Software Engineering (IT-314)

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Question 1

1. Test Cases Identification

A. Equivalence Partitioning (EP)

- Valid Inputs:
 - o (1, 1, 1900) to (31, 12, 2015) All combinations of valid days, months, and years.
- Invalid Inputs:
 - Day out of range: (0, 1, 2000), (32, 1, 2000)
 - Month out of range: (1, 0, 2000), (1, 13, 2000)
 - Year out of range: (1, 1, 1899), (1, 1, 2016)
 - Invalid date combinations: (29, 2, 2015) 2015 is not a leap year.

- Valid Boundaries:
 - o (1, 1, 1900) Minimum valid date
 - o (31, 12, 2015) Maximum valid date
 - (1, 2, 1900) Minimum valid date for February
 - o (29, 2, 2016) Leap year valid boundary
- Invalid Boundaries:
 - o (0, 1, 2000) Invalid day
 - o (32, 1, 2000) Invalid day
 - (1, 0, 2000) Invalid month
 - o (1, 13, 2000) Invalid month
 - o (1, 1, 1899) Invalid year
 - (1, 1, 2016) Invalid year

2. Test Suite

Equivalence Partitioning Test Cases

Tester Action and Input Data	Expected Outcome
(0, 1, 2000)	An Error message
(32, 1, 2000)	An Error message
(1, 0, 2000)	An Error message
(1, 13, 2000)	An Error message
(1, 1, 1899)	An Error message
(1, 1, 2016)	An Error message
(29, 2, 2015)	An Error message
(1, 1, 1900)	Previous date: 31/12/1899
(1, 1, 2000)	Previous date: 31/12/1999
(1, 3, 2000)	Previous date: 29/2/2000
(1, 5, 2000)	Previous date: 30/4/2000

Boundary Value Analysis Test Cases

Tester Action and Input Data	Expected Outcome
(1, 1, 1900)	Previous date: 31/12/1899
(31, 12, 2015)	Previous date: 30/12/2015
(1, 2, 1900)	Previous date: 31/1/1900
(29, 2, 2016)	Previous date: 28/2/2016
(0, 1, 2000)	An Error message
(32, 1, 2000)	An Error message
(1, 0, 2000)	An Error message
(1, 13, 2000)	An Error message
(1, 1, 1899)	An Error message
(1, 1, 2016)	An Error message

QUESTION 2: For all the following programs

- 1. Test Cases Identification
- 2. Program Execution with test suites

Program 1

1. Test Cases Identification

A. Equivalence Partitioning (EP)

Tester Action and Input Data	Expected Outcome
(5, {1, 2, 3, 4}, 4)	-1 (value not found)
(3, {1, 2, 3, 4}, 4)	2 (value found at index 2)
(1, {1, 2, 3, 4}, 4)	0 (value found at index 0)
(6, {1, 2, 3, 4}, 4)	-1 (value not found)
(2, {1, 2, 2, 3}, 4)	1 (first occurrence at index 1)

Tester Action and Input Data	Expected Outcome
(1, {1}, 1)	0 (value found at index 0)
(2, {1}, 1)	-1 (value not found)
(5, {}, 0)	-1 (empty array, value not found)
(10, {10}, 1)	0 (value found at index 0)
(0, {0, 1, 2}, 3)	0 (value found at index 0)

```
#include <stdio.h>
int linearSearch(int v, int a[], int size) {
    for (int i = 0; i < size; i++) {
        if (a[i] == v) {
            return i; // Return the index of the first occurrence
    return -1; // Value not found
void runTests() {
    // Equivalence Partitioning Tests
   printf("EP Test 1: %d (Expected: -1)\n", linearSearch(5, (int[]){1, 2, 3,
   printf("EP Test 2: %d (Expected: 2)\n", linearSearch(3, (int[]){1, 2, 3,
   printf("EP Test 3: %d (Expected: 0)\n", linearSearch(1, (int[]){1, 2, 3,
   printf("EP Test 4: %d (Expected: -1)\n", linearSearch(6, (int[]){1, 2, 3,
    printf("EP Test 5: %d (Expected: 1)\n", linearSearch(2, (int[]){1, 2, 2,
3}, 4));
    // Boundary Value Analysis Tests
   printf("BVA Test 1: %d (Expected: 0)\n", linearSearch(1, (int[]) {1}, 1));
   printf("BVA Test 2: %d (Expected: -1)\n", linearSearch(2, (int[]){1}, 1));
    printf("BVA Test 3: %d (Expected: -1)\n", linearSearch(5, (int[]){}, 0));
   printf("BVA Test 4: %d (Expected: 0)\n", linearSearch(10, (int[]){10},
    printf("BVA Test 5: %d (Expected: 0)\n", linearSearch(0, (int[]){0, 1, 2},
3));
int main() {
    runTests();
    return 0;
```

1. Test Cases Identification

A. Equivalence Partitioning (EP)

Tester Action and Input Data	Expected Outcome
(5, {1, 2, 3, 4}, 4)	0 (value not found)
(3, {1, 2, 3, 3, 4}, 5)	2 (value found twice)
(1, {1, 1, 1, 1, 1}, 5)	5 (value found five times)
(2, {1, 3, 4}, 3)	0 (value not found)
(4, {4, 4, 4, 4}, 4)	4 (value found four times)

Tester Action and Input Data	Expected Outcome
(1, {1}, 1)	1 (value found once)
(2, {1}, 1)	0 (value not found)
(5, {}, 0)	0 (empty array, value not found)
(0, {0}, 1)	1 (value found once)
(10, {10, 10, 10, 10, 10}, 5)	5 (value found five times)

```
#include <stdio.h>
int countItem(int v, int a[], int size) {
    int count = 0;
    for (int i = 0; i < size; i++) {
        if (a[i] == v) {
            count++;
   return count;
}
void runCountItemTests() {
    // Equivalence Partitioning Tests
   printf("countItem EP Test 1: %d (Expected: 0)\n", countItem(5, (int[]){1, 2, 3,
4}, 4));
    printf("countItem EP Test 2: %d (Expected: 2)\n", countItem(3, (int[]){1, 2, 3, 3,
    printf("countItem EP Test 3: %d (Expected: 5) \n", countItem(1, (int[]) {1, 1, 1, 1,
    printf("countItem EP Test 4: %d (Expected: 0)\n", countItem(2, (int[]){1, 3, 4},
    printf("countItem EP Test 5: %d (Expected: 4)\n", countItem(4, (int[]){4, 4, 4,
4}, 4));
   // Boundary Value Analysis Tests
   printf("countItem BVA Test 1: %d (Expected: 1) \n", countItem(1, (int[]) {1}, 1));
   printf("countItem BVA Test 2: %d (Expected: 0) \n", countItem(2, (int[]) {1}, 1));
   printf("countItem BVA Test 3: %d (Expected: 0)\n", countItem(5, (int[]){}, 0));
    printf("countItem BVA Test 4: %d (Expected: 1)\n", countItem(0, (int[]){0}, 1));
   printf("countItem BVA Test 5: %d (Expected: 5)\n", countItem(10, (int[]){10, 10,
10, 10, 10}, 5));
int main() {
   runCountItemTests();
   return 0;
```

1. Test Cases Identification

A. Equivalence Partitioning (EP)

Tester Action and Input Data	Expected Outcome
(5, {1, 2, 3, 4}, 4)	-1 (value not found)
(3, {1, 2, 3, 4, 5}, 5)	2 (value found at index 2)
(1, {1, 2, 3, 4, 5}, 5)	0 (value found at index 0)
(6, {1, 2, 3, 4, 5}, 5)	-1 (value not found)
(4, {1, 2, 3, 4, 5}, 5)	3 (value found at index 3)

Tester Action and Input Data	Expected Outcome
(1, {1}, 1)	0 (value found at index 0)
(2, {1}, 1)	-1 (value not found)
(5, {}, 0)	-1 (empty array, value not found)
(10, {10}, 1)	0 (value found at index 0)
(0, {0, 1, 2, 3}, 4)	0 (value found at index 0)

```
#include <stdio.h>
int binarySearch(int v, int a[], int size) {
    int lo = 0, hi = size - 1;
   while (lo <= hi) {
       int mid = (lo + hi) / 2;
        if (v == a[mid]) {
            return mid; // Found
        } else if (v < a[mid]) {</pre>
           hi = mid - 1;
        } else {
           lo = mid + 1;
    return -1; // Not found
void runBinarySearchTests() {
    // Equivalence Partitioning Tests
   printf("binarySearch EP Test 1: %d (Expected: -1)\n", binarySearch(5, (int[]){1,
2, 3, 4}, 4));
   printf("binarySearch EP Test 2: %d (Expected: 2)\n", binarySearch(3, (int[]){1, 2,
3, 4, 5}, 5));
    printf("binarySearch EP Test 3: %d (Expected: 0)\n", binarySearch(1, (int[]){1, 2,
3, 4, 5}, 5));
    printf("binarySearch EP Test 4: %d (Expected: -1)\n", binarySearch(6, (int[]){1,
2, 3, 4, 5}, 5));
    printf("binarySearch EP Test 5: %d (Expected: 3)\n", binarySearch(4, (int[]){1, 2,
3, 4, 5}, 5));
    // Boundary Value Analysis Tests
    printf("binarySearch BVA Test 1: %d (Expected: 0)\n", binarySearch(1, (int[]){1},
1));
   printf("binarySearch BVA Test 2: %d (Expected: -1) \n", binarySearch(2, (int[]) {1},
1));
   printf("binarySearch BVA Test 3: %d (Expected: -1)\n", binarySearch(5, (int[]){},
0));
    printf("binarySearch BVA Test 4: %d (Expected: 0) \n", binarySearch(10,
(int[]){10}, 1);
    printf("binarySearch BVA Test 5: %d (Expected: 0)\n", binarySearch(0, (int[]){0,
1, 2, 3}, 4));
int main() {
   runBinarySearchTests();
   return 0;
```

1. Test Cases Identification

A. Equivalence Partitioning (EP)

Tester Action and Input Data	Expected Outcome
triangle(3, 3, 3)	EQUILATERAL (0)
triangle(3, 4, 3)	ISOSCELES (1)
triangle(3, 4, 5)	SCALENE (2)
triangle(1, 1, 3)	INVALID (3)
triangle(0, 0, 0)	INVALID (3)
triangle(2, 2, 3)	ISOSCELES (1)
triangle(5, 5, 10)	INVALID (3)

Tester Action and Input Data	Expected Outcome
triangle(1, 1, 1)	EQUILATERAL (0)
triangle(1, 1, 2)	ISOSCELES (1)
triangle(1, 2, 3)	INVALID (3)
triangle(2, 2, 3)	ISOSCELES (1)
triangle(3, 4, 5)	SCALENE (2)
triangle(0, 1, 1)	INVALID (3)
triangle(1, 1, 0)	INVALID (3)
triangle(-1, -1, -1)	INVALID (3)

```
#include <stdio.h>
#define EQUILATERAL 0
#define ISOSCELES 1
#define SCALENE 2
#define INVALID 3
int triangle(int a, int b, int c) {
    // Check for invalid triangle
    if (a >= b + c || b >= a + c || c >= a
        return INVALID;
    // Check for equilateral triangle
    if (a == b \&\& b == c)
        return EQUILATERAL;
    // Check for isosceles triangle
    if (a == b || a == c || b == c)
        return ISOSCELES;
    // Otherwise, it is scalene
    return SCALENE;
}
void runTriangleTests() {
    // Equivalence Partitioning Tests
    printf("Triangle EP Test 1: %d (Expected: %d)\n", triangle(3, 3, 3), EQUILATERAL);
    printf("Triangle EP Test 2: %d (Expected: %d)\n", triangle(3, 4, 3), ISOSCELES);
   printf("Triangle EP Test 3: %d (Expected: %d)\n", triangle(3, 4, 5), SCALENE);
    printf("Triangle EP Test 4: %d (Expected: %d)\n", triangle(1, 1, 3), INVALID);
    // Boundary Value Analysis Tests
    printf("Triangle BVA Test 1: %d (Expected: %d)\n", triangle(0, 0, 0), INVALID);
    printf("Triangle BVA Test 2: %d (Expected: %d)\n", triangle(1, 1, 1),
    printf("Triangle BVA Test 3: %d (Expected: %d)\n", triangle(1, 1, 2), ISOSCELES);
    printf("Triangle BVA Test 4: %d (Expected: %d)\n", triangle(1, 2, 3), INVALID);
    printf("Triangle BVA Test 5: %d (Expected: %d)\n", triangle(2, 2, 3), ISOSCELES);
}
int main() {
   runTriangleTests();
    return 0;
```

1. Test Cases Identification

A. Equivalence Partitioning (EP)

Tester Action and Input Data	Expected Outcome
<pre>prefix("pre", "prefix")</pre>	TRUE
<pre>prefix("test", "testing")</pre>	TRUE
<pre>prefix("hello", "world")</pre>	FALSE
prefix("abc", "ab")	FALSE
<pre>prefix("test", "test123")</pre>	TRUE
<pre>prefix("test123", "test")</pre>	FALSE

Tester Action and Input Data	Expected Outcome
prefix("", "any")	TRUE
prefix("any", "")	FALSE
prefix("", "")	TRUE
prefix("a", "a")	TRUE
prefix("abc", "abcd")	TRUE
prefix("abc", "ab")	FALSE
<pre>prefix("abcd", "abcde")</pre>	TRUE

```
public class PrefixChecker {
   public static boolean prefix(String s1, String s2)
        if (s1.length() > s2.length()) {
           return false;
        for (int i = 0; i < s1.length(); i++)
            if (s1.charAt(i) != s2.charAt(i)) {
                return false;
        return true;
    }
   public static void runPrefixTests() {
        // Equivalence Partitioning Tests
        System.out.println("Prefix EP Test 1: " + prefix("pre", "prefix") + "
(Expected: true)");
        System.out.println("Prefix EP Test 2: " + prefix("test", "testing") + "
(Expected: true)");
        System.out.println("Prefix EP Test 3: " + prefix("hello", "world") + "
(Expected: false)");
        System.out.println("Prefix EP Test 4: " + prefix("abc", "ab") + " (Expected:
false)");
       // Boundary Value Analysis Tests
        System.out.println("Prefix BVA Test 1: " + prefix("", "any") + " (Expected:
true)"); // empty prefix
       System.out.println("Prefix BVA Test 2: " + prefix("any", "") + " (Expected:
false)"); // longer prefix
       System.out.println("Prefix BVA Test 3: " + prefix("", "") + " (Expected:
true)"); // both empty
        System.out.println("Prefix BVA Test 4: " + prefix("a", "a") + " (Expected:
true)"); // single char equal
       System.out.println("Prefix BVA Test 5: " + prefix("abc", "abcd") + "
(Expected: true)"); // exact prefix
   }
    public static void main(String[] args) {
       runPrefixTests();
```

a) Identify the Equivalence Classes

1. Equivalence Classes for Triangle Types:

• Equilateral Triangle: A = B = C

○ Isosceles Triangle: $A = B \neq C$ or $A = C \neq B$ or $B = C \neq A$

○ Scalene Triangle: $A \neq B \neq C$

Right-Angled Triangle: A2+B2=C2A^2 + B^2 = C^2A2+B2=C2 (assuming C is the longest side)

o Invalid Triangle: $A + B \le C$ or $A + C \le B$ or $B + C \le A$

Non-Triangle (Non-positive lengths): $A \le 0$ or $B \le 0$ or $C \le 0$

b) Identify Test Cases to Cover the Identified Equivalence Classes

Test Case	Input Values (A, B, C)	Expected Outcome	Equivalenc e Class Covered
Test Case 1	(3.0, 3.0,	"Equilateral	Equilateral
	3.0)	Triangle"	Triangle
Test Case 2	(5.0, 5.0,	"Isosceles	Isosceles
	3.0)	Triangle"	Triangle
Test Case 3	(4.0, 5.0,	"Scalene	Scalene
	6.0)	Triangle"	Triangle
Test Case 4	(3.0, 4.0,	"Right-Angle	Right-Angle
	5.0)	d Triangle"	d Triangle
Test Case 5	(1.0, 2.0,	"Invalid	Invalid
	3.0)	Triangle"	Triangle
Test Case 6	(1.0, 2.0, 0.0)	"Non-Triangl e"	Non-Triangl e (Non-positiv e lengths)
Test Case 7	(0.0, 5.0, 5.0)	"Non-Triangl e"	Non-Triangl e (Non-positiv e lengths)

c) Boundary Condition for Scalene Triangle (A + B > C)

Test Case	Input Values (A, B, C)	Expected Outcome
Test Case 1	(3.0, 4.0, 5.0)	"Scalene Triangle"
Test Case 2	(2.0, 3.0, 4.0)	"Scalene Triangle"
Test Case 3	(2.0, 2.0, 3.99999)	"Scalene Triangle"
Test Case 4	(3.0, 4.0, 7.0)	"Invalid Triangle"

d) Boundary Condition for Isosceles Triangle (A = C)

Test Case	Input Values (A, B, C)	Expected Outcome
Test Case 1	(5.0, 5.0, 3.0)	"Isosceles Triangle"
Test Case 2	(5.0, 3.0, 5.0)	"Isosceles Triangle"
Test Case 3	(5.0, 5.0, 5.0)	"Equilateral Triangle"
Test Case 4	(0.0, 5.0, 0.0)	"Non-Triangle"

e) Boundary Condition for Equilateral Triangle (A = B = C)

Test Case	Input Values (A, B, C)	Expected Outcome
Test Case 1	(3.0, 3.0, 3.0)	"Equilateral Triangle"
Test Case 2	(0.0, 0.0, 0.0)	"Non-Triangle"
Test Case 3	(5.0, 5.0, 5.0)	"Equilateral Triangle"

f) Boundary Condition for Right-Angled Triangle ($A^2 + B^2 = C^2$)

Test Case	Input Values (A, B, C)	Expected Outcome
Test Case 1	(3.0, 4.0, 5.0)	"Right-Angled Triangle"
Test Case 2	(5.0, 12.0, 13.0)	"Right-Angled Triangle"
Test Case 3	(8.0, 15.0, 17.0)	"Right-Angled Triangle"
Test Case 4	(5.0, 5.0, 7.0)	"Invalid Triangle"

g) Non-Triangle Case

Test Case	Input Values (A, B, C)	Expected Outcome
Test Case 1	(1.0, 2.0, 3.0)	"Invalid Triangle"
Test Case 2	(3.0, 1.0, 1.0)	"Invalid Triangle"
Test Case 3	(5.0, 5.0, 10.0)	"Invalid Triangle"
Test Case 4	(7.0, 3.0, 4.0)	"Invalid Triangle"

h) Non-Positive Input

Test Case	Input Values (A, B, C)	Expected Outcome
Test Case	(-1.0, 2.0, 3.0)	"Non-Triangle"
Test Case 2	(0.0, 5.0, 5.0)	"Non-Triangle"
Test Case 3	(5.0, 0.0, 5.0)	"Non-Triangle"
Test Case 4	(5.0, 5.0, -1.0)	"Non-Triangle"
Test Case 5	(0.0, 0.0, 0.0)	"Non-Triangle"