

Software Testing

Instructor: Peter Baumann

email: pbaumann@constructor.university tel: -3178

office: room 88, Research 1

Credits: IPL (Cantata++) Rick Mercer; Franklin, Beedle & Associates Satish Mishra; HU Berlin Hyoung Hong; Concordia University Pressman

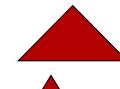
"Hey, it compiles – let's ship it!"

Test Your Testing! [Myers 1982]

- Program reads 3 integers from cmd line, interprets as side lengths of a triangle
- Outputs triangle type:
 - Non-equilateral



- Equilateral
- Isosceles



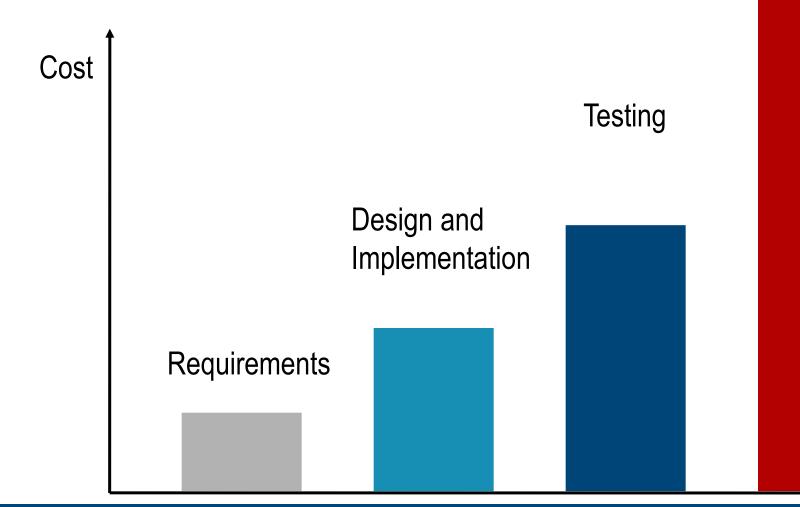




Maintenance

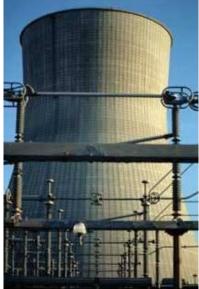
Why Tests? - Software Costs

"If debugging is the process of removing bugs, then programming must be the process of putting them in."





Some Better-Test-Well Applications





Train Control - Alcatel



EFA Typhoon – BAe Systems



Medical Systems – GE Medical



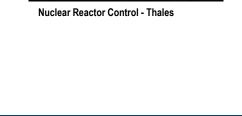
International Space Station – Dutch Space



Cantata++ running under Symbian – Nokia Series 60



Airbus A340 – Ultra Electronics





What Is Software Testing?

Software Testing =
 process of exercising a program
 with the specific intent of finding errors
 prior to delivery to the end user.



Who Tests the Software?



developer Understands the system but will test "gently" driven by "delivery"

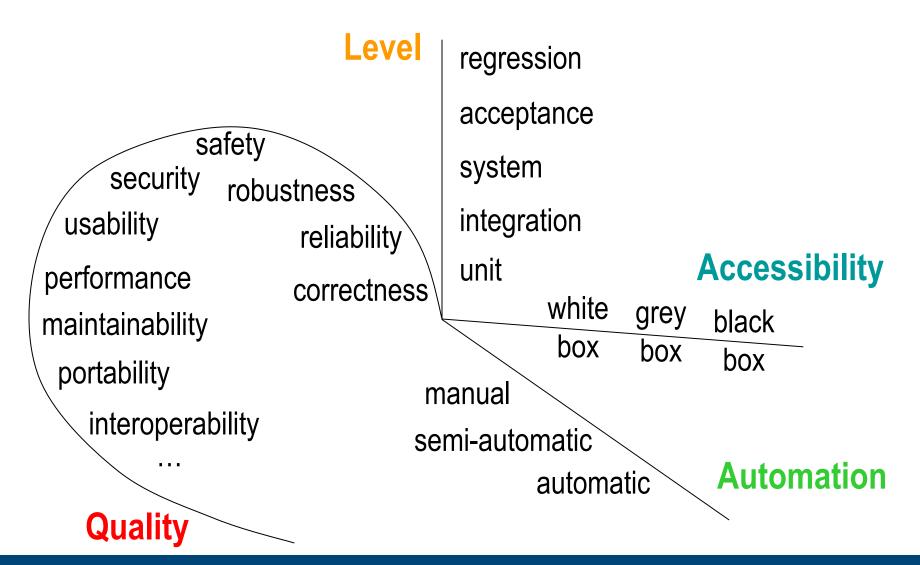


independent tester Must learn about the system but will attempt to break it driven by quality

"Debugging is twice as hard as writing the code in the first place. Therefore, if you write the code as cleverly as possible, you are, by definition, not smart enough to debug it." - Brian Kernighan



Test Feature Space



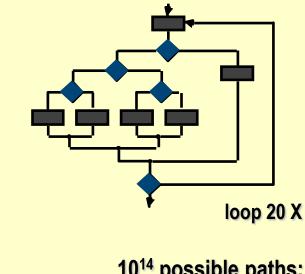
Software Engineering – © P. Baumann



Equivalence Class Testing

- Practically never can do exhaustive testing on input combinations
- How to find "good" test cases?
 - Good = likely to produce an error
- Idea:
 build equivalence classes

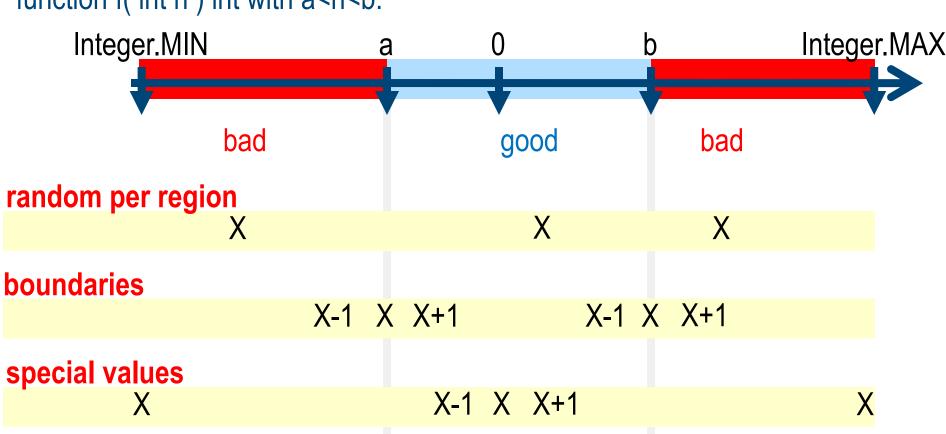
 of test input situations,
 test one candidate per class



10¹⁴ possible paths; 1 test per millisecond = 3,170 years to test completely



A Pragmatic Test Case Strategy



function f(int n) int with a<n

h

Software Engineering – © P. Baumann

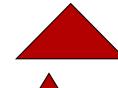


Test Your Testing, Reloaded

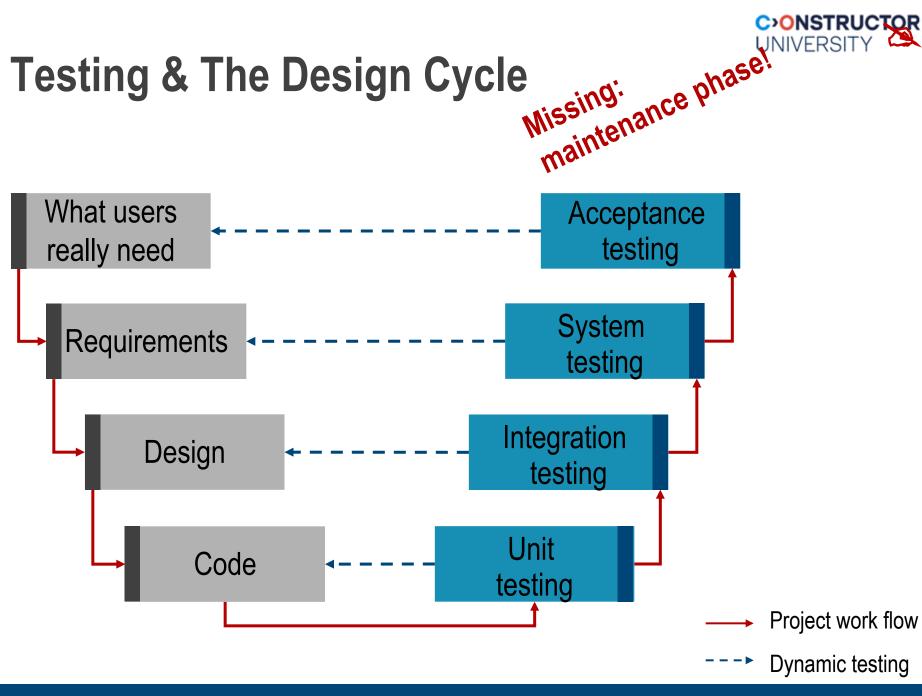
- Program reads 3 integers from cmd line, interprets as side lengths of a triangle
- Outputs triangle type:
 - Non-equilateral

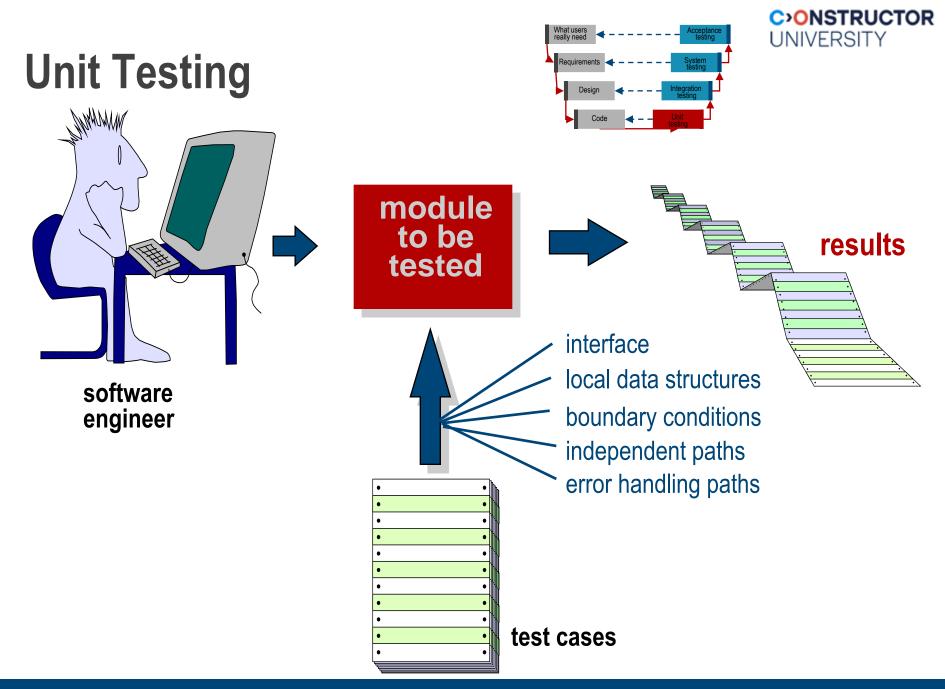


- Equilateral
- Isosceles

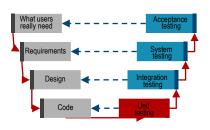








Unit Testing



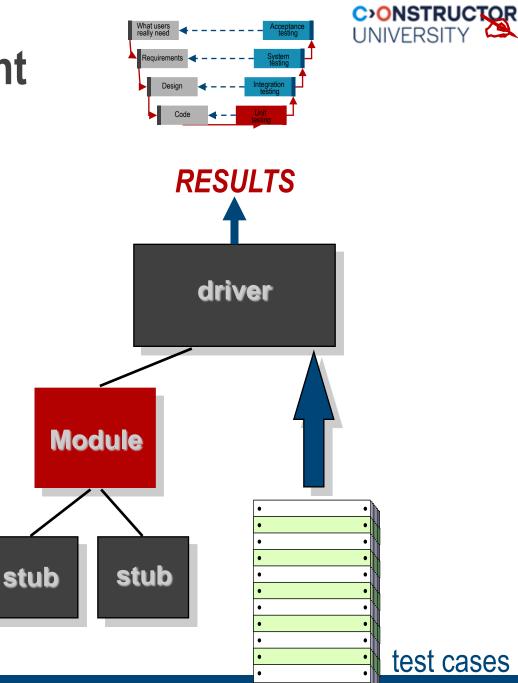


- Test unit = code that tests target
 - Usually one or more test module/class
 - In oo programs: target frequently one class
- Test case = test of an assertion ("design promise") or particular feature
 - *"writing to then deleting an item from an empty stack yields an empty stack":*

isempty(pop(push(empty(), x)))

Unit Test Environment

- Test driver
 dummy environment
 - for test class
- Test stub
 - = dummy methods of classes used, but not available
- Some unit testing frameworks
 - C++: cppunit
 - Java: JUnit
 - server-side Java code (web apps!): Cactus
 - JavaScript: JSpec



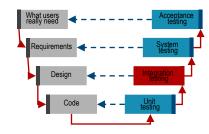


Test Software is Software!

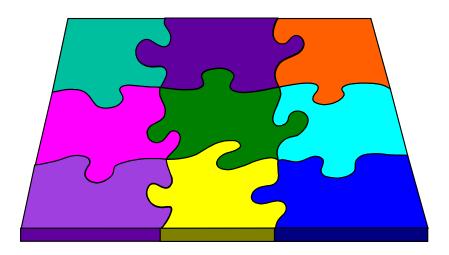
- All quality aspects apply, such as:
- Code quality
- Documentation
 - "why is this test case important?"
- Automated handling via make etc.
- Appropriate structuring into directory hierarchies
 - Separate feature code & test code
- Example: rasdaman src tree

Integration Testing

- Integration testing
 - = test interactions among units
 - Import/export type compatibility
 - range errors
 - representation
 - ...and many more
- Sample integration problems
 - F1 calls F2(char[] s)
 - F1 calls F2(elapsed_time) -- F1 thinks in seconds, F2 thinks in milliseconds
- Strategies: Big-bang, incremental (top-down, bottom-up, sandwich)

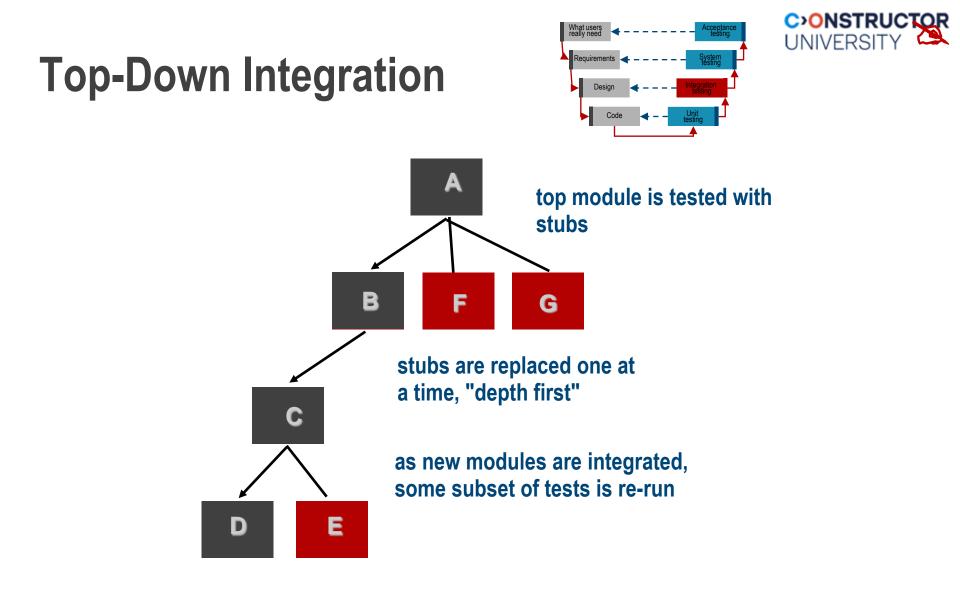


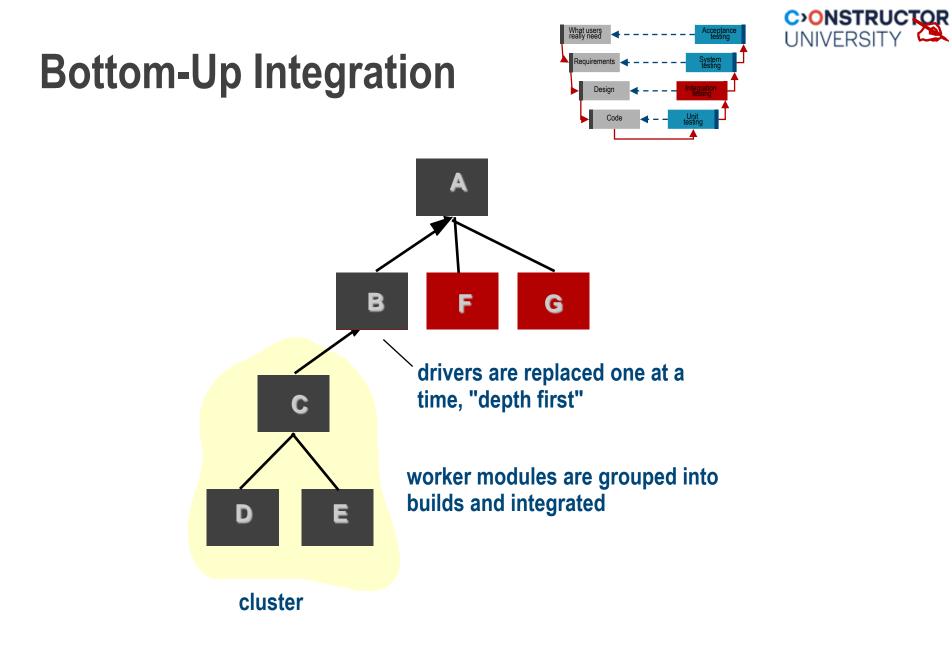


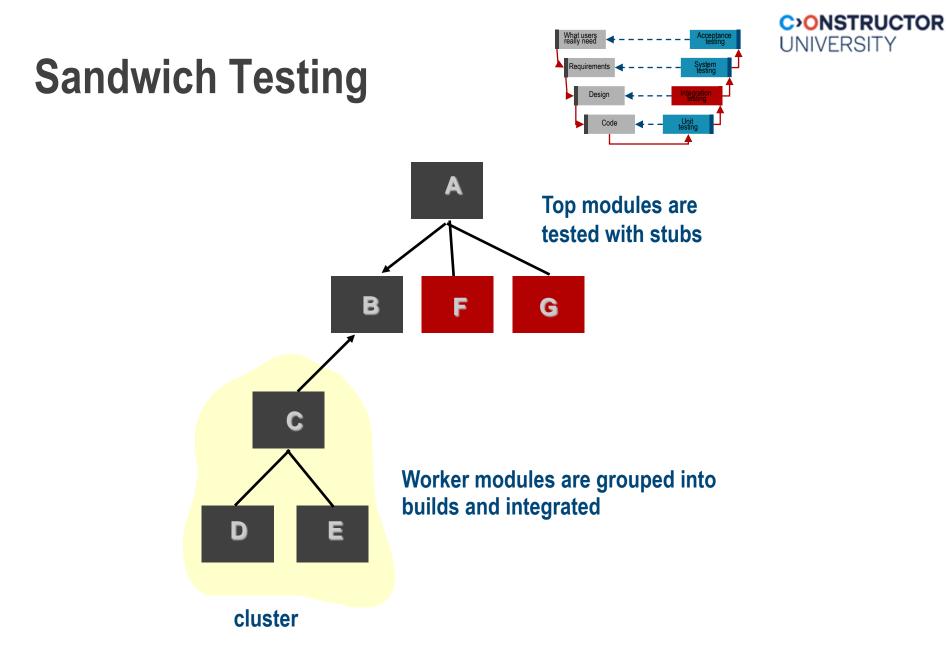


-- F1 assumes array of size 10, F2 assumes size 8

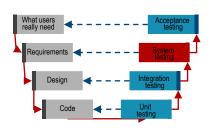
17







System Testing

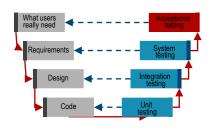




- System testing = determine whether system meets requirements
 - = integrated hardware and software
- Focus on use & interaction of system functionalities
 - rather than details of implementations
- Should be carried out by a group independent of the code developers

- Alpha testing: end users at developer's site
- Beta testing: at end user site, w/o developer!

Acceptance Testing





- Goal: Get approval from customer
 - try to structure it!
- be suresuresure that the demo works
- Customer may be tempted to demand more functionality when getting exposed to final system
 - Ideally: get test cases agreed already during analysis phase
 - ...will not work in practice, customer will feel tied
 - At least: agree on schedule & criteria beforehand
- Best: prepare with stakeholders well in advance

Testing Methods

Static testing

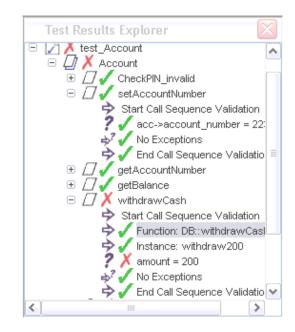
- Collects information about a software without executing it
- Reviews, walkthroughs, and inspections; static analysis; formal verification; documentation testing

Dynamic testing

- Collects information about a software with executing it
- Does the software behave correctly?
- In both development and target environments?
- White-box vs. black-box testing; coverage analysis; memory leaks; performance profiling

Regression testing

static dynamic regression



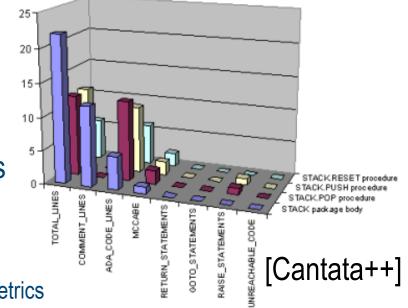
C>ONSTRU

UNCTION: bool enoughCash(int)					FAIL
Location: W:\cgi-bin\src\unit_account\account.cpp					
SCOPE: Account					
	func	block	stmt	deon	call
Target Coverage:	100%	100%	100%	100%	100%
Result:	FAIL	FAIL	FAIL	PASS	FAIL
Items Executed:	0/1	0/1	0/1	0/0	0/2
Achieved Coverage:	0%	0%	0%	100%	0%

Static Analysis



- Control flow analysis and data flow analysis
 - Provide objective data, eg, for code reviews, project management, end of project statistics
 - Extensively used for compiler optimization and software engineering
- Examples of errors that can be found:
 - Unreachable statements
 - Variables used before initialization
 - Variables declared but never used
 - Possible array bound violations
- Extensive tool support for deriving metrics from source code
 - e.g. up to 300 source code metrics
 - Code construct counts, Complexity metrics, File metrics



Formal Verification



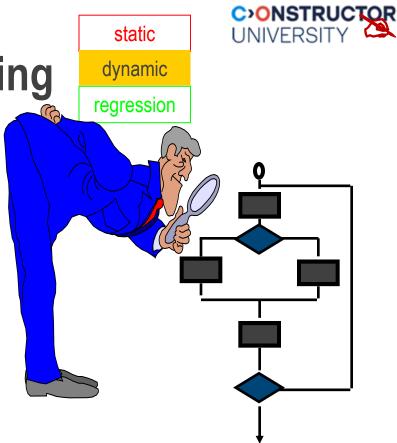
C>ONSTRUCTOR

UNIVERSITY

- Given a model of a program and a property, determine whether model satisfies property, based on mathematics
 - algebra, logic, ...
 - See earlier (invariants) and later!
- Examples
 - Safety
 - If the light for east-west is green, then the light for south-north should be red
 - Liveness
 - If a request occurs, there should be a response eventually in the future

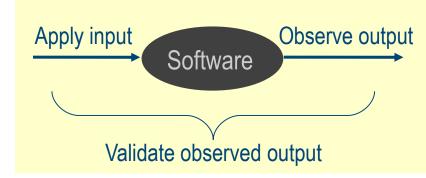
White-Box (Glass-Box) Testing

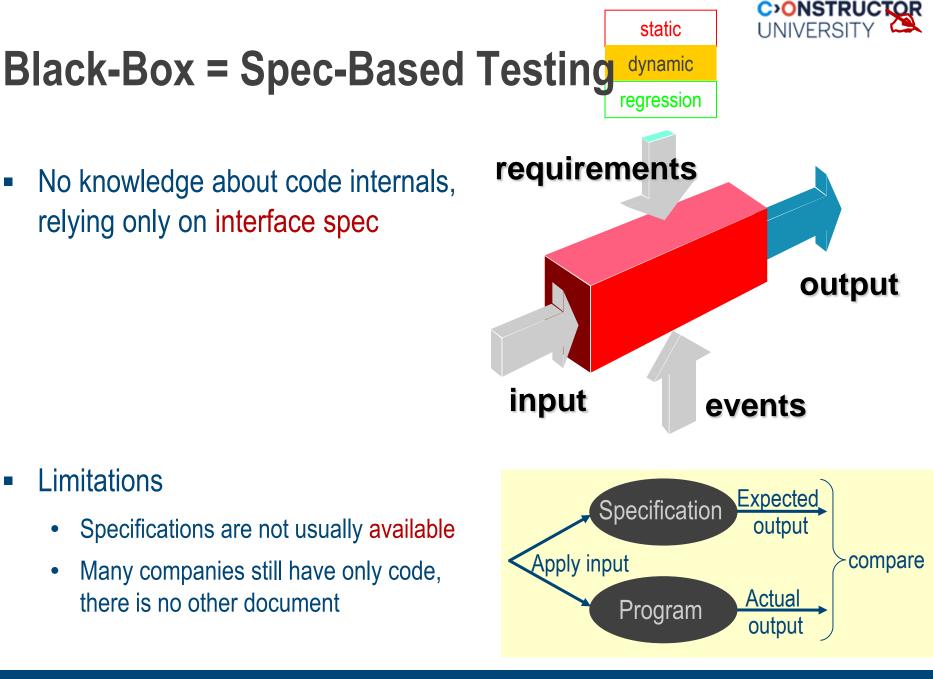
- Check that all statements & conditions have been executed at least once
- Look inside modules/classes



Limitations

- Cannot catch omission errors
 missing requirements?
- Cannot provide test oracles -- expected output for an input?





Coverage Analysis

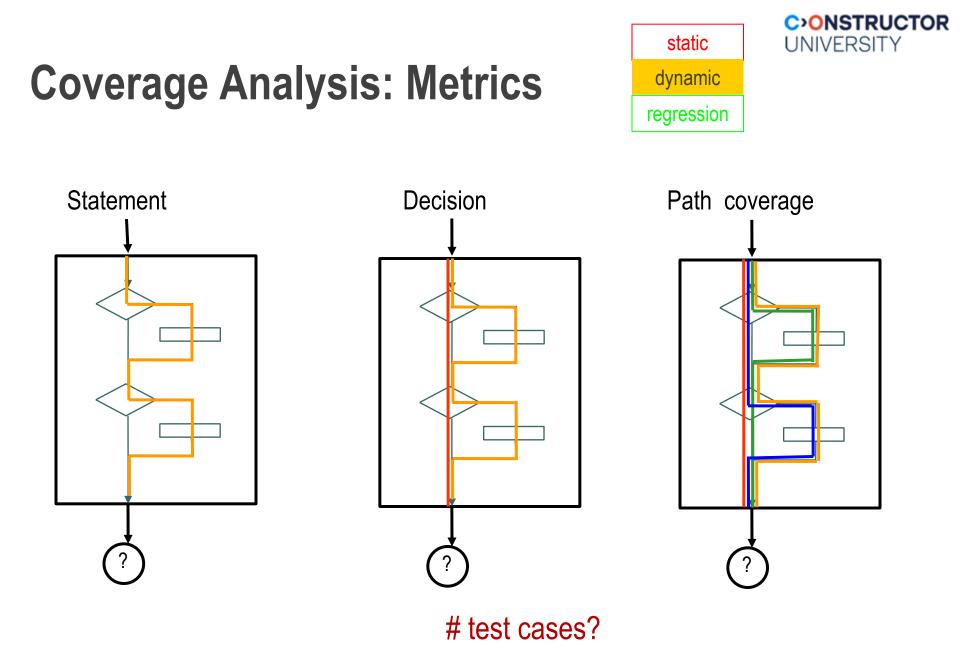


C>ONSTRUCTOR

UNIVERSITY

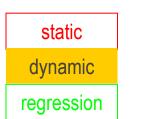
- Coverage analysis = measuring how much of the code has been exercised
 - identify unexecuted code structures
 - remove dead or unwanted code
 - add more test cases?
- Metrics include:
 - Entry points
 - Statements
 - Conditions (loops!

<u>چ</u>	ource File - W:\cgi-bin\src\unit_account\account.cpp	
22	/*	
23	* Connect to the database and	
24	* Check pin is correct	
25	*/	
26	if (db->connect(DB_HOST,	
27	DB_USER,	
28	DB_PASS)) (
29	pinValid = db->checkPin(pin,	
30	getAccountNumber());	
31	}	
32		
33	return pinValid;	
34	}	
35		
36	double Account::getBalance() const {	
37	return db->getBalance(getAccountNumber());	
38	}	
39		
40	17	
41	// Check that there is enough cash (greater than or equal to	
42	// requested amount)	
43	//	
44	bool Account::enoughCash(int cash) {	¥
	>	



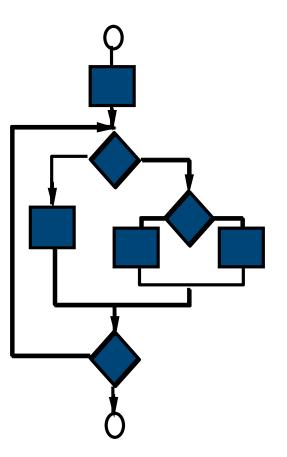
Path Testing

- cyclomatic complexity of flow graph:
- V(G) = number of simple decisions + 1
 - V(G) = number of enclosed areas + 1



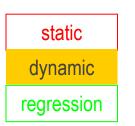
C>ONSTRUCTOR

UNIVERSI



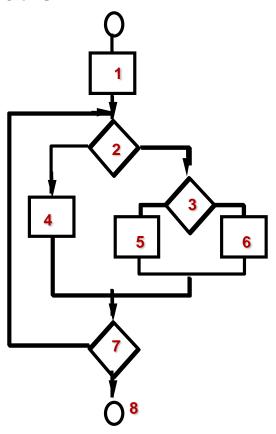
In this case, V(G) = ?

Path Testing





- derive independent paths: $V(G) = 4 \rightarrow$ four paths
 - Path 1: 1,2,3,6,7,8
 - Path 2: 1,2,3,5,7,8
 - Path 3: 1,2,4,7,8
 - Path 4: 1,2,4,7,2,4,...7,8
- derive test cases to exercise these paths





Terminology: Cx



- C0 = every instruction
- C1 = every branch
- C2, C3 ~= every condition once true, once false
 - Numbering historically grown, not systematic -- C1 & C2 not related!
- C4 = path coverage: every possible path taken

- Rule of thumb: 95% C0, 70% C1
 - C2, C3 IMHO add no value, C4 often impossible
- Concurrent systems? External component impact?



Example: DO-178B

- FAA standard for requirements based testing & code coverage analysis
- Levels according to severity of consequences:
 - Level A: catastrophic
 - Level B: dangerous/severe
 - Level C: significant
 - Level D: low impact
 - Level E: no impact

Modified cond. decision covg. +
 branch/decision + statement

...100% of:

- Branch/decision + statement
- statement



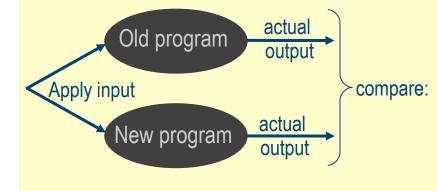
Test Organization

- Tests should be self-sustaining
 - create your own data,
 - ...and clean up
 - Expect nothing!
- Set up controlled environment
 - data sets, files, environment variables, system configuration, ...
 - excellent for repeatability of complex setup: virtual machines (eg,VMware box)
- Regression testing!

Regression Testing



- Testing in maintenance phase: How to test modified / new code?
 - Developing new tests = double work
 - Cost factor: Development : maintenance = 1:3
- Regression test
 = run tests, compare output
 to same test on previous code version
 - Diff on previous log output
 - easy automatic testing
- Limitations
 - Finds only deviations, cannot judge on error
 - Only finds new deviations
 - Only for fully automated tests



actual output same as previous output?



Create Testable Software!

- Simplicity
 - Clear, easy to understand, following code standards
- Decomposability
 - Modules can be tested independently
- Controllability
 - States & variables can be controlled
 - tests can be automated and reproduced
- Observability
 - Make status queryable: toString()
 - Have class-internal checks & logging

Stability

- Recovers well from failures
- Operability
 - If well done right away, testing will be less blocked by errors found
- Understandability
 - All relevant information is documented, up-to-date, and available



Summary

- Pressman:
 - Think about what you see
 - Use tools to gain more insight
 - Create regression tests when fixing the bug
- Testing is hostile -- "Make Test Like War!"
 - be bad = imaginative on possible error situations
 - best be developed NOT by (but in communication with) coder
 - Common mistake: test only plausible input
 - <u>OWASP</u>, <u>Snyk</u>; <u>OSS Fuzz</u>: ~25,000 bugs in 375 OS tools



Summary (contd.)

- Objective test strategy should achieve "an acceptable level of confidence at an acceptable level of cost"
- Tests are integral part of the software
 - All quality statements apply!
 - ~40% of overall coding effort ok
- *"Testing is successful if the program fails" –* Goodenough & Gerhart
- "Testers are customer advocates" n.n.