A naïve manager may think a fresh graduate makes a good tester –

- Software testing is a specialized field that requires specific skills
- Many managers erroneously assume that a programmer can test software effectively without training or mentoring

- Novice:
  - Knows where to end up
  - Does not know how to get there, and
- In case you didn't know:
  - The product ships next Friday!!
  - The project document is incomplete



- A good software development environment provides:
  - Adequate staffing
  - Guidance
- Some testers, however,
  - work under less ideal conditions
  - test a new application under unreasonable deadlines

- Some organizations will have already decided the shipping date and want testers to confirm the product's suitability for use ...
  - Not the best way to test, but
  - The tester may have no other choice
- To be effective, a software tester should be knowledgeable in two areas:
  - Software testing techniques
  - The application-under-test

- A tester must invest time in learning about the application
- A tester with no experience must also learn:
  - Testing techniques
  - How to define suitable list of tests

- To accommodate tight deadline:
  - Determine if application works under normal conditions

In later stages, try to break the system ...

- A mathematician, a physicist, and an engineer are told, "All odd numbers are prime."
- The mathematician response:

The physicist:

The engineer:

- Testing is like the above 'joke'
  - A tester is given a false statement:
    - "The system works"
      and has the job of selecting, from an infinite number of possibilities, an input that contradicts the statement
  - Avoid both the physicist's error:
    - and the engineer's
  - You must be like the mathematician



#### Software Testing - Terminology

#### Error:

- A mistake made by the developer; Maybe:
  - A typographical error
  - A misreading of the specification
  - A misunderstanding of what a subroutine does, etc
- Mostly located in people's heads



#### Software Testing - Terminology

#### Fault:

- An error may lead to one or more faults
- Located in the text of the system
- A fault is the difference between an incorrect program and a correct version
  - Example: We may describe a fault as

# Fault Types

Algorithmic

Computation and precision

Documentation

# Fault Types

Stress/Overload

Capacity/Boundary

Throughput/Performance

Recovery



#### **Defect Classification Scheme**

- Orthogonal
  - Classified item belongs to exactly one category



- Even for small number of input values, listing all permutations of values generates massive number of tests
- Orthogonal array testing reduces the number of test cases

- Based on statistical technique borrowed from manufacturing
- Application:
  - Requires independent sets of states
  - The goal is to pair states

Example:

A bookstore processes the following information

Book	Purchase	Shipping
in_stock	cash	overnight
special_order	check	economy
out_of_print	charge	ground
		pick-up

Classes and states in the bookstore example



- In OO application, the classes book, purchase, and shipping each has a finite number of possible states
- In a procedural application, there'd be three procedures each having arguments with a finite set of values

Two classes have three states and one has four

 Selecting a state from each of two classes (pair-wise combination) only requires the 12 test cases shown (Next slide)

# **Applying Orthogonal Arrays**

<b>Test case</b>	Book	Purchase	Shipping
1	in-stock	cash	overnight
2	in-stock	check	economy
3	in-stock	charge	ground
4	in-stock	cash	pick-up
5	special_order	check	overnight
6	special_order	charge	economy
7	special_order	cash	ground
8	special_order	check	pick-up
9	out_of_print	charge	overnight
10	out_of_print	cash	economy
11	out_of_print	check	ground
12	out_of_print	charge	pick-up

- Take any two (class) columns, say book and shipping, the array shows every possible combination of these two classes
- Shipping has more states than the other two classes; inspecting the pairings of the book and purchase columns shows every possible combination with some duplication

What does Test case 1 say?

- How would this test case be implemented in
  - a) an OO environment?
  - b) a procedural language?

NOTE: Submit your written response next class

- Are there any combinations which seem improbable? if so,
  - Should the tester view these as nonfeasible and remove it (them) from the set of test cases? Why or why not?



#### Failure:

- Execution of a faulty code may lead to one or more failures, where
  - A failure is the difference between the results of the incorrect and correct program
- If the write routine never returns an error indication, the faulty program will never fail
- A particular fault may cause different failures -

#### Software Testing - Terminology

- Failures are detected by comparing actual output of the system to the expected output (How do we know these??)
- Specifications are often incomplete, incorrect, ambiguous, or contradictory, so it may be the specification that's wrong, not the program, hence..
  - Finding specification faults is a part of the testing task

#### Testing- Plan

- The Motivation Forces you to document the tests, strategies, etc to be used to:
  - Make you recognize that the cost of testing should be included in the budget or schedule
  - Ensure that everyone involved knows that the actual achievement of the required objectives can and will be tested
    - Makes them take objectives more seriously
  - Prepare a preliminary outline of the formal test plan for the attributes required

- Test plan document is for the test cases what a use case document is for the use case
- Test plan identifies the high-level project information and the software components (test cases) that should be tested
- It describes the testing strategies for the project, the required test resources, the effect and cost

- Each test case identified in the test plan is to be written as a test case document
- Mapping test requirements to test cases and test plans brings similar benefits to the traceability between features, use cases and use case requirements...
  - The scoping of test capture scalability

- Fig2 shows the traceability matrix from the test plan to test cases and test requirement within test cases
  - The hierarchical display of test requirements can be collapsed and expanded

## Traceability Matrix

	Test Procedures		
Test Requirement	GT-410	GT-411	GT-412
TRQ-1			$\checkmark$
TRQ-2		<b>✓</b>	<b>✓</b>
TRQ-3		<b>/</b>	<b>✓</b>
TRQ-4		<b>/</b>	$\checkmark$
TRQ-5		<u> </u>	/
TRQ-6			
TRQ-7			
TRQ-8			

- A peek at testing!!! Revisit later (traditional vs OO)
- Planning activities consists of many facets... a peek at some concepts here
- Even with limited understanding of all test planning activities, the use of tables provide info for determining;
  - Schedule estimates
  - Staffing resources
  - Equipment needs

### **Planning**

- Table illustrate magnitude of the testing effort
- Table gives some ammunition to fight unreasonable schedule – not that management will extend the schedule (go ahead, dream!!!)
  - Always substantiate argument with facts...
    - Supporting "There's no way I can do 14,000 tests in two weeks" with a huge table is more effective than saying: "There's not enough time for me to test this"