

74



7988870

FÖRSÄTTSLAD TENTAMEN / EXAMINATION COVER

Kurskod / Course code:	Provkod / Test code:	Tentamensdatum / Examination date:
D I T 6 3 6	1 0 1 0	2 0 2 5 - 0 8 - 2 7
Anonymt kodnummer / Anonymous code number:	0 0 1 4 - D D U	
Kursnamn / Course name:	Mjukvarukvalitet och testning	

Ifylles av student / To be completed by the student

Behandlade uppgifter. Sätt kryss (X) / Solved assignment. Put an X.:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Antal inlämnade svarsblad. Sätt kryss (X) i rutorna / Number of submitted answer sheets. Put a/an X in boxes.

0	10	20	30	40	50	60	70	80	90	+	1	2	3	4	5	6	7	8	9
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Ifylles av lärare / To be completed by the examiner

Poäng på uppgifter / Points per question										
1	2	3	4	5	6	7	8	9	10	Bonus
11	12	13	14	15	16	17	18	19	20	Total

Heltal / integer 0,5

Datainläsning

Totalpoäng / Total points										
10	20	30	40	50	60	70	80	90	100	200
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
+	0,5	1	2	3	4	5	6	7	8	9
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Betygsskala/ Grade scale	Betyg / Grade			
	U	3	4	5
TH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
UV/UG	U	G	VG	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

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Lärarens kommentarer

1) a MC/OC

-2

c

2) a true

3) a true

4) b false

5) b safety

6) a true

-1

b

7) a

Availability

It has to always be available for regulating the temperature to prevent accidents.

Availability

Description

Streaming service offers 24/7 video streaming without any down-time

System state: System is running normally with many users logged in watching videos simultaneously. **-1**

Load is part of system state. What is "normal" load?

System Environment: System has normal load with many users logged in from browsers.

External Stimulus: One server unexpectedly crashes

Required system response: Backup server takes over.

Response measure: Backup server takes over within 20ms.

-3

This scenario is way too broad. You cannot ensure it recovers from any possible error for any possible feature.

-5

No reliability scenario

Exploratory testing is the test that is done from a users perspective. Unlike the other stages it doesn't have a ready made script but rather goes "with the flow." For inspiration it can be guided by tours that could inspire new ways to think and maybe find new areas to test.

While unit testing usually finds faults in logic and system testing usually test if the whole system lives up to the requirements, exploratory testing could find the unexpected bugs and the edge cases.

Somewhat vague. What are the unexpected bugs?

-2

-2

choices

session: user ID

session: video ID

session: timestamp

audioLanguage

audioSpeakers

subtitleLanguage

value

null or malformed values?

" " (empty string)
 "User 1" (valid)
 "User?" (does not exist)

" " (empty string)
 "123" (valid)
 "1000 000" (doesn't exist)

" " (empty)
 360 (valid)
 -100 (negative) (faulty)

" " (empty)
 "a valid one" (valid)
 "a nonexisting one"

" " (empty)
 2 (valid)
 200 (too many)
 -2 (faulty)
 2,5 (wrong format)

" " (empty)
 "a valid one" (valid)
 "a nonexisting one"

tag

IF empty → ERROR
 SINGLE
 IF doesn't exist → ERROR

IF empty → ERROR
 SINGLE
 IF doesn't exist → ERROR

IF empty → ERROR
 SINGLE
 IF faulty → ERROR

IF empty → ERROR
 SINGLE
 IF doesn't exist → ERROR

IF empty → ERROR
 SINGLE
 IF too many → ERROR
 IF faulty → ERROR
 IF wrong format → ERROR

IF empty → ERROR
 SINGLE
 IF doesn't exist → ERROR

-1**clarify "faulty"**

- 1) The FedEx tour - Just like a package can be traced from sender to receiver we track the data's journey from end-to-end.
- 2) * Create an account Add valid email, address, password, and credit card number. Test by logging in that the information has been saved in the database and is displayed in the user's account.
 - * Log in to my account. Start watching a video. Stop halfway through and log out. Log in again and open the same video. Check if the timestamp has been saved and it displays the video in the same timestamp as when you last opened it
 - * Log in to my account. Save some videos in the watch later list. Check the list to see that they got saved and is displayed there. Watch one of the saved videos to the end. Check the list again to see that the list has been updated and the videos are not displayed anymore.

These sequences fit because they create data, that should be stored in / removed from the database and displayed in the UI, And you can follow it from creation → saving → displaying or deleting → removed from DB → not displayed

@Test

```
public void testChangeOptionsSuccess(){
    assertTrue(changeOptions(123, "swedish", 2, "english");
}
```

Where is "123" defined? **-1**

@Test

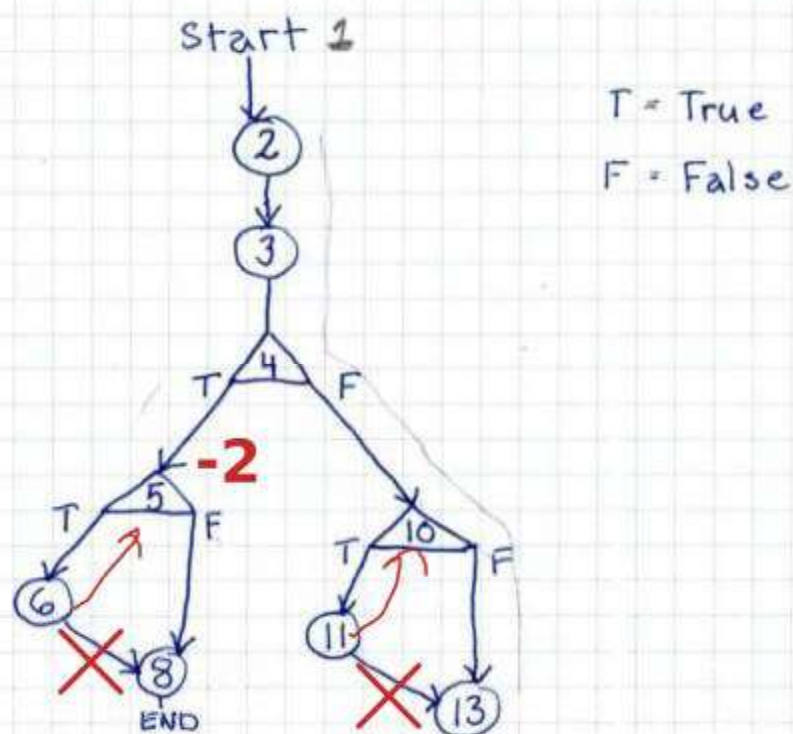
```
public void testChangeOptionsFail(){
    assertFalse(changeOptions(123, "a minority language", 2,
                               "english");
}
```

@Test

```
public void testChangeOptionException(){
    assertThrows(FaultySessionException.class, () -> {
        changeOption("xyz", "swedish", 2, "english");
    });
}
```

-2**Will not compile****You're passing a string instead of an object**

Assumption: FaultySessionException.class exists.
Faulty session creates exception.



Testinput

- 1) canPartition([2, 3, 6, 1])
- 2) canPartition([9, 3, 4, 2])
- 3) canPartition([10])
- 4) canPartition([1])

[4]	4-T	4-F	4-T	4-F
[5]	5-T	-	5-F	-
[10]	-	10-T	-	10-F

testinputs
←

lines →

Def-use pairs

arr: (1, 2) (2, 4) (2, 5) (2, 6) (2, 8) (2, 10) (2, 11) (2, 13)

product: (3, 6) (3, 8) (3, 11) ~~(3, 13)~~ (6, 8) (11, 13)

i: (5, 6) (10, 11)

(5, 5), (10, 10)

-3

(6, 6)

(11, 11)

Testinput

- 1) canPartition([2, 3, 6, 1])
- 2) canPartition([9, 3, 4, 2])
- 3) canPartition([0])
- 4) canPartition([1])

- 1) arr (1, 2) (2, 4) (2, 5) (2, 6) Product: (3, 6) (6, 8) i (5, 6)
- 2) arr (1, 2) (2, 4) (2, 10) (2, 11) product (3, 11) (11, 13) i (10, 11)
- 3) arr (1, 2) (2, 4) (2, 8) product (3, 8)
- 4) arr (1, 2) (2, 4) (2, 13) product (3, 13)

Line example
 ↓ ↓
 ROR

~~[2]~~ -1
~~[3]~~ =

[4] <

[5] !=

[6] !=

mutant in line [5] change != to ==

[5] if (s1.charAt(index1) == s2.charAt(index2))

test input: oneEditInsert("hej", "hhej")

Original output: true

Mutant output: false

AOR

[9] ++

[10] ++

[12] ++

Mutant in line [9] change ++ to --

[9] index2 --;

test input: oneEditInsert("cart", "scarf")

Original output: False

Mutant output: True

CRP

[2] 0

[3] 0

[7] false

[15] true

Mutant in line [2] change 0 to 3

[2] int index1 = 3;

test input: oneEditInsert("hi", "hello")

original output: False

Mutant output: True

CHALMERS			
			Question no. Uppgift nr
Question			Your score / Max
Question 1			7 / 10
Question 2			1 / 10
Question 3			6 / 8
Question 4			9 / 12
Question 5			8 / 8
Question 6			6 / 9
Question 7			14 / 16
Question 8			9 / 12
Question 9			14 / 15
Total			74 / 100