

# White-box testing

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Software Reliability and Testing - Barbara Russo

SERG - Laboratory of Empirical Software Engineering

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# White-box testing

- White-box testing is a verification technique that software engineers can use to examine if their **software** works as expected

# With WBT

- Exercise independent paths within a module or unit
- Exercise logical decisions on both their true and false side
- Execute loops at their boundaries and within their operational bounds and
- Exercise internal data structures to ensure their validity

# Types of WBT

- Unit testing
- Regression testing
- Integration testing

# Unit testing

- Each time you write a code module, you should write test cases for it
  - A possible exception: accessor methods (i.e., getters and setters)
    - generally, accessor methods will be written error-free
  - You should focus your testing effort on code that could easily be broken

# Unit testing

- It focuses on faults within modules

# Integration testing

- It verifies interface specifications and model breakdown
- It verifies the software architecture
- Scaffolding (see later) is extensively required
- **Faults** are related to interactions and compatibility

# Integration Faults

- Inconsistent interpretation of parameters or values
  - Example: Mixed units (meters/yards) in Martian Lander
- Violations of value domains, capacity, or size limits
  - Example: Buffer overflow

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# Integration Faults

- Side effects on parameters or resources
  - Example: Conflict on (unspecified) temporary file
- Omitted or misunderstood functionality
  - Example: Inconsistent interpretation of web hits
- Nonfunctional properties
  - Example: Unanticipated performance issues

# Integration Faults

- Dynamic mismatches
  - Example: Incompatible polymorphic method calls

# Regression testing

- Premise
- Adding new/changing module impacts a system:
  - New data flow paths established
  - New I/O may occur
  - New control logic invoked

# Regression testing

- It is re-execution of subset of tests that have already been run
  - Ensures changes have not propagated unintended side effects

# Regression testing

- Approaches:
  - Manual testing
  - Capture/Playback tools:
    - 1. Capture test cases and results
    - 2. Playback and
    - 3. Compare

# Regression testing

- Test suite contains:
  - Representative sample of tests that exercises all software functions
  - Focus on functions likely affected by change
- Focus on components that have been changed

# Scaffolding

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# Why Scaffolding?

- Test case design includes input and expected output behaviour
- It may be simply a matter to fill a template (Acceptance test), but ...



# Why Scaffolding?

- **Testing can be complex:** a test specification is connected to several test cases:
  - e.g., a sorted sequence, length greater than 2, with items in ascending order with no duplicates
- We need a structure to support test execution

# Why Scaffolding?

- **To test in small:** independent drivers just test some functionalities of a large user interface
- **To provide hooks** for scripting
- **To drive coding (TDD)**

# Elements

- Test driver
- Test hub
- Test harness
- Oracle

# Test driver

- To drive program under test through test cases
- It is a software module used to **invoke a module under test** and,
- It often provides test inputs, control and monitor execution, and report test results
- Drivers can become automated test cases

# Example

```
movePlayer(Player1, 2);
```

- It calls `movePlayer` and passes `Player1` and moves it two spaces
- The drivers would likely to be called from main method
- A white-box test case would execute this driver line of code and check `Player.getPosition()` to make sure the player is now on the expected cell on the board

# Test stub

- A stub is a program statement **substituting for the body of a software module** that is or will be defined elsewhere or
- A dummy component or object used to **simulate the behaviour of a real component** until that component has been developed

# Test stub

- Developing stubs allows programmers to call a method in the code being developed, even if the method does not yet have the desired behaviour
- Stubs can be “filled in” to form the actual method

# Example

- If the `movePlayer()` has not been written yet

```
public void movePlayer(Player aPlayer, int diceValue) {  
    player.setPosition(1);  
}
```

or

```
public Cell movePlayer(Player aPlayer, int diceValue) {  
    return new Cell();  
}
```

or

```
public Cell movePlayer(Player aPlayer, int diceValue) {  
    Player player=aPlayer;  
    player.setPosition(diceValue);  
    return player.getPosition(player);  
}
```



# Test harness

- Environment in which to **execute the tests**
- Substitutes for other parts of the deployed environment
  - Ex: Software simulation of a hardware device

# Oracle

- A test oracle is a piece of software that **provides a pass/fail service** to the program execution (e.g., *assert*)
- In principle, an oracle **classifies every execution and detects every failure**, but it can even **give false alarms**
  - False alarms increase cost of maintenance and reduce resources to dedicate to real failures
  - Thus, *there is no perfect oracle*

# Using stubs and drivers with TDD

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# What are drivers, stubs, and oracles?

```
public void testCenterLine() {
    Formatter f = new Formatter();
    f.setLineWidth(10);
    assertEquals(" word ", f.center("word"));
}
public void testOddCenterLine(){
    Formatter f = new Formatter();
    f.setLineWidth(10);
    assertEquals(" hello ", f.center("hello"));
}
```

```
public String center(String line) {
    return "a";
}
```

# What are drivers, stubs, and oracles?

```
public void testCenterLine() {  
    Formatter f = new Formatter();  
    f.setLineWidth(10);  
    assertEquals(" word ", f.center("word"));  
}  
public void testOddCenterLine(){  
    Formatter f = new Formatter();  
    f.setLineWidth(10);  
    assertEquals( " hello ", f.center("hello"));  
}
```

```
public String center(String line) {  
    return "a";  
}
```

# More on Oracles

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# Comparison-based oracles

- **To judge oracle correctness:** compare the actual with predicted program behaviour
- **Predicted behaviour:** either pre-computed as part of test case specifications (when test specifications are simple) or derived in some way independent from the program under test

# Comparison-based oracles

- Test harnesses often include support for comparison -based oracles: frameworks like JUnit provide methods like assertEquals



# Comparison-based oracles

- Comparison-based oracles can be suitable for more complex programs when supported by other techniques like the “capture and replay” testing
  - **Capture - replay** testing saves the predicted behaviour from an earlier execution
  - It is useful **when we cannot derive the expected behaviour** from specification
  - It can be **expensive** as it requires other implementations of the same feature under test

# Example

- Save the behaviour (execution) of a trusted alternate version of the program under test
- For some reason, the current version is not adequate for the product under test
  - Think of OSS development: the open and the enterprise release
  - Replay the open version to test the enterprise one

# Example

- Save system behaviour (use): used when behaviour cannot avoid the direct intervention of the user
- Use log of use: they can be reused until the programmer changes that functionality and cannot ensure the same behaviour anymore
  - Sometime useful to model the input in a more abstract way (e.g. instead of mouse click use object selection)

# Other approaches for complex input-output

- Determine input by knowing the output:
  - It is a misconception that oracles always require a predicted output!

# Example - partial oracles

- If a program is required to find a bus route from A to B, the oracle needs not to check that there is a **valid** route between A and B
- If a program is required to find the optimal route between A and B, the oracle needs not to check that the valid route is also **optimal**
- These oracles are called partial
- Partial oracles are cheap

# Self-check oracles

- Self-check: an oracle that **is not paired** with a specific test case
- Good design practice: not connected with program states
- Self-checks can use assertions and can focus on data structure invariants

# Example

```
package org.eclipse.jdt.internal.ui.text;
import java.text.CharacterIterator;
import jorg.eclipse.jface.text.Assert;
...
public class SequenceCharacterIterator implements
CharacterIteratorf{
    //Check the index of iterations; self-check oracle
    private void invariant() {
        Assert.isTrue(fIndex >= fFirst);
        Assert.isTrue(fIndex <= fLast);
    }
}
```

it continues ...

# Example

```
...
public SequenceCharacterIterator(CharSequence
sequence, int first, int last) throws
IllegalArgumentException{
    if(sequence==null)
        throw new NullPointerException;
    if(first<0 || first>last)
        throw new IllegalArgumentException;
    if(last>sequence.length())
        throw new NullPointerException;
    fSequence = sequence;
    fFirst = first;
    fLast = last;
    fIndex = index;
    invariant();//Check the index of iterations
}
```



# Example

...

```
public char setIndex(int position){  
  
    if(position>=getBeginIndex() && position <= getEndIndex())  
        findex=position;  
    else  
        throw new IllegalArgumentException();  
    invariant(); //Check the index of iterations  
    return current();  
}  
  
}
```