



Testing



The material for this lecture is drawn, in part, from *The Practice of Programming* (Kernighan & Pike) Chapter 6

For Your Amusement



“On two occasions I have been asked [by members of Parliament!], ‘Pray, Mr. Babbage, if you put into the machine wrong figures, will the right answers come out?’ I am not able rightly to apprehend the kind of confusion of ideas that could provoke such a question.”

– Charles Babbage

“Program testing can be quite effective for showing the presence of bugs, but is hopelessly inadequate for showing their absence.”

– Edsger Dijkstra

“Beware of bugs in the above code; I have only proved it correct, not tried it.”

– Donald Knuth

“Programming in the Large” Steps



Design & Implement

- Program & programming style
- Common data structures and algorithms
- Modularity
- Building techniques & tools

Debug

- Debugging techniques & tools

Test

- Testing techniques <--- We are here

Maintain

- Performance improvement techniques & tools

Goals of this Lecture



Help you learn about:

- Internal testing
- External testing
- General testing strategies

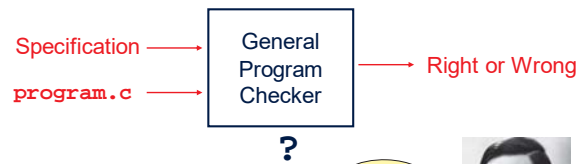
Why?

- It’s hard to know if a (large) program works properly
- A power programmer spends **at least as much time composing test code** as he/she spends composing the code itself
- A power programmer knows how to spend that time wisely

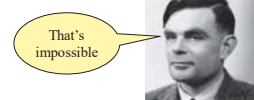
Program Verification



Ideally: Automatically prove that a program is correct (or demonstrate why it’s not)



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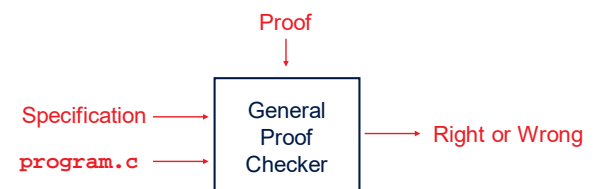


Alan M. Turing *38

Program Verification



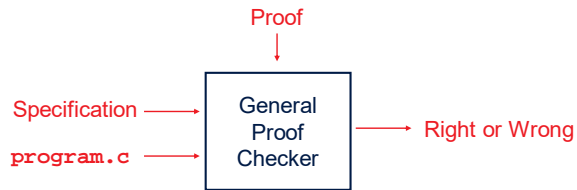
Actual: Check a user-provided proof that a program satisfies its specification



?



Program Verification



If you want to learn more about this, take COS 326 Functional Programming and then perhaps COS 510 or COS 516

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Program Testing



Pragmatically: Convince yourself that a **specific** program **probably** works



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Agenda



External testing

- Designing data to test your program

Internal testing

- Designing your program to test itself

General testing strategies

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Statement Testing



(1) Statement testing

- “Testing to satisfy the criterion that each statement in a program be executed at least once during program testing.”

From the Glossary of Computerized System and Software Development Terminology

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Statement Testing Example

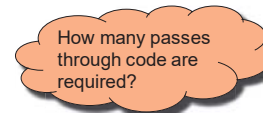


Example pseudocode:

```
if (condition1)
  statement1;
else
  statement2;
...
if (condition2)
  statement3;
else
  statement4;
...
```

Statement testing:

Should make sure both **if** statements and all 4 nested statements are executed



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Path Testing



(2) Path testing

- “Testing to satisfy coverage criteria that each logical path through the program be tested. Often paths through the program are grouped into a finite set of classes. One path from each class is then tested.”

From the Glossary of Computerized System and Software Development Terminology

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Path Testing Example



Example pseudocode:

```
if (condition1)
  statement1;
else
  statement2;
...
if (condition2)
  statement3;
else
  statement4;
...
```

Path testing:

Should make sure all logical paths are executed

How many passes through code are required?

- Simple programs ⇒ maybe reasonable
- Complex program ⇒ combinatorial explosion!!!
 - Path test code fragments

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Boundary Testing



(3) Boundary testing (alias corner case testing)

- “A testing technique using input values at, just below, and just above, the defined limits of an input domain; and with input values causing outputs to be at, just below, and just above, the defined limits of an output domain.”

From the *Glossary of Computerized System and Software Development Terminology*

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Boundary Testing Example



Specification:

- Print the n elements of array a to $stdout$, in reverse order

Attempt:

```
void printBackwards(int a[], unsigned int n)
{
  unsigned int i;
  for (i = n; i >= 0; i--)
    printf("%d\n", a[i]);
}
```

Does it work?

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Stress Testing



(4) Stress testing

- “Testing conducted to evaluate a system or component at or beyond the limits of its specified requirements”

From the *Glossary of Computerized System and Software Development Terminology*

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Stress Testing



Should stress the program with respect to:

- **Quantity** of data
 - Large data sets
- **Variety** of data
 - Textual data sets containing non-ASCII chars
 - Binary data sets
 - Randomly generated data sets

Should use computer to generate input sets

- Avoids human biases

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Stress Testing Example 1



Specification:

- Print number of characters in stdin

Attempt:

```
#include <stdio.h>
int main(void)
{
  char charCount = 0;
  while (getchar() != EOF)
    charCount++;
  printf("%d\n", charCount);
  return 0;
}
```

Does it work?

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Stress Testing Example 2



Specification:

- Read a line from `stdin`
- Store as string (without `'\n'`) in array of length `ARRAY_LENGTH`

Attempt:

```
int i;
char s[ARRAY_LENGTH];
for (i = 0; i < ARRAY_LENGTH-1; i++)
{ s[i] = getchar();
  if ((s[i] == EOF) || (s[i] == '\n')) break;
}
s[i] = '\0';
```

Does it work?

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External Testing Summary



External testing: Designing data to test your program

External testing taxonomy

- (1) Statement testing
- (2) Path testing
- (3) Boundary testing
- (4) Stress testing

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Agenda



External testing

- Designing data to test your program

Internal testing

- Designing your program to test itself

General testing strategies

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Aside: The assert Macro



`assert(int expr)`

- If `expr` evaluates to TRUE (non-zero):
 - Do nothing
- If `expr` evaluates to FALSE (zero):
 - Print message to `stderr` "assert at line x failed"
 - Exit the process

Useful for internal testing

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Aside: The assert Macro



Disabling asserts

- To disable asserts, define `NDEBUG`...
- In code:

```
/*-----*/
/* myprogram.c */
/*-----*/
#include <assert.h>

#define NDEBUG
...
/* Asserts are disabled here. */
...
```

- Or when building:

```
$ gcc217 -D NDEBUG myprogram.c -o myprogram
```

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Validating Parameters



(1) Validate parameters

- At leading edge of each function, make sure values of parameters are valid

```
int f(int i, double d)
{
    assert(i has a reasonable value);
    assert(d has a reasonable value);
    ...
}
```

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Validating Parameters



- Example

```
/* Return the greatest common
divisor of positive integers
i and j. */

int gcd(int i, int j)
{
    assert(i > 0);
    assert(j > 0);
    ...
}
```

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Checking Invariants



(2) Check invariants

- At leading edge of function, check aspects of data structures that should not vary; maybe at trailing edge too

```
int isValid(MyType object)
{
    ...
    /* Code to check invariants goes here.
    Return 1 (TRUE) if object passes
    all tests, and 0 (FALSE) otherwise. */
    ...
}

void myFunction(MyType object)
{
    assert(isValid(object));
    ...
    /* Code to manipulate object goes here. */
    ...
    assert(isValid(object));
}
```

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Checking Invariants



- Example

- “Balanced binary search tree insertion” function
- At leading edge:
 - Are nodes sorted?
 - Is tree balanced?
- At trailing edge:
 - Are nodes still sorted?
 - Is tree still balanced?

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Checking Return Values



(3) Check function return values

- Check values returned by called functions

```
f(someArgs);
...
```

Bad code (sometimes)

```
someRetVal = f(someArgs);
if (someRetVal == badValue)
    /* Handle the error */
...
```

Good code

```
if (f(someArgs) == badValue)
    /* Handle the error */
...
```

Good code

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Checking Return Values



- Example:

- scanf() returns number of values read
- Caller should check return value

```
int i, j;
...
scanf("%d%d", &i, &j);
```

Bad code

```
int i, j;
...
if (scanf("%d%d", &i, &j) != 2)
    /* Handle the error */
```

Good code

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Checking Return Values



- Example:

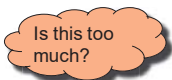
- printf() returns number of chars (not values) written
- Can fail if writing to file and disk quota is exceeded
- Caller should check return value???

```
int i = 1000;
...
printf("%d", i);
```

Bad code???

```
int i = 1000;
...
if (printf("%d", i) != 4)
    /* Handle the error */
```

Good code???



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Checking array subscripts



Out-of-bounds array subscript is the cause of vast numbers of security vulnerabilities in C programs!

```
#include <stdio.h>
#include <assert.h>

#define N 1000
#define M 1000000
int a[N];

int main(void) {
    int i,j, sum=0;
    for (j=0; j<M; j++)
        for (i=0; i<N; i++) {
            assert (0 <= i && i < N);
            sum += a[i];
        }
    printf ("%d\n", sum);
}
```

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Checking array subscripts



Doesn't that slow it down?

How much slower is this program with the assertion?

```
#include <stdio.h>
#include <assert.h>

#define N 1000
#define M 1000000
int a[N];

int main(void) {
    int i,j, sum=0;
    for (j=0; j<M; j++)
        for (i=0; i<N; i++) {
            assert (0 <= i && i < N);
            sum += a[i];
        }
    printf ("%d\n", sum);
}
```

\$ gcc -O2 test.c; time a.out

0.385 seconds (± .02 sec)

\$ gcc -O2 -D NDEBUG test.c; time a.out

0.385 seconds (± .02 sec)

Why?

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fgets(3) - Linux man page



Name

fgetc, fgets,getc, getchar, gets - input of characters and strings

Synopsis

```
#include <stdio.h>
int fgetc(FILE *stream);
char *fgets(char *s, int size, FILE *stream);
int getc(FILE *stream);
int getchar(void);
char *gets(char *s);
```

Description

fgetc() reads the next character from *stream* and returns it as an *unsigned char* cast to an *int*, or **EOF** on end of file or error.

getc() is equivalent to **fgetc()** except that it may be implemented as a macro which evaluates *stream* more than once.

getchar() is equivalent to **getc(stdin)**.

gets() reads a line from *stdin* into the buffer pointed to by *s* until either a terminating newline or **EOF**, which it replaces with a null byte ('\0'). No check for buffer overrun is performed (see **BUGS** below).

fgets() reads in at most one less than *size* characters from *stream* and stores them into the buffer pointed to by *s*. Reading stops after an **EOF** or a newline. If a newline is read, it is stored into the buffer. A terminating null byte ('\0') is stored after the last character in the buffer.

Example use of fgets()



```
FILE *stdin;
char *fgets(char *s, int size, FILE *stream);
char *gets(char *s);
```

fgets() reads in at most one less than *size* characters from *stream* and stores them into the buffer pointed to by *s*. Reading stops after an **EOF** or a newline. If a newline is read, it is stored into the buffer. A terminating null byte ('\0') is stored after the last character in the buffer.

gets() and **fgets()** return *s* on success, and **NULL** on error or when end of file occurs while no characters have been read.

```
void interact(void) {
    char name[N], *result;

    assert ( K <= N && stdin );
    result=fgets(name, K, stdin);
    printf ("Hello,%s",name);
}
```

Not perfect (doesn't assure *stdin* really points to an initialized *FILE* struct) but it's the best we can do in C.

Example use of fgets()



Of course, in real life you'd use *N* in place of *K*,

```
void interact(void) {
    char name[N], *result;

    assert ( N <= N && stdin );
    result=fgets(name, N, stdin);
    printf ("Hello,%s",name);
}
```

Example use of gets()



```
FILE *stdin;
char *fgets(char *s, int size, FILE *stream);
char *gets(char *s);
```

fgets() reads in at most one less than *size* characters from *stream* and stores them into the buffer pointed to by *s*. Reading stops after an **EOF** or a newline. If a newline is read, it is stored into the buffer. A terminating null byte ('\0') is stored after the last character in the buffer.

gets() and **fgets()** return *s* on success, and **NULL** on error or when end of file occurs while no characters have been read.

```
void interact(void) {
    char name[N], *result;

    assert ( 0 );
    result=gets(name);
    printf ("Hello,%s",name);
}
```

No safe use of gets()



```
FILE *stdin;
char *fgets(char *s, int size, FILE *stream);
char *gets(char *s);
```

`fgets()` reads in at most one less than `size` characters from `stream` and stores them into the buffer pointed to by `s`. Reading stops after an EOF or a newline. If a newline is read, it is stored into the buffer. A terminating null byte ('\0') is stored after the last character in the buffer.

`gets()` and `fgets()` return `s` on success, and `NULL` on error or when end of file occurs while no characters have been read.

```
void interact(void) {
    char name[N], *result;
    result=gets(name);
    printf ("Hello,%s",name);
}
```

What are the possible observed behaviors of this function?

Crash immediately? Continue executing without problems?
Crash later? Whistle "Dixie"? Steal your money?

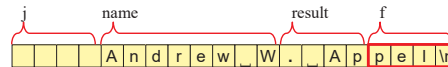
[For each behavior, raise your hand if you think it's possible]

Layout of variables in memory



```
int j;
char name[8], *result;
FILE *f = fopen("output", "w");

result=gets(name);
printf ("Hello,%s",name);
```



What happens when we interpret this as a pointer value?
Wait a few weeks and I'll come back to this topic!

Changing Code Temporarily



(4) Change code temporarily

- Temporarily change code to generate artificial boundary or stress tests
- Example: Array-based sorting program
 - Temporarily make array very small
 - Does the program handle overflow?

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Leaving Testing Code Intact



(5) Leave testing code intact

- Do not remove testing code when program is finished
 - In the "real world" no program ever is "finished"!!!
- If testing code is inefficient:
 - Embed in calls of `assert()`, or
 - Use `#ifdef...#endif` preprocessor directives
 - See Appendix

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Internal Testing Summary



Internal testing: Designing your program to test itself

Internal testing techniques

- Validating parameters
- Checking invariants
- Checking function return values
- Changing code temporarily
- Leaving testing code intact

Beware of conflict between internal testing and code clarity

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Agenda



External testing

- Designing data to test your program

Internal testing

- Designing your program to test itself

General testing strategies

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Automation



(1) Automate the tests

- Create **scripts** to test your **programs**
- Create software **clients** to test your **modules**
- Compare implementations (when possible)
 - Make sure independent implementations behave the same
- Know what output to expect (when possible)
 - Generate output that is easy to recognize as right or wrong

Automated testing can provide:

- Much better coverage than manual testing
- Bonus: Examples of typical use of your code

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Testing Incrementally

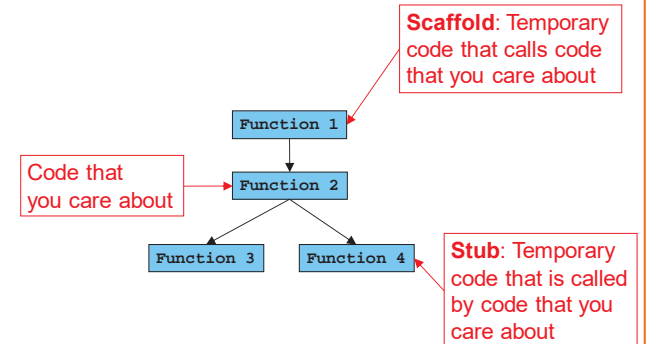


(2) Test incrementally

- Test as you compose code
 - Add test cases as you compose new code
- Do **regression testing**
 - After a bug fix, make sure program has not “regressed”
 - That is, make sure previously working code is not broken
 - Rerun all test cases
 - Note the value of automation!!!
- Create **scaffolds** and **stubs** as appropriate...

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Testing Incrementally



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Bug-Driven Testing



(3) Let debugging drive testing

- Reactive mode...
 - Find a bug ⇒ create a test case that catches it
- Proactive mode...
 - Do **fault injection**
 - Intentionally (temporarily!) inject a bug
 - Make sure testing mechanism catches it
 - Test the testing!!!

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General Strategies Summary



General testing strategies

- (1) Automation
- (2) Testing incrementally
- (3) Bug-driven testing

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Who Does the Testing?



Programmers

- **White-box** testing
- Pro: Know the code ⇒ can test all statements/paths/boundaries
- Con: Know the code ⇒ biased by code design

Quality Assurance (QA) engineers

- **Black-box** testing
- Pro: Do not know the code ⇒ unbiased by code design
- Con: Do not know the code ⇒ unlikely to test all statements/paths/boundaries

Customers

- **Field** testing
- Pros: Use code in unexpected ways; “debug” specs
- Cons: Often don't like “participating”; difficult to generate enough cases

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Summary



External testing taxonomy

- Statement testing
- Path testing
- Boundary testing
- Stress testing

Internal testing techniques

- Validating parameters
- Checking invariants
- Checking function return values
- Changing code temporarily
- Leaving testing code intact

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Summary (cont.)



General testing strategies

- Automation
 - Comparing implementations
 - Knowing what output to expect
- Testing incrementally
 - Regression testing
 - Scaffolds and stubs
- Bug-driven testing
 - Fault injection

Test the **code** – and the **tests!**

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Appendix: #ifdef



Using #ifdef...#endif

```
...
#ifdef TEST_FEATURE_X
/* Code to test feature
   X goes here. */
#endif
...
```

myprog.c

- To enable testing code:

```
$ gcc217 -D TEST_FEATURE_X myprog.c -o myprog
```

- To disable testing code:

```
$ gcc217 myprog.c -o myprog
```

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