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**CS 5154**

**Testing Concepts (continued)**

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**The following are modified versions of the publicly-available slides for Chapters 1 and 2 in the Ammann and Offutt Book, “Introduction to Software Testing”**  
(<http://www.cs.gmu.edu/~offutt/softwaretest>)

# Outline for today's class

- Fundamental testing terminology ✓
- The costs of insufficient, non-existent, or late testing ✓
- The goals of a software tester ✓
- Foundations of software testing ✓
- Levels of software testing ✓
- Types of testing activities ✓
- Model-Driven Test Design

last lecture

⇒ this lecture

# Coverage Criteria

- Exhaustive testing of even small programs requires **too many inputs**
  - private static double computeAverage (int A, int B, int C)
  - On 32-bit machines: A, B, C have over **4 billion** possible values
  - Over **80 octillion possible tests!!**
  - Input space might as well be infinite
- Testers **search** a huge input space
  - Trying to find the **fewest inputs** that will find the **most problems**
- **Coverage criteria** give structured, practical ways to search the input space
  - **Search** the input space thoroughly
  - Not much **overlap** in the tests

# Advantages of Coverage Criteria

- Maximize the “bang for the buck”
- Provide **traceability** from software artifacts to tests
  - Source, requirements, design models, ...
- Make **regression testing** easier
- Give testers a “**stopping rule**” ... when testing is finished
- Can be well supported with powerful **tools**

# There are many Coverage Criteria

- Testing researchers have defined dozens of criteria
- **One view:** they are all just a few criteria on four types of software structures:
  - Input Domains
  - Graphs
  - Logic Expressions
  - Syntax Descriptions
- **This class:** We will learn about test design using these four structures

# Model-Driven Test Design

- *Test Design* is the process of designing input values that will effectively test software
- Test design is one of **several activities** for testing software
  - Most **mathematical**
  - Most **technically** challenging

# Using MDTD in Practice

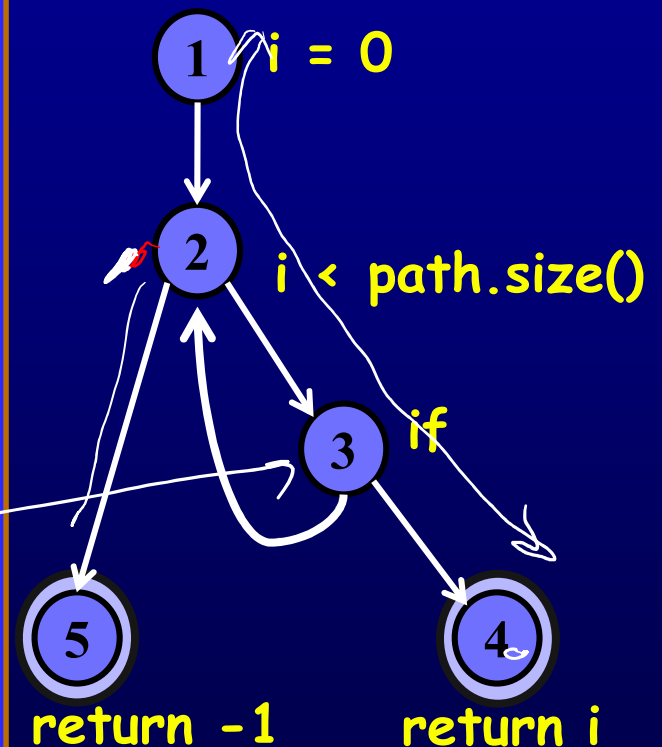
- First do the math or analysis to obtain test requirements
  
- Then
  - Find input values that satisfy the test requirements
  - Automate the tests
  - Run the tests
  - Evaluate the tests

# MDTD: Small Illustrative Example

## Software Artifact : Java Method

```
/**  
 * Return index of node n at the  
 * first position it appears,  
 * -1 if it is not present  
 */  
public int indexOf (Node n)  
{  
    for (int i=0; i < path.size(); i++)  
        if (path.get(i).equals(n))  
            return i;  
    return -1;  
}
```

## Control Flow Graph



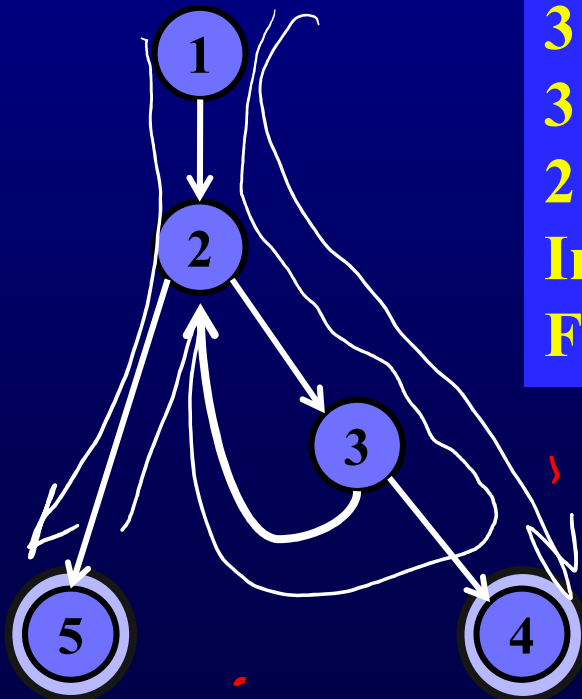


# Example (2)

*Many move*  
*multiple entry point*  
*easier*

$[1, 2]$   $[2, 3] \Rightarrow [1, 2, 3]$

**Graph**  
**Abstract version**



**Edges**

1 2  
2 3  
3 2  
3 4  
2 5

**Initial Node: 1**

**Final Nodes: 4, 5**

**6 requirements for  
Edge-Pair Coverage**

1. [1, 2, 3]
2. [1, 2, 5]
3. [2, 3, 4]
4. [2, 3, 2]
5. [3, 2, 3]
6. [3, 2, 5]

**Test Paths**

[1, 2, 5]  
[1, 2, 3, 2, 5]  
[1, 2, 3, 2, 3, 4]

**Find values ...**

# In-Class Exercise (8 minutes)

- <https://docs.google.com/document/d/1e5YgQ5WSXselfgI1aUpjCbULaGglAZm4y5KfnJ7v43c/edit>
  
- Tasks:
  - meet one another
  - Complete the task

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