

1. What are the *equivalence partitions* for the parameter `day` of this method?

```
1 /**
2  * Returns true if the three values represent a valid day
3  */
4 boolean isValidDay(int year, int month, int day){
5
6 }
```

Because Feb has 29 days in leap years

`[-MAX_INT..0]` `[1..28]` `[29]` `[30]` `[31]` `[32..MAX_INT]`

Infinity, null, non-int (e.g., strings, doubles) not applicable

2. What are the *boundary values* for the parameter `day` in the question above?

`0`, `1`, `28`, `29`, `30`, `31`, `32`

OK to test `-MAX_INT` and `MAX_INT` too (but less important than the ones given)

3. Give 10 test inputs you would use for parameter `day` in the question above.

[7 boundary values] `-1`, `10`, `33`

Also acceptable `-MAX_INT`, `10`, `MAX_INT`

null, 1.2 : these will be rejected by the compiler

Apply heuristics for combining multiple test inputs to improve the E&E of the following test cases, assuming all 6 values in the table need to be tested. underlines indicate invalid values. Point out where the heuristics are contradicted and how to improve the test cases.

SUT: `consume(food, drink)`

Test case	food	drink
TC1	bread	water
TC2	rice	<u>lava</u>
TC3	<u>rock</u>	<u>acid</u>

Heuristic violated: Each valid input should appear at least once in a positive test case

Heuristic violated: No more than one invalid input per test case

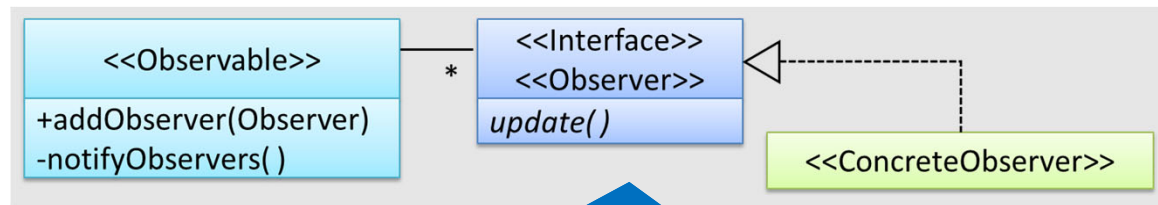
TC4	rice	water
TC5	bread /rice	<u>acid</u>
TC6	<u>rock</u>	water

Fix: Add a *positive* test case containing rice

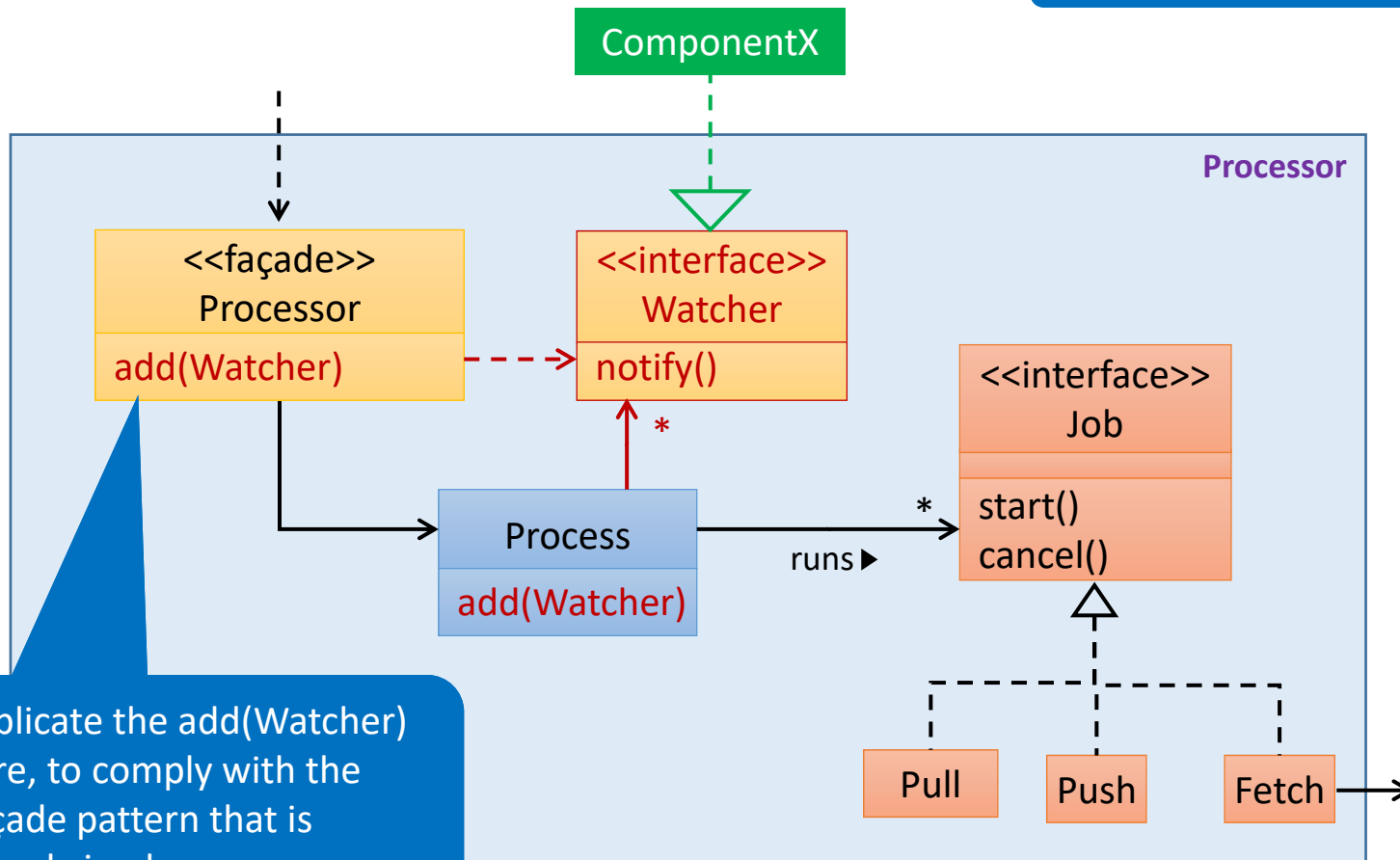
Fix: Split it into two test cases, each containing only one invalid input

If you want to provide the ability for *other* components to get notified when a **Job** is finished running, without the **Processor** component becoming dependent on those other components,

1. which design pattern would you use?
2. modify the above design accordingly.

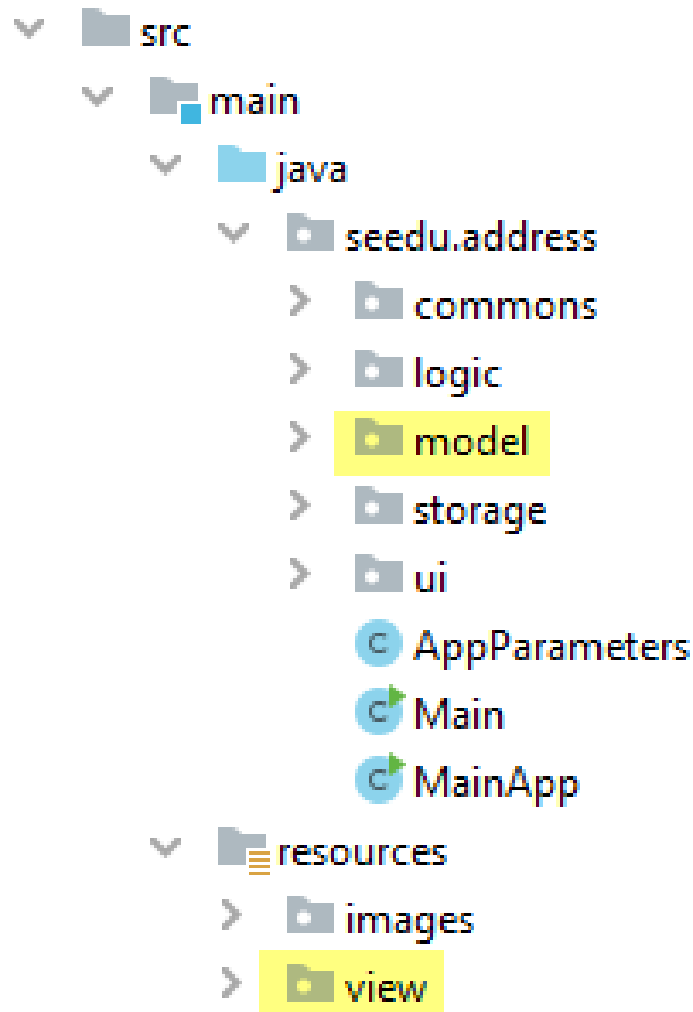


Answer: Observer pattern



Replicate the `add(Watcher)` here, to comply with the Façade pattern that is already in place

Does AB3 use the *MVC* pattern?



There is evidence that the design takes some inspiration from the MVC pattern

Does AB3 use the *Observer* pattern?

Observer pattern is often used in GUIs although some parts of it may be buried in the GUI framework

```
MainWindow.fxml x
26 <VBox>
27   <MenuBar fx:id="menuBar" VBox.vgrow="NEVER">
28     <Menu mnemonicParsing="false" text="File">
29       <MenuItem mnemonicParsing="false" onAction="#handleExit" text="Exit" />
```

```
MainWindow.java x
154 @FXML
155 private void handleExit() {
156     GuiSettings guiSettings = new GuiSettings(primaryStage.getWidth(),
157     (int) primaryStage.getX(), (int) primaryStage.getY());
158     logic.setGuiSettings(guiSettings);
```

```
CommandBox.java x
24 public CommandBox(CommandExecutor commandExecutor) {
25     super(FXML);
26     this.commandExecutor = commandExecutor;
27     // calls #setStyleToDefault() whenever there is a change to the text of the co
28     commandTextField.textProperty().addListener((unused1, unused2, unused3) -> set
29 }
```

```
5 import javafx.collections.ObservableList;
6 import javafx.fxml.FXML;
7 import javafx.scene.control.ListCell;
8 import javafx.scene.control.ListView;
```

[Bonus question]

Match each QA technique to the most matching item in the second column

- | | | |
|---------------------|---|------------------------|
| a. Static Analysis | → | 1. Coverage |
| b. Dynamic Analysis | → | 2. Auto-pilot software |
| c. Formal Methods | → | 3. Checkstyle |

The use of *formal methods* is expensive but worth the cost for some safety-critical software