

CMSC 132: Object-Oriented Programming II



Program Testing

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Overview

- **Testing**
 - Types of testing
 - Levels of testing

Program Testing

- **Goal**
 - Detect and eliminate errors in program
 - Feedback to improve software
 - Specification changes
 - Add new functionality
- **Extremely important for success!**

Program Testing

- **Empirical testing**
 - Test software with selected test cases
 - More scalable than verification
 - Not guaranteed to detect all errors

Testing – Terminology

- **Test case**
 - Individual test
- **Test suite**
 - Collection of test cases
- **Test harness**
 - Program that executes a series of test cases
- **Test framework**
 - Software that facilitates writing & running tests
 - Example – JUnit

Testing – Terminology

- **Test driver**
 - Program to create environment for running tests
 - Declares variables, creates objects, assigns values
 - Executes code and displays results of tests
- **Stub**
 - Skeleton code in place of unfinished method / class
 - Simply return if called
 - Possibly print message indicating stub called
 - Allows software testing to begin

Testing – Terminology

- **Tester (Quality Assurance)**
 - Person devising and / or performing tests
 - More effective if 2nd person writes tests
- **Walkthrough**
 - Programmer explains code to 2nd person

Types of Testing

- **Clear box testing**
 - Allowed to examine code
 - Attempt to improve thoroughness of tests
- **Black box testing**
 - No knowledge of code
 - Treat program as “black box”
 - Test behavior in response to inputs

Levels (Stages) of Testing

1. Unit test
2. Integration test
3. System test
4. Acceptance test

Unit Test

- Test individual units extensively
 - Classes
 - Methods
- Central part of Extreme Programming (XP)
 - Extensive unit testing during development
 - Pair programming (1 coder, 1 tester)
 - Design unit tests along with specification
- Approach
 - Test each method of class
 - Test every possible flow path through method

Flow Path

- Unique execution sequence through program

- Example

```
S1
while (B1) {
  if (B2)
    S2
  else
    S3
}
```



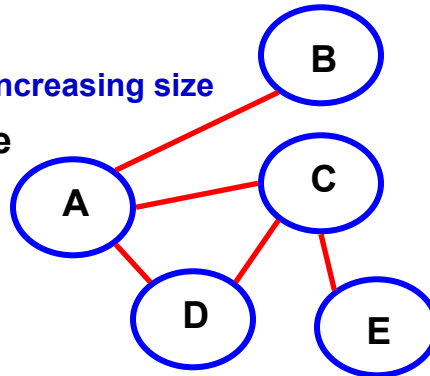
Flows
S1
S1, S2
S1, S3
S1, S2, S2
S1, S2, S3
S1, S3, S2
S1, S3, S3
...

Unit Test – Flow Path

- Not possible to test all flow paths
 - Many paths by combining conditionals, switches
 - Infinite number of paths for loops
 - New paths caused by exceptions
- Test coverage
 - Alternative to flow path
 - Ensure high % (if not all) of lines of code tested
 - Does not capture all possible flow paths
 - Even if all lines of code tested by some test case

Integration Test

- **Test interaction between units**
 - Possible units fail when combined
 - May find problems in specifications
- **Approach**
 - Test units together
 - Proceed bottom up, in increasing size
- **Example test sequence**
 1. AB, AC, AD, CD, CE
 2. ACD
 3. ABCDE



System Test

- **Test entire software**
 - Include all components of software
 - In context in which software will be used
- **Ensure all pieces of software interact correctly**

Acceptance Test

- **Test full functionality of software**
 - Ensure program meets all requirements
- **Approach**
 - Place software in user environment
 - Test software with
 - Real-world data
 - Real users
 - Typical operating conditions
 - Test cases selected by users

Acceptance Test – Stages

- **Alpha test**
 - Test components during development
 - Usually clear box test
- **Beta test**
 - Test in real user environment
 - Always black box test

Regression Test

- **Ensure functionality is not lost / changed**
 - As software is modified / extended
- **Approach**
 - Save suite of tests and expected results
 - Rerun test suite periodically after software changes
 - Report any loss of functionality
- **Typically run overnight**
 - Software is more stable when developers leave work

Developing Test Cases

- **Quality of testing depends on test cases**
- **Tips on developing test cases**
 - Develop test data during analysis & design phases
 - Attempt to exercise alternate program paths
 - Check boundary conditions
 - 1st and last iterations of loop
 - 1st and last values added to data structure
 - Pay close attention to problem specification
 - UML use cases → test cases