

Testing Context

SFWR ENG 3S03: Software Testing

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Acknowledgments: Slides adapted from Dr.R.Khedri and Dr.R.Paige.

Objectives

- Understand in what context we perform testing
- Explore different testing techniques and classify them
- View testing from the software lifecycle perspective

Testing Context

➡ Preliminaries

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<https://bit.ly/42otDlj>



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- Why bother?
 - Include activities that add value

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The Quiz

- Why bother?
 - Include activities that add value and address a risk
- Who cares?
 - Include activities that serve someone's interest
- How much?
 - "We will test all combinations of printer features"

Software applications can be:

- Shrinkwrap or COTS
- Internal
- Embedded
- Games
- Throwaway

<https://www.joelonsoftware.com/2002/05/06/five-worlds/>

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The Quiz

What does this mean to **me** (the tester/developer)?

- Testing varies based on its context
- Know the project, its challenges, and risks

Introducing...

PhonePicture*

- Manage pictures on your phone!
- Send them to your friends!
- Rate photos online!
- Win prizes!
- Your private photos are encrypted!

(* definitely different from any app you've encountered)

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The Quiz

Brainstorm for a minute:

- What kind of software is this?
- Why?
- What does it mean for testing it?

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Detect as many defects as possible

- Functionality
- Communication
- Structure
- Missing commands
- Program rigidity
- Performance
- Error handling
- Calculation errors
- etc.

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Wait... what **IS** a defect?

- **Defect** is a flaw in the system
- **Error** is a human mistake that introduces the **defect** in the system
- **Failure** is the manifestation of the **defect** when executing the system

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Example (The “Meteoro-X” meteorological equipment firmware [Gal04])

The software requirements for “Meteoro-X” meteorological equipment firmware were meant to block the equipment’s operation when its internal temperature rose above 50°C. A programmer error resulted in a software fault when the temperature limit was coded as 150°. This fault could cause damage when the equipment was subjected to temperatures higher than 50°. In Northern Europe, the software fault never turned into a software failure. In Southern Europe, an equipment disaster occurred.

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SO... Where do we start?

“No matter how many test cases or how many types you’ve created, you will run out of formally planned tests. You can keep testing. Run new tests as you think of them, without spending much time preparing or explaining the tests. Trust your instincts.”

Cem Kaner, *Testing Computer Software*

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Definition (Exploratory Testing)

Emphasizes learning, discovery, and adaptability during the testing process

- Goals: Learn and adapt; Uncover usability issues
- When: Requirements are unclear; Deadlines are tight
- How: Define the charter – Explore the system – Document – Share

Testing Context

➡ How We Test

➡ Exploratory Testing

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Pros

- May discover **critical defects**
- **Flexibility** towards requirements
- Cost-effective for **early detection**

Cons

- Difficult to **replicate** (and document)
- Reliant on **tester experience** and skill
- Not suitable for **compliance**-driven industries

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Definition (Specification-based Testing)

Testing against all the **explicit** claims made about it in the specification

- Goals: Enforce correctness
- When: Specifications are clear and "automate-able"
- How: Using tools that allow pre- and post-conditions

Testing Context

➡ How We Test

➡ Specification-based Testing

Contracts as specification: Eiffel

```
class BANK_ACCOUNT
feature
  withdraw(amount: INTEGER)
    require
      amount > 0
      balance >= amount
    do
      balance := balance - amount
    ensure
      balance = old balance - amount
    end
end
```

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Contracts as specification: SPARK

```
procedure Increment (X : in out Counter_Type);  
--# derives X from X;  
--# pre X < Counter_Type'Last;  
--# post X = X~ + 1;
```

Source: [http://en.wikipedia.org/wiki/SPARK_\(programming_language\)](http://en.wikipedia.org/wiki/SPARK_(programming_language))

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➡ How We Test

➡ Specification-based Testing

Pros

- Encourages **clear precise** requirements
- **Early** detection of defects
- **Synchronization** of code and specifications

Cons

- Requires specific **knowledge**
- May add **overhead**
- May need additional tools for automation

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Is there something in-between?

Definition (Model-based testing)

Using a **formal model** of the system or its behavior to (automatically) generate and execute test cases

- Goals: Improve coverage; **Bridge gaps between teams**
- When: Complex systems; **Stable** requirements
- How: (next slide)

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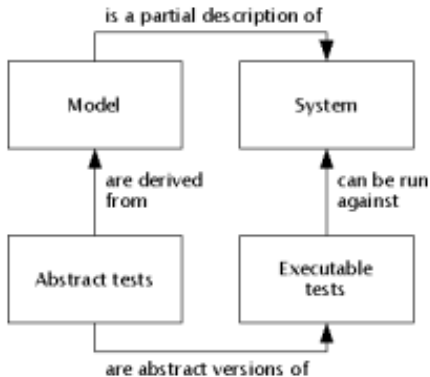
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Source: https://en.wikipedia.org/wiki/Model-based_testing

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Scenario: Testing a login system

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Definition (Fuzz Testing)

Providing **random**, unexpected, or invalid inputs to a program to detect vulnerabilities

- Goals: Improve software robustness
- When: Security scenarios
- How: Setup fuzzer – Generate random inputs – Monitor – Analyze – Refine

Testing Context

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➡ Fuzz Testing

Will it be effective on... ?

```
/**
 * Adds a value to draw.
 *
 * @param x the x value.
 * @param y the y value
 */
public void addValue(double x, double y) {
    // if the maximum x is too low we extend it.
    if (maxX < x) {
        maxX = 1.2 * x;
        nDigitsX = (int) Math.floor(Math.log10(maxX));
    }
    // if the maximum y is too low, we extend it.
    if (maxY < y) {
        maxY = 2 * y;
        nDigitsY = (int) Math.floor(Math.log10(maxY));
        leftBorder = 20 + nDigitsY * 7;
    }
    // we add the point to the graph
    series[0].add(x);
    series[1].add(y);
}
```

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➡ Fuzz Testing

Will it be effective on... ?

```

/*
 * Static method creating an instance of a given Equation type.
 * The method asks values of parameters through option panes.
 *
 * @param equationType the class of the equation
 * @return the Equation
 */
@SuppressWarnings("unchecked")
public static Equation createEquationFromType(Class equationType) {
    Constructor c = equationType.getConstructors()[0];
    int n_arguments = c.getParameterTypes().length;
    Object[] arguments = new Double[n_arguments];
    for (int i=0; i<n_arguments;i++) {
        //ask for values
        String s = JOptionPane.showInputDialog(null, (((char) (((byte)'a')+i))+" = ",
            "Enter argument", JOptionPane.QUESTION_MESSAGE);
        arguments[i] = Double.parseDouble(s);
    }
    try {
        // we return the new instance
        return (Equation)c.newInstance(arguments);
    } catch (Exception e) {
        e.printStackTrace();
        JOptionPane.showMessageDialog(null, "alert", "alert", JOptionPane.ERROR_MESSAGE);
    }
    // if there was no exception
    return null;
}

```

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Recall PhonePicture app

Sketch how you could apply each of the following testing types to it

- Exploratory testing
- Specification-based testing
- Model-based testing
- Fuzz testing

Hint: what do you need for each technique?

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➡ Unit Testing Techniques

➡ Partition Testing

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Definition (Partition)

Testing performed by dividing the input domain into (ideally) **disjoint groups** and selecting **one** representative from each group

How do we partition these domains?

- Int
- Float
- Boolean
- Character
- String
- (Int, Int)
- ...

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```
1 private int doSomething(int x) {  
2     if (x < -10)  
3         return someOutput(x);  
4     if (x < 6)  
5         return someOtherOutput(x);  
6     return yetAnotherOutput(x);  
7 }
```

Testing Context

➡ Unit Testing Techniques

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➡ Partition Testing

```
public static double calculateDiscount(String userType, double
    cartValue, String region) {
    double discount = 0.0;

    // Apply discounts based on user type
    switch (userType) {
        case "Customer":
            if (cartValue > 500) discount = 10; // 10% for large orders
            break;
        case "Employee":
            discount = 20; // 20% flat for employees
            break;
        case "VIP":
            discount = 15; // 15% flat for VIPs
            if (cartValue > 500) discount += 5; // Extra 5% for big orders
            break;
        default:
            throw new IllegalArgumentException("Invalid user type");
    }

    // Additional fee/discount for international shipping
    if ("International".equalsIgnoreCase(region)) {
        discount -= 5; // Reduce discount by 5% for international orders
    }

    return discount;
}
```

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Does it work for this?

```
private int increment(int i) {  
    return i+1;  
}
```

2

Testing Context

➡ Unit Testing Techniques

➡ Boundary Testing

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Definition (Boundary)

Testing performed by choosing inputs that are on (semantically significant) boundaries

What are boundary values for these domains?

- Int
- Float
- Boolean
- Character
- String
- (Int, Int)
- ...

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Does it work for this?

```
private int increment(int i) {
    return i+1;
}
```

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How do we know we have tested **ALL** of the system?

- As a project manager, what evidence will you accept?
- As a SE, what evidence would you like to produce?

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➡ Unit Testing Techniques

➡ Coverage-based Testing

Definition (Coverage-based)

Testing approach that measures the extent the system is tested, based on pre-agreed **coverage criteria**

Coverage Criteria At least a test that involves every...

- Statement
- Branch
- Condition
- Path

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Statement Coverage Examples

```
1  if (COND) then
3  F1();
   F2();
```

```
1  int* ptr = NULL;
3  if (i > 20) then
   ptr = &variable;
   *ptr = 10;
```

- What is a **statement**?
- How do we achieve Statement Coverage?

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Branch Coverage Examples

```
if (COND1) then
    F1();
else
    F2();
if (COND2) then
    F3();
else
    F4();
```

```
if (A && (B || F1()))
    F2();
else
    F3();
```

- What is a **branch**?
- How do we achieve Branch Coverage?

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Condition Coverage Examples

```
if (A && B) then
    F1();
else
    F2();
if (NOT C) then
    F3();
else
    F4();
```

- What is **condition coverage**?
- How do we achieve Condition Coverage?

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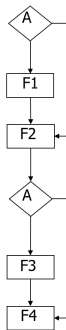
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Path Coverage Examples

```
if (A) then
  F1();
else
  F2();
if (A) then
  F3();
else
  F4();
```



- What is a **path**?
- How do we achieve Path Coverage?

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Do we really care about all this? Well...

[https://esamultimedia.esa.int/docs/industry/SME/
2005-Training/2-SWE-course/ECSS-Q-80B-100ctober2003.pdf](https://esamultimedia.esa.int/docs/industry/SME/2005-Training/2-SWE-course/ECSS-Q-80B-100ctober2003.pdf)

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What if coverage criteria shows some code is not covered?

- Test set may not be adequate
 - Missing components
 - Missing properties
- Some code may be unreachable
- What can we do...?

Definition (Fault Injection)

Testing by **deliberating** introducing faults into the system

- Goals: Robustness testing; Safety verification
- When: Critical systems
- How: Introduce faults – Monitor propagation

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Variations

- Compile-time: modify source code
- Run-time: use software triggers

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```
int max(int x,  
        int y) {  
    int mx = x;  
    if (x > y)  
        mx = x;  
    else  
        mx = y;  
    return mx;  
}
```

```
int max(int x,  
        int y) {  
    int mx = x;  
    if (x < y)  
        mx = x;  
    else  
        mx = y;  
    return mx;  
}
```

Mutation Operators

- Operand replacement operators
- Expression modification operators
- Statement modification operators

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Why does it work?

- Competent programmer hypothesis
- Coupling hypothesis

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Recall PhonePicture app

Sketch how you could apply each of the following testing types to it

- Partition testing
- Boundary testing
- Coverage-based testing
- Fault injection

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Static or Dynamic?

- Exploratory testing
- Specification-based testing
- Model-based testing
- Fuzz testing
- Partition testing
- Boundary testing
- Coverage-based testing
- Fault injection

Black-/Grey-/White-Box?

- Exploratory testing
- Specification-based testing
- Model-based testing
- Fuzz testing
- Partition testing
- Boundary testing
- Coverage-based testing
- Fault injection

Functional or Non-Functional?

- Exploratory testing
- Specification-based testing
- Model-based testing
- Fuzz testing
- Partition testing
- Boundary testing
- Coverage-based testing
- Fault injection

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➡ Classification

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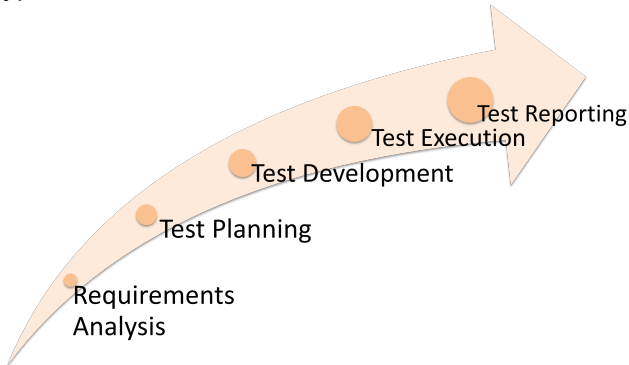
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➡ QA in the Software Lifecycle

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Typical QA Process



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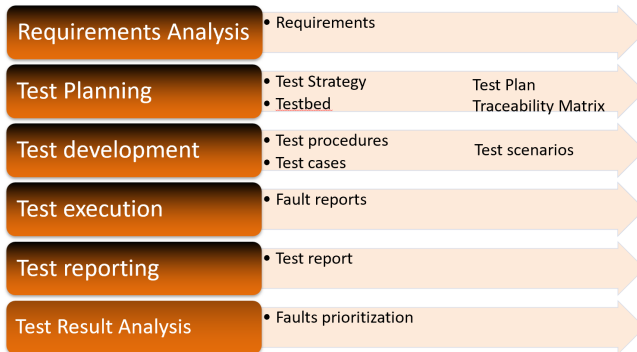
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QA Artifacts

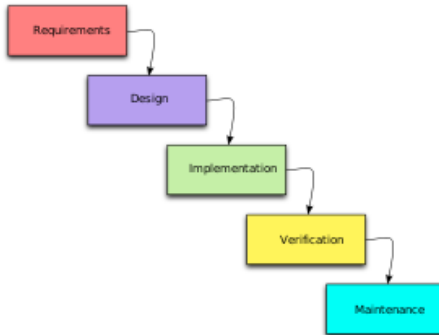


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➡ QA in the Software Lifecycle

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Waterfall model



Winston Royce, 1970; Source: waterfall model, wikipedia

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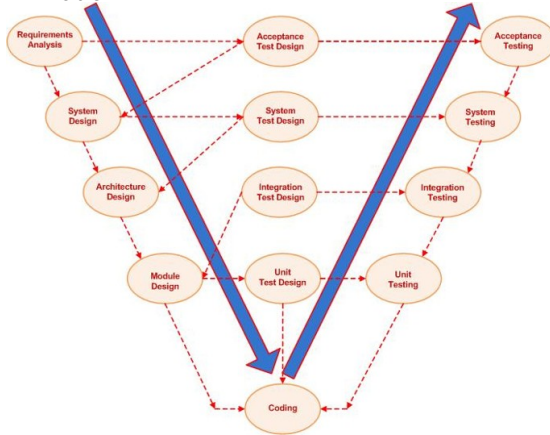
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V-model



Source: v-model, wikipedia

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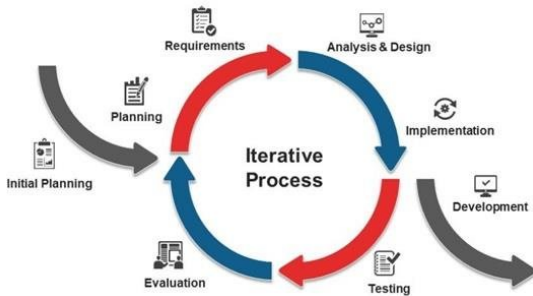
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V-model



Source [MA]

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Agile Framework



Source: <https://www.impactqa.com/>

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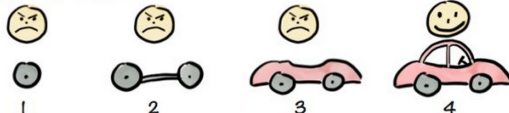
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QA in the Software Lifecycle

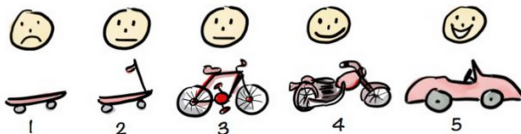
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Iterative vs Agile

Not like this....



Like this!



Henrik Kniberg

Henrik Kniberg, 2016, Source:

<https://blog.crisp.se/2016/01/25/henrikkniberg/making-sense-of-mvp>

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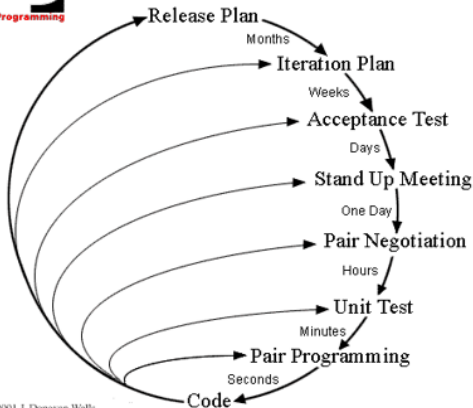
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Extreme Programming (XP) Model



Planning/Feedback Loops



Copyright 2001 J. Donovan Wells

Source: <http://www.extremeprogramming.org/introduction.html>

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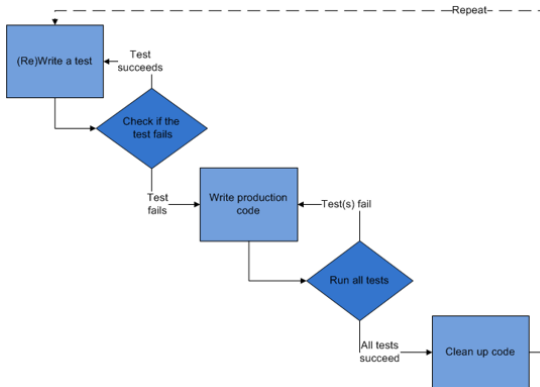
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➡ Test Driven Development

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K. Beck (2003), Source: Test-driven development, wikipedia

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Test Doubles used in TDD (and Unit Testing)

- Dummy
- Stub & Spy
- Fake
- Mock

Type	Purpose	Logic	Example
Dummy	Satisfy parameter requirements	None	Passing unused dependencies
Spy	Record interactions	Uses real object	Verify method calls and arguments
Fake	Lightweight substitute for real object	Simplified logic	In-memory database
Mock	Simulate behavior and verify interactions	Pre-programmed logic	Ensure a method was called a set number of times

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➡ Test Driven Development

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1	2	3	4	5	6	7	8	9	10
5	3	4	2	9	1	6			
8	14	30							

- Ten frames in each game
- Two balls thrown in (most) frames
- Bonus points for spares and strikes

Eclipse Demo

Example based on [MM06]

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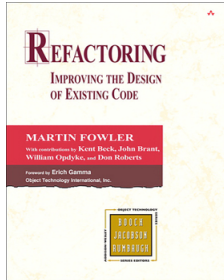
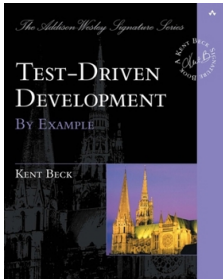
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➡ Test Driven Development

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Recommended Reading



[Bec22, Fow18, Mar09]

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➡ Context-driven Testing

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How do you know the right way to do testing?

- Kind of software
- Stage of development
- Availability of reference models
- Availability and quality of specifications
- Skills of QA Team
- Availability of resources
- Novelty of product

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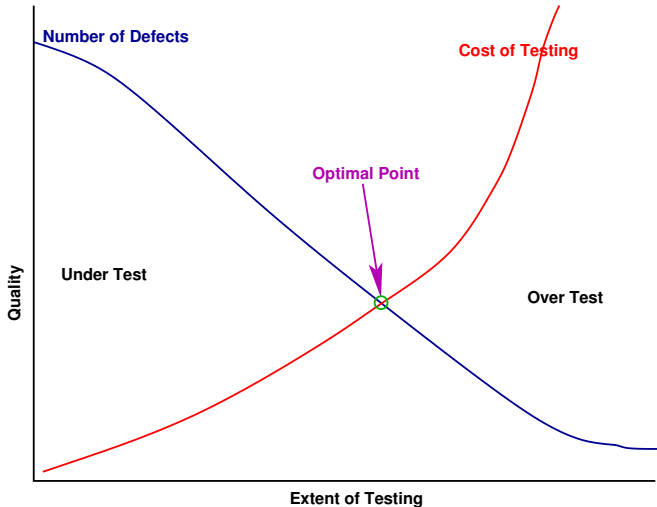
- Constraints
 - The regulator *insists* we do MC/DC testing
 - *And* they won't let us build a prototype
- Costs
 - Exhaustive testing is almost always impossible
 - Effort alone is no guarantee

Testing Context

➡ Context-driven Testing

➡ When to STOP testing

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➡ Context-driven Testing

➡ When to STOP testing

- Meet pre-agreed coverage goals
- Meet pre-agreed defect discovery rate
- Marginal cost
- Team consensus
- Management tells you to ship it

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Answers

- Why am I taking this again?
- Studies show big increase in long-term recall
 - [YCMK24]
 - [LC11]

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➡ The Quiz

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<https://bit.ly/42otDlj>



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Answers

1. What are three types of software systems that need different testing?

Many possible answers, including

- Off-the-shelf products: apps for lots of public users
- Internal: stable environment, non-public users (and probably not so many either)
- Embedded: hardware constraints, high on optimization

2. What is 'expoloratory testing'?

Manual (dynamic) testing that is not based on specification.
Creatively explore the system, based on a goal.

Even if you don't know the correct output, a system should handle failure with grace. Fuzz testing, when used to break a system, can check the response of the system on failure.

-  Kent Beck, Test driven development: By example, Addison-Wesley Professional, 2022.
-  Martin Fowler, Refactoring: improving the design of existing code, Addison-Wesley Professional, 2018.
-  Daniel Galin, Software quality assurance: from theory to implementation, Pearson Education India, 2004.
-  Keith B Lyle and Nicole A Crawford, Retrieving essential material at the end of lectures improves performance on statistics exams, Teaching of Psychology **38** (2011), no. 2, 94–97.

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Answers

 MH Miraz and M Ali, Blockchain enabled smart contract based applications: Deficiencies with the software development life cycle models. arxiv 2020, arXiv preprint arXiv:2001.10589.

 Robert C Martin, Clean code: a handbook of agile software craftsmanship, Pearson Education, 2009.

 Micah Martin and Robert C Martin, Agile principles, patterns, and practices in c, Pearson Education, 2006.

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Answers

 Gautam Yadav, Paulo F Carvalho, Elizabeth A McLaughlin, and Kenneth R Koedinger, Beyond repetition: The role of varied questioning and feedback in knowledge generalization, Proceedings of the Eleventh ACM Conference on Learning@ Scale, 2024, pp. 451–455.