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!
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
...

S1 S1, S2 S1, 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
- 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
Automated test coverage

- Performed by submit server
- For code, reports # tests executing code
  - For set of tests selected (from link)
    - E.g., all public tests, individual test
  - For conditionals, reports X/Y where
    - X = # tests executing True
    - Y = # tests executing False
- Color
  - Green = executed by some test case
  - Pink = not executed
Unit Test – Test Coverage Example

Coverage information for public-student test #all:

<table>
<thead>
<tr>
<th>Source file</th>
<th>statements</th>
<th>conditionals</th>
<th>methods</th>
<th>total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Utilities.java</td>
<td>10/10</td>
<td>5/5</td>
<td>2/2</td>
<td></td>
</tr>
</tbody>
</table>

```java
package utilities;

public class Utilities {

    public static String letterGrade(double numericGrade) {
        if (numericGrade >= 90.0)
            return "A";
        else if (numericGrade >= 80.0)
            return "B";
        else if (numericGrade >= 70.0)
            return "C";
        else if (numericGrade >= 60.0)
            return "D";
        else
            return "F";
    }

    public static boolean passingNumericGrade(double numericGrade) {
        return numericGrade >= 70.0 ? true : false;
    }
}
```
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