Testing

Outline

- Testing
  - Introduction
  - Strategies for choosing tests suites
    - Black-box testing
    - White-box testing
- More About Exceptions

What is Testing?

- Testing: the process of executing software with the intent of finding errors
- Good testing: a high probability of finding yet-undiscovered errors
- Successful testing: discovers unknown errors

- “Program testing can be used to show the presence of bugs, but never to show their absence.” Edsger Dijkstra 1970

Quality Assurance (QA)

- The process of uncovering problems and improving the quality of software. Testing is the major part of QA
- QA is testing plus other activities:
  - Static analysis (finding bugs without execution)
  - Proofs of correctness (theorems)
  - Code reviews (people reading each other's code)
  - Software process (development methodology)
- No single activity or approach can guarantee software quality

Reasoning about code

Famous Software Bugs

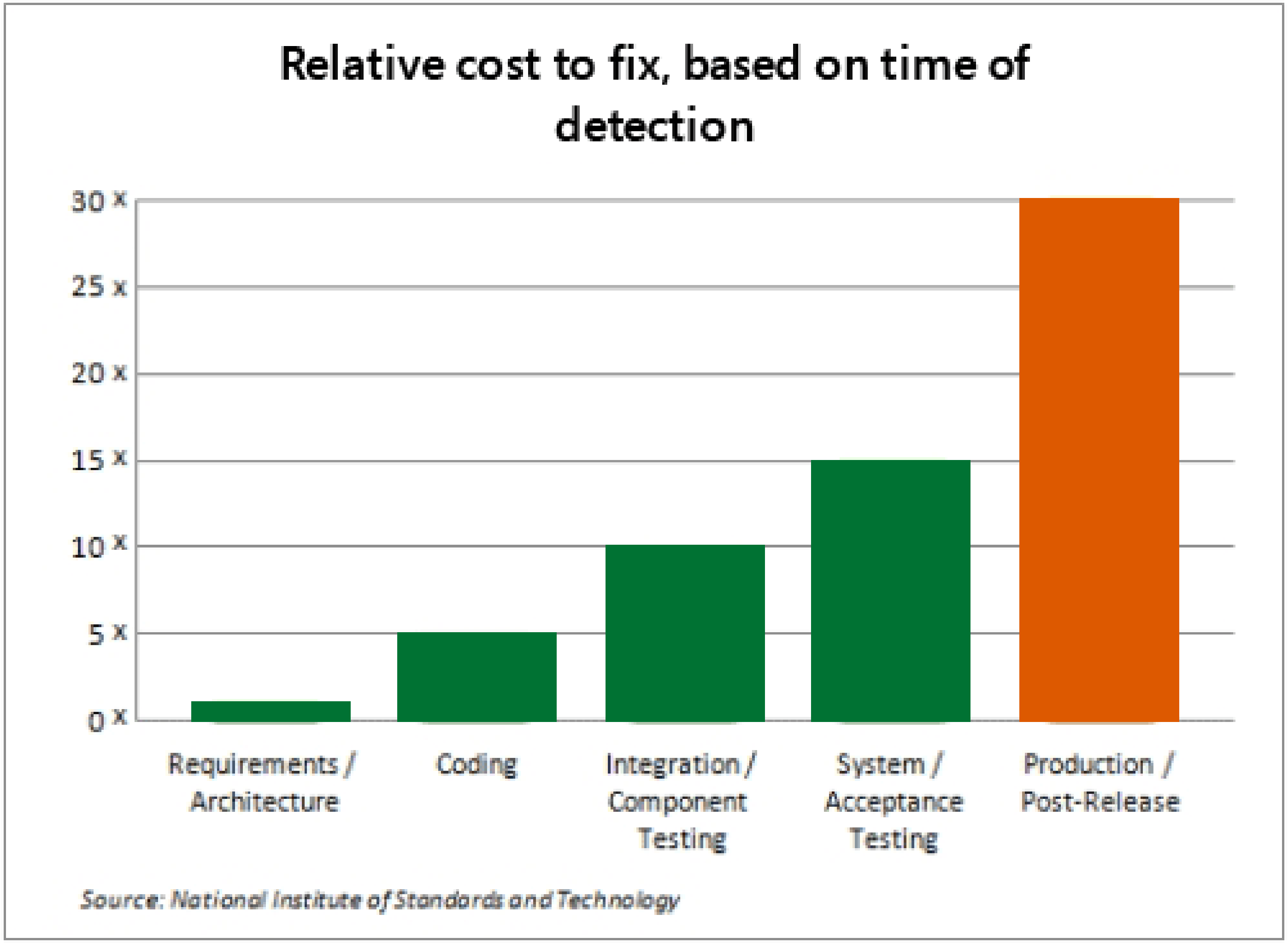
- Ariane 5 rocket's first launch in 1996
  - The rocket exploded 37 seconds after launch
  - Reason: a bug in control software
  - Cost: over $1 billion
- Therac-25 radiation therapy machine
  - Excessive radiation killed patients
  - Reason: software bug linked to a race condition, missed during testing

Famous Software Bugs

- Mars Polar Lander
  - Legs deployed after sensor falsely indicated craft had touched down 130 feet above surface
  - Reason: one bad line of software
  - Cost: $110 million
- And many more…
  - Northeast blackout (2003)
  - Toyota Prius breaks and engine stalling (2005)
  - And many many more…

Cost to Society (Source: NIST Planning Report 2002)

- Inadequate testing infrastructure costs the US $22-60 billion annually
- Testing accounts for 50% of software development cost
  - Program understanding and debugging accounts for up to 70% of time to ship a software product
  - Maintenance (bug fixes and upgrades) accounts for up to 95% of total software cost
- Improvement in testing infrastructure can save one third of the cost



https://www.microsoft.com/en-us/SDL/about/benefits.aspx

Scope (Phases) of Testing

- Unit testing
  - Does each module do what it is supposed to do?
- Integration testing
  - Do the parts, when put together, produce the right result?
- System testing
  - Does program satisfy functional requirements?
  - Does it work within overall system?
    - Behavior under increased loads, failure behavior, etc.

Unit Testing

- Our focus will be on unit testing
- Tests a single unit in isolation from all others
- In object-oriented programming, unit testing mostly means class testing
  - Tests a single class in isolation from others

Why Is Testing So Hard?

```
// requires: 1 <= x,y,z <= 10000
// returns: computes some f(x,y,z)
int proc(int x, int y, int z)
```

- Exhaustive testing would require 1 trillion runs! And this is a trivially small problem
- The key problem: choosing set of inputs (i.e., test suite)
  - Small enough to finish quickly
  - Large enough to validate program

sqrt Example

// throws: IllegalArgumentException if x < 0

// returns: approximation to square root of x

```
public double sqrt(double x)
```

- What are some values of **`x`** worth trying?
  - x < 0 (exception thrown)
  - x >= 0 (returns normally)
  - around 0 (boundary conditions)
  - Perfect squares, non-perfect squares
  - x < 1 (**`sqrt(x)`** > x in this case), x = 1, x > 1
  - Big numbers: 2,147,483,647, 2,147,483,648

Outline

- Testing
  - Introduction
  - Strategies for choosing tests suites
    - Black box testing
    - White box testing
- Catch up: exceptions

Testing Strategies

- Test case: specifies
  - Inputs + pre-test state of the software
  - Expected result (outputs and post-test state)
- Black box testing:
  - We ignore the code of the program. We look at the specification (roughly, given some input, was the produced output correct according to the spec?)
  - Choose inputs without looking at the code
- White box (clear box, glass box) testing:
  - We use knowledge of the code of the program (roughly, we write tests to "cover" internal paths)
  - Choose inputs with knowledge of implementation

Black Box Testing Advantages

- Robust with respect to changes in implementation (independent of implementation)
  - Test data need not be changed when code is changed
- Allows for independent testers
  - Testers need not be familiar with implementation
  - Tests can be developed <u>before</u> code based on <u>specifications</u>. (Do this in HW4!)

Black Box Testing Heuristic

- Choose test inputs based on paths in specification
    - // returns: **a** if **a > b**
    - //   **b** if **b > a**
    - //   **a** if **a = b**
    - `int max(int a, int b)`
- 3 paths, 3 test cases:
    - (4,3) => 4 (input along path a > b)
    - (3,4) => 4 (input along path b > a)
    - (3,3) => 3 (input along path a = b)

Black Box Testing Heuristic

- Choose test inputs based on paths in specification
  - // returns: index of first occurrence of **`value`** in **`a`**
    // or -1 if **`value`** does not occur in **`a`**
  - **`int find(int[] a, int value)`**
- What are good test cases?
  - ([4,3,5,6], 5) => 2
  - ([4,3,5,6], 7) => -1
  - ([4,5,3,5], 5) => 1

`sqrt` Example

// throws: IllegalArgumentException if x < 0

// returns: approximation to square root of x

```
public double sqrt(double x)
```

- What are some values of **`x`** worth trying?
  - We used this heuristic in sqrt example. It tells us to try a value of x < 0 (exception thrown) and a value of x >= 0 (returns normally) are worth trying
  - Probably should try 0 (edge condition)

Black Box Heuristics

- "Paths in specification" heuristic is a form of equivalence partitioning
- Equivalence partitioning divides input and output domains into equivalence classes
  - Intuition: values from different classes drive program through different paths
  - Intuition: values from the same equivalence class drive program through "same path", program will likely behave "equivalently"
  - We will not get so formal as to define equivalence classes
  - Intuitively
    - Input values have valid and invalid ranges
    - We want to choose tests from the valid, invalid regions and values near or at the boundaries of the regions

Equivalence partitioning

- Equivalence partitioning
  - divides the input data of a software unit into partitions of equivalent data from which test cases can be derived.
  - Usually applied to input data
  - Try to test each partition at least once
- Informally, a method allows valid input for some range of arguments
  - Fails for others
  - Example int representation of months
  - Valid for 1..12
  - Invalid for < 1 and > 12
  - 3 classes of inputs
  - Boundary regions are important also

Black Box Heuristics

- Choose test inputs from each equiv. class

  // returns: 0 <= result <= 5
  // throws: SomeException if **`arg`** < 0 || **`arg`** > 10
  `int proc(int arg)`
  There are three equivalence classes:
  "**`arg`** < 0", "0 <= **`arg`** <= 10" and "10 < **`arg`**".
  We write tests with values of **`arg`** from each class

- Stronger vs. weaker spec. What if the spec said // requires: 0 <= **`arg`** <= 10?

Equivalence Partitioning

- Examples of equivalence classes
  - Valid input **x** in interval [a..b]: this defines three classes "**x**<a", "a<=**x**<=b", "b<**x**"
  - Input **x** is boolean: classes "true" and "false"
- Choosing test values
  - Choose a typical value in the middle of the "main" class (the one that represents valid input)
  - Also choose values at the boundaries of all classes: e.g., use a-1,a, a+1, b-1,b,b+1

Note:

- We can only run tests on invalid arguments if the spec tells us what will happen for invalid data
  - If behavior is undefined if client violates requirements, how do we test undefined behaviors?
- , black box tests are specification tests.
  - They test whether implementation conforms to specification
  - Argues for strong specs

Black Box Testing Heuristic: Boundary Value Analysis

- Idea: choose test inputs at the edges of the equivalence classes
- Why?
  - Off-by-one bugs, forgot to handle empty container, overflow errors in arithmetic
- Cases at the edges of the "main" class have high probability of revealing these common errors
- Complements equivalence partitioning

Equivalence Partitioning and Boundary Values

- Suppose our specification says that valid input is an array of 4 to 24 numbers, and each number is a 3-digit positive integer
  - One dimension: partition size of array
    - Classes are “**n**<4”, “4<=**n**<=24”, “n > 24”
    - Chosen values: 3,4,5, 14, 23,24,25
  - Another dimension: partition integer values
    - Classes are “**x**<100”, “100<=**x**<=999”, “x > 999”
    - Chosen values: 99,100,101, 500, 998,999,1000
- Dimensions are orthogonal
  - We need to test a range of array sizes and values in the array

Equivalence Partitioning and Boundary Values

- Equivalence partitioning and boundary value analysis apply to output domain as well
- Suppose that the spec says "the output is an array of 3 to 6 numbers, each one an integer in the range 1000 - 2500"
  - Test with inputs that produce (for example):
    - 3 outputs with value 1000
    - 3 outputs with value 2500
    - 6 outputs with value 1000
    - 6 outputs with value 2500
    - More tests…
  - Of course, in this case we need to know what input values produce the various output values

Equivalence Partitioning and Boundary Values

// returns: index of first occurrence of **`value`** in **`a`**,
or -1 if **`value`** does not occur in **`a`**

```
int find(int[] a, int value)
```

- What is a good partition of the input domain?
- One dimension: size of the array
  - People often make errors for arrays of size 1, we decide to create a separate equivalence class
  - Classes are "empty array", "array with one element", "array with many elements"
- Previously, we partitioned the output domain: we forced -1, we forced normal output, we forced normal output.
  - Need to test data values also

Equivalence Partitioning and Boundary Values

- We can also partition the output domain: the location of the value
  - Four classes: "first element", "last element", "middle element", "not found"

Array	Value	Output
Empty	5	-1
[7]	7	0
[7]	2	-1
[1,6,4,7,2]	1	0 (boundary, start)
[1,6,4,7,2]	4	2 (mid array)
[1,6,4,7,2]	2	4 (boundary, end)
[1,6,4,7,2]	3	-1

Other Boundary Cases

- Arithmetic
  - Smallest/largest values
  - Zero

- Objects
  - Null
  - Circular list
  - Same object passed to multiple arguments (aliasing)

Boundary Value Analysis: Arithmetic Overflow

// returns: |x|

```
public int abs(int x)
```

- What are some values worth trying?
  - Equivalence classes are x < 0 and x >= 0
  - x = -1, x = 1, x = 0 (boundary condition)

  How about x = Integer.MIN_VALUE?

  // this is -2147483648 = -2^{31}

  // System.out.println(Math.abs(x) < 0) prints true!

Boundary Value Analysis: Aliasing

// modifies: src, dest

// effects: removes all elements of src and appends them in reverse order to the end of dest

```
void appendList(List<Integer> src,
                List<Integer> dst) {
    while (src.size() > 0) {
        Integer elt = src.remove(src.size()-1);
        dest.add(elt);
    }
}
```

- What happens if we run **`appendList(list,list)`**?
  - Aliasing.
  - Infinite loop – why?

Summary So Far

- Testing is hard. We cannot run all inputs
- Key problem: choose test suites such that
  - Small enough to finish in reasonable time
  - Large enough to validate the program (reveal bugs, or build confidence in absence of bugs)
- All we have is heuristics!
  - We saw black box testing heuristics: run paths in spec, partition input/output into equivalence classes, run with input values at boundaries of these classes
  - There are also white box testing heuristics

White Box Testing

- Ensure test suite covers (covers means executes) all of the program
- Measure quality of test suite with % coverage
- Assumption: high coverage implies few errors in program
- Focus: features not described in specification
  - Control-flow details
  - Performance optimizations
  - Alternate algorithms (paths) for different cases

White Box Complements Black Box

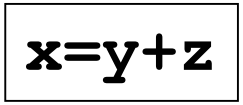
```
boolean[] primeTable[CACHE_SIZE]

// returns: true if x is prime, false otherwise

boolean isPrime(int x) {
    if (x > CACHE_SIZE) {
        for (int i=2; i<x/2; i++)
            if (x%i==0) return false;
        return true;
    }
    else return primeTable[x];
}
```

White Box Testing: Control-flow-based Testing

- Control-flow-based white box testing:
  - Extract a control flow graph (CFG)
  - Test suite must cover (execute) certain elements of this control-flow graph graph
- Idea: Define a coverage target and ensure test suite covers target
  - Targets: nodes, branch edges, paths
  - Coverage target approximates "all of the program"

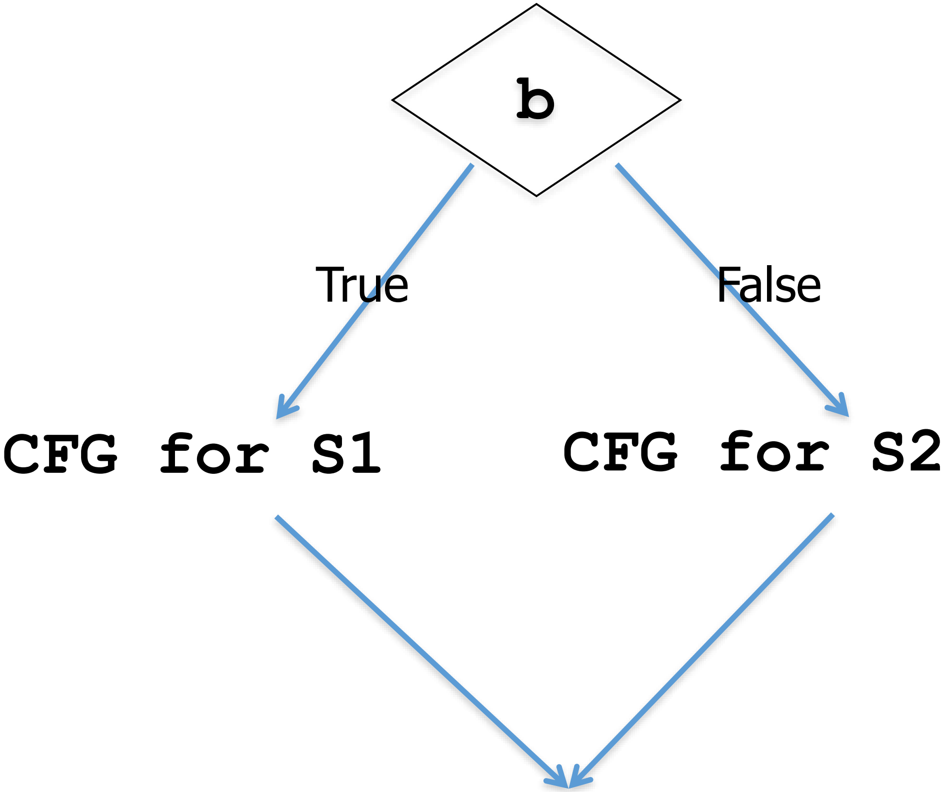
Control-flow Graph (CFG)

- Assignment **`x=y+z`** => node in CFG:



- If-then-else

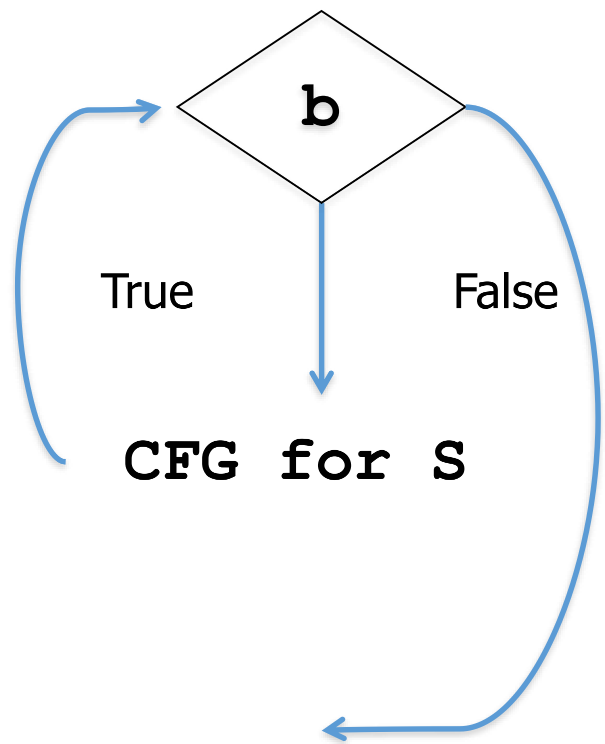
`if (b) S1 else S2` =>



Aside: Control-flow Graph (CFG)

- Loop

`while (b) S` =>



Aside: Control Flow Graph (CFG)

- Draw the CFG for the code below:

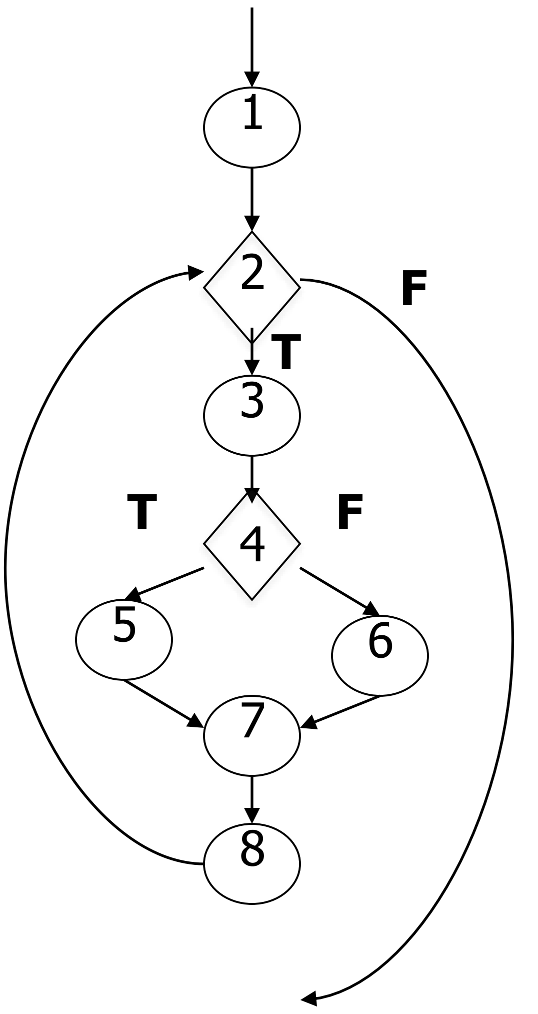
```
1 s:= 0;
2 x:= 0;
3 while (x<y) {
4     x:=x+3;
5     y:=y+2;
6     if (x+y<10)
7         s:=s+x+y;
      else
8         s:=s+x-y;

  }
```

Statement Coverage

- Traditional target: statement coverage. Write test suite that covers all statements, or in other words, all nodes in the CFG
- Motivation: code that has never been executed during testing may contain errors
  - Often this is the “low-probability” code

Example

- Suppose that we write and execute two test cases
- Test case #1: follows path 1-2-exit (e.g., we never take the loop)
- Test case #2: 1-2-3-4-5-7-8-2-3-4-5-7-8-2-exit (loop twice, and both times take the true branch)
- Problems?



Branch Coverage

- Target: write test cases that cover all branch edges at predicate nodes
  - True and false branch edges of each if-then-else
  - The two branch edges corresponding to the condition of a loop
  - All alternatives in a SWITCH statement
- In modern languages, branch coverage implies statement coverage

Branch Coverage

- Motivation for branch coverage: experience shows that many errors occur in “decision making” (i.e., branching). Plus, it implies statement coverage
- Statement coverage does not imply branch coverage
  - I.e., a suite that achieves 100% statement coverage does not necessarily achieve 100% branch coverage
  - Can you think of an example?

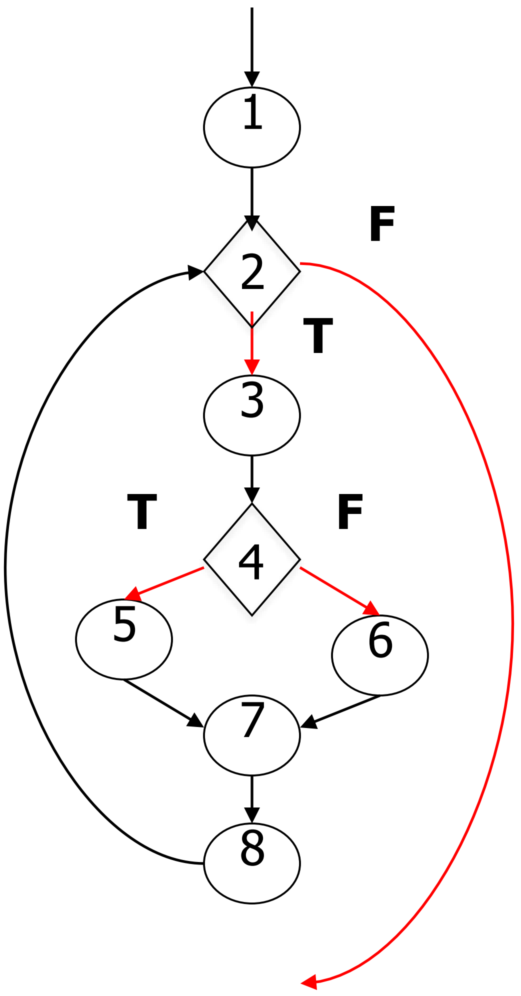
Example

```
static int min(int a, int b) {
    int r = a;
    if (a <= b)
        r = a;
    return r;
}
```

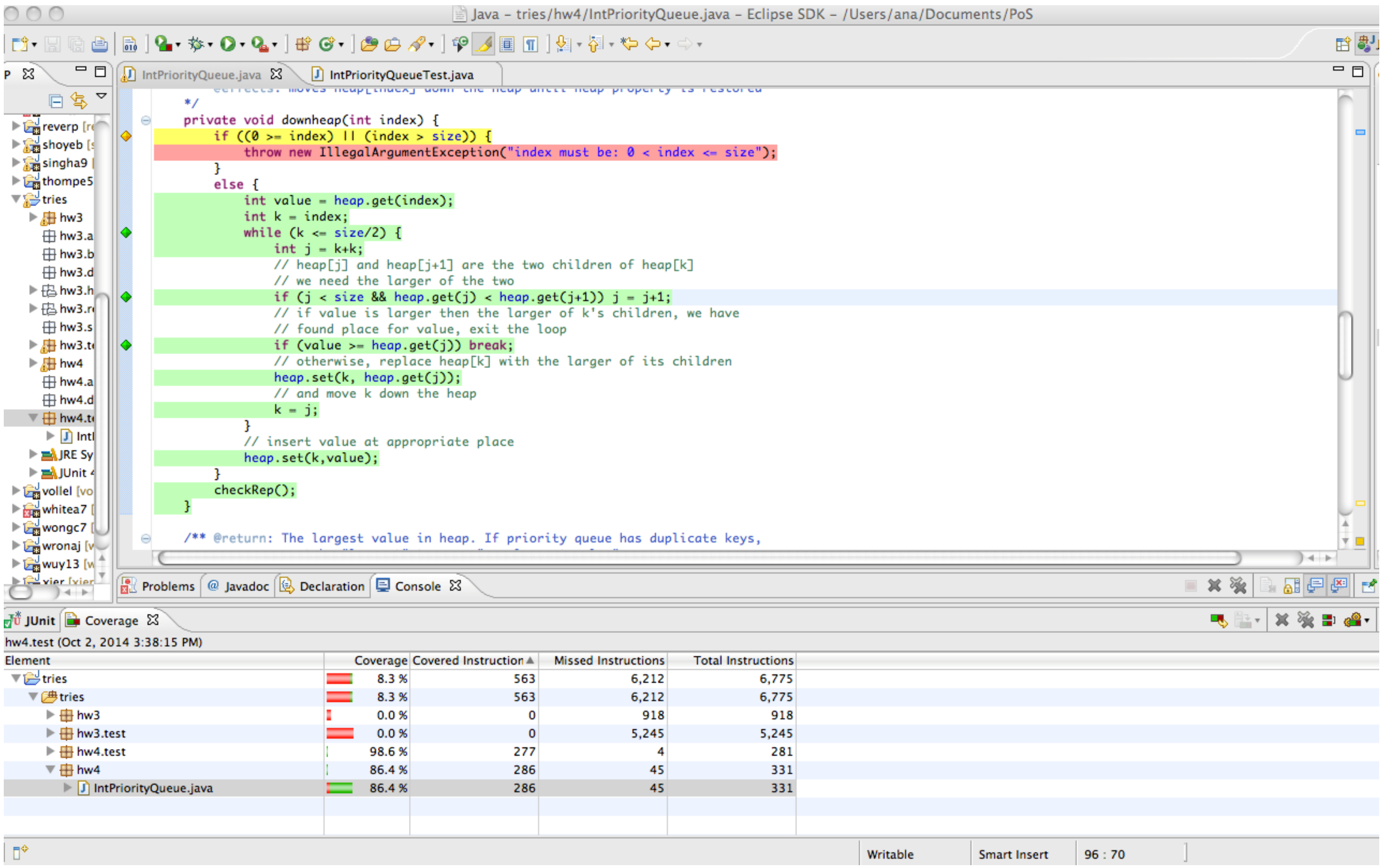
- Let's test with **`min(1,2)`**
- What is the statement coverage?
- What is the branch coverage?

Example

- We need to cover the red branch edges
- Test case #1: follows path 1-2-exit
- Test case #2: 1-2-3-4-5-7-8-2-3-4-5-7-8-2-exit
- What is % branch coverage?



Code Coverage in Eclipse



Rules of Testing

- First rule of testing: Do it early and do it often
  - Best to catch bugs soon, before they hide
  - Automate the process
  - Regression testing will save time
- Second rule of testing: Be systematic
  - Writing tests is a good way to understand the spec
  - Specs can be buggy too!
  - When you find a bug, write a test first, then fix