Putting Software Testing Terminology to the Test M.A.Sc. Seminar

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The Need for Standardized Terminology

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 - Force
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 - Phalange

The Need for Standardized Terminology

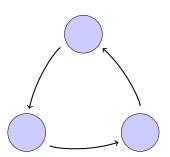
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If software engineering holds code to high standards of clarity, consistency, and robustness, the same should apply to its supporting literature!

Improved Communication

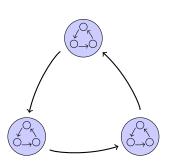
Interorganizational

Schools, companies, etc.



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Intraorganizational

Kaner et al. (2011, p. 7) say "complete testing" could require the tester to:

- discover "every bug",
- exhaust the time allocated,
- implement every planned test,
- . .

The Lack of Standardized Terminology

- Unfortunately, a search for a systematic, rigorous, and complete taxonomy for software testing revealed that the existing ones are inadequate:
 - Tebes et al. (2020) focus on parts of the testing process (e.g., test goal, testable entity),
 - Souza et al. (2017) prioritize organizing testing approaches over defining them, and
 - Unterkalmsteiner et al. (2014) focus on the "information linkage or transfer" (p. A:6) between requirements engineering and software testing.

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 - "organized around a special focus" (Hamburg and Mogyorodi, 2024)

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 - loads that are as large as possible (Patton, 2006, p. 86)

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"Okay testing team, we want to conduct alpha testing on our product. What's our timeline? Budget? Sample size?"

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- Drasil is "tested" by comparing generated artifacts to stable
- This does not actually say anything about Drasil's output!

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 - 1 A more well-defined, Master's level scope
 - Targets a more complex artifact that is harder to verify
 - Gives Drasil another "bragging point"!

If the code is being generated from a stable knowledge base, then it should be correct. Why waste effort testing it?

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- Generating code for testing allows for it to be done "properly" instead of taking shortcuts commonly taken by humans

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"The information you have should be just as useful for generating tests as it should be for manually running them." -

Dr. Jacques Carette

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- Test cases will then be written for:
 - Other variabilities of Projectile's Python implementation
 - Projectile's implementation in other languages
 - Other examples where code is generated: GlassBR, NoPCM, DblPendulum, PD Controller (Hunt et al., 2021)

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 - Other examples where code is generated: GlassBR, NoPCM, DblPendulum, PD Controller (Hunt et al., 2021)
- These test cases will also be added to Drasil's CI/CD to ensure that future changes preserve the code's functionality

Acknowledgment

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- The past and current Drasil team have created a truly amazing framework!

Thank you! Questions?

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