



Verification vs. Validation:
Right Definition
<ul> <li>Verification: <ul> <li>"are we building the product right?"</li> <li>The software should conform to its specification</li> </ul> </li> <li>Validation: <ul> <li>"are we building the right product?"</li> <li>The software should do what the user really requires</li> </ul> </li> <li>Assuring that a software system meets a user's needs <ul> <li>UNISE</li> </ul> </li> </ul>









# Definitions of Testing

- The process of executing a program (or part of a program) with the intention of finding errors (Myers, via Humphrey)
- The purpose of testing is to find errors
   Testing is the process of trying to discover every conceivable fault or weakness in a work product (Myers, via Kit)
- The process of searching for errors (Kaner)

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### Test Data and Test Cases

- Test data
  - Inputs which have been devised to test the system

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Test cases

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• Inputs to test the system and the predicted outputs from these inputs if the system operates according to its specification

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### Black and White Box

- Black box testing:
  - Designed without knowledge of the program's internal structure and design
  - Based on functional requirements
- White box testing:

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- Examines the internal design of the program
- Requires detailed knowledge of its structure

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# Black-Box Testing

- Approach to testing where the program is considered as a "black-box"
- The program test cases are based on the system specification

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• Test planning can begin early in the software process



































	Compound Coverage (cont.)							
	• N	lay le	ad to a	lot of te	est cases	5		
		Test Case	Cond 1	Cond 2	Cond 3	Cond 4		
		1	True	False	False	False		
		2	True	True	False	False		
		3	True	True	True	False		
5		4	True	True	True	True		
Ē		5	False	True	False	False		
D:/		6	False	True	True	False		
2		7	False	True	True	True		
8		8	False	False	True	False		
4		9	False	False	True	True		
2		10	False	False	False	True		
III III		11	True	False	True	False		
		12	True	False	True	True		
ก้		13	True	False	False	True		
		14	False	True	True	False		
3		15	False	True	False	False		
n.		16	False	False	True	False	MACEO	
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# The Infeasibility Problem

- Syntactically indicated behaviors (paths, data flows, etc.) are often impossible
- Infeasible control flow, data flow, and data states
  Adequacy criteria are typically impossible to satisfy
- Unsatisfactory approaches:

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- Manual justification for omitting each impossible test case (esp. for more demanding criteria)
- Adequacy "scores" based on coverage

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• example: 95% statement coverage, 80% def-use coverage





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## Axioms of Testing

- As the number of detected defects in a piece of software increases, the probability of the existence of more undetected defects also increases
- Assign your best programmers to testing
- Exhaustive testing is impossible

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### Axioms of Testing

- You cannot test a program completely
- Even if you do find the last bug, you'll never know it
- It takes more time than you have to test less than you'd like
- You will run out of time before you run out of test cases

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