

Warning: These notes are not complete, it is a Skelton that will be modified/add-to in the class. If you want to us them for studying, either attend the class or get the completed notes from someone who did

CSE2031

Basic Testing

PPU Ch II.6

Testing

- Testing is getting sure your code is correct (no bugs).
- In reality, you can only detect the existence of bugs, not their absence.
- Run your code many times using different inputs.

Testing

- Best way to write bug-free code, generate it by **correct (bug-free)** program.
- Do not wait till you complete the program to test it, test every piece that you write (function, block, if, ...)
- If you wait until something breaks, you probably have forgotten what the code does.

Testing

- What do you need for testing?
 - The code you want to test
 - Some inputs
 - What is the “correct” output of the above inputs, so you can compare.
- Test Coverage: did you cover every statement in the code?

Random Testing

- Random inputs to the program
- Easy to do
- Without a statistical framework, the results are meaningless.

Black-Box Testing

- Assume no knowledge of the implementation (code)
- Prepare the test based on the specifications.
- Better to do it before the implementation.
- Better if prepared by some one else other than the person who will write (wrote) the code.
- May not test every path in the program.

Glass-Box Testing

- Assume full knowledge of the program.
- Chose test cases to test all different paths in the program.

```
if( a> b) {  
    x=...;  
    if( c>=d) {  
        x=...;  
        y=...;  
    }  
    else {  
        ....  
    }  
else {  
    .....  
}
```

Regression Testing

- When you fix a bug, you may introduce another bug.
- When you fix a bug, you may break another fix
- When you create a test, keep it
- When you fix a bug, apply all previous tests

Boundary Condition Testing

- Reads characters until it finds a new line or fills a buffer.

```
int i;  
char s[MAX];  
for(i=0; s[i] = (getchar() != '\n' && i<MAX-1; ++i)  
    ;  
s[--i]='\0';
```

Boundary Condition Testing

- After fixing it

```
int i;  
char s[MAX];  
for(i=0; i<MAX-1; i++)  
    if(s[i]=getchar()) == '\n')  
        break;  
s[i]='\0';
```

Boundary Condition Testing

- Fixing the EOF

```
int i;  
char s[MAX];  
for(i=0; i<MAX-1; i++)  
    if((s[i]=getchar()) == '\n' || s[i] == EOF)  
        break;  
s[i]='\0';
```

Boundary Condition Testing

- What about the case where the input is very large number of characters without a new line.
- Thinking about that might lead to a gap in the specification, must be resolved as early as possible.

Pre- and Post-Conditions

```
double avg(double[], aint n) {  
    int i;  
    double sum;  
    sum=0.0;  
    for(i=0; i<n; i++)  
        sum+=a[i];  
    return sum/n;  
}
```

What if n=0?

return n<=0 ? 0.0 : sum/n;

The use of assertions

- You can use assertion facilities in `<assert.h>`
- Use it only when the failure is really unexpected and there is no way to recover
- `assert (n>0);`
- If that is not true, the program terminates with a message saying the assertion failed.
- Useful for validating properties of interfac.

Example

- `int factorial (int n)`
- `{`
- `fac =1;`
- `while(n--)`
- `fac*=n;`
- `return fac;`
- `}`

Example

- `/* print the characters of a string one per line */`
- `i=0;`
- `do {`
- `putchar(s[i++]);`
- `putchar('\n');`
- `} while (s[i] != '\0');`

Example

- **Binary search, what to test for**
- Array with 0 elements
- One element, key is $<, =, >$ the element
- Two elements, try all five combinations
- Duplicate elements, try all different combinations of key
- Three elements, all different combinations
- Four elements, ...
- If passed, probably OK