A New Taxonomy of Software Testing Approaches

Seeking More Standardized Standards

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Background

The first step to any formal process is understanding the underlying domain well. Therefore, a systematic and rigorous understanding of software testing approaches is needed to develop formal tools to test software. In my specific case, my motivation was seeing which kinds of testing could be generated automatically by Drasil, "a framework for generating all of the software artifacts for (well understood) research software" (Carette et al., 2021).

Most software testing ontologies seem to focus on the high-level testing process rather than the testing techniques themselves. For example, the terms and definitions (Tebes et al., 2020b) from TestTDO (Tebes et al., 2020a) mainly focus on parts of the testing process (e.g., test goal, test plan, testing role, testable entity) and how they relate to one another. Unterkalmsteiner et al. (2014) provide a foundation to allow one "to classify and characterize alignment research and solutions that focus on the boundary between [requirements engineering and software testing]" but do not "do[] not aim at providing a systematic and exhaustive state-of-the-art survey of [either domain]" (p. A:2).

Methodology

- If a taxonomy doesn't already exist, I should create one!
  - I started with an ad hoc approach, focusing on textbooks trusted at McMaster (Patton, 2006; Peters and Pedrycz, 2000; van Vliet, 2000)
  - We then realized that this was too arbitrary, so I then started from more established sources (ISO/IEC and IEEE, 2022; Washizaki, 2024; Bourque and Fairley, 2014; ISO/IEC and IEEE, 2017; ISO/IEC, 2023; Hamburg and Mogyorodi, 2024)
  - The goal of this approach is to iterate, eventually revisiting the original textbooks, until I build up enough knowledge to encounter diminishing returns (ideally no returns!)
- Since there are many standardized documents about software testing (or software in general), this should be trivial, no?

My Findings

NO

Example Applications

The following is a simple application which allows multiple users to increment and decrement an integer. Figure **??** shows an example UI for this application. Figure **??** shows an example Pong game made using this framework.

```
type GlobalMsg = Increment | Decrement

type alias GlobalModel = { count : Int }

globalUpdate : GlobalMsg -> GlobalModel -> GlobalModel
globalUpdate msg globalModel =
case msg of
Increment -> { globalModel | count = globalModel.count + 1 }
Decrement -> { globalModel | count = globalModel.count - 1 }
```

Conclusions & Future Work

Leveraging the strictly-typed nature of Elm and its model-view-update architecture, we were able to create a simplified multi-user framework, requiring the programmer to write no server-side code. In addition to the upcoming pedagogical study, future work includes a data modelling extension allowing persistent, structured data, an authentication/authorization scheme, a binary data format to reduce network communication, and curriculum development for a TEASync-based summer camp.

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