Essentials of Software Testing

Software testing can be regarded as an art, a craft, and a science. The practical, step-by-step approach presented in this book provides a bridge between these different viewpoints. A single worked example runs throughout, with consistent use of test automation. Each testing technique is introduced in the context of this example, helping students see its strengths and weaknesses. The technique is then explained in more detail, providing a deeper understanding of the underlying principles. Finally the limitations of each technique are demonstrated by inserting faults, giving learners concrete examples of when each technique succeeds or fails in finding faults. Topics addressed include black-box testing, white-box testing, random testing, unit testing, object-oriented testing, and application testing. The authors also emphasise the process of applying the techniques, covering the steps of analysis, test design, test implementation, and interpretation of results. The book's website has programming exercises and Java source code for all examples.

Dr. Ralf Bierig is a lecturer at Maynooth University. He received his undergraduate degree from Furtwangen University in Germany and completed his PhD at The Robert Gordon University in Aberdeen, Scotland. He gained experience as a Senior IT Consultant in the car industry in Germany and worked as a postgraduate researcher in academia in the UK, the USA, Austria, and in Thailand before moving to Ireland. He has taught software testing for four years, and many related topics in computer and information science, e.g. software engineering, web development, interactive information retrieval, interaction design, and human–computer interaction. He is an active researcher in the wider area of interactive information retrieval and human-computer interaction.

Dr. Stephen Brown is a senior lecturer at Maynooth University. He graduated from Trinity College Dublin with BA, BAI, and MSc degrees. He then spent 10 years in industry, with Digital Equipment Corporation, in Ireland, the USA, and the UK. Following a period as a Research Fellow (TCD) on the EU-funded ADVANCE project, he moved to Maynooth where he completed his PhD degree (UCC). He has lectured in many topics, including software testing, software engineering, databases, programming, computing ethics, wireless sensor networking, computer architecture. He is an active researcher in wireless networking.

Dr. Edgar Galván is a senior researcher in the Department of Computer Science, Maynooth University and the co-head of the Naturally Inspired Computation Research Group. Prior to this he held multiple senior positions in University College Dublin, Trinity College Dublin and Inria-Paris Saclay. Dr. Galván has been independently ranked as one of the all-time top 1% researchers in Genetic Programming, according to University College London. He has published more than 80 peer-reviewed publications in top-tier journals and conference venues.

Dr. Joe Timoney joined the Department of Computer Science at Maynooth University in 1999. He teaches on undergraduate programs in Computer Science and in Music Technology. His research interests are based in the areas of Software Engineering and Audio signal processing, with a focus on musical applications. He has supervised a number of PhD students. In 2003 he spent a 3 month research visit at ATR laboratory in Kyoto, Japan, and in 2010 to the College of Computing at Zhejiang University, Hangzhou, China. He also is a keen DIY electronics enthusiast and has built a number of electronic instruments.

Essentials of Software Testing

RALF BIERIG Maynooth University

STEPHEN BROWN Maynooth University

EDGAR GALVÁN Maynooth University

JOE TIMONEY Maynooth University





University Printing House, Cambridge CB2 8BS, United Kingdom

One Liberty Plaza, 20th Floor, New York, NY 10006, USA

477 Williamstown Road, Port Melbourne, VIC 3207, Australia

314-321, 3rd Floor, Plot 3, Splendor Forum, Jasola District Centre, New Delhi - 110025, India

103 Penang Road, #05-06/07, Visioncrest Commercial, Singapore 238467

Cambridge University Press is part of the University of Cambridge.

It furthers the University's mission by disseminating knowledge in the pursuit of education, learning, and research at the highest international levels of excellence.

www.cambridge.org Information on this title: www.cambridge.org/9781108833349 DOI: 10.1017/9781108974073

© Ralf Bierig, Stephen Brown, Edgar Galván, Joe Timoney 2022

This publication is in copyright. Subject to statutory exception and to the provisions of relevant collective licensing agreements, no reproduction of any part may take place without the written permission of Cambridge University Press.

First published 2022

Printed in the United Kingdom by TJ Books Limited, Padstow Cornwall

A catalogue record for this publication is available from the British Library.

ISBN 978-1-108-83334-9 Hardback

Additional resources for this publication at www.cambridge.org/bierig

Cambridge University Press has no responsibility for the persistence or accuracy of URLs for external or third-party internet websites referred to in this publication and does not guarantee that any content on such websites is, or will remain, accurate or appropriate.

1

Cambridge University Press 978-1-108-83334-9 — Essentials of Software Testing Ralf Bierig , Stephen Brown , Edgar Galván , Joe Timoney Frontmatter <u>More Information</u>

Contents

Prefa	се		<i>page</i> xv
Ackno	owledgen	nents	xvii
Introd	luction to) Software Testing	1
1.1	The So	ftware Industry	1
	1.1.1	Software Testing and Quality	3
	1.1.2	Software Testing and Risk Management	3
1.2	Mistake	es, Faults, and Failures	4
	1.2.1	Mistakes	5
	1.2.2	Software Faults	5
	1.2.3	Software Failures	6
	1.2.4	Need for Testing	8
1.3	The Ro	le of Specifications	9
1.4	Manual	l Test Example	10
1.5	The Th	eory of Software Testing	11
1.6	Exhaus	tive Testing	11
	1.6.1	Exhaustive Test Data	11
	1.6.2	Feasibility of Exhaustive Testing	12
1.7	Test He	euristics	12
	1.7.1	Random Testing	13
	1.7.2	Black-Box and White-Box Testing	14
	1.7.3	Experience-Based Testing	15
	1.7.4	Fault Insertion	15
1.8	When t	o Finish Testing	15
1.9	Static a	nd Dynamic Testing	16
	1.9.1	Review-Based Techniques	16
	1.9.2	Program Proving	17
1.10	Testing	in the Software Development Process	17
1.11	Softwar	re Testing Activities	19
	1.11.1	Analysis	19
	1.11.2	Test Coverage Items	20
	1.11.3	Test Cases	21
	1.11.4	Test Design Verification	22
	1.11.5	Test Implementation	22

vi

Cambridge University Press 978-1-108-83334-9 — Essentials of Software Testing Ralf Bierig , Stephen Brown , Edgar Galván , Joe Timoney Frontmatter <u>More Information</u>

Contents

	1.12	Test Ar	tefacts	23
		Fault M		24
	1.14	Using t	his Book	24
		1.14.1	Book Structure	24
		1.14.2	Order of Testing	25
		1.14.3	Documenting Test Design	25
		1.14.4	The Programming Language	25
		1.14.5	Level of Detail	26
		1.14.6	Examples	26
		1.14.7	Software Test Tools	26
	1.15	Notes c	on Terminology	26
2	Equiv	alence Pa	artitions	27
	2.1	Testing	with Equivalence Partitions	27
	2.2	Exampl	-	27
		2.2.1	Analysis: Identifying the Equivalence Partitions	28
		2.2.2		32
		2.2.3	-	32
		2.2.4	Verification of the Test Cases	35
	2.3	Test Im	plementation and Results	36
		2.3.1	Manual Test Output	36
		2.3.2	Automated Test Implementation	37
		2.3.3	Test Results	39
	2.4	Equival	lence Partitions in More Detail	40
		2.4.1	Fault Model	40
		2.4.2	Description	40
		2.4.3	Analysis: Identifying Equivalence Partitions	40
		2.4.4	Test Coverage Items	42
		2.4.5	Test Cases	42
		2.4.6	Pitfalls	42
	2.5	Evaluat	tion	43
		2.5.1	Limitations	43
		2.5.2	Strengths and Weaknesses	46
	2.6	Key Po		47
	2.7	•	for Experienced Testers	47
3	Boun	dary Valu	e Analysis	48
	3.1	-	with Boundary Value Analysis	48
	3.2	Exampl		48
	5.2	3.2.1	Analysis: Identifying the Boundary Values	48
		3.2.1	Test Coverage Items	40
		3.2.2	Test Cases	49
		3.2.3	Verification of the Test Cases	51
		J.2.4	vermeation of the rest cases	51

		Contents	vii
	3.3	Test Implementation and Results	52
		3.3.1 Implementation	52
		3.3.2 Test Results	53
	3.4	Boundary Value Analysis in More Detail	54
		3.4.1 Fault Model	54
		3.4.2 Description	54
		3.4.3 Analysis: Identifying Boundary Values	54
		3.4.4 Test Coverage Items	55
		3.4.5 Test Cases	55
		3.4.6 Pitfalls	55
	3.5	Evaluation	56
		3.5.1 Limitations	56
		3.5.2 Strengths and Weaknesses	58
	3.6	Key Points	59
	3.7	Notes for Experienced Testers	59
4	Decis	sion Table Testing	60
	4.1	Testing Combinations with Decision Tables	60
	4.2	Example	60
		4.2.1 Analysis	60
		4.2.2 Test Coverage Items	67
		4.2.3 Test Cases	67
		4.2.4 Verification of the Test Cases	69
	4.3	Test Implementation and Results	70
		4.3.1 Implementation	70
		4.3.2 Test Results	71
	4.4	A More Detailed Look at Testing with Decision Tables	71
		4.4.1 Fault Model	71
		4.4.2 Description	72
		4.4.3 Analysis: Developing Decision Tables	72
		4.4.4 Test Coverage Items	81
		4.4.5 Test Cases	82
		4.4.6 Pitfalls	82
	4.5	Evaluation	82
		4.5.1 Limitations	83
		4.5.2 Strengths and Weaknesses	85
	4.6	Key Points	85
	4.7	Notes for Experienced Testers	85
5	State	ement Coverage	86
	5.1	Introduction to White-Box Testing	86
	5.2	Testing with Statement Coverage	86
		5.2.1 Statement Coverage Measurement	87

viii	Cont	ents				
	5.3	Exampl	le	87		
		5.3.1	Analysis: Identifying Unexecuted Statements	88		
		5.3.2	Test Coverage Items	90		
		5.3.3	Test Cases	91		
		5.3.4	Verification of the Test Cases	91		
	5.4	Test Im	plementation and Results	92		
		5.4.1	Implementation	92		
		5.4.2	Test Results	93		
	5.5	Stateme	ent Coverage Testing in More Detail	94		
		5.5.1	Fault Model	94		
		5.5.2	Description	94		
		5.5.3	Analysis: Identifying Unexecuted Statements	94		
		5.5.4	Test Coverage Items	94		
		5.5.5	Test Cases	94		
	5.6	Evaluat	tion	95		
		5.6.1	Limitations	95		
		5.6.2	Strengths and Weaknesses	97		
	5.7	Key Po	ints	98		
	5.8	Notes f	or Experienced Testers	98		
6	Branch Coverage					
	6.1	Testing	with Branch Coverage	99		
		6.1.1	Branch Coverage Measurement	99		
	6.2	Exampl	le	99		
		6.2.1	Analysis: Identifying Untaken Branches	100		
		6.2.2	Test Coverage Items	103		
		6.2.3	Test Cases	103		
		6.2.4	Verification of the Test Cases	103		
	6.3	Test Im	plementation and Results	104		
		6.3.1	•	104		
		6.3.2	Test Results	105		
	6.4		Coverage in More Detail	107		
		6.4.1	Fault Model	107		
		6.4.2	Description	107		
		6.4.3	Goal	108		
		6.4.4	Analysis: Identifying Untaken Branches	100		
		6.4.5	Test Coverage Item	109		
		6.4.6	Test Cases	109		
	6.5	Evaluat		109		
	0.5					
		6.5.1	Limitations Strengths and Washnesses	109		
		6.5.2	Strengths and Weaknesses	111		
	6.6	Key Po		112		
	6.7	Notes f	or Experienced Testers	112		

				Contents	ix	
7	All Pa	aths Covera	age		113	
	7.1	Testing v	with All Paths Coverage		113	
	7.2	Example			114	
		7.2.1	Code Analysis		114	
		7.2.2	Test Coverage Items		119	
		7.2.3	Test Cases		119	
		7.2.4	Verification of the Test Cases		120	
	7.3	Test Imp	lementation and Results		120	
		7.3.1	Implementation		120	
		7.3.2	Test Results		121	
	7.4	All Paths	s Coverage Testing in More Detail		123	
		7.4.1	Fault Model		123	
		7.4.2	Description		123	
		7.4.3	Analysis: Developing Control-Flow Graphs		123	
		7.4.4	Analysis: Identifying End-to-End Paths		128	
		7.4.5	The Possible Paths in Fault 6		131	
		7.4.6	Test Coverage Items		136	
		7.4.7	Test Cases		136	
	7.5	Evaluation	on		136	
		7.5.1	Limitations		136	
		7.5.2	Strengths and Weaknesses		139	
	7.6	Key Poir	-		139	
	7.7	•	r the Experienced Tester		140	
	Blac	k-Box and	White-Box Testing		141	
	8.1	8.1 Comparison of Black-Box and White-Box Testing				
		8.1.1	Black-Box Testing		143	
		8.1.2	White-Box Testing		143	
		8.1.3	Errors of Omission and Commission		145	
		8.1.4	Usage		146	
	8.2	Black-B	ox Testing: Additional Matters		147	
		8.2.1	Strings and Arrays		147	
		8.2.2	Discontinuous Input Partitions		148	
		8.2.3	Overlapping Output Partitions		149	
		8.2.4	In-band Error Reporting		150	
		8.2.5	Handling Relative Values		151	
		8.2.6	Classic Triangle Problem		152	
		8.2.7	Testing Sequences of Inputs/State-Based Testing	g	153	
		8.2.8	Floating Point Numbers	-	155	
		8.2.9	Numeric Processing		156	
	8.3		ox Testing: Some More Techniques		157	
	5.0	8.3.1	Dataflow Coverage/Definition–Use Pairs		157	
		8.3.2	Condition Coverage		158	
		0.0.2	containon coverage		150	

Х	Conte	ents		
		8.3.3	Decision Coverage	159
		8.3.4	Decision Condition Coverage	159
		8.3.5	Multiple Condition Coverage	160
		8.3.6	Modified Condition/Decision Coverage	161
		8.3.7	Test Ranking	162
	8.4	Repair-	-Based Testing	163
		8.4.1	Specific Repair Test	163
		8.4.2	Generic Repair Test	163
		8.4.3	Abstracted Repair Test	163
		8.4.4	Example	163
		8.4.5	Using Repair-Based Tests	164
9	Testi	ng Object	-Oriented Software	165
	9.1	Testing	g in Class Context	165
	9.2	Examp		165
		9.2.1	Analysis	168
		9.2.2	Deciding on Which Methods to Test	168
		9.2.3	Selecting a Test Technique	169
		9.2.4	Test Coverage Items	171
		9.2.5	Test Cases	171
		9.2.6	Verification of the Test Cases	172
	9.3	Test Im	plementation and Results	174
		9.3.1	Test Implementation	174
		9.3.2	Test Results	175
	9.4	A More	e Detailed Look at Testing Object-Oriented Software	176
		9.4.1	Object-Oriented Programming	176
		9.4.2	Testing Object-Oriented Software	177
		9.4.3	Fault Models	177
		9.4.4	Testing in Class Context	178
		9.4.5	Analysis for OO Testing	180
		9.4.6	Test Coverage Items	180
		9.4.7	Test Cases	180
		9.4.8	Test Implementation	181
		9.4.9	Overview of Advanced OO Testing	181
		9.4.10	Inheritance Testing	181
		9.4.11	State-Based Testing	182
		9.4.12	UML-Based Testing	185
		9.4.13	Built-In Testing	185
	9.5	Evalua	÷	187
		9.5.1	Limitations	187
		9.5.2	Simple Typo Fault	187
		9.5.3	State-Based Fault	189
		9.5.4	Inheritance Fault	190
		9.5.5	Strengths and Weaknesses	191
		9.3.3	Surengths and weaknesses	19

		Contents	xi		
	9.6	Key Points	192		
	9.7	Notes for Experienced Testers	192		
10	Appli	cation Testing	193		
	10.1	Testing Web Applications with User Stories	193		
	10.2	Example	193		
		10.2.1 Analysis	194		
		10.2.2 Test Coverage Items	199		
		10.2.3 Test Cases	200		
		10.2.4 Verification of the Test Cases	202		
	10.3	Test Implementation and Results	202		
		10.3.1 Implementation	202		
		10.3.2 Test Results	207		
	10.4	Application Testing in More Detail	207		
		10.4.1 System Test Model	207		
		10.4.2 Application Test Model	208		
		10.4.3 System Testing and Integration Testing	209		
		10.4.4 Fault Models for Application Testing	211		
		10.4.5 Analysis	213		
		10.4.6 Test Coverage Items	217		
		10.4.7 Test Cases	217		
		10.4.8 Implementation	217		
		10.4.9 Interacting with HTML Elements	220		
		10.4.10 Test Output Messages	220		
		10.4.11 Record and Playback Testing	221		
	10.5	Evaluation	222		
	10.0	10.5.1 Limitations	222		
		10.5.2 Strengths and Weaknesses	226		
	10.6	Key Points			
	10.0	Key Differences between Unit Testing and Application Testing	226 227		
	10.8	Notes for Experienced Testers	228		
11	Test A	Automation	230		
	11.1	Introduction	230		
	11.1	11.1.1 Interpreting Test Results	230		
		11.1.2 Documenting Automated Tests	231		
		11.1.2 Software Test Automation and Version Control	231		
	11.2	Test Frameworks: TestNG	232		
	11.2	11.2.1 A Detailed Look at a TestNG Example	232		
	11.3	Organising Automated Test Code	235		
	11.5	11.3.1 Organising TestNG Tests with an XML File	235		
	11.4	Setup and Cleanup Methods	233 237		
		Inline Tests vs Parameterised Tests			
	11.5	mine resis vs Parameterised resis	239		

xii	Contents	
	11.6 Test Coverage Measurement	242
	11.7 Timeouts	244
	11.8 Exceptions	245
	11.9 Inheritance Testing	247
	11.9.1 Using the Class Name	248
	11.9.2 Inheriting Superclass Tests	250
	11.9.3 Inheritance Test Selection	253
	11.10 Interfacing to Web Applications	255
	11.11 Interfacing to Desktop Applications	257
	11.12 Interfacing to Mobile Applications	257
12	Random Testing	259
	12.1 Introduction to Random Testing	259
	12.2 Random Data Selection	259
	12.3 Unit Test Example	260
	12.3.1 Test Coverage Items	260
	12.3.2 Test Cases	261
	12.3.3 Test Implementation	262
	12.3.4 Test Results	263
	12.4 Application Testing Example	264
	12.4.1 Analysis	264
	12.4.2 Test Coverage Items	265
	12.4.3 Test Cases	265
	12.4.4 Test Implementation	265
	12.4.5 Test Results	270
	12.5 Random Testing in More Detail	270
	12.5.1 Barriers to Full Automation	270
	12.5.2 Overview of Other Types of Random Testing	273
	12.6 Evaluation	274
	12.6.1 Limitations	274
	12.6.2 Strengths and Weaknesses	275
	12.7 Key Points	276
	12.8 Notes for the Experienced Tester	277
13	Testing in the Software Process	278
	13.1 Test Planning	279
	13.2 Software Development Life Cycle	279
	13.3 The Waterfall Model	280
	13.4 The V-Model	281
	13.5 Incremental and Agile Development	282
	13.5.1 Incremental Development	283
	13.5.2 Extreme Programming	284
	13.5.3 Scrum	285
	13.6 Process-Related Quality Standards and Models	286

				Contents	xii
14	Wrap	Up			287
	14.1	Summar	у		287
	14.2	A Rever	se Look at Testing		289
		14.2.1	A Test Implementation		289
		14.2.2	Test Cases		289
		14.2.3	Test Coverage Items		290
		14.2.4	Test Analysis		290
		14.2.5	The Software Specification		291
		14.2.6	Discussion		291
	14.3	Further l	Reading		292
		14.3.1	Testing in the Software Process		292
		14.3.2	Standards on Software Testing		292
		14.3.3	Software Testing Techniques		293
		14.3.4	Testing Object-Oriented Software		293
		14.3.5	Integration Testing		293
		14.3.6	Random Testing		294
		14.3.7	Testing for Language-Specific Hazards		294
		14.3.8	Program Proving		295
		14.3.9	Testing Safety-Critical Software		295
		14.3.10	Going Off-Piste		296
	14.4	Research	n Directions		296
		14.4.1	Conferences		296
		14.4.2	Research Topics		297
	Appe	ndix: Runi	ning the Examples		298
		ography	- •		299
	Listin	· · ·			301
	Index	•			303

Preface

Modern society is heavily reliant on software, and the correct operation of this software is a critical concern. The purpose of this book is to introduce the reader to the essential principles of software testing, enabling them to produce high-quality software. Software testing can be regarded as an art, a craft, and a science – the approach we present provides a bridge between these different viewpoints.

This book is based on many years of lecturing in software engineering and software testing at undergraduate and postgraduate level, as well as industrial experience. Software testing techniques are introduced through worked examples, leading to automated tests. Each technique is then explained in more detail, and then its limitations are demonstrated by inserting faults. The process of applying the techniques is also emphasised, covering the steps of analysis, test design, test implementation, and interpretation of test results.

The worked examples offer the beginner a practical, step-by-step introduction to each technique. The additional details complement these, providing a deeper understanding of the underlying principles. We hope that you will enjoy reading the book as much as we enjoyed writing it.

> "For sounds in winter nights, and often in winter days, I heard the forlorn but melodious note of a hooting owl indefinitely far; such a sound as the frozen earth would yield if struck with a suitable plectrum, the very lingua vernácula of Walden Wood, and quite familiar to me at last, though I never saw the bird while it was making it."

> > Walden Henry David Thoreau

Acknowledgements

The authors would like to thank Ana Susac for her painstaking, persistent, and detailed checking of the text and every example in the book. Her assistance has been invaluable. Any mistakes remaining are entirely our own responsibility.