



Goal

Taxonomy of software testing approaches

- Should be **systematic, rigorous, and “complete”**
- Application: **automatically generating test cases** in Drasil [1]
- The **underlying domain** should drive the scope and prerequisites for generated test cases

Problem

Existing software testing taxonomies are inadequate

- Tebes et al. (2020): focuses on parts of the testing process (e.g., test goal, testable entity)
- Souza et al. (2017): prioritizes organizing testing approaches over defining them
- Unterkalmsteiner et al. (2014): provides a foundation for classification but not its results

Methodology

Since a taxonomy doesn't already exist, we should create one!

- Started from **established standards and resources**, such as IEEE [2, 3, 4] and SWEBOK [5]
- Relevant information (currently 190 testing approaches, 85 software qualities, and their definitions) is then **collected and organized** into spreadsheets
- We will iterate this process until we encounter diminishing returns, implying that something approaching a **complete taxonomy** has emerged!
- Since there are many standardized documents about software testing (or software in general), **this should be trivial, no?**

In Our Experience...

NO.

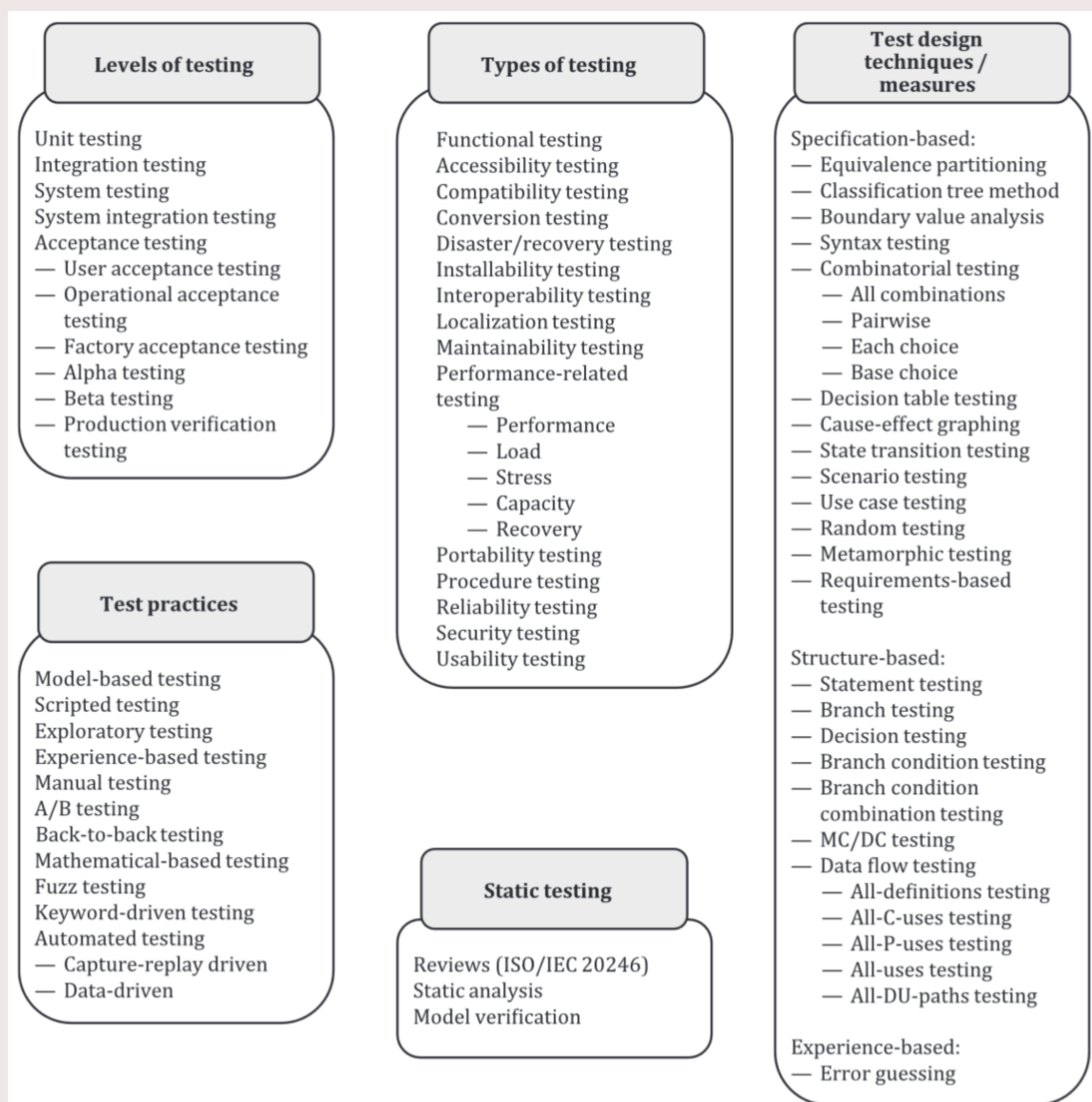


Figure 1: Classification of some “test approach choices” [2, p. 22].

More Examples

Despite [2] being a software testing standard, it leaves much unstandardized (see Figure 2).

- Most (55 out of 99) testing approaches from [2] **do not have a definition!**
- Eight of these were (at the very least) described in the previous version of this standard [4]
- Nine were present in the same way in another IEEE standard [3] before this one was published

However, existence does not imply usefulness; see Figure 3 for some good (bad?) examples.

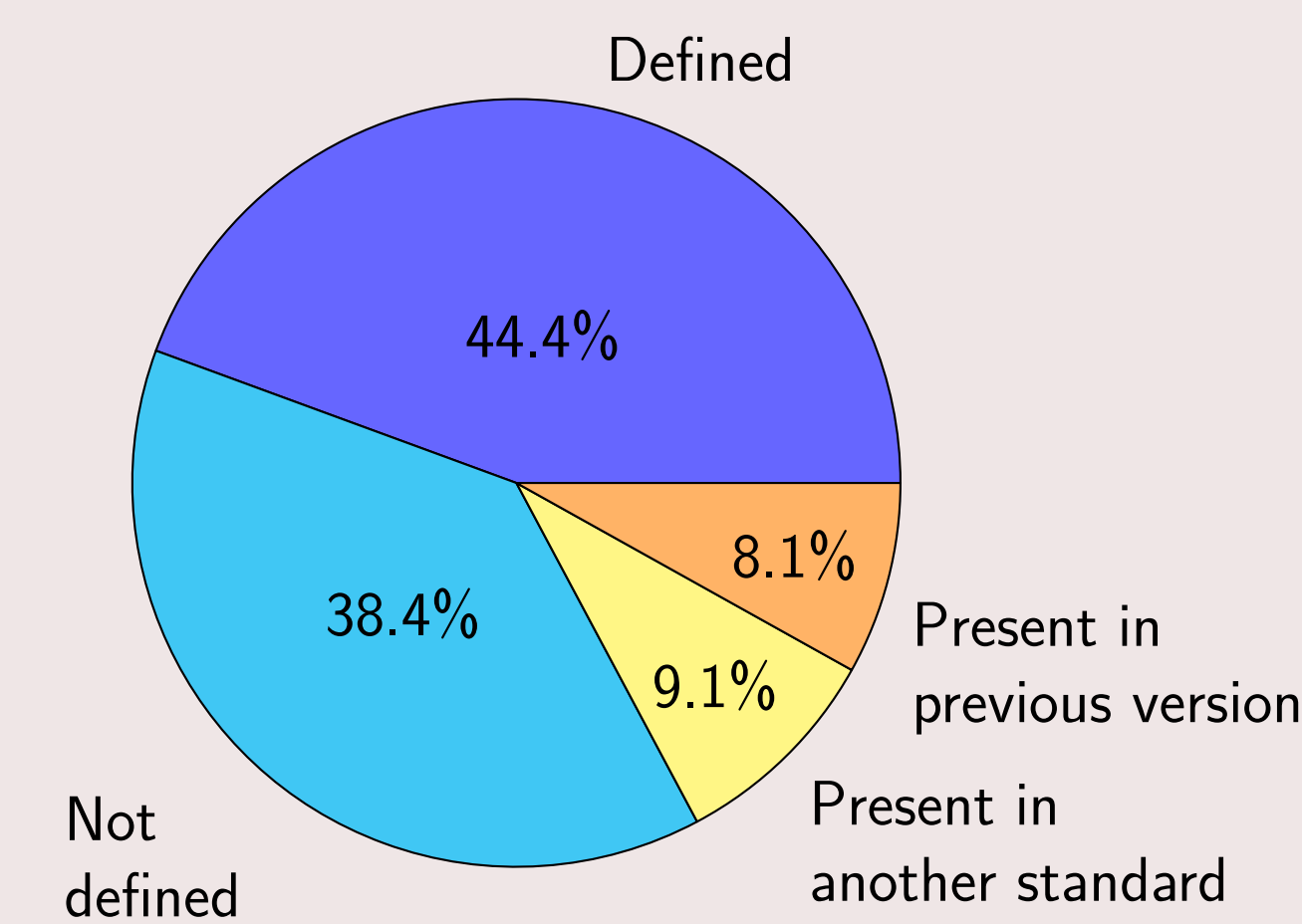


Figure 2: Breakdown of testing approach definitions in [2].

software element

- 1. system element that is software
- cf. system element, software/system element

event sequence analysis

- 1. per

operable

- 1. state of

device

- 1. mechanism or piece of equipment designed to serve a purpose or perform a function
- cf. platform

Figure 3: Less-than-helpful definitions

[3, pp. 421, 170, 136, 301 (counterclockwise from top)]. Note: “equipment” is not defined, and “mechanism” is only defined as how “a function ...transform[s] input into output” [p. 270].

This problem extends to definitions of testing approaches. For example, SWEBOK V4 says “scalability testing evaluates the capability to use and learn the system and the user documentation. It also focuses on the system's effectiveness in supporting user tasks and the ability to recover from user errors” [5, p. 5-9]. This definition seems to be an amalgamation of the definitions of usability, recovery, and potentially functional testing. What's more, SWEBOK's definition of elasticity testing cites a single source [5, p. 5-9] **that doesn't contain the words “elasticity” or “elastic”!**

Even when the general idea behind an approach is understood, discrepancies can still arise. While alpha testing is quite common and understood, there is disagreement on who performs it:

- 1 “users within the organization developing the software” [3, p. 17],
- 2 “a small, selected group of potential users” [5, p. 5-8], or
- 3 “roles outside the development organization” [6].

Conclusions & Future Work

- Current software testing taxonomies are **incomplete, inconsistent, and/or incorrect**
- For one to be useful, it needs to be built systematically from a large body of established sources
- We will continue investigating how the literature defines and categorizes software testing approaches to analyze any discrepancies and structure these ideas coherently
- Hopefully, this leads to a **centralized, consistent taxonomy** that can grow alongside the literature as the field of testing advances

References

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- [6] M. Hamburg and G. Mogyorodi, editors, “ISTQB Glossary, v4.3,” 2024.

Acknowledgments

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