



Software Testing I

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Outline of this Lecture Series

- **2006/11/24:** Introduction, Definitions, Examples
- **2006/11/25-1:** Functional testing
- **2006/11/25-2:** Structural testing
- **2006/11/26-1:** Model-based test generation
- **2006/11/26-2:** Specification-based test generation

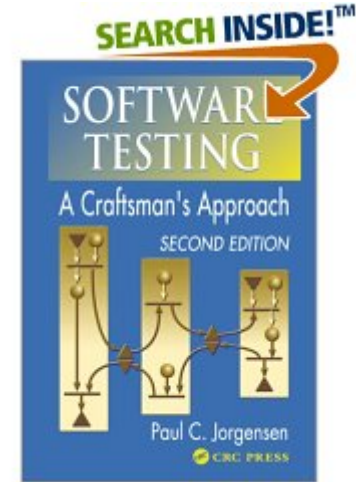
- Next week: Your turn!

Outline of Today's Lecture

- Introduction
 - Motivation, definitions, ...
 - Topics, classification, tools
- Quick Tour through Jorgensen-Examples
 - The triangle problem
 - The NextDate function
 - The commission problem
 - The automated teller machine
 - The currency converter
 - The windshield-wiper controller

Literature

- P.C. Jorgensen: Software Testing, a Craftsman's Approach. 2nd ed., CRC Press 2002
(3rd ed. announced for 2007)
- A.P. Mathur: Foundations of Software Testing. Purdue University, 775 pp., to appear 2007
- G.J. Myers: The Art of Software Testing, Wiley 1979
- J.A. Whittaker: Software: A Practical Guide to Testing, Addison-Wesley 2002
- R.V. Binder: Testing Object-oriented Systems - Models, Patterns and Tools, Addison-Wesley 1999



Why Testing?

- Perpetual “software crisis”
 - Ever-increasing complexity, ubiquity
 - Continuous stories about bad software
 - Customer dissatisfaction, damage
 - Millions and millions of lost revenues
- ➔ Proficient testers are well-engaged and well-paid people



What is „Software Testing“?

- Cf. the announcement: „Testing is the process of systematically experimenting with an object in order to establish its quality.“
 - **Experiment:** singular activity to find something out
 - **Probe:** experiment to find out the quality
 - **Test:** *systematic* set of probes
- systematic = in the way in which the object (system) is composed
 - needs planning
 - needs analysis of the object
 - needs measurement

What is „Software“?

...systematically experimenting with an object ...

- Object: as contrasted to the subject conducting the test (“SUT” = “system under test” or “software under test”, “IUT” = “implementation under test”)
- Software: precise description of information processing activities to be executed by a machine
 - non-ambiguous, finite, executable, in some programming language, ...
- Information processing activity
 - static view: components, interactions, data formats, ...
 - dynamic view: actions, transitions,

What is „Software Quality“?

- „degree of accordance to the intention or specification“
 - no absolute notion of quality
 - many possible quality measures
 - functionality, usefulness
 - efficiency (time, space, money)
 - safety, reliability, robustness, fault-tolerance
 - usability, maintainability, ...
 - most important: **correctness**, i.e. absence of errors
 - intention or specification must be written down



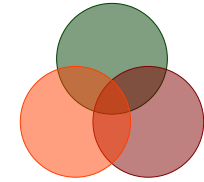
Specifications

- Testing is impossible without specification
- Often, specifications are implicit or imprecise
 - "the SUT shall never crash"
 - "no error messages", no "doesn't respond"
 - "all buttons can be pressed", "all methods can be called", "all functions can be accessed"
 - "as fast as possible", "security must be maintained", "with feasible cost/benefit ratio"
- Make sure you get the specifications right!

Testing, Validation, Verification

Trying to answer different questions

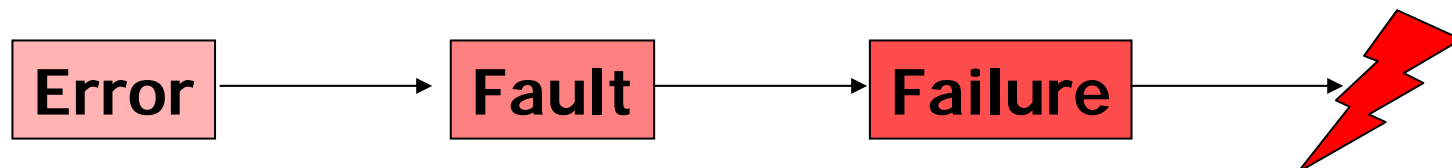
- Testing: Did we build the software right?
 - Validation: Did we build the right software?
 - Verification: Can we show that the software is correct?
-
- Dijkstra: "Testing can only show the presence of bugs, not their absence."
 - Hoare (attributed): "Beware of this program. I haven't tried it yet, I only proved its correctness."



Consider two airplanes: One brand new, with verified but untested software. The other one with software which is thoroughly tested but not verified. Which one would you enter?

Errors, Faults, Failures

- **Error** or **Mistake** – something a person thought or did he/she shouldn't have (bad idea or action)
- **Fault** or **Defect** – something wrong within the design or machine (bad state or flaw), due to an error during the design or manufacturing process
- **Failure** – wrong behaviour, malfunction of an artefact due to the activation of a fault
- **Incident** or **Accident** – visible effect of a failure onto the environment of the system, esp. on people



Tests, Test Cases and Test Suites

- Test – the execution of a test case
- Test Case – an entity identifying preconditions, inputs and expected outputs or postconditions for a particular SUT behaviour
- Test Suite – set of test cases for a particular testing objective (quality measure), usually with common points of observation and control (PCOs) in the SUT
- Test Design – the construction of test suites

Test Case **A34871**

Table lookup
mod_admin

Pre: n_usr>0

In: uid = 0x5f0e

Out: uname = "abc"

Post: tbl=tbl'

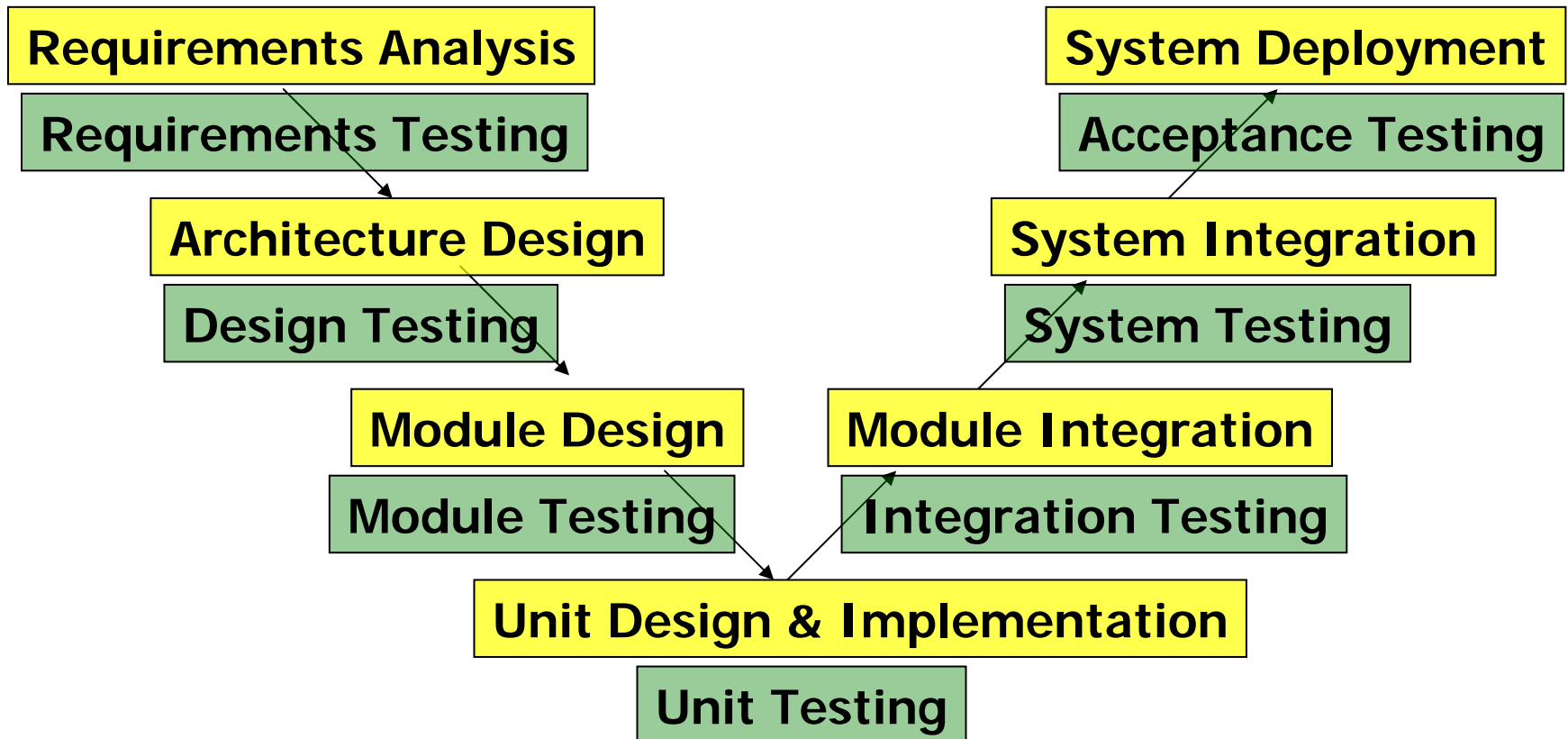
Implementation and Testing

- “Programmer” and “Tester” are fundamentally different roles
 - programmer wants to show correctness of his creation
 - tester has the task to find errors, i.e. testing is successful if it uncovers deficiencies
- “Programmer” and “Tester” are essentially similar roles
 - programmer creates executable artefacts (programs) from specifications
 - tester creates executable artefacts (test suites) from specifications



Implementation and Testing

- V-Model: constructive and analytical part of software life cycle



Topics in Testing

- What is the specification, what is the SUT?
- Which interfaces to the SUT are needed? (Harness)
- What is the testing objective? (Purpose, Conditions)
- How are test cases derived? (Test case generation)
- How can the verdict be assigned? (Test oracle)
- How to write down test cases? (Testing languages)
- When is a test suite sufficient for the objective? (Test strategy)
- How are test cases executed? (Testing environment)
- When to stop testing? (Test coverage)
- How to reuse test results for subsequent activities? (Regression testing)

Classification of Testing (1)

- According to system life-cycle or structure
 - analysis, design, implementation, integration, deployment
 - module/unit, component, system, user
- According to class of SUT
 - operating system, middleware, driver, library, application, GUI, web-service, embedded software, ...
- According to testing method / test selection method
 - static or dynamic, structural or functional, control- or data oriented, single or regression test, ...

Classification of Testing (2)

- According to testing purpose or objective
 - functional testing, acceptance test, usability test, load test, interoperability test, safety test, ...
- According to available information and specification method
 - Black-Box, White-Box, Grey-Box
 - UML-/model based, contract/requirement based, style guide based, formal specifications, ...
- According to tool use and degree of automation:
 - manual or automatic (scripted) test execution, test case generation, test evaluation, management and documentation

Levels of Testing

- **User level:** requirements test, rapid prototyping, usability test, installation and configuration test, load and stress test
- **System level:** system test, design test, module interaction test, acceptance test, back-to-back-test, GUI testing, performance and robustness test
- **Module level:** module test, integration test, communication test, data flow test, data integrity test, cause-effect test
- **Unit level:** unit test, logic test, equivalence class test, boundary value test, control flow test, loop test

Testing Tools

- Like any other software engineering activity, the effectiveness and efficiency of testing highly depends on the tools deployed
- www.testingfaqs.org lists more than 500 (!) tools in the following categories
 - Unit test tools
 - Test drivers, test suite management
 - Test implementation, static analysis
 - Test design tools, test coverage monitors
 - Load and performance testing
 - GUI test drivers
 - Defect tracking systems, bundled suites

Testing languages

Several languages are being used for writing down test cases

- .doc (esp. for manual test execution)
- MS Excel or .txt, .csv etc. (tabular notation)
- csh, .bat (command-line SUT)
- Perl, Python, AWK, Tcl, ...
- C, C++
- language of the SUT
- TSL, TestML
- TTCN-3
- ...

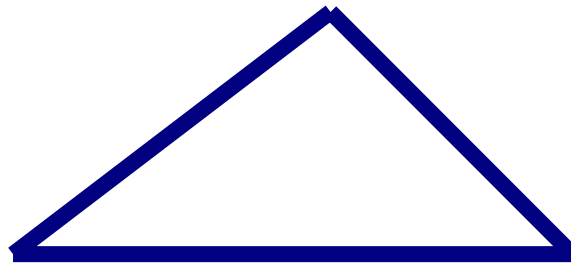
Short Break!

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The Triangle Problem

- Function `triangle` takes three integers a, b, c which are length of triangle sides; calculates whether the triangle is equilateral, isosceles, or scalene.
- The task is to write down test cases for this function



- “Classical” testing task (Myers)
- Do it NOW!

Evaluation

Each “yes” gives you one point

- Do you have a test case for an equilateral triangle?
- Do you have a test case for an isosceles triangle?
(must be a triangle, not, e.g. $(2,2,4)$)
- Do you have a test case for an admissible scalene triangle (must be a real triangle, not, e.g. $(1,2,3)$)
- Do you have at least three test cases for isosceles triangles, where all permutations of sides are considered? (e.g. $(3,3,4)$, $(3,4,3)$, $(4,3,3)$)
- Did you state for each test case the expected result?

Evaluation (2)

- Do you have a test case with one side zero?
- Do you have a test case with negative values?
- Do you have a test case where the sum of two sides equals the third one? (e.g. $(1,2,3)$)
- Do you have at least three test cases for such non-triangles, where all permutations of sides are considered? (e.g. $(1,2,3)$, $(1,3,2)$, $(3,1,2)$)
- Do you have a test case where the sum of the two smaller inputs is greater than the third one?
- Do you have at least three such test cases?

Evaluation (3)

- Do you have the test case (0,0,0)?
- Do you have test cases with very large integers (maxint)?
- Do you have a test case with non-integer values? (e.g., real numbers, hex values, strings,...)
- Do you have a test case where 2 or 4 inputs are provided?

Average programmer's score 7-8 points

Myers 1979: this example should demonstrate that testing even a trivial program is not an easy task. Consider the problem of testing an air traffic guidance system with 100.000 instructions, a compiler or just a payroll program.

Today's programs have 1-30 MLoC

Improved Triangle Problem

- The program accepts three integers between 1 and 200 which satisfy the triangle inequalities. The output is the type of triangle determined by the three sides.
- If the input does not match the range requirements, the program issues an error message and aborts.
- If the input does not satisfy the triangle inequalities, the program output is "NotATriangle"
- Otherwise, the output is
 - "Equilateral", if all three inputs are equal
 - "Isosceles", if exactly one pair of inputs is equal
 - "Scalene", if all inputs are pairwise unequal

-

DaysInMonth

- $30 + ((m \bmod 2) \text{ xor } (m \text{ div } 8)) - n * (n == 2)$
- if $m == 2$ then 28
else if $m < 7$ and $\text{even}(m)$ or $m > 7$ and $\text{odd}(m)$
then 30 else 31
- if $m == 2$ then 28
else if $m \in \{4, 6, 9, 11\}$ then 30 else 31
- array
Di M = [31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31]
return Di M[month]

Rules for Leap Years

- One year is approximately 365.2422 days
- Julius Caesar: every fourth year is a leap year
- Pope Gregory in 1582 reformed Caesarian rules
- Year is leap year iff divisible by 4 but not by 100, or if divisible by 400. Thus 1600, 2000, 2004 and 2008 are leap years, but 1700, 1900 and 2100 are not.
- Leap seconds due to slow-down of earth rotation...

Homework: implement and test the NextDate function!

Third Example: Commission Problem

- Rifle sales company produces
 - locks \$45
 - stocks \$30
 - barrels \$25
- Salesmen send sales reports via telegraph; commission is 10% on sales up to \$1000, 15% on the next \$800, 20% on everything above
- Program produces monthly sales reports and commission to be paid
- typical commercial application, mix of computation and decision, input stream, output table(?), functional behaviour

Fourth example: SATM

- “Simplified Automated Teller Machine”
- One of those common money distributors
 - Screen display, numerical keypad, card reader, cash dispensing unit, (receipt printer)
- Specification mostly given by screenshots (“rapid prototyping”)
 - implicit information, e.g. which bills are available
- State-transition system
 - not much calculation
 - user interaction
 - Client-server paradigm

Screen 1

Welcome.

Please Insert your
ATM card for service

Screen 2

Enter your Personal
Identification Number

Press Cancel if Error

Screen 3

Your Personal
Identification Number
is incorrect. Please
try again.

Screen 4

Invalid identification.
Your card will be
retained. Please call
the bank.

Screen 5

Select transaction type:
balance
deposit
withdrawal
Press Cancel if Error

Screen 6

Select account type:

checking
savings

Press Cancel if Error

Screen 7

Enter amount.
Withdrawals must be
in increments of \$10

Press Cancel if Error

Screen 8

Insufficient funds.
Please enter a new
amount.

Press Cancel if Error

Screen 9

Machine cannot
dispense that amount.

Please try again.

Screen 10

Temporarily unable to
process withdrawals.
Another transaction?

yes
no

Screen 11

Your balance is being
updated. Please take
cash from dispenser.

Screen 12

Temporarily unable to
process deposits.
Another transaction?

yes
no

Screen 13

Please put envelope into
deposit slot. Your
balance will be updated

Press Cancel if Error.

Screen 14

Your new balance is
printed on your receipt.
Another transaction?

yes
no

Screen 15

Please take your
receipt and ATM
card. Thank you.

Fifth example: Currency converter

- Example of GUI (graphical user interface) program
 - text fields, radio buttons, ...
- Web-based, web-service

I want to convert...

using live [mid-market](#) rates

| this amount | of this type of currency | into this type of currency. |
|---|--|--|
| <input type="text" value="1"/> <small>enter any amount</small> | <div><div>Euro - EUR</div><div>United States Dollars - USD</div><div>United Kingdom Pounds - GBP</div><div>Canada Dollars - CAD</div><div>Australia Dollars - AUD</div></div> <small>scroll down for more currencies</small> | <div><div>United States Dollars - USD</div><div>Euro - EUR</div><div>United Kingdom Pounds - GBP</div><div>Canada Dollars - CAD</div><div>Australia Dollars - AUD</div></div> <small>scroll down for more currencies</small> |

Perform Currency Conversion

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Last example: Windshield wiper controller

- Embedded control system
 - Reactive system, continuous interaction
 - Real-time properties
- Input: lever and dial setting, bus signals
Output: motor signals / voltages
- Problems: Interfacing, HiL-Testing

| | | | | | | |
|--------------|------------|------------|------------|------------|------------|-------------|
| Lever | <i>OFF</i> | <i>INT</i> | <i>INT</i> | <i>INT</i> | <i>LOW</i> | <i>HIGH</i> |
| Dial | n/a | <i>1</i> | <i>2</i> | <i>3</i> | n/a | n/a |
| Wiper | <i>0</i> | <i>4</i> | <i>6</i> | <i>12</i> | <i>30</i> | <i>60</i> |

That's it For Today!
