions are contained in the decision diamonds of the flowchart).
- Each **circle**, called a **flow graph node**, represents one or more procedural statements.

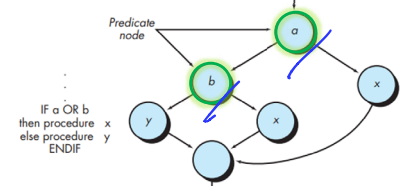
Flow Graph Notation

- A sequence of process boxes and a decision diamond can map into a single **node**.
- The arrows on the flow graph, called **edges** or **links**, represent flow of control and are analogous to flowchart arrows.
 - An edge must **terminate at a node**, even if the node does not represent any procedural statements (e.g., see the flow graph symbol for the if-then-else construct).
- Areas bounded by edges and nodes are called **regions**.
 - When counting regions, we **include the area outside the graph** as a region.



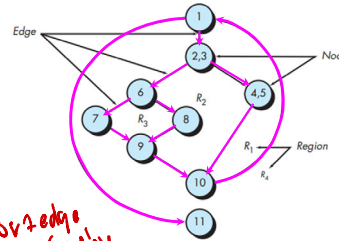
Flow Graph Notation

- Compound conditions** in a procedural design **make** the generation of a flow graph **slightly more complicated**.
- A compound condition occurs when **one or more Boolean operators** (logical OR, AND, NAND, NOR) is present in a conditional statement.
- Referring to the **figure**, the program design language (PDL) segment translates into the flow graph shown.
- Note that a **separate node** is created for **each of the conditions a and b** in the statement **IF a OR b** compound condition → 1 node
- Each node that contains a condition is called a **predicate node** and is characterized by **two or more edges** emanating from it.



Independent Program Paths

- An **independent path** is any path through the program that introduces at least one new set of processing statements or a new condition.
 - In terms of a flow graph, an independent path must **move along at least one edge** that **has not been traversed before** the path is defined.
- For example, a set of independent paths for the flow graph illustrated in this figure is ...



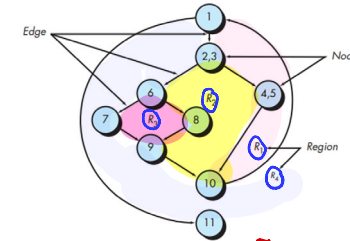
Note that each new path introduces a new edge.

The path 1-2-3-4-5-10-1-2-3-6-8-9-10-1-11 is **not** considered to be an **independent path**

- Path 1: 1-11
 Path 2: 1-2-3-4-5-10-1-11
 Path 3: 1-2-3-6-8-9-10-1-11
 Path 4: 1-2-3-6-7-9-10-1-11

Independent Program Paths

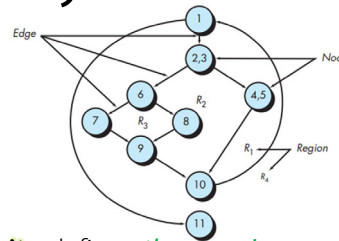
- Paths 1 through 4 constitute a **basis set** for the flow graph in this figure.
 - If you can design **tests** to force execution of **these paths** (a basis set),
 - every statement** in the program will have been **guaranteed to be executed at least one time** and
 - every condition** will have been **executed** on its **true** and **false** sides.
- Noted that the basis set is **not unique**.
 - A number of different basis sets can be derived for a given procedural design.
- How do you know **how many paths** to look for?
 - The computation of **cyclomatic complexity** provides the answer.



Region = 4

Cyclomatic Complexity

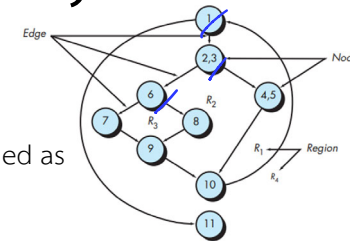
- Cyclomatic complexity is a software metric that provides a quantitative measure of the **logical complexity** of a **program**.
- When used **in the context of the basis path testing** method, the value computed for **cyclomatic complexity** defines **the number of independent paths** in the **basis set** of a program and provides you with an **upper bound for the number of tests** that must be conducted to ensure that **all statements** have been **executed at least once**.



- Complexity is computed in one of **three ways**:

Cyclomatic Complexity

- The **number of regions** of the flow graph corresponds to the cyclomatic complexity.
- Cyclomatic complexity $V(G)$ for a flow graph G is defined as $V(G) = E - N + 2$ where E is the number of **flow graph edges** and N is the number of **flow graph nodes**.
- Cyclomatic complexity $V(G)$ for a flow graph G is also defined as $V(G) = P + 1$ where P is the number of **predicate nodes** contained in the flow graph G .



- The cyclomatic complexity of the flow graph above is:
 - The flow graph has **4** regions. $= 4$
 - $V(G) = 11 - 9 + 2 = 4$
 - $V(G) = 3 + 1 = 4$
- Therefore, the cyclomatic complexity of the flow graph in this figure is **4**

Cyclomatic Complexity

- More important, the value for $V(G)$ provides you with
 - an **upper bound** for the number of independent paths that form the basis set and, by implication,
 - an **upper bound** on the number of tests that must be designed and executed to guarantee coverage of all program statements.
- Cyclomatic complexity is a useful metric *multiplying the error* for predicting those modules that are likely to be error prone.
- Use it for test planning as well as test-case design.

Cyclomatic Complexity

A number of industry studies have indicated that the higher $V(G)$, the higher the probability of errors.

