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# Structural Testing

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## Types of Testing

When we write unit tests we consider:

1. Specification-based tests using specifications or models
  2. Checklists of commonly occurring errors
  3. Structural Testing
- These are two different kinds of test: where we consider details of the implementation (as in 2 and 3) – known as **white box testing** – and where we work from external descriptions, treating the implementation as an opaque artefact with inputs and outputs: **black box testing** (as in 1).
  - We also distinguish between tests which involve executing the code (**dynamic tests**, which we have mainly been looking at) and those which do not: **static tests** (code review, for example).

## Common Errors

- Can be from a particular programming community.
- Well-instrumented organisations monitor and summarise error occurrences.
- Professional good practice should make you sensitive to the errors you make personally.
- The following are the “top three” from David Reilly’s top ten Java programming errors
  - **Concurrent access to shared variables by threads (3)**
  - **Capitalization errors (2)**
  - **Null pointers (1)**

## Concurrent access to shared variables by threads

```
public class MyCounter {
    private int count = 0; // count starts at zero

    public void incCount(int amount) {
        count = count + amount;
    }

    public int getCount() {
        return count;
    }
}

...

        MyCounter c;
// Thread 1                // Thread 2
c.incCount(1);             c.incCount(1);
// join
c.getCount() == ?
```

## Concurrent access to shared variables by threads

```
public class MyCounter {
    private int count = 0; // count starts at zero

    public synchronized void incCount(int amount) {
        count = count + amount;
    }

    public int getCount() {
        return count;
    }
}
```

Synchronization... Even more important with shared **external** resources...

## Capitalization Errors

Remember:

- All methods and member variables in the Java API begin with lowercase letters.
- All methods and member variables use capitalization where a new word begins — e.g. `getDoubleValue()`.

## Null pointers

```
public static void main(String args[]) {
    String[] list = new String[3]; // Accept up to 3 parameters
    int index = 0;

    while( (index < args.length) && (index < 3) ) {
        list[index] = args[index];
        index++;
    }

    // Check all the parameters
    for(int i = 0; i < list.length; i++) {
        if(list[i].equals("-help")) {
            // .....
        } else if(list[i].equals("-cp")) {
            // .....
        }
        // [else .....]
    }
}
```

## Structural Testing

- Testing that is based on the structure of the program.
- Usually better for finding defects than for exploring the behaviour of the system.
- Fundamental idea is that of **basic block** and **flow graph** – most work is defined in those terms.

Two main approaches:

- **Control oriented:** how much of the control aspect of the code has been explored?
- **Data oriented:** how much of the definition/use relationship between data elements has been explored.



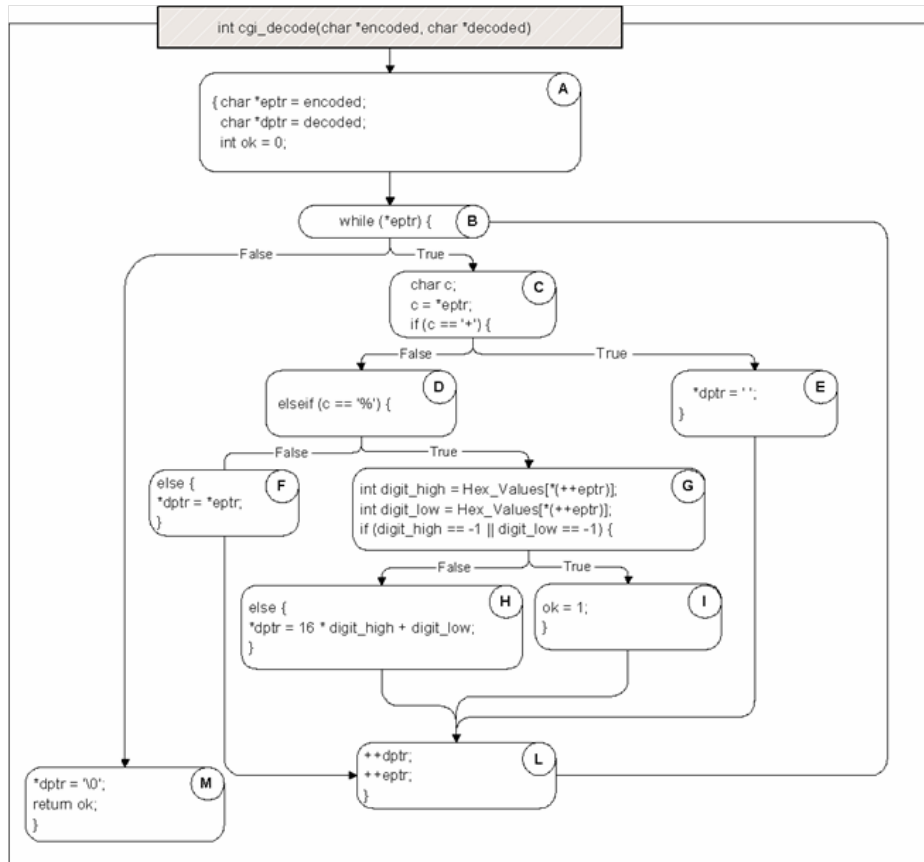
## Basic Blocks

- A basic block has at most one entry point and usually at most two exit points.

Can you think of exceptions to this?

- We decompose our program into basic blocks. These are the nodes of the control graph.
- The edges of the control graph indicate control flow — possibly under some conditions.

# Code and Control Flow Graph Example



[P&Y p.213-214, Figures 12.1 & 12.2]

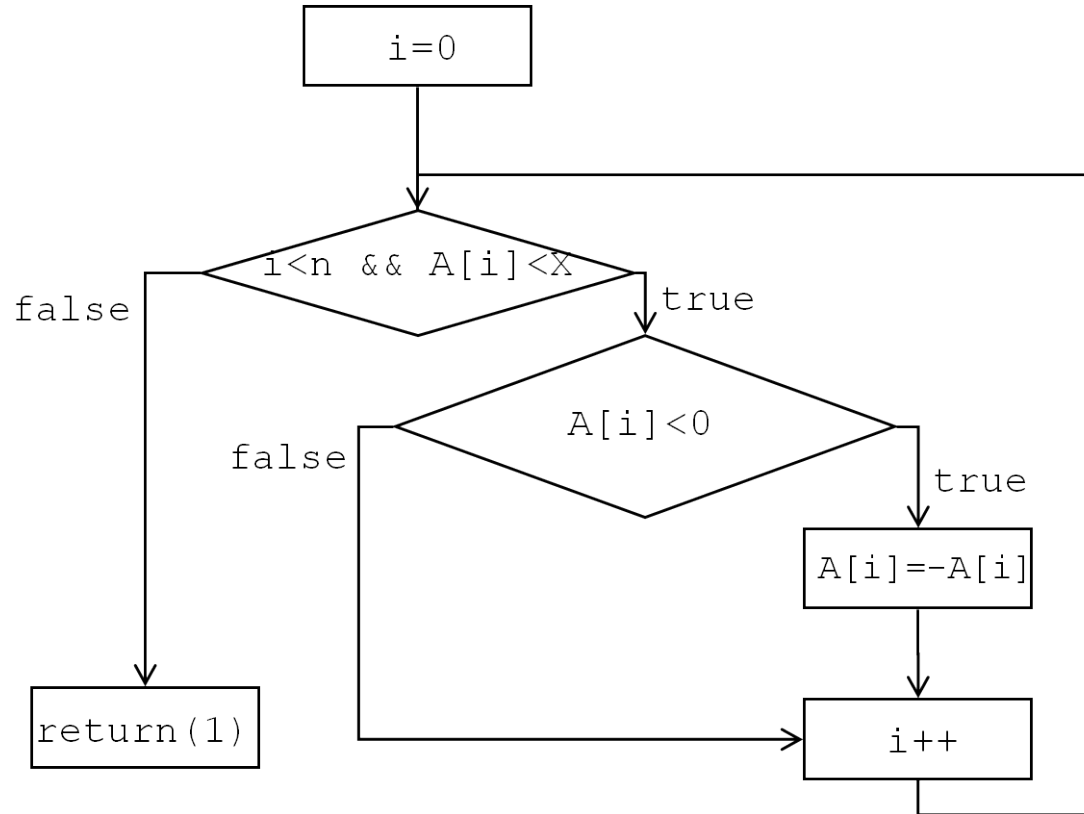
## Some tests for the cgi program

- $T_0 = \{ \text{" "}, \text{"test"}, \text{"test+case\%1Dadequacy"} \}$   
→  $\text{" "}, \text{"test"}, \text{"testcase\text{\textasciix26}adequacy"}$
- $T_1 = \{ \text{"adequate+test\%0Dexecution\%7U"} \}$   
→  $\text{"adequate test\text{\textasciix1D}execution\text{\textasciix26}"}$
- $T_2 = \{ \text{"\%3D"}, \text{"\%A"}, \text{"a+b"}, \text{"test"} \}$   
→  $\text{"="}, \text{"?"}, \text{"a b"}, \text{"test"}$
- $T_3 = \{ \text{" "}, \text{"+\%0D+\%4J"} \}$   
→  $\text{" "}, \text{"\text{\textasciix1D} \text{\textasciix26}"}$
- $T_4 = \{ \text{"first+test\%9Ktest\%K9"} \}$   
→  $\text{"first test\text{\textasciix26}test\text{\textasciix26}"}$

## Statement Testing

- **Statement Adequacy:** all statements have been executed by at least one test.
- **Statement Coverage:** for a particular test  $T$ , this is the quotient of the number of statements executed during a run of  $T$  (not counting repeats) and the number of statements in the program.
- The test set  $T$  is adequate if the Statement Coverage is 1.
- For our sample tests:  $T_0$  omits  $ok = 1$  at line 34,  $T_1$  executes all the code as does  $T_2$ .
- In general we do not know if statement coverage is achievable – why?
- All of this can be rephrased in terms of basic blocks – and we look at node coverage in the control-flow graph.
- Statement coverage is a basic measure but is a fairly poor test of how well we have exercised the code.

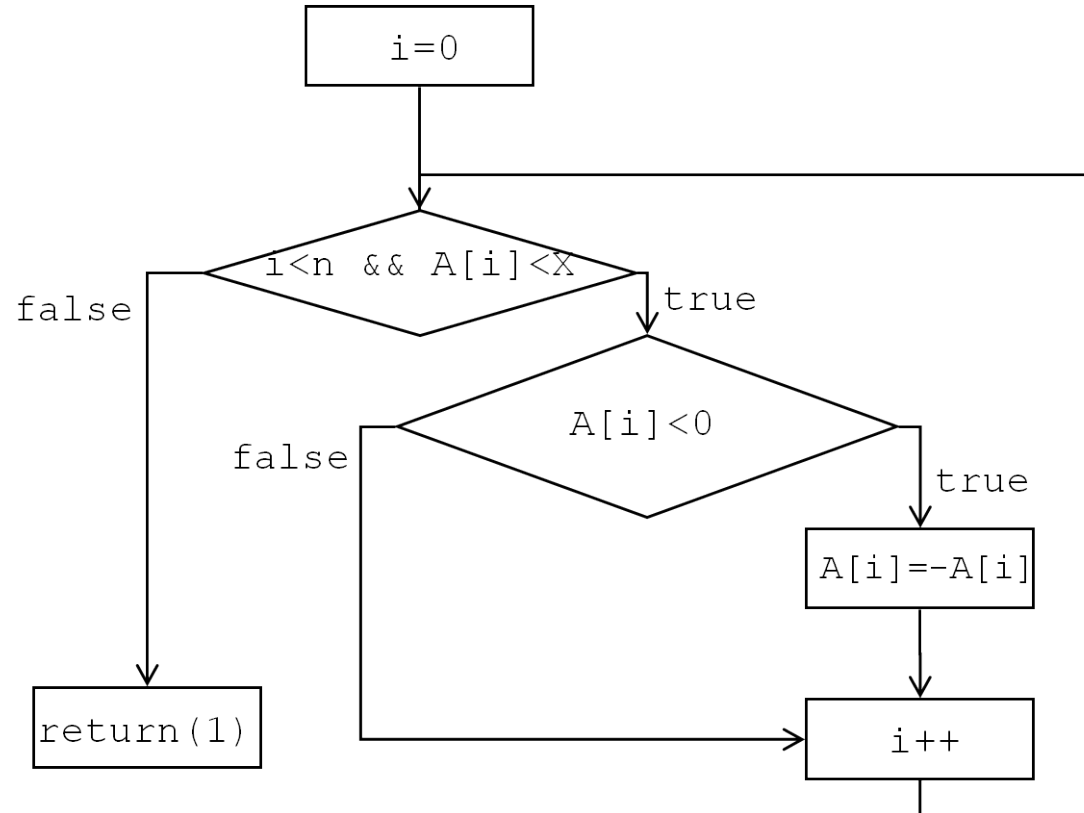
# Statement Coverage



## Branch Coverage

- Statement Coverage gives fairly poor coverage of the flow of control in systems.
- For example, we can only guarantee to consider arriving at some basic block from one of its predecessors.
- **Branch adequacy** attempts to resolve that:  
Let  $T$  be a test suite for a program  $P$ .  $T$  satisfies the branch adequacy criterion if for each branch  $B$  of  $P$  there exists at least one test case that exercises  $B$ .
- The **branch coverage** for a test suite is the ratio of branches tested by the suite and the number of branches in the program under test.
- As usual it is undecidable whether there exists a test suite satisfying the branch adequacy criterion.

## Branch Coverage

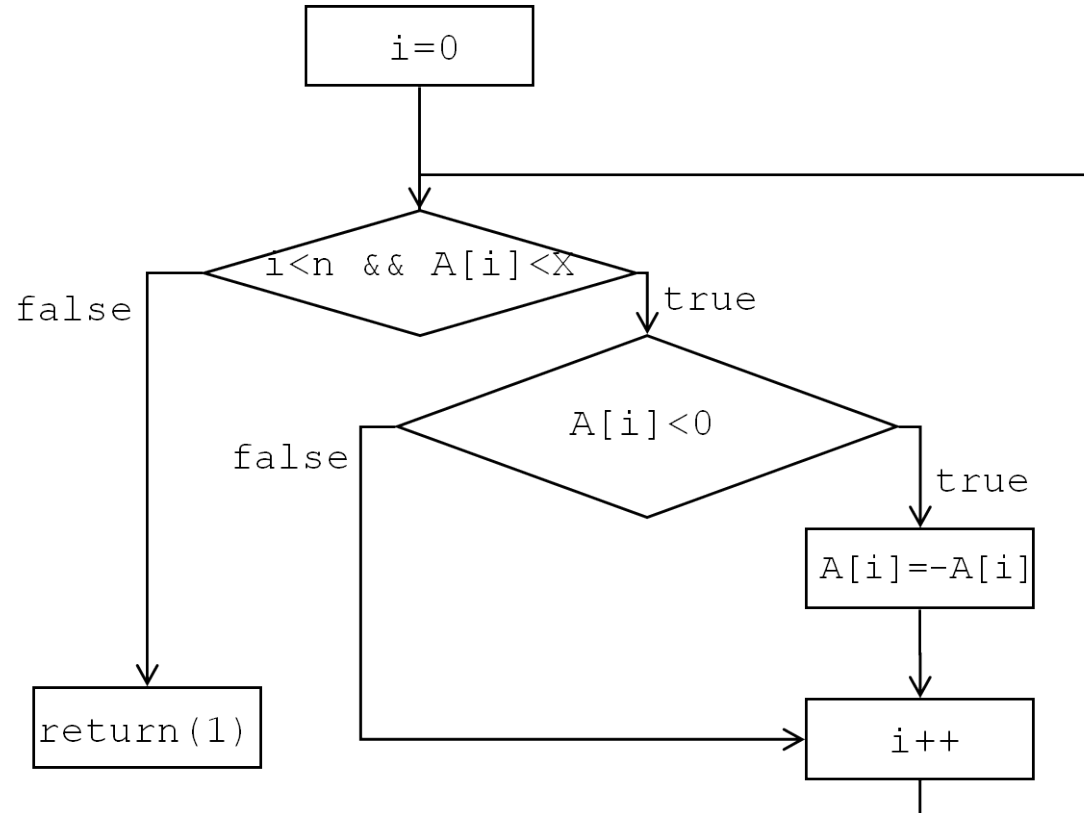


## Condition Coverage

- There are issues concerning the adequacy of branch coverage in environments where we allow compound conditions (because we might take a particular branch for different reasons).
- This is exacerbated when we have '*shortcut conditions*' that do not evaluate some of the condition code.
- We frame this in terms of '*basic conditions*' i.e. comparisons, basic properties etc.
- The **basic condition adequacy criterion** is:  
Let  $T$  be a test suite for program  $P$ .  $T$  covers all the basic conditions of  $P$  iff each basic condition of  $P$  evaluates to true under some test in  $T$  and evaluates to false under some test in  $T$ .
- Possible to extend to a '*compound*' condition adequacy where all boolean subformulae in conditions evaluate to both true and false.



## Condition Coverage



## Compound Condition Coverage

$a \ \&\& \ b \ \&\& \ c \ \&\& \ d \ \&\& \ e$

Test Case	a	b	c	d	e
(1)	True	True	True	True	True
(2)	True	True	True	True	False
(3)	True	True	True	False	-
(4)	True	True	False	-	-
(5)	True	False	-	-	-
(6)	False	-	-	-	-

$((a \ || \ b) \ \&\& \ c) \ || \ d) \ \&\& \ e$

[P&Y p.221]

Test Case	a	b	c	d	e
(1)	True	-	True	-	True
(2)	False	True	True	-	True
(3)	True	-	False	True	True
(4)	False	True	False	True	True
(5)	False	False	-	True	True
(6)	True	-	True	-	False
(7)	False	True	True	-	False
(8)	True	-	False	True	False
(9)	False	True	False	True	False
(10)	False	False	-	True	False
(11)	True	-	False	False	-
(12)	False	True	False	False	-
(13)	False	False	-	False	-

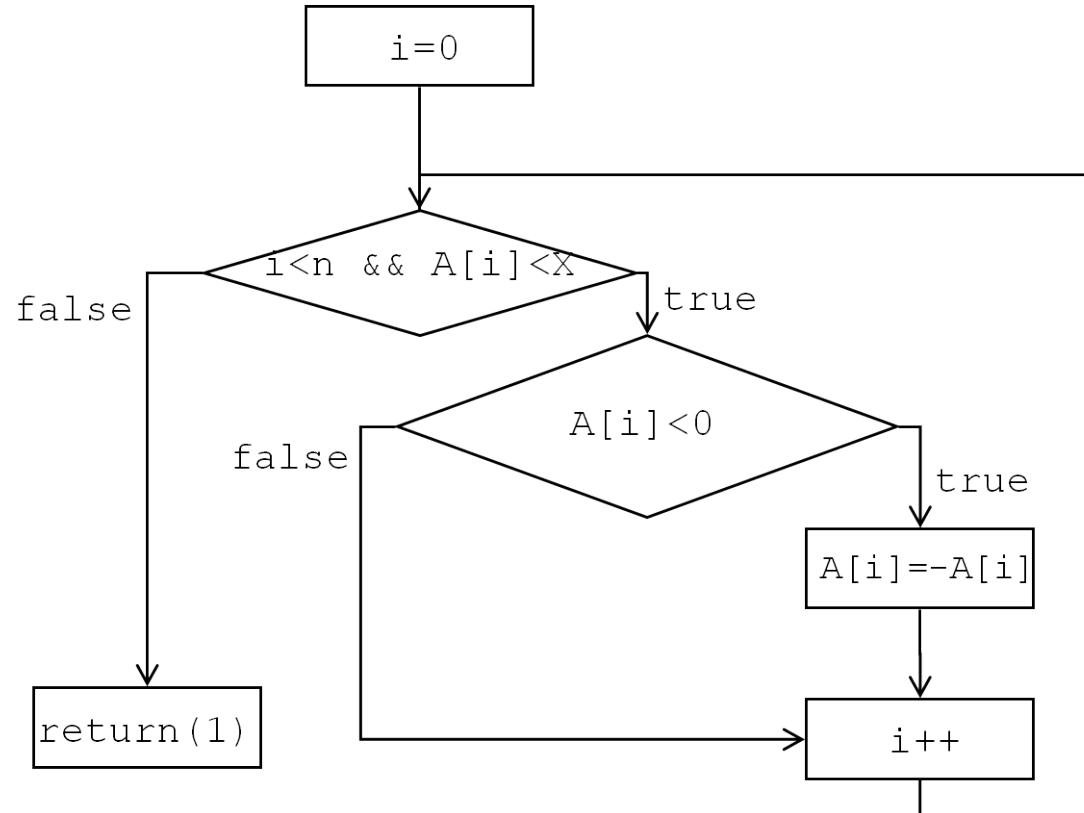
Finally, Modified Condition(MC)/Decision Coverage(DC), aka **Modified Condition Adequacy Criterion**:

- Satisfiable with  $N + 1$  test cases (N variables).
- Good compromise, required in aviation quality standards.

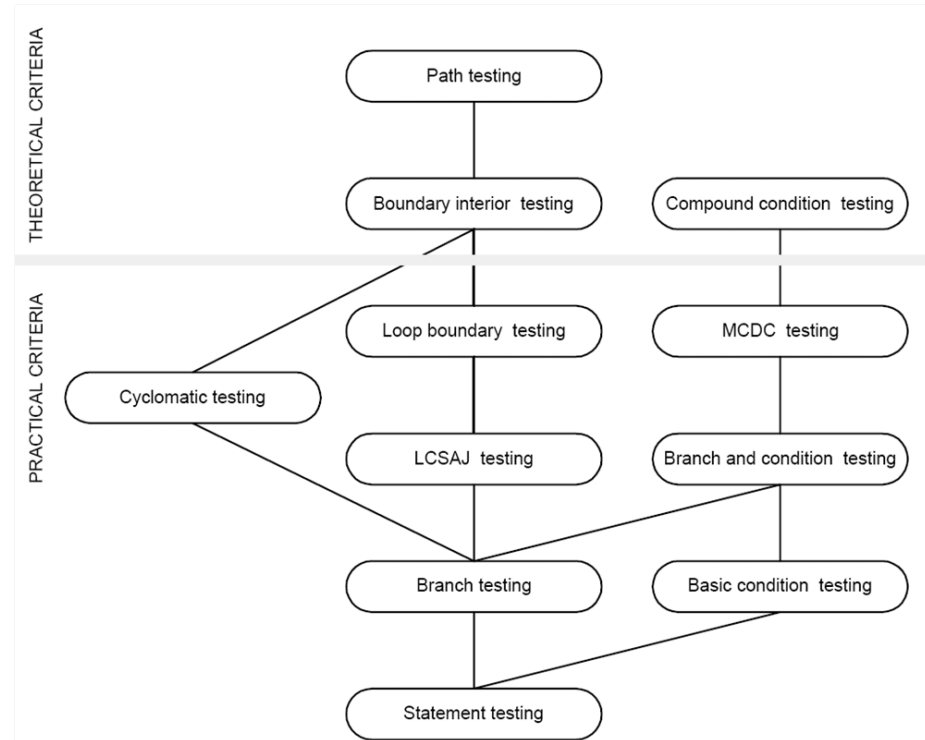
## Path Coverage

- Condition coverage still gives us a poor coverage of historical executions of the system.
- **Path coverage** is better:  
Let  $T$  be a test suite for program  $P$ .  $T$  satisfies the path adequacy criterion for  $P$  iff for each path  $p$  of  $P$  there exists at least one testcase in  $T$  that causes the execution of  $p$ .
- Infeasible for all but trivial programs.
- Coverage notion is the ratio of covered paths to total number of paths – tends to zero for programs with unbounded loops. Why?
- Approach is to consider ‘*unrolling*’ the code finitely Loop boundary coverage, each loop is executed: *Zero times, Once, More than once*

## Path Coverage



# Subsumption Relations



[P&Y p.231, Figure 12.8]

# Readings

## Required Readings

- **Textbook (Pezzè and Young):** Chapter 12, Structural Testing

## Suggested Readings

- Hong Zhu, Patrick A. V. Hall, and John H. R. May. 1997. Software unit test coverage and adequacy. ACM Comput. Surv. 29, 4 (December 1997), 366-427.

<http://dx.doi.org/10.1145/267580.267590>