Software testing

Object class testing

- Complete test coverage of a class involves
  - Testing all operations associated with an object;
  - Setting and interrogating all object attributes;
  - Exercising the object in all possible states.
- Inheritance makes it more difficult to design object class tests as the information to be tested is not localised.

Component testing

- Component or unit testing is the process of testing individual components in isolation.
- It is a defect testing process.
- Components may be:
  - Individual functions or methods within an object;
  - Object classes with several attributes and methods;
  - Composite components with defined interfaces used to access their functionality.

Interface testing

- Objectives are to detect faults due to interface errors or invalid assumptions about interfaces.
- Particularly important for object-oriented development as objects are defined by their interfaces.

Integration testing

- Involves building a system from its components and testing it for problems that arise from component interactions.
- Top-down integration
  - Develop the skeleton of the system and populate it with components.
- Bottom-up integration
  - Integrate infrastructure components then add functional components.
- To simplify error localisation, systems should be incrementally integrated.

System testing

- Involves integrating components to create a system or sub-system.
- May involve testing an increment to be delivered to the customer.
- Two phases:
  - Integration testing - the test team have access to the system source code. The system is tested as components are integrated.
  - Release testing - the test team test the complete system to be delivered as a black-box.

Stress testing

- Exercises the system beyond its maximum design load. Stressing the system often causes defects to come to light.
- Stressing the system test failure behaviour.. Systems should not fail catastrophically. Stress testing checks for unacceptable loss of service or data.
- Stress testing is particularly relevant to distributed systems that can exhibit severe degradation as a network becomes overloaded.

Performance testing

- Part of release testing may involve testing the emergent properties of a system, such as performance and reliability.
- Performance tests usually involve planning a series of tests where the load is steadily increased until the system performance becomes unacceptable.

Release testing

- The process of testing a release of a system that will be distributed to customers.
- Primary goal is to increase the supplier's confidence that the system meets its requirements.
- Release testing is usually black-box or functional testing
  - Based on the system specification only;
  - Testers do not have knowledge of the system implementation.

Testing process goals

- Validation testing
  - To demonstrate to the developer and the system customer that the software meets its requirements;
  - A successful test shows that the system operates as intended.
- Defect testing
  - To discover faults or defects in the software where its behaviour is incorrect or not in conformance with its specification;
  - A successful test is a test that makes the system perform incorrectly and so exposes a defect in the system.

Defect testing

- The goal of defect testing is to discover defects in programs
- A *successful* defect test is a test which causes a program to behave in an anomalous way
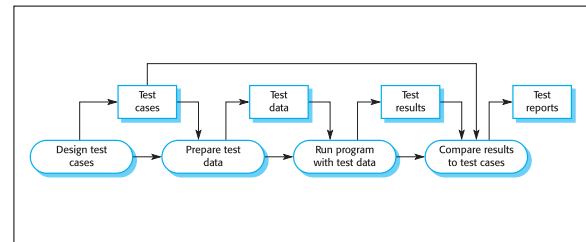- Tests show the presence not the absence of defects

Testing guidelines

- Testing guidelines are hints for the testing team to help them choose tests that will reveal defects in the system
  - Choose inputs that force the system to generate all error messages;
  - Design inputs that cause buffers to overflow;
  - Repeat the same input or input series several times;
  - Force invalid outputs to be generated;
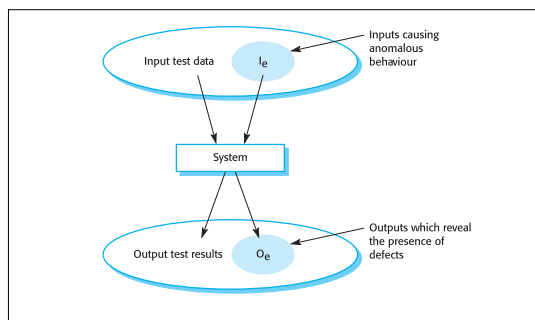 - Force computation results to be too large or too small.

Testing policies

- Only exhaustive testing can show a program is free from defects. However, exhaustive testing is impossible,
- Testing policies define the approach to be used in selecting system tests:
  - All functions accessed through menus should be tested;
  - Combinations of functions accessed through the same menu should be tested;
  - Where user input is required, all functions must be tested with correct and incorrect input.

The software testing process

Black-box testing

Test case design

- Involves designing the test cases (inputs and outputs) used to test the system.
- The goal of test case design is to create a set of tests that are effective in validation and defect testing.
- Design approaches:
  - Requirements-based testing;
  - Partition testing;
  - Structural testing.

Requirements based testing

- A general principle of requirements engineering is that requirements should be testable.
- Requirements-based testing is a validation testing technique where you consider each requirement and derive a set of tests for that requirement.

LIBSYS requirements

The user shall be able to search either all of the initial set of databases or select a subset from it.

The system shall provide appropriate viewers for the user to read documents in the document store.

Every order shall be allocated a unique identifier (ORDER_ID) that the user shall be able to copy to the account's permanent storage area.
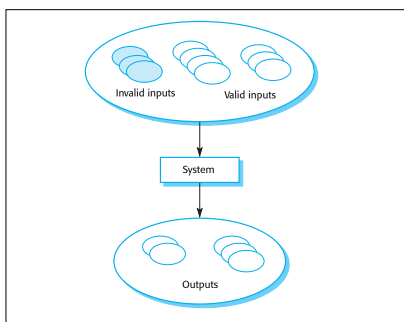
LIBSYS tests

- Initiate user search for searches for items that are known to be present and known not to be present, where the set of databases includes 1 database.
- Initiate user searches for items that are known to be present and known not to be present, where the set of databases includes 2 databases
- Initiate user searches for items that are known to be present and known not to be present where the set of databases includes more than 2 databases.
- Select one database from the set of databases and initiate user searches for items that are known to be present and known not to be present.
- Select more than one database from the set of databases and initiate searches for items that are known to be present and known not to be present.
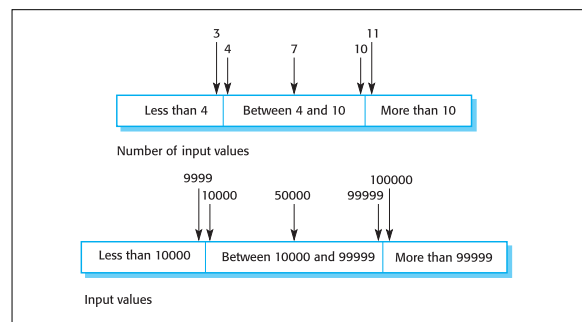
Partition testing

- Input data and output results often fall into different classes where all members of a class are related.
- Each of these classes is an equivalence partition or domain where the program behaves in an equivalent way for each class member.
- Test cases should be chosen from each partition.

Equivalence partitioning

Equivalence partitions

Search routine specification

procedure Search (Key : ELEM ; T: SEQ of ELEM;
    Found : **in out** BOOLEAN; L: **in out** ELEM_INDEX) ;

Pre-condition
    -- the sequence has at least one element
    T'FIRST <= T'LAST
Post-condition
    -- the element is found and is referenced by L
    (Found and T (L) = Key)
or
    -- the element is not in the array
    (**not** Found **and**
    not (**exists** i, T'FIRST >= i <= T'LAST, T (i) = Key))

Search routine - input partitions

- Inputs which conform to the pre-conditions.
- Inputs where a pre-condition does not hold.
- Inputs where the key element is a member of the array.
- Inputs where the key element is not a member of the array.

Testing guidelines (sequences)

- Test software with sequences which have only a single value.
- Use sequences of different sizes in different tests.
- Derive tests so that the first, middle and last elements of the sequence are accessed.
- Test with sequences of zero length.

Search routine - input partitions

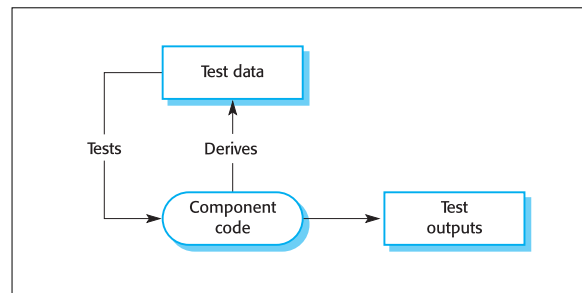| Sequence	Element
Single value	In sequence
Single value	Not in sequence
More than 1 value	First element in sequence
More than 1 value	Last element in sequence
More than 1 value	Middle element in sequence
More than 1 value	Not in sequence

Input sequence (T)	Key (Key)	Output (Found, L)
17	17	true, 1
17	0	false, ??
17, 29, 21, 23	17	true, 1
41, 18, 9, 31, 30, 16, 45	45	true, 7
17, 18, 21, 23, 29, 41, 38	23	true, 4
21, 23, 29, 33, 38	25	false, ??

Structural testing

- Sometime called white-box testing.
- Derivation of test cases according to program structure. Knowledge of the program is used to identify additional test cases.
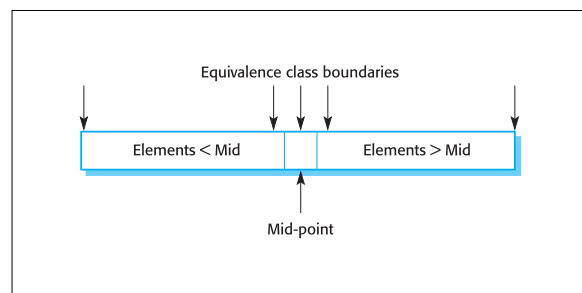- Objective is to exercise all program statements (not all path combinations).

Structural testing

Binary search - equiv. partitions

- Pre-conditions satisfied, key element in array.
- Pre-conditions satisfied, key element not in array.
- Pre-conditions unsatisfied, key element in array.
- Pre-conditions unsatisfied, key element not in array.
- Input array has a single value.
- Input array has an even number of values.
- Input array has an odd number of values.
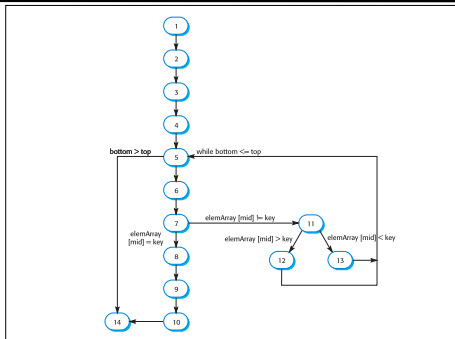
Binary search equiv. partitions

Binary search - test cases

Input array (T)	Key (Key)	Output (Found, L)
17	17	true, 1
17	0	false, ??
17, 21, 23, 29	17	true, 1
9, 16, 18, 30, 31, 41, 45	45	true, 7
17, 18, 21, 23, 29, 38, 41	23	true, 4
17, 18, 21, 23, 29, 33, 38	21	true, 3
12, 18, 21, 23, 32	23	true, 4
21, 23, 29, 33, 38	25	false, ??

Path testing

- The objective of path testing is to ensure that the set of test cases is such that each path through the program is executed at least once.
- The starting point for path testing is a program flow graph that shows nodes representing program decisions and arcs representing the flow of control.
- Statements with conditions are therefore nodes in the flow graph.

Binary search flow graph

Independent paths

- 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 14
- 1, 2, 3, 4, 5, 14
- 1, 2, 3, 4, 5, 6, 7, 11, 12, 5, …
- 1, 2, 3, 4, 6, 7, 2, 11, 13, 5, …
- Test cases should be derived so that all of these paths are executed
- A dynamic program analyser may be used to check that paths have been executed

Test automation

- Testing is an expensive process phase. Testing workbenches provide a range of tools to reduce the time required and total testing costs.
- Systems such as Junit support the automatic execution of tests.
- Most testing workbenches are open systems because testing needs are organisation-specific.
- They are sometimes difficult to integrate with closed design and analysis workbenches.

A testing workbench