

Test Integration Strategies

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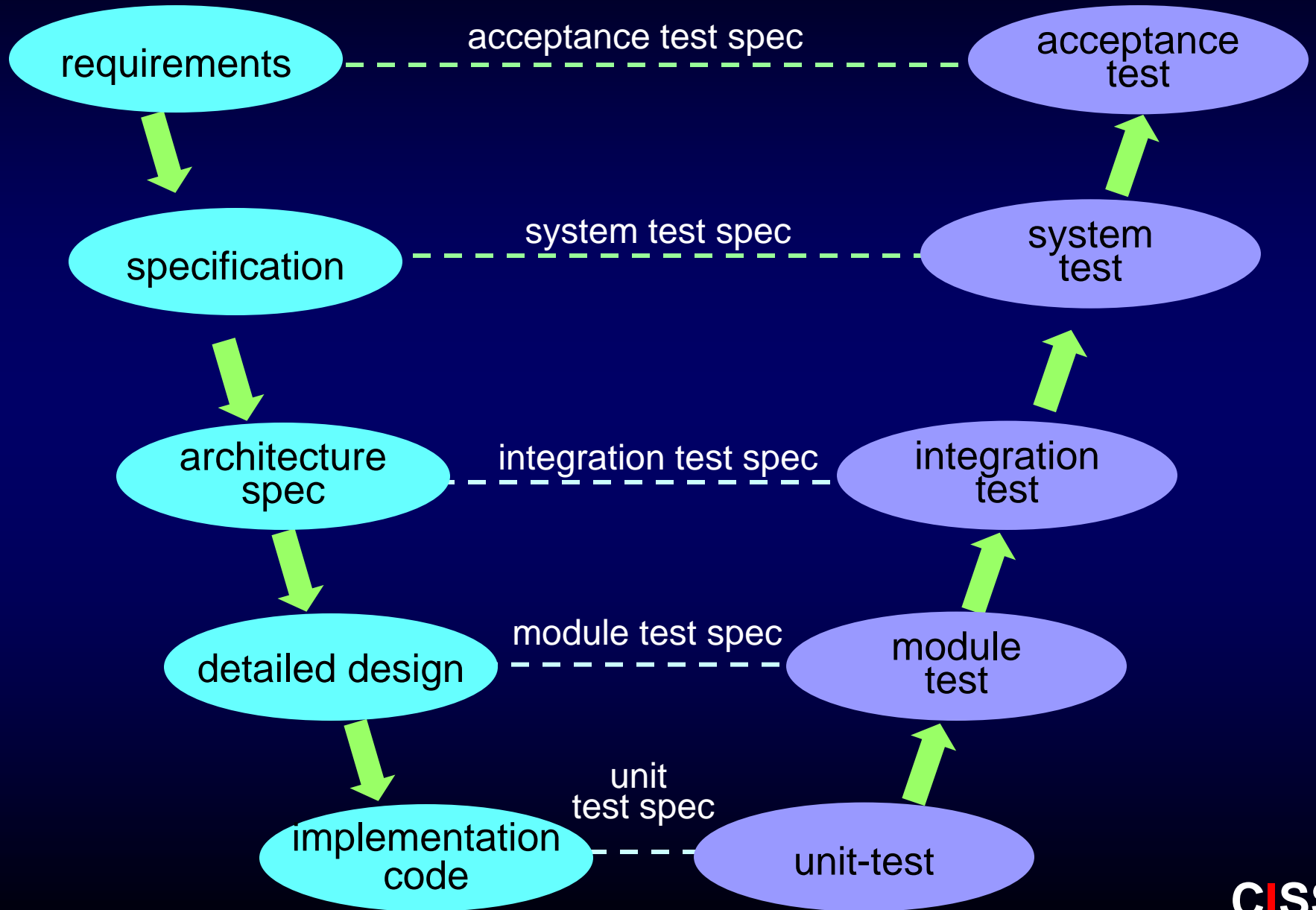
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CSS

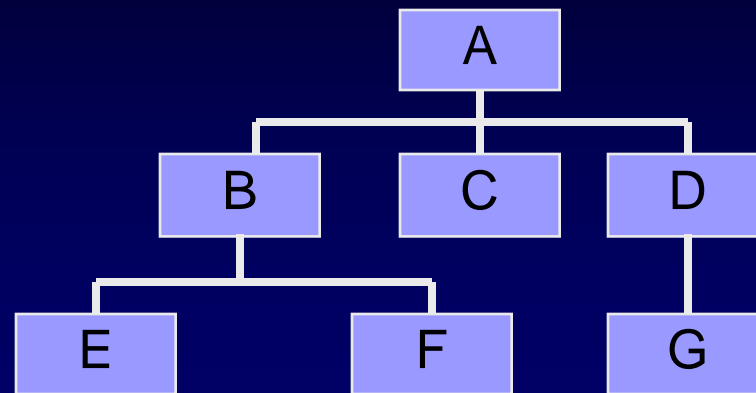
The logo for the Center of Embedded Software Systems (CSS) features the letters 'C', 'S', and 'S' in a large, white, sans-serif font. A vertical column of red binary code (0s and 1s) is positioned between the first 'C' and the first 'S'.

V - Model



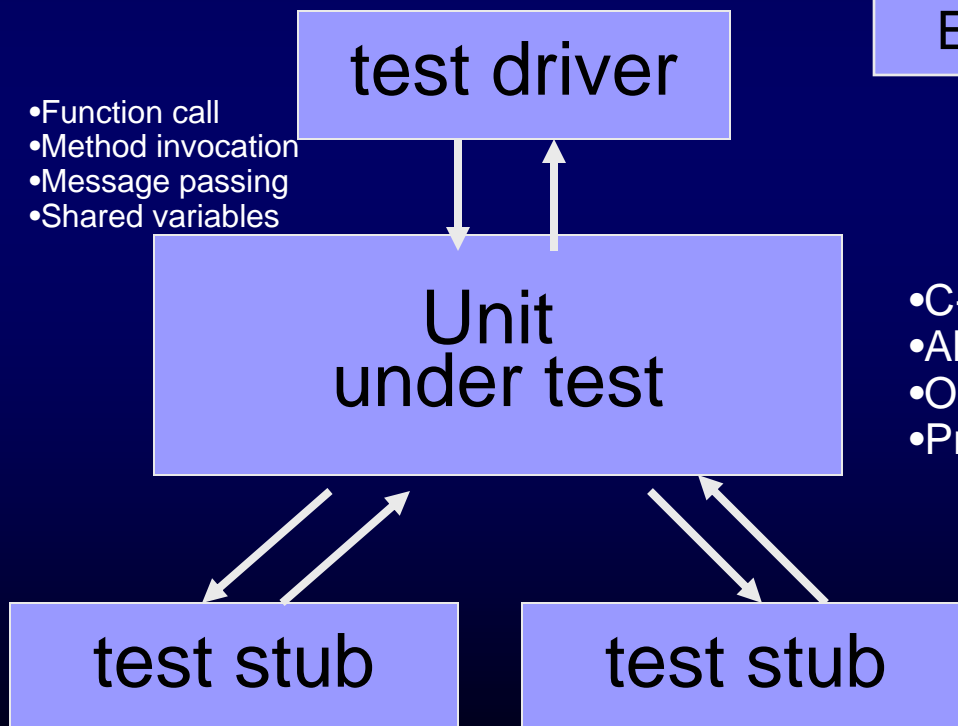
Unit test

Component Hierarchy



Driver: a code fragment that invokes the U-ut Simulate

- Supplies input data
- Invokes Unit
- Collects and compares results
- ~xUnit testing frame work



- Function call
- Method invocation
- Message passing
- Shared variables

- C-function
- Abstract Data Type
- Object
- Process / thread

Stub: a code fragment that simulates a missing unit

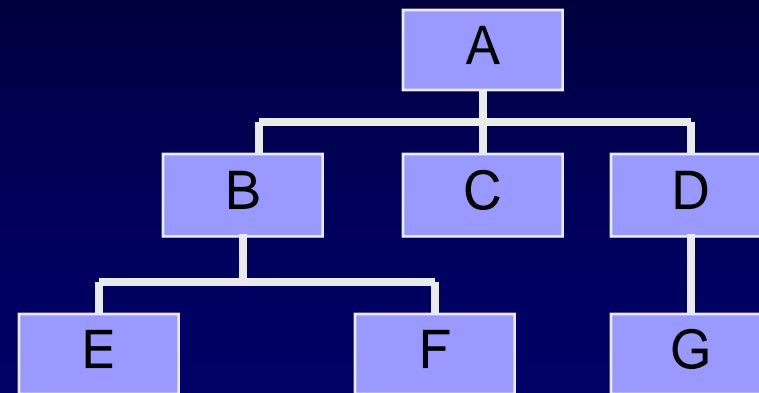
- Simulate
- Pre-programmed return values
- Simplified impl.

Integration Testing

- Goal: *Systematic construction of program structure and testing for interfacing errors*
 - Loss of data/information across interfaces
 - `int f(){ ... g(y,x)...; }`
`Int g(int x,y) {};`
 - Side-effects (shared data-structures)
 - Accumulation of errors (imprecision)
- Incremental
- Consider required cost and thoroughness
- Mostly blackbox, supplemented with white-box tests to ensure coverage

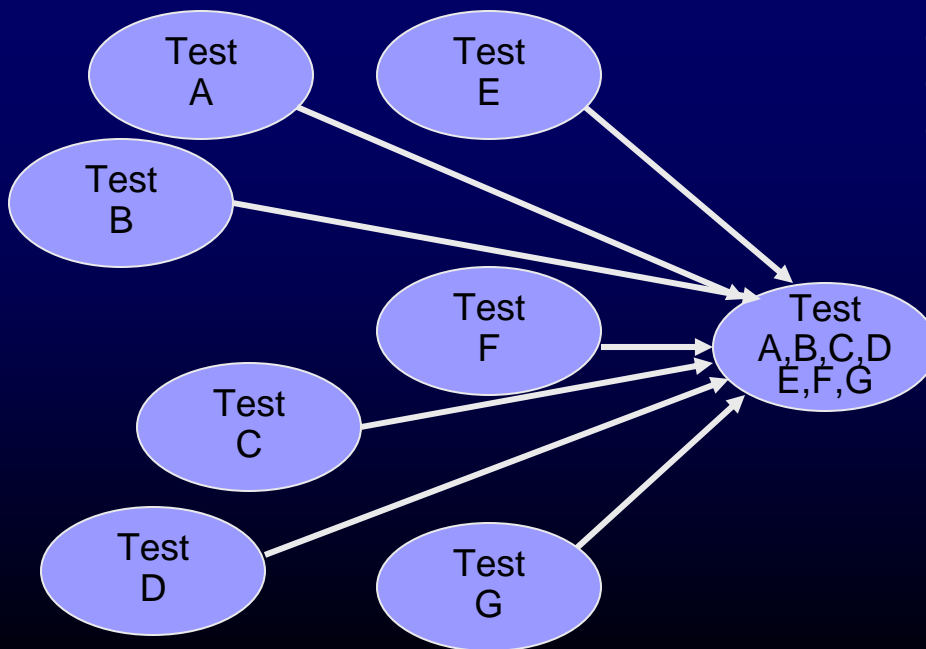
Big-bang integration

Component Hierarchy



1. Test all components in isolation
2. Integrate all in one step

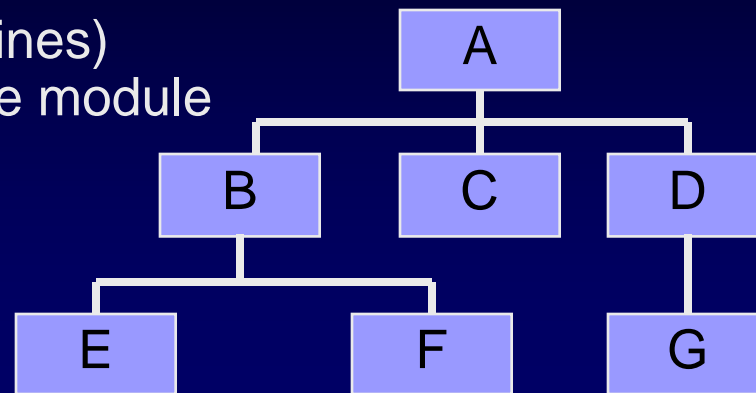
Integration Order



- Stubs and drivers needed!
- Difficult to localize cause of errors
- Difficult to distinguish interface faults

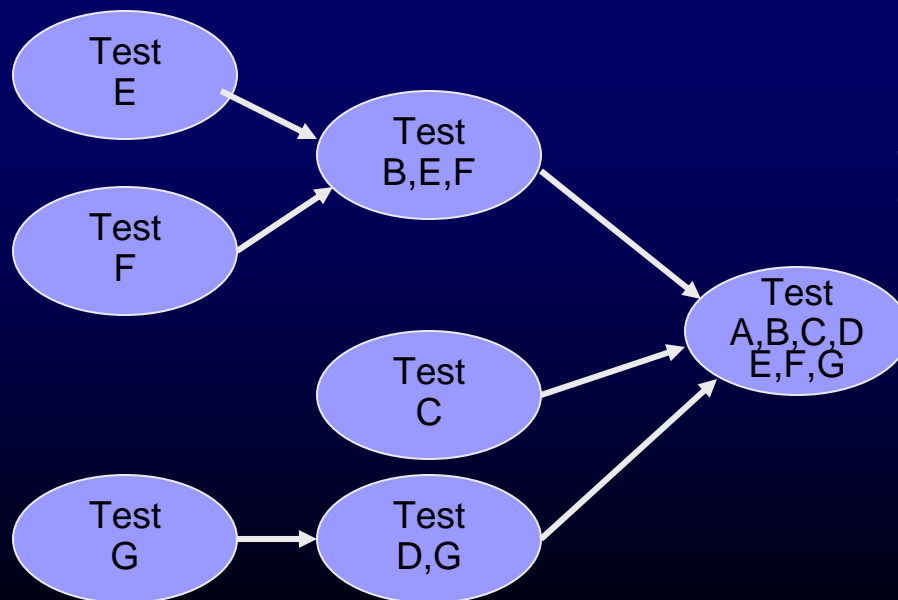
Bottom-Up integration

Component Hierarchy



1. Test lower levels first (utility routines)
2. Implement driver (easy) to invoke module
3. Use tested modules as stubs

Integration Order



+No stubs needed!

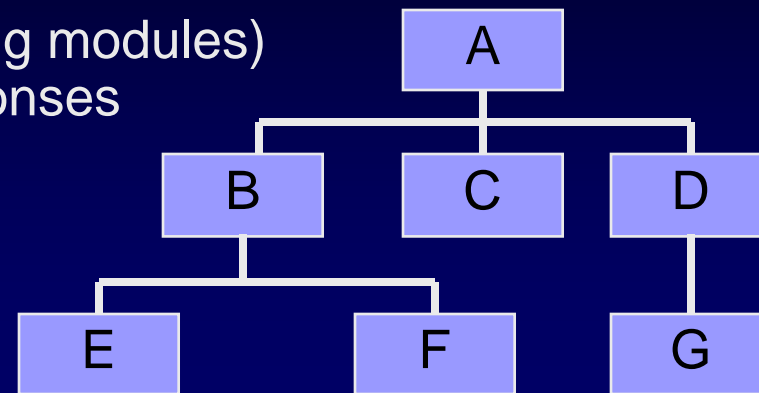
-Mundane low-level utilities tested first, but most important top level modules tested late

- Critical errors found late
- Main design problems are at higher-levels
- Timing determined by high-level modules

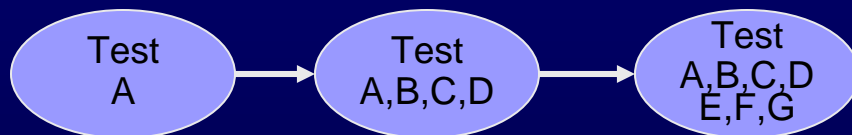
Top-Down integration

Component Hierarchy

1. Test higher levels first (controlling modules)
2. Implement stubs to deliver responses
3. Use tested modules as drivers



Breadth-First Integration Order



+No drivers needed!

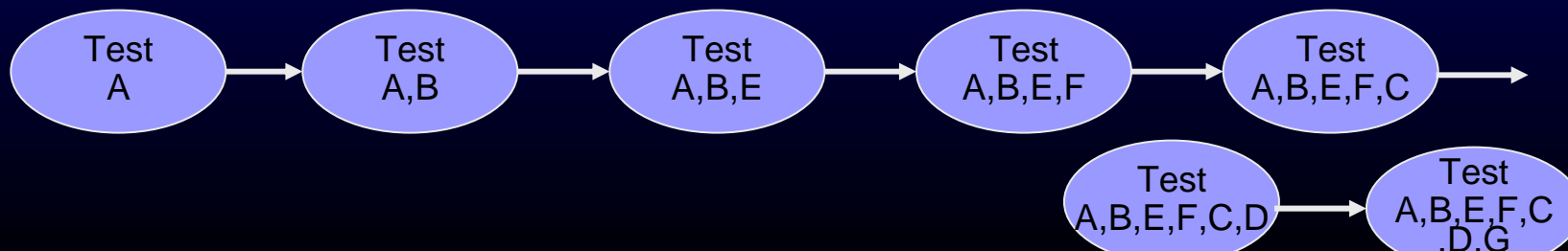
-Many stubs may be needed

-Stubs may be problematic to write

Must provide values as expected by tester

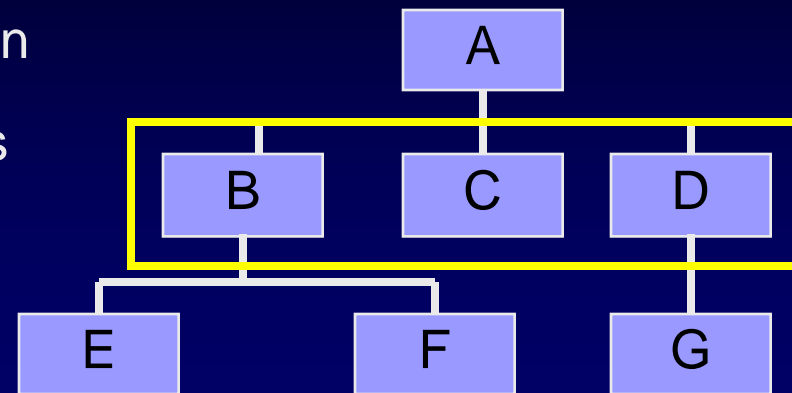
May require frequent alteration

Depth-First Integration Order



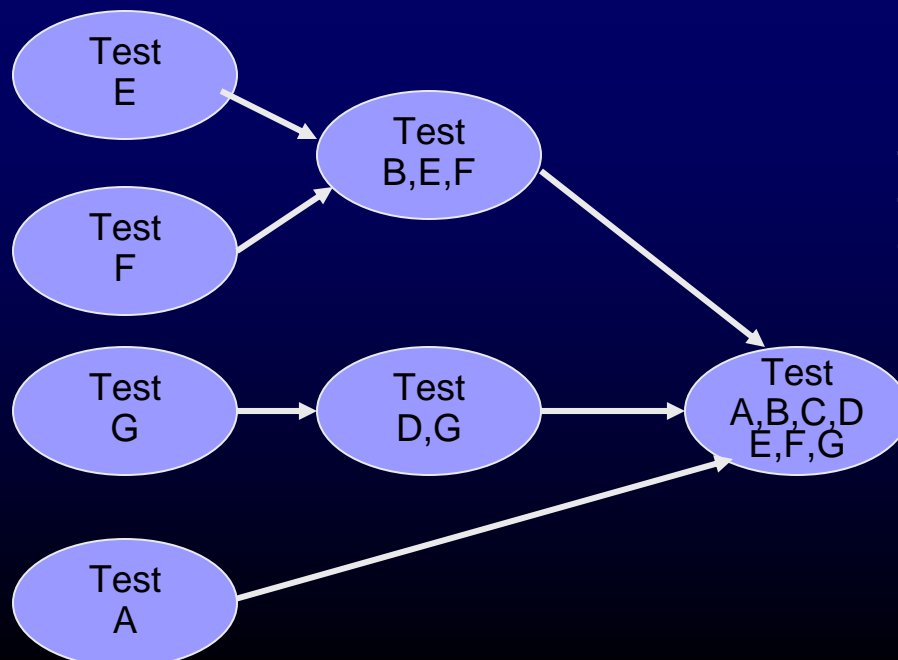
Sandwich integration

Component Hierarchy



1. Combination of B-up and T-Down
2. Divide system into upper, middle (**target**), and lower levels
3. B-up in low-levels
4. T-Down in upper levels

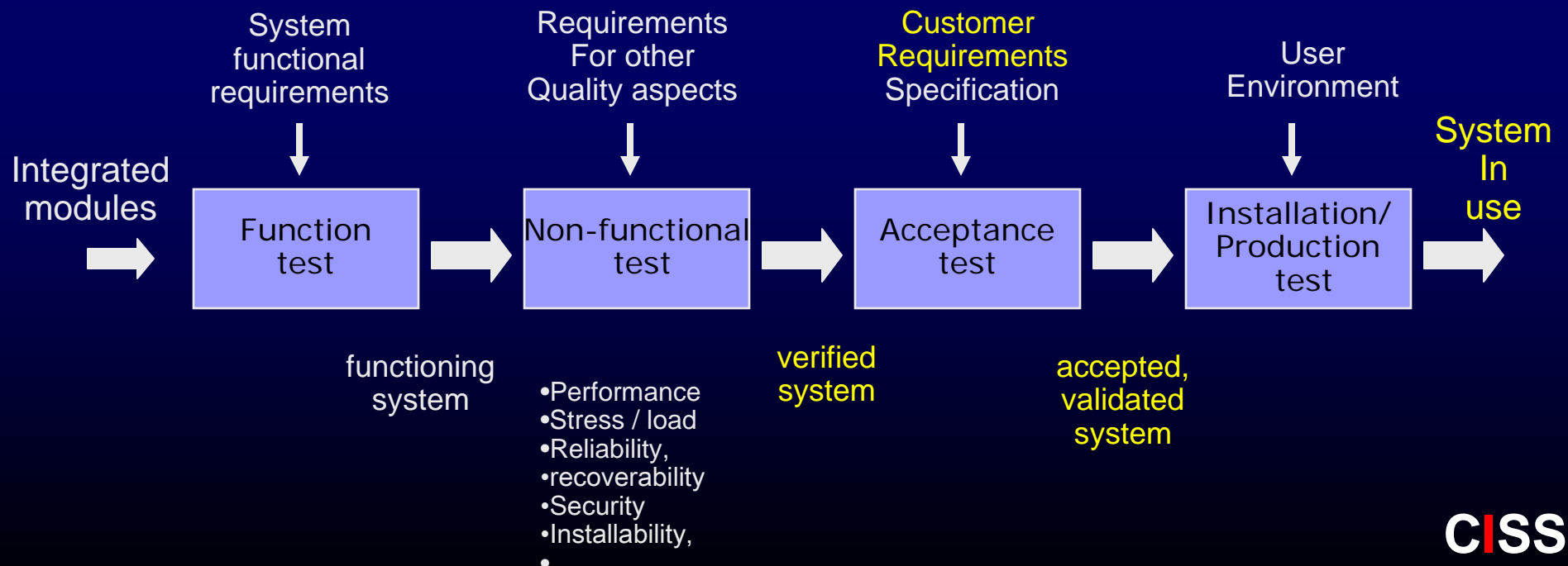
Integration Order



- + combines B-up and T-Dn
- + Integration possible early
- Individual components not tested thoroughly before integration, especially middle level

System Test (Pfleger)

- Unit & integration: code implements design correctly
- **System testing:** system does what customers expect
 - Constructed software tested against established requirements during requirements analysis
 - *Validation criteria* satisfied?
 - Are all *user-visible* functional, behavioral, performance requirements satisfied?



Acceptance Test (Pfleger)

- **By customers,**
 - User's understanding of requirements
 - Customer writes, conducts, and evaluates acceptance tests
- Functional Acceptance Test (FAT)
- Production Acceptance Test (PAT)
- Techniques
 - Benchmark tests
 - Pilot tests ~ experimental, limited edition
 - **Alpha test:** in-house, controlled environment, developer supervised
 - **Beta test:** “live” test at customer sites, unsupervised
 - Parallel test: run concurrently with old system