

# BCS3323 – Software Testing and Maintenance

## **Overview of Testing**

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Communitising Technology

#### **Chapter Description**

- Aims
  - To determine the necessary of the testing event.
  - Differentiate between the error, defect, and failure.
  - Identify the error, bug and failure creators.
- Expected Outcomes
  - Students can explain the purpose of the testing
  - Show some examples to support their understanding

- References
  - ISTQB
  - MSTB/GTB
  - <u>http://www.softwaretestingclass.com/software-testing-tools-list/</u>
  - <u>http://www.softwaretestinggenius.com/articalDetails.php?qry=572#commentsList</u>
  - <u>https://www.guru99.com/software-testing-seven-principles.html</u>



#### Software is everywhere

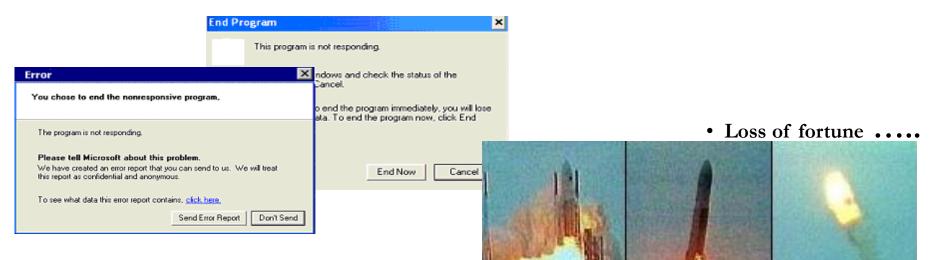
- Software is part of our lives.
- We use software everywhere i.e. our mobile phone, washing machine, air bag controller etc.
- Why do we opt for software rather than hardware whenever possible?
  - Easy to customize
  - Does not wear out
- Our dependencies on software raise issues on quality and reliability.

# In God We Trust, The Rest We Test !!!

#### The need for software testing...

#### •Software failures can lead to disastrous consequences

•Loss of data .....





• Loss of lives



#### Why do faults occur in software?

- Software designed and developed by human beings
  - Who has limitations of knowledge, not everything
  - Who have skills, but isn't perfect
  - Who has the potential to create mistakes (errors)
- When trying to deliver the software under increasing pressure to strict deadlines
  - No enough time to check.
  - The assumptions may be wrong
  - Systems may be incomplete



#### What do software faults cost?

- Lost huge cost such as in:
  - \$ 7billion has been lost by Ariane 5
- Insufficient or nothing at all
  - minor tiresomeness
  - no visible or physical harmful impact
- software is not "linear":
  - Some times small input value may causes a very large effect



#### Safety-critical systems

- Death or injury can be caused based on Faults in software.
  - Medical machine kills patients when using that machine to take radiation treatment (Therac-25)
  - Many trains, vehicle kill people based on failure in break systems.
  - Many aircraft crashes based on system failures
  - Suicide actions based on bank systems overdraft letters



#### why is testing necessary?

- because software is likely to have faults
- to learn about the reliability of the software
- to fill the time between delivery of the software and the release date
- to prove that the software has no faults
- because testing is included in the project plan X
- because failures can be very expensive
- to avoid being sued by customers
- to stay in business

### **Testing Terminologies**

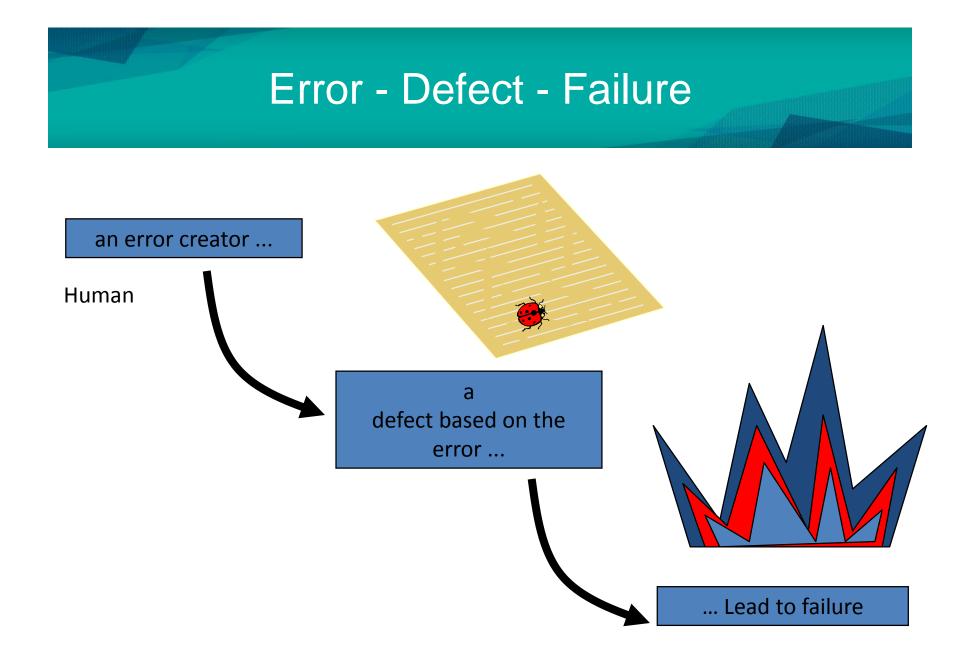




#### Software Testing - definition

Software testing is the process of <u>finding errors</u> (i.e. sometimes involves <u>executing the software</u> of interest) and of <u>validating the software</u>/system <u>against its specification. (ISTQB)</u>







### Where are the errors coming from?

- Errors in the Software Requirement Specifications (SRS)
- Software Design Specifications (SDS)
- Development and coding
- Implementation of the software and system
  - Errors in the use of the system
  - Environmental conditions
  - Intentional damage
  - Potential consequences of earlier errors,

intentional damage, defects and failures.

### Reliability vs faults

- Reliability: The software will not cause the failure of the system for a specified time under specified conditions
  - Can a system be fault-free? (zero faults, right first time) ×
  - Can a software system be reliable but still have faults?
  - Is a "fault-free" software application always reliable? X



#### Why not just "test everything"?

In order to ensure software reliability, many

combinations of possible input parameters, hardware/software environments, and system conditions need to be checked against for conformance.

As example, consider the testing of Microsoft Excel software ...

- Even if only View Tab is considered for testing
- 20 possible configuration to be tested...
- Each configuration can take two possible values (i.e. checked or unchecked)
- Gridlines color can have 56 values..

There are  $2^{20}x56 = 58,720,256$  combinations to be tested.... resulting into combinatorial explosion of test cases.



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## Exhaustive testing?

- What is exhaustive testing?
  - when all the testers are exhausted
  - when all the planned tests have been executed imes
  - exercising all combinations of inputs and preconditions
- How much time will exhaustive testing take?
  - infinite time 🗙
  - not much time 🛛 🗙
  - impractical amount of time



#### How much testing is enough?

- it's never enough X
- when you have done what you planned imes
- when your customer/user is happy  $\times$
- when you have proved that the system works correctly  $\times$
- when you are confident that the system works correctly  $\times$
- it depends on the risks for your system

