CMSC 132: OBJECT-ORIENTED PROGRAMMING II

Program Testing

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Program Testing

- Empirical testing
  - Test software with selected test cases
  - More scalable than verification
  - Test failures frequently indicate software errors
    - Absence of failures doesn’t prove software correct
  - If code isn’t exercised by any test, hard to have confidence in it
    - Even if it has been “formally verified”
Kinds of Testing

- Automated testing
  - The software is tested by a completely automatic process
    - e.g., jUnit or submit server testing
  - Can be expensive or difficult to construct, but fairly cheap to repeat

- Manual testing
  - A person uses the software, perhaps guided by a script, and notes bugs
  - Often easier to conduct than writing test cases, but very expensive to repeat
Test Size

• Small
  • Unit test – test individual components

• Medium
  • Integration tests
  • Test subsystems containing several components
  • Can test interactions between components, properties that are only demonstrated in larger systems

• Large
  • System or acceptance tests
  • Test entire system, including non-software components
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
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
  - Invokes tested code, checks results, reports failures

- Stub
  - Skeleton code in place of unfinished method/class
  - Implements minimal functionality to allow test to occur
    - Allows software testing to begin
Mock Objects

• Similar to a stub
• But they record the calls made to them
• If the wrong calls are made to them, the test fails
• Can prerecord the sequence of expected calls
  • Also eliminates need for mock objects to contain any logic
• Or the test driver can query the calls after the test
  • Useful if calls aren’t deterministic and need more careful logic to check
When to Use Mock Objects

• If you want to test the calls made to other objects, rather than the return values or output of the methods under test
• Mock objects can also be easier to use than creating functional stubs
• Mock objects can simulate situations that might be hard to test on real code
  • e.g., Does the code recover if the network fails?
EasyMock Example

warehouseControl = MockControl.createControl(Warehouse.class);
warehouseMock = (Warehouse) warehouseControl.getMock();
Order order = new Order(TALISKER, 50);

// setup – record expected calls and return values
warehouseMock.hasInventory(TALISKER, 50);
warehouseControl.setReturnValue(true);
warehouseMock.remove(TALISKER, 50);
warehouseControl.replay();  // put mock into replay mode

// exercise – execute code under test
order.fill(warehouseMock);

// verify
warehouseControl.verify();
assertTrue(order.isFilled());
Unit Test

• Test individual units extensively
  • Classes
  • Methods
• Central part of Extreme Programming (XP)
  • Extensive unit testing during development
    • Pair programming
  • 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

```java
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
- ...

...
Test Coverage

- 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
  - Whether code is executed by some test case
  - 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
Test Coverage, Continued

- Branch coverage is stronger than statement coverage
  - Generally achievable
- Can be tricky to cover all exceptions and error cases
- Control flow coverage doesn’t tell you about data coverage
  - Did you try it with negative integers, or with non-ASCII characters?
- Coverage won’t tell you about functionality you forgot to implement or test
When to Test

• If code has never been tested, you have no idea if it ever worked

• But it is also important to perform regression testing
  • Check to see if some functionality that used to work stops working
  • The faster a regression is identified, the cheaper it is to fix, at any scale
    • Within a minute is better than within an hour
    • Within a day is better than within a week
Why Regression Test?

• Running regression tests give developer much more freedom to change existing code
  • “I need to rewrite this component to support new functionality – I wonder if anything might be depending on the details of how it works now?”
• This freedom is key to agile development, and important even in more structured development methodologies
Selecting Regression Tests

- Big, well tested systems will have too many tests to run all of them every time you compile
- Prioritize tests by size
  - Ones that take only a few seconds
  - Ones that need to run over the weekend
- And by proximity to code changed
  - After changing some code, you only need to rerun the tests that executed the code that was changed
- Research work on prioritizing tests
Developing Quality Test Cases

• Useful to have someone else write test cases
  • One person might make the same incorrect assumption in both their code and in their tests

• Tips on developing test cases
  • Develop test data during analysis & design phases
    • Use cases → Test cases
    • Pay close attention to problem specification
  • Check boundary conditions
    • 1st and last iterations of loop
    • 1st and last values added to data structure
  • Improve code coverage
CS History Moment: Donald Knuth

- Renowned computer scientist and Professor Emeritus at Stanford
- Author of the seminal multi-volume work “The Art of Computer Programming”
  - A comprehensive series of books (several volumes) that cover many kinds of programming algorithms and their analysis
- Creator of the TeX computer typesetting system
- Info and picture from Wikipedia