Computer Science 331

Introduction to Testing of Programs

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Outline

What is Testing?

Testing:

- is the process of examining or running a program in order to find errors
- provides *some* evidence that software meets its specifications

A **Test Plan** (or "Testing Strategy")...

- is a systematic approach to testing software
- includes
  - deciding how software will be tested
  - deciding when tests will occur
  - deciding who will do the testing
  - deciding what test data will be used — and what the expected output should be for each input

Well-Designed Test Plans

Four main characteristics of well-designed test plans:

- systematic, not haphazard (carefully thought-out)
- well-documented (other people must be able to follow what was tested and why)
- repeatable (other people must be able to repeat tests and obtain the same results)
- done throughout development process (not only when the code is finished)

What is Defensive Programming?

Defensive Programming...

- is a style of programming intended to ensure that software continues to function (or, at least, does not cause harm) in spite of unforeseeable use of the software
- includes the use of code that detects unexpected or invalid input data values — one way of "preparing for testing" as you write your code

See

`http://en.wikipedia.org/wiki/Defensive_programming`

for more information about defensive programming.

One advantage of developing a test plan *early* is that it makes defensive programming easier.

What is Debugging?

Debugging is a methodical process of finding and removing defects in a program.

General process:

- Recognize that a bug exists (eg. ideally, via testing)
- Isolate the *source* of the bug
- Identify the *cause* of the bug
- Determine a *fix* for the bug
- Apply the fix and *test it*

A Common Error in Debugging:

- Attempting "quick fixes" without taking the time to really understand the problem

Is This the Objective of Testing?

Assumming that we are testing *complex* software including an extremely *large number* of *lines of code*

Q: Do we test in order to *prove that a program is correct?*

A: No!

Explanation:

- Passing a test only shows that software works correctly on one particular input — it does not tell us *why* it does so or establish that software works correctly on other inputs, too
- There are almost always too many possible inputs for *all* inputs to be considered during testing

More About the Objective of Testing

Objective of Testing:

- We test in order to prove that a program is *incorrect!*

Explanation:

- It is *extremely* unlikely that long and complex software is free of errors
- It is generally cheaper and easier to correct an error if it is detected *early* in software development
- Adversarial mindset (goal is to *try* to make the program fail) improves chances of locating errors

Who Should Test Your Software?

It is frequently a good idea to have someone else test the software you have designed and implemented (if possible!).

Explanation:

- We all have "blind spots:" Frequently, other people can more easily see problems with our work that we don't notice ourselves
- It is easy (and human) for us to be overly "protective" of our own work — we'd like to think it is perfect! This is not helpful, considering that "the goal of testing is to prove that your software is incorrect"

A Limitation of Testing

You cannot use testing to improve **software quality**, ie,

- readability
- complexity
- maintainability
- efficiency

Q: When do we try to achieve these desirable properties?

A: Design phase

Why Prove Correctness *and* Test?

We need to prove correctness (or, at least, know about a proof of correctness) because...

- you can't "test in" quality or use testing to repair a method based on an incorrect algorithm — or debug code effectively unless you know what it is supposed to do

We need to test because...

- proofs of correctness tend to be "sketched" instead of developed in detail, or skipped altogether, if correctness seems "obvious"
- sometimes the *proofs* are faulty... and they tend to rely on idealistic and unrealistic assumptions (e.g.: arithmetic is exact); testing provides a "reality check"
- a variety of errors can be introduced during the coding phase, even if you are starting with an algorithm that really is "correct."

Principles of Testing

Remember what kind of software we are testing (large, complex)!

Summary:

- A test *succeeds* if it finds an error.
- It is (almost always) impossible to test *completely*.
- Development of a test plan can — and should — begin *early on* in software development.
- Ideally, you should not test your own program.
- Testing can be effective in detecting and removing (some) errors from well-designed software. It is generally *not* effective if used to improve low-quality software.
  If you find lots of errors, there are probably lots more!
- Testing takes time and hard work but is worth it!

Unit Testing

During **Unit Testing** ...

- each "module" (class or function) is tested individually.
- goal is to show that each module meets its specifications
- ignores interaction between modules

This is the *first* stage of software testing

- later stages consider groups of modules, and are simpler if we can be confident that each module works correctly by itself

Well-written unit tests serve as important *documentation*

- describes the *expected behaviour* of the module on a variety of inputs (ideally including both "valid" and "invalid" inputs)

Integration Testing

Integration Testing ...

- is performed after unit testing.
- Individual modules (that separately seem to be acceptable) are combined to form and test progressively larger subsystems.
- Multiple methods of an object might be tested in combination as part of this process.

Overall idea — "building block" approach

- gradually add and test new modules to a tested base
- after testing the integration of a new module, it is added to the tested base and the process is repeated with a new module, until all have been included

Regression Testing

Regression Testing:

- If an error is found and corrected then testing of the affected modules and subsystems should be **repeated**, to be sure no new errors were introduced!
- This is one reason why it is important to *document* tests — you may need to use them more than once!

Note: bugs can also be *reintroduced* via:

- poor revision control practices (eg. when two people work on the same code)
- inadequate documentation of testing (so that, eg., bug #1 gets reintroduced when recoding to eliminate bug #3)

Validation and System Testing

Validation (Acceptance) Testing: involve users to ensure that specifications are met

System Testing: testing the integration of multiple software systems

These stages of testing are beyond the scope of CPSC 331.

Static Testing

Static Testing (structured walkthrough):

- involves examination of source code without execution.
- often first stage of *unit testing*
- is a "reality-check" on code before proceeding to more detailed or complicated testing

Two types:

- Desk checking: read through code, look for errors
- Hand Executions: trace code execution on small inputs with known outputs by hand

Support Tools:

- pencil, paper, time, patience, ...

Dynamic Testing

Dynamic Testing:

- tests the behaviour of a module or program during execution.

Two types:

- **Black Box Testing** (also called **Functional Testing**)
- **White Box Testing** (also called **Structural Testing**)

Both black box and white box testing are useful for all phases of testing

Black Box Testing

Black Box Testing ...

- includes tests designed using *only* the problem specification (*not* the code)
- tests both *valid* and *invalid* input
- tests typical cases and *boundary conditions* (special, rarely-occurring cases)
- is useful for finding
  - incorrect or missing functions,
  - interface errors (involving functions),
  - interface errors for data structures or external data bases,
  - initialization and termination errors.
- is generally used in later testing states, but certainly *can* and *should* be used during unit testing too.

Example

Consider an object's method with the following **signature:**

```
public void removeMe(Object[] array);
```

and with

- **Pre-Condition**: input array is not null
- **Post-Condition**: input has been modified by a removal of the *first* instance of `this`, closing the gap and setting the last entry of the input to `null`, if `this` was found as an array entry; otherwise, the input is unchanged and a `NoSuchElementException` is thrown
- **Exceptions**:
  `NoSuchElementException`
  `NullPointerException`

Example Test Cases

Example test case inputs for `x.removeMe()`:

Input	Exp. Output	Purpose
`null`	`NullPointerException`	invalid input
`[]`	`NoSuchElementException`	boundary
`[x]`	`[null]`	boundary
`[null]`	`NoSuchElementException`	boundary
`[y,a,x,b,z]`	`[y,a,b,z,null]`	typical

Other boundary cases: `x` at the beginning, at the end

Other typical cases: `x` not in the array, occurs multiple times

White Box Testing

Includes tests designed using the internal workings of a module (including source code).

- goal is to test every line of code and every execution path

Tests typically try to ensure that:

- every *statement* in code is executed in one or more tests
- each "if" and "else" branch of every *conditional* statement is tested
- each *loop* is iterated zero, one, several, and as many times as possible (if these situations are feasible)
- each *exit condition* causing a loop or function to terminate is executed
- all *exception handling* is tested

Why White Box Testing is Useful

Use white box testing to test paths not covered by black box tests:

- parts of code (unit testing)
- paths/interfaces between units (integration testing)
- interactions between systems (system testing)

Two reasons why this is useful (may be more!):

1. typos can occur *anywhere*, including rarely-executed code (not always syntax errors!)
2. logic errors are more common on seldomly-executed paths

Important Note About Test Design

Tests must be designed *completely* before tests are carried out.

In particular, a test's *expected results* must be determined and *documented*, so that they are available for comparison with the values that are actually generated when a test is carried out.

The design and executation of tests can begin *before* coding and be carried out *during* and *after* coding:

- Black box tests can be designed using specifications of requirements *before* coding begins.
- Unit tests can be executed once individual modules are completed (and before others have).
- Integration tests can be carried out gradually, while coding continues, as well.

Additional Code for Unit and Integration Testing

Stub: piece of code that simulates the activity of a missing component (that is called by whatever you are testing)

- could be simple as something that echoes the input it receives and prompts for, and returns, appropriate data to the module being tested
- could be as complex as an alternate (perhaps, resource-inefficient) fully functional implementation of another part of the system

Driver: piece of code that emulates a calling function (supplying test data to whatever you are testing and reporting test results)

Test Harness

Test Harness: combination of a software *test engine* and a test *data repository*

- automates testings (running tests and monitoring results)
- since *it will often be necessary to repeat tests* the overhead associated with the use of this is generally worthwhile!

Note: You will be using a test harness (including the test engine `JUnit`) in this course.

Write Your Code to Make Testing Easier

This is part of "defensive programming"

- Document your code appropriately!
  - Include preconditions and postconditions for methods, including in `javadoc` comments for all public methods
  - Include assertions describing expected program state at critical code segments
- Two helpful mechanisms provided by Java:
  - Exceptions
  - Assertions

  Information about these mechanisms is available on the course web site.

Advice for Debugging

Recommended Steps:

- Reproduce the error (what inputs and execution environments cause the error?)
- Simplify the error (use the simplest possible input that causes the error when debugging)
- Locate the error (divide and conquer — isolate class, then function, code block, ...)
- Know what the program *should* do (compare against what the program *does*)
- Look at all details (keep an open mind!)
- Make sure you understand the bug *before* you "fix" it (no quick-fixes to make the particular input work)

Further Reading

Wikipedia has an extensive series of helpful articles on software testing as well as debugging.

(Formerly!) Sun's documentation on programming with assertions in Java including the `assert` class: `http://download.oracle.com/javase/6/docs/technotes/guides/language/assert.html`

Data Structures: Abstraction and Design Using Java (Koffman and Wolfgang) discusses testing and JUnit in Section 2.11 and Appendix D.

Will see more in tutorials.