



Software Testing – General Concepts

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Advanced Topics on Software Engineering – Software Testing
MSc in Computer Science
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ToC

- 1 General Information
- 2 Introduction to Software Testing
- 3 Software Qualities
- 4 Test Activities and Taxonomy
- 5 Types of Testing

WARNING

Slides are distributed to help students in their preparation to the exam. In **no way** they intend to substitute text books. Instead a **thorough study of the text books** constitutes the **most wise strategy** to maximize the chances to pass the final exam.

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Course and Teachers

- Advanced Topics on Software Engineering – Software Testing
 - Lessons:
 - Tuesday from 2pm to 4pm
 - Thursday from 11am to 1pm
 - web: <http://didattica.cs.unicam.it/...>
- Andrea Polini, Barbara Re
 - e-mail: andrea.polini@unicam.it, barbara.re@unicam.it
 - weekly office hours: Thursday 2pm-3pm
- Exam dates:
 - June 18th, 2020 - 11am-1pm, room AB1
 - July 16th, 2020 - 11am-1pm, room AB1
 - September 8th and 29th, 2020 - 11am-1pm, room AB1
 - February 2nd and 23th, 2021 - 11am-1pm, room AB1

Course Objectives

- The course permits to the student to acquire the knowledge needed to understand software testing issues and solutions. The course then aims at permitting the development of competences needed to operate in real scenarios in order to test complex software systems.

Study material

- **Reference book:**



Aditya P. Mathur

Foundations of Software Testing, 2nd Ed.

Pearson, 2014.

- **Further references provided by the teachers**

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Testing intuition

Software testing concerns the execution of **some** “experiments” in a **controlled environment** in order to acquire **enough confidence** on the behaviour of a software system when deployed in the real environment. Software Testing can equally aim at assessing **functional properties** and **extra-functional properties** (some of them at least)

Two different objectives and “moods”:

- Try to demonstrate that the system correctly satisfy the specifications, and the needs of users and customers
- Try to discover bugs in the code

Testing can never guarantee the absence of fault but just their existence

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Testing vs. Debugging

Clearly strictly related but different objectives!

- **Testing**: finds bugs and shows possible divergences between what is observed, and what it is expected
- **Debugging**: removes bugs, and alignates the characteristics of the system to what is is expected

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Testing and Verification

Verification is the general activity in SE that aims at assessing the **relation among different artefacts** in the development process.

- **Static strategies**: static analysis, model checking, code inspection, ...
- **Dynamic strategies**: software testing, software monitoring, ...

Testing vs. Formal Verification

Formal verification aims at proving the correctness of artefacts by showing that they satisfy specific properties. Relevant properties generally to be checked:

- something bad will never occur (**safety**)
- something good will eventually occur (**liveness**)

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Genesis of failures

Error: *an error occurs in the process of writing a program (or document)*

Fault – aka bug, defect: *a fault is the manifestation of one or more errors, and is constituted by a piece of code that do not correspond to what is actually needed*

Failure: *a failure is the observation of a behaviour that does not correspond to the desired one*

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SE and Software Qualities

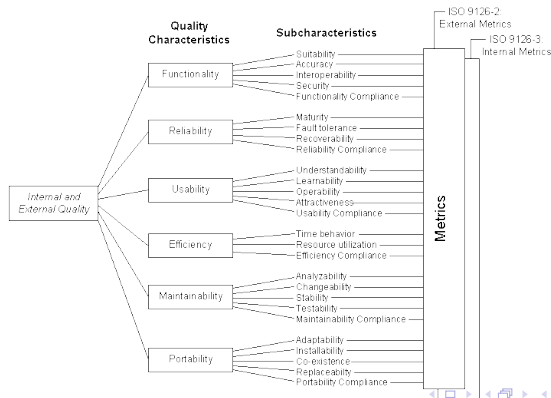
Software Engineering provides you with methodologies, techniques, approaches, and tools to build **GOOD** software

What does good stand for?

SE and Software Qualities

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Software Quality

Software Quality

Degree to which a software ...

- 1 conforms to specified requirements (functional and non-functional)
- 2 meets the needs and expectations of customers, users and stakeholders in general
- 3 is designed and developed according to sound engineering practices and standards

Metrics and Measures

To assess the degree to which a software conforms to a quality we need to define **metrics** and **measurements procedures**. A **metric** define a correspondence between entity and attributes of the real world with mathematical models and sets in order to better understand the real world itself. In order to make comparisons we need to consider sets with **ordering relations**.

Measure what is measurable, and make measurable what is not so

(Galileo Galilei)

Quality Dimensions

Quality attributes can be classified according to other several dimensions (**internal/external**):

- **Static**

- understandability
- maintainability
- structuredness

- **Dynamic**

- reliability
- correctness
- completeness
- consistency
- usability
- performance

Once metrics have been defined for a given quality requirements will have to declare **measures** to satisfy

Correctness

Correctness

A program is considered correct if it behaves as expected on each element of its input domain

Correctness is just and ideal property, it asks for exhaustive testing, therefore it is more important to have a perception of **how likely is** that a software system will fail

Ex: The system should provide arithmetic operations for Natural numbers

```
public class math1{
    public double sum(double x, double y)
    { return x+y; }

    public double subtract(double x, double y)
    { return x-y;}

    public double abs(double x) {
        if (x>0) {return x;}
        else {return x;}
    }
}
```

```
public class math2{
    public int sum(int x, int y)
    { return x+y; }

    public int subtract(int x, int y)
    { return x-y; }

    public int abs(int x) {
        if (x>0) {return x;}
        else {return -x;}
    }
}
```

Reliability

ANSI/IEEE STD 729-1983: Reliability

Software reliability is the probability of failure free operation of software over a given time interval and under given conditions

- ▶ considers an operational profile

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Operational profile

`sort`

Consider a `sort` program able to order input sequences both of strings and numbers (obviously not mixed).

Operational profile

An OP is a numerical description of how a program is used

- Different operational profile can be defined for `sort`

Requirements and testers

REQ 1

It is required to write a program that takes in input two integers and provides in output the maximum of the two

REQ 2

It is required to write a program that takes in input a sequence of integers and provide in output the sorted version of this sequence

Definition of tests can help in clarifying requirements. Incompleteness of requirements can lead to ineffective testing activities.

Robustness

Input domains should be covered to include **valid and invalid inputs**

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Testability

Testability

Degree to which a system or component facilitates the establishment of test criteria, and the performance of tests, to determine whether those criteria have been met

Related aspects are **controllability** and **observability**

Depending on how you measure testability it can be classified as **static** or **dynamic**

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Some testing taxonomy

Test case

A **test case** is a pair consisting of test data to be provided in input and expected as output

Test set (aka test suite)

A **test set** is a collection of zero or more test cases, generally homogeneous in terms of the functionality they stress

Test plan

A **test plan** is the definition of test requirements to be satisfied by the selection of test sets

Test Plan

The following checks must be carried on to test the `sortAD` program (where the A/D stays for Ascending/Descending and the program takes in input A or D to define which behaviour to perform)

- ▶ Execute the program on at least two input sequences, one with “A” and the other with “D”
- ▶ Execute the program on an empty input sequence
- ▶ Test the program for robustness against erroneous inputs such as “R” typed in as the request character
- ▶ All failures of the test program should be recorded in a suitable file using an appropriate form

Minimal test set? Which test set is the best?
Is a given test set adequate?

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Test execution

Test Execution

Test execution is the activity of performing the selected test case

At a first glance can seem an easy activity . . .

- load tests
- bring the system in the right status for test execution
- record results
- check results

Test Harness

A test harness is a tool that helps the tester in performing one or more testing execution activities

- ▶ setup
- ▶ reset
- ▶ test execution
- ▶ test reporting

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The oracle problem



How can we assess the results provided by the system under test (SUT)?

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The Oracle

Manually defined oracles:

- Costly
- Error Prone
- + More precise conditions

Automatically derived oracles:

- Difficult to implement
- Necessary conditions are generally checked (more false negative)
- + More reliable
- + Cheap

Logs of previous system usage can help in deriving oracles

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Soundness vs. Completeness

- A test set is **sound** if all discovered faults are actually faults in the system (**no false positive**)
- A test set is **complete** if it can discover all faults but can generate **false positive**

Which kind of test set would you like to define?

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Test generation

Test generation

Test generation deals with the definition of strategies for the selection of appropriate data input and invocation sequences in order to form test sets satisfying given properties

Strategies can be defined for:

- Requirements
- FSM
- Statecharts
- PN
- Timed I/O Automata
- Algebraic and logic specifications
- Code (generally using monitored run-time data)

Type of testing

What types of testing do you know and apply in your organization?

Testing can be classified in many different dimensions in some case orthogonal with respect to each other. A classification framework helps in clarifying concepts:

- Source of test generation
- Lyfe cycle phase in which testing takes place
- Goal of a specific testing activity
- Characteristics of the artefact under test
- Test process

Source of test generation

- Requirements > Black-box testing
 - Ad-hoc testing, Boundary value analysis, Partition testing, Predicate testing, Random testing, Equivalence testing, ...
- Code > White box testing
 - Mutation testing, Coverage testing, Data flow testing, Symbolic/Concolic testing, ...
- Formal model > Model based testing (BB special case)
 - FSM testing, Pairwise testing, Syntax testing, Conformance testing, ...
- Component interface > Interface testing (BB special case)
 - Interface mutation, Pairwise testing, ...

Life cycle phase in which testing takes place

- **Verification**: are we building the product right
- **Validation**: are we building the right product

In the software production life-cycle different tests are carried on with different objectives:

- Coding > Unit Testing
- Integration > Integration Testing
- System integration > System Testing
- Maintenance > Regression testing
- Pre-release > Beta testing, Acceptance testing

Goal of a specific testing activity

Goal oriented testing aims at showing specific properties for the system and then **intends to show specific failures of the system**

- Advertised features > Functional
- Invalid inputs > Robustness
- Vulnerabilities > Vulnerability
- Security > Security
- Errors in GUI > GUI
- System performance > performance testing, Stress testing, Load testing
- Customer Acceptability > Acceptance
- Peripherals compatibility > Compatibility

Characteristics of the artefact under test

The focus here is on the characteristics of the artefact that is under test. The **specific characteristics of the technology/paradigm represent an important aspect of the testing strategy:**

- OO testing
- Real-time testing
- Software testing
- Web service testing
- ...

Test process

In this case the focus is on the development process model and its relation to testing activities:

- Testing in the waterfall model
- Testing in the V-Model
- Spiral testing
- Agile testing
 - testing through the whole process, customer involvement, collaborative tester/developers, test often
- Test driven development
- ...

The saturation effect

Confidence vs. Reliability

- ▶ Confidence is a subjective assessment of the quality of the software with respect to its “correctness”
- ▶ Reliability should be an objective assessment of the quality of the software with respect to its “correctness”

The **saturation effect** warns testers on the efficacy of test generation strategies and suggests to apply **more than one strategy**