Testing Practice

V22.0474-001 Software Engineering
Lecture 13
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(with slides from Alex Aiken, Tom Ball, George Necula)
Reality

• Many proposals for improving software quality

• But in practice this is mostly testing
  – > 50% of the cost of software development
Role of Testing

• Testing is basic to every engineering discipline
  - Design a drug
  - Manufacture an airplane
  - Etc.

• Why?
  - Because our ability to predict how our creations will behave is imperfect
  - We need to check our work, because we will make mistakes
Testing and Development of Software

- In what way is software different?

- Folklore:
  “Optimism is the occupational hazard of programming; testing is the treatment”
  - The implication is that programmers make poor testers
y Test

Mars Climate Orbiter

- Purpose: to relay signals from the Mars Polar Lander once it reached the surface of the planet
- Disaster: smashed into the planet instead of reaching a safe orbit
- Why: Software bug - failure to convert English measures to metric values
- $165M

Shooting Down of Airbus 320

- 1988
- US Vicennes shot down Airbus 320
- Mistook airbus 320 for a F-14
- 290 people dead
- Why: Software bug - cryptic and misleading output displayed by the tracking software

THERAC-25 Radiation Therapy

- THERAC-25, a computer-controlled radiation-therapy machine
- 1986: two cancer patients at the East Texas Cancer Center in Tyler received fatal radiation overdoses
- Why: Software bug - mishandled race condition (i.e., miscoordination between concurrent tasks)
Typical Scenario

"OK, calm down. We'll slip the schedule. Try again."

"I'm done."

"It doesn't #$$%& compile!"

Adapted from Prof. Necula, CS 169, Berkeley
Typical Scenario

Decision Maker

Programmer

Tester

“Now remember, we’re all in this together. Try again.”

“It doesn’t install!”

“I’m done.”

Adapted from Prof. Necula, CS 169, Berkeley
Typical Scenario

Decision Maker

Programmer

Tester

"Let's have a meeting to straighten out the spec."

"I'm done."

"No, half of your tests are wrong!"

"It does the wrong thing in half the tests."

Adapted from Prof. Necula, CS 169, Berkeley
Typical Scenario

"Try again, but please hurry up!"

"I'm done."

"It still fails some tests we agreed on."

Adapted from Prof. Necula, CS 169, Berkeley
Typical Scenario

Decision Maker

Programmer

Tester

"Oops, the world has changed. Here's the new spec."

"I'm done."

"Yes, it's done!"

Adapted from Prof. Necula, CS 169, Berkeley
Software Development Today

Why do we have this structure?
ey ss mptions

• human organizations need decision makers
  - To manage finite resources including time

• evelopment and testing must be independent

Adapted from Prof. Necula, CS 169, Berkeley
Independent Testing

• Programmers have a hard time believing they made a mistake
  - Thus a vested interest in not finding mistakes

• Design and programming are constructive tasks
  - Testers must seek to break the software
Independent Testing

• Wrong conclusions:
  - The developer should not be testing at all
    • Recall “test before you code”
  - Testers only get involved once software is done
  - Toss the software over the wall for testing
    • Testers and developers collaborate in developing the test suite
  - Testing team is responsible for assuring quality
    • Quality is assured by a good software process
The Purpose of Testing

- Two purposes:
  - Find bugs
    - Find important bugs

- Elucidate the specification
  - When testing the prototype or strawman
ample

- Test case
  
  *Add a child to Mary Brown's record*

- Version 1
  - heck that Ms. Brown's of children is one more

- Version 2
  - Iso check Mr. Brown's of children

- Version 3
  - heck that no one else's child counts changed
Specifications

• *Good testers clarify the specification*
  - This is creative, hard work

• *There is no hope tools will automate this*
  - This part will stay hard work
Testing Strategies

Adapted from Prof. Necula, CS 169, Berkeley
Unit Tests

• Focus on smallest unit of design
  - procedure, a class, a component
• Test the following
  - local data structures
  - Basic algorithm
  - Boundary conditions
  - Error handling
• May need drivers and stubs
• Good idea to plan unit tests ahead
Integration Testing

- If all parts work, how come the whole doesn't?
- For software, the whole is more than the sum of the parts
  - Individual imprecision is magnified e.g., races
  - Nuclear interface design
- Don't try the big bang integration
- Incremental integration
  - Top down integration
  - Bottom up integration

Adapted from Prof. Necula, CS 169, Berkeley
Top Down Integration

- Test the main control module first
- Slowly replace stubs with real code
  - an go depth first
    - Along a favorite path, to create quickly a working system
  - Or, breadth first

- Problem: you may need complex stubs to test higher-levels
ottom p ntegration

• Integrate already tested modules
• No stubs, but need drivers
  - Often the drivers are easier to write
• Example:
  - Financial code that depends on subroutine for computing roots of polynomials
  - We cannot test the code without the subroutine
    • A simple stub might not be enough
  - We can develop and test the subroutine first
• I am for testability
alidation Testing

• Culmination of integration testing
  - The software works, but does it do what we need
• Acceptance tests
  - Let your customer to define them

• Alpha-testing (in controlled environment)
  - With developer looking over the shoulder
• Beta-testing
  - End user sites
Errors of logging

- System testing
  - Involves non software components
- Security testing
  - Ed team testing
- Performance testing
  - E.g., real time systems

- Stress testing?
Stress Testing

ush system into extreme situations
- And see if it still works . . .

tress
- Performance
  • Feed data at very high, very low rates
- Interfaces
  • Replace APIs with badly behaved stubs
- Internal structures
  • Works for any size array? Try sizes 0 and 1.
- Resources
  • Set memory artificially low.
  • Same for # of file descriptors, network connections, etc.
Stress Testing (cont)

• Stress testing will find many obscure bugs
  - E; plores the corner cases of the design
  “Bugs lurk in corners, and congregate at boundaries”

• Some may not be worth fixing
  - Too unlikely in practice

• A corner case now is tomorrow’s common case
  - Data rates, data sizes always increasing
  - Our software will be stressed
assertions

- se assert(?) liberally
  - Documents important invariants
  - Makes your code self checking
  - nd does it on every e; ecution>

- Apinion: Most programmers don't use assert enough
Problem

- Testing is weak
  - an never test more than a tiny fraction of possibilities

- Testers don’t know as much about the code as the developers
  - But developers can only do so much testing

- What can we do?
code inspections

• There's an idea: understand the code
  - One person reads plain to a group of programmers how a piece of code works

• Bey points
  - Don't try to read too much code at one sitting
    • A few pages at most
  - Everyone comes prepared
    • Distribute code beforehand
  - No blame
    • Goal is to understand, clarify code, not roast programmers
Inspections work
- 0% 0% of bugs in studies
- Dramatically reduces cost of finding bugs

Other advantages
- Teaches everyone the code
- Finds bugs earlier than testing

Bottom line: More than pays for itself
otes

• Some distinguish walkthroughs and inspections

• Walkthroughs are informal

• Inspections are formal
  - E; tensive records kept
  - Metrics computed
  - Etc.
an al Testing

Test cases are lists of instructions
- "test scripts"

omeone manually e; ecutes the script
- Do each action, step-by-step
  • Click on "login"
  • Enter username and password
  • Click "OK"
  • ...
- And manually records results

ow tech, simple to implement
Manual testing is very widespread
- probably not dominant, but very, very common

Why? Because
- some tests cannot be automated
  - Usability testing
- some tests shouldn't be automated
  - Not worth the cost

Adapted from Prof. Necula, CS 169,
Berkeley
an al Testing

• Those are the best reasons

• There are also not-so-good reasons
  - not so good because innovation could remove them
  - Testers aren’t skilled enough to handle automation
  - Automation tools are too hard to use
  - The cost of automating a test is BO; doing a manual test
tomated Testing

- Idea:
  - record manual test
  - lay back on demand

- This doesn’t work as well as expected
  - E.g., some tests can shouldn’t be automated
The text is not visible in the image.
Reading Tests

- When code evolves, tests break
  - E.g., change the name of a dialog bo;
  - Any test that depends on the name of that bo; breaks

- Maintaining tests is a lot of work
  - Broken tests must be fixed; this is expensive
  - Cost is proportional to the number of tests
  - Implies that more tests is not necessarily better

Adapted from Prof. Necula, CS 169, Berkeley
Improved Automated Testing

Recorded tests are too low level
- E.g., every test contains the name of the dialog box

Need to abstract tests
- Replace dialog box string by variable name X
- Variable name X is maintained in one place
  • So that when the dialog box name changes, only X needs to be updated and all the tests work again

This is Dust structured programming
- Just as hard as any other system design

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Regression Testing

• Idea
  - When you find a bug,
  - Write a test that exhibits the bug,
  - and always run that test when the code changes,
  - so that the bug doesn’t reappear

• Without regression testing, it is surprising how often old bugs reoccur
Regression Testing

- Regression testing ensures forward progress
  - We never go back to old bugs

- Regression testing can be manual or automatic
  - Ideally, run regressions after every change
  - To detect problems as quickly as possible

- But, regression testing is expensive
  - Limits how often it can be run in practice
  - Reducing cost is a long-standing research problem
Regression Testing

- Other tests (besides bug tests) can be checked for regression
  - Requirements acceptance tests
  - Performance tests

- Ideally, entire suite of tests is rerun on a regular basis to assure old tests still work
Build and test the system regularly
   - Every night

Why   Because it is easier to fix problems earlier
   - Easier to find the cause after one change than after 1,000
   - Avoids new code from building on the buggy code

Test is usually subset of full regression test
   - “smoke test”
   - Just make sure there is nothing horribly wrong
Discussion

- Testers have two goals
  - clarify the specification
  - find important bugs

- Only the latter is subject to automation

- Helps explain why there is so much manual testing

- Nevertheless, automate as much as you can
According to Design

- Testing has a profound impact on design
  - Because some designs are easier to test

- Design software so it can be tested

- Avoid at least avoid designing software that cannot be tested
Principles of Testability

void unpredictable results
- No unnecessary non-deterministic behavior

Design in self checking
- At appropriate places have system check its own work
  - Asserts
- May require adding some redundancy to the code
Principles of Testability

```cpp
void system state
- System retains nothing across units of work
  - A transaction, a session, etc.
- System returns to well-known state after each task is complete
  - Easiest system to test

Minimize interactions between features
- Number of interactions can easily grow huge
- Rich breeding ground for bugs

Eave a test interface
```

Adapted from Prof. Necula, CS 169, Berkeley
Testing frameworks

- Bey components of a test system are
  - Building the system to test
    • May build many different versions to test
  - Running the tests
  - Deciding whether tests passed failed
    • Sometimes a non-trivial task (e.g., compilers)!
  - Reporting results

- Testing frameworks provide these functions
  - E.g., Tinderbo; , 5nit
Summary

• Testing requires a certain mindset
  - Want to break the code

• Good testing is hard work
  - Requires real insight into the nature of the system
  - Will help elucidate the spec