# Testing and Debugging Lecture 11

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# Thought for the day

Or perhaps longer?

If builders built buildings
The way programmers wrote programs
Then the first woodpecker that came along
Would destroy civilization.

Gerald Weinberg



## Software

#### Computer programs

## Douglas Crockford: Javascript expert

 "Computer programs most complex things humans make"

Here is an interesting definition:

Software is applied thought.

Some of the challenges:

- How to communicate thoughts?
- How to understand your code next day?



# Program errors

Syntax

#### Syntax errors

- Relate to structure and grammar of code.
- Usually easily identified.
- Compile-time errors generated

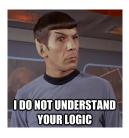
```
public Person setAge(int age) {
   this.age = age
   return this;
}
```

```
1 package ie.wit.people;
2 3 public class Person
4 {
5 public Person setAge(int age) {
6 this.age
7 return this;
8 }
9 }
```

## Program errors

#### Semantic or logic errors

- Compiles without error
- Runs to completion but with incorrect results
- Runs error-free for most but not all inputs
- Error-generating input may occur long after program released
- Generally much more difficult to detect.



## Semantic errors

# Unfortunately semantic errors rule rather than exception

- Producing programs free semantic errors extremely difficult
- Much non-trivial commercial software shipped with bugs
- Detection of semantic bugs cannot be automated
- Some industries have better track record than others
  - Aerospace
  - Military



Ariane 5: A semantic error

## Software failures

## Some examples software failures:

- Therac radiation therapy machine (c1985)
  - Massive overdose (100 times)
  - Three people died
- Mars orbiter disentegration (1998)
  - Ground computer used imperial units
  - Satellite used metric
  - Burned up
  - Loss: 300 million dollars
- London Ambulance Service (1992)
  - Newly commissioned system rapidly slowed to a crawl
  - System abandoned
  - Reputed cause: memory leak.
- Ariane 5 (1996)
  - Rocket downed by floating point error
  - Loss: 500 million dollars

## Software failures

- Mariner 1 (1962)
  - NASA's first spacecraft
  - Off course minutes into flight
  - Safety officer hit auto-destruct
  - Cause: incorrectly transcribed math symbol.
- Year 2000 bug
  - Known about for decades
    - Decision to continue producing not-fit-for-purpose code.
  - House of Commons report
    - Estimated repair cost: \$400 billion
    - A cost to clients but revenue to software industry
- British NHS IT system (2013)
  - Patient record system
  - Project launched 2002
  - Now abandoned
  - Loss: Euro 10 billion and climbing

# Software quality

### General product quality

- Fit for purpose
  - Possess appropriate functionality
- Merchantable quality
  - High quality processes and standards

#### Software quality

- Meet customers' needs
  - Easy to use
  - Correct results
  - Doesn't crash
  - Easy to debug and extend



# **Testing**

#### Exhaustive testing not feasible

- One 64 bit variable
  - One nanosecond per test
  - 500 years required

#### Divide and conquer

- Different tests at different development stages
  - Unit test within a class
  - Modular test across classes
  - Integration test: check interfaces between modules
    - Consistent assumptions.
    - Correctly communicate.
  - Regression test

#### Customer acceptance test



## Unit Testing

#### Unit test

- Test to determine if a unit of code behaves as designed
- Unit can be considered smallest testable part of program
- In our labs we test to the level of a method

## Positive Unit Testing

#### A positive unit test

Expected to return true on success

```
/**
 * This is a positive unit test
 * It returns true on success
 * Makes appointment at 4 p.m. day 1 for a lab
 */
public boolean oneHourAppointment() {
   Day day = new Day(1);
   Appointment appointm1 = new Appointment("Lab", 1);
   return day.makeAppointment(16, appointm1);
}
```

# **Negative Unit Testing**

#### A negative unit test

- Expected to return false on success
- Tends to be overlooked but important to include

```
/**
* Attempted double booking
* This is a negative unit test
* We expect the method to return a false
* Returning true would indicate a bug
public boolean doubleBooking()
   Day day = new Day(1);
    Appointment appointm1 = new Appointment("Java lecture", 1);
    Appointment appointm2 = new Appointment("Java lab", 1);
    day.makeAppointment(10, appointm1);//make booking at 10
    return day.makeAppointment(10, appointm2);//try 2nd booking at 10
```

## Negative Unit Testing

#### Test doubleBooking

- Attempt to double book should not succeed
- boolean false expected when doubleBooking invoked
- Use JUnit assertsEqual to test for false

```
@Test
public void negativeTests()
{
    assertEquals(false, diaryTester.doubleBooking());
}
```

## Regression Testing

#### Unit tests

- Performed on smallest testable portions
- Number unit tests grows as development progresses

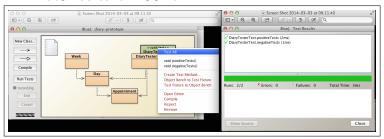
### Regression testing

- Re-running suite of unit tests
  - As development progresses (daily)
  - At key milestones
  - Before shipping
  - Following bug fixes

## JUnit Testing

#### **JUnit**

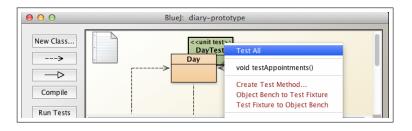
- Unit testing framework
- A framework can be considered
  - Reusable set of libraries or classes
  - Provider of some declared functionality
- JUnit widely used across different languages
- BlueJ has built-in JUnit



## Automated Regression Testing

#### BlueJ framework includes JUnit

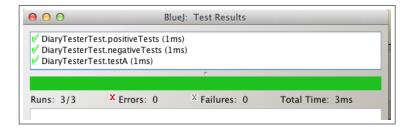
- For any class under development
  - Easy to create associated JUnit class
  - Write test methods in test class
  - Invoke individual test methods
  - Invoke testAll method



## Blue J J Unit Automated Regression Test

#### Run all tests example

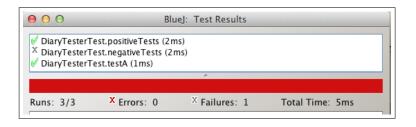
- Three methods invoked
  - positiveTests
  - negativeTests
  - individual testA
- Green progress bar indicates overall success



# Blue J J Unit Automated Regression Test

#### Run all tests example

- Individual and overall results published
  - positiveTests succeeded
  - negativeTests failed
  - individual testA succeeded
- Red progress bar indicates overall failure



## Summary

- Overview software quality
- Explored definition of software
- Error types syntactic and semantic
- Syntax errors generally easy to identify and fix
- Semantic or logical errors often extremely difficult to diagnose
- Sample software failures
- Importance of testing
- Unit testing positive and negative
- Regression testing
- JUnit testing
- Automated regression testing

## Referenced Material

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