

Software Testing

Lesson 7 Test Design Techniques Dynamic Testing II Quiz V1.1

Uwe Gühl

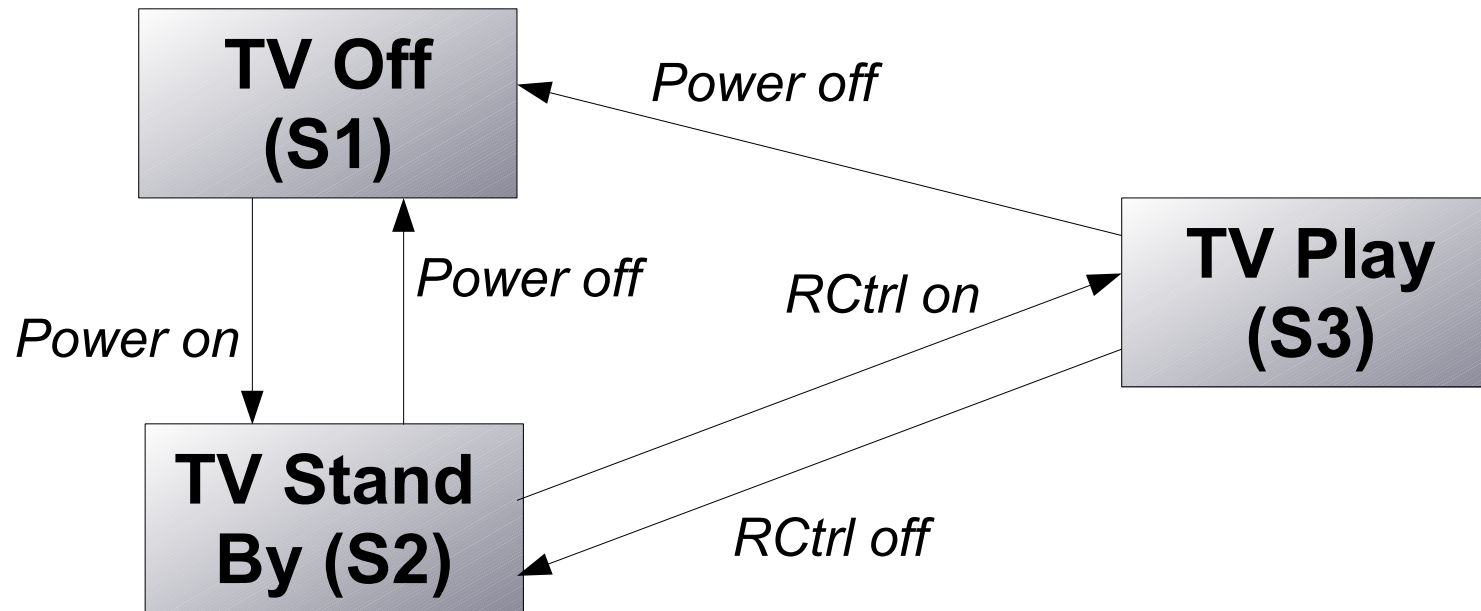


Winter 2013 / 2014



1. Dynamic Testing II

State Transition Testing (1/2)



Test Case	1	2	3	4	5
Start State	S1	S2	S2	S3	S3
Input	Power on	Power off	RCtrl on	RCtrl off	Power off
Expected output	TV Stand By	TV off	TV play	TV Stand By	TV off
Finish State	S2	S1	S3	S2	S1



1. Dynamic Testing II

State Transition Testing (2/2)

Which of the following statements about the given state table is TRUE?

- a) The state table can be used to derive both valid and invalid transitions. ☐
- b) The state table represents all possible single transitions. ☐
- c) The state table represents only some of all possible single transitions. ☐
- d) The state table represents sequential pairs of transitions. ☐

1. Dynamic Testing II

State Transition Testing



Which of the following statements about the given state table is TRUE?

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- d) The state table represents sequential pairs of transitions. ☐



2. Dynamic Testing II

Equivalence Partitioning Testing

Which of the following statements are TRUE for the equivalence partitioning test technique?

- a) Divides possible inputs into classes that have the same behaviour. ☐
- b) Uses both valid and invalid partitions. ☐
- c) Makes use only of valid partitions. ☐
- d) Must include at least two values from every equivalence partition. ☐
- e) Can be used only for testing equivalence partitions inputs from a Graphical User Interface. ☐

<http://www.istqb.org>

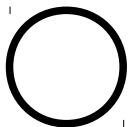
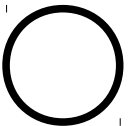
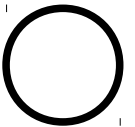


2. Dynamic Testing II

Equivalence Partitioning Testing

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- e) Can be used only for testing equivalence partitions inputs from a Graphical User Interface.



<http://www.istqb.org>



3. Dynamic Testing II

Equivalence Partitioning Testing

Which of the following solutions below could be categorized as Black Box design techniques?

- a) Equivalence Partitioning, decision tables, state transition, and boundary value. ☐
- b) Equivalence Partitioning, decision tables, use case. ☐
- c) Equivalence Partitioning, decision tables, checklist based, statement coverage, use case. ☐
- d) Equivalence Partitioning, cause-effect graph, checklist based, decision coverage, use case. ☐
- e) Equivalence Partitioning, cause-effect graph, checklist based, decision coverage and boundary value. ☐



3. Dynamic Testing II

Equivalence Partitioning Testing

Which of the following solutions below could be categorized as Black Box design techniques?

- a) Equivalence Partitioning, decision tables, state transition, and boundary value. ☒
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- c) Equivalence Partitioning, decision tables, checklist based, statement coverage, use case. ☐
- d) Equivalence Partitioning, cause-effect graph, checklist based, decision coverage, use case. ☐
- e) Equivalence Partitioning, cause-effect graph, checklist based, decision coverage and boundary value. ☐

4. Dynamic Testing II

Equivalence Partitioning Testing



An employee's bonus is to be calculated. It cannot become negative, but it can be calculated to zero. The bonus is based on the duration of the employment.

An employee can be employed for less than or equal to 2 years, more than 2 years but less than 5 years, 5 to 10 years, or longer than 10 years.

Depending on this period of employment, an employee will get either no bonus or a bonus of 10%, 25% or 35%.

How many equivalence partitions are needed to test the calculation of the bonus?

- a) 2 ☐
- b) 3 ☐
- c) 4 ☐
- d) 5 ☐

4. Dynamic Testing II

Equivalence Partitioning Testing



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- b) 3 ☐
- c) 4 ☒
- d) 5 ☐

5. Dynamic Testing II

Use Case Testing



Which of the following statements about the benefits of deriving test cases from use cases are most likely to be true?

- a) Deriving test cases from use cases is helpful for system and acceptance testing. ☐
- b) Deriving test cases from use cases is helpful only for automated testing. ☐
- c) Deriving test cases from use cases is helpful for component testing. ☐
- d) Deriving test cases from use cases is helpful for testing the interaction between different components of the system. ☐

5. Dynamic Testing II

Use Case Testing



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- d) Deriving test cases from use cases is helpful for testing the interaction between different components of the system. ☒

6. Dynamic Testing II

Test Design Techniques



Which of the following would be the best test approach when there are poor specifications and time pressures?

a) Use Case Testing.

☐

b) Condition Coverage.

☐

c) Exploratory Testing.

☐

d) Path Testing.

☐

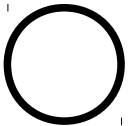
6. Dynamic Testing II

Test Design Techniques

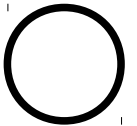


Which of the following would be the best test approach when there are poor specifications and time pressures?

a) Use Case Testing.



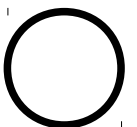
b) Condition Coverage.



c) Exploratory Testing.



d) Path Testing.





7. Dynamic Testing II

Black-box Techniques (1/2)

You have started specification-based testing of a program. It calculates the greatest common divisor (GCD) of two integers (A and B) greater than zero.

calcGCD (A, B);

The following test cases have been specified.

Test Case	A	B
1	1	1
2	INT_MAX	INT_MAX
3	1	0
4	0	1
5	INT_MAX + 1	1
6	1	INT_MAX + 1

INT_MAX: largest Integer

7. Dynamic Testing II

Black-box Techniques (2/2)



Which test technique has been applied in order to determine test cases 1 through 6?

a) Boundary value analysis.

☐

b) State transition testing.

☐

c) Equivalence partitioning.

☐

d) Decision table testing.

☐

7. Dynamic Testing II

Black-box Techniques

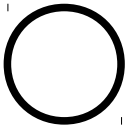


Which test technique has been applied in order to determine test cases 1 through 6?

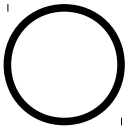
a) Boundary value analysis.



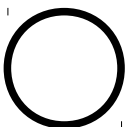
b) State transition testing.



c) Equivalence partitioning.

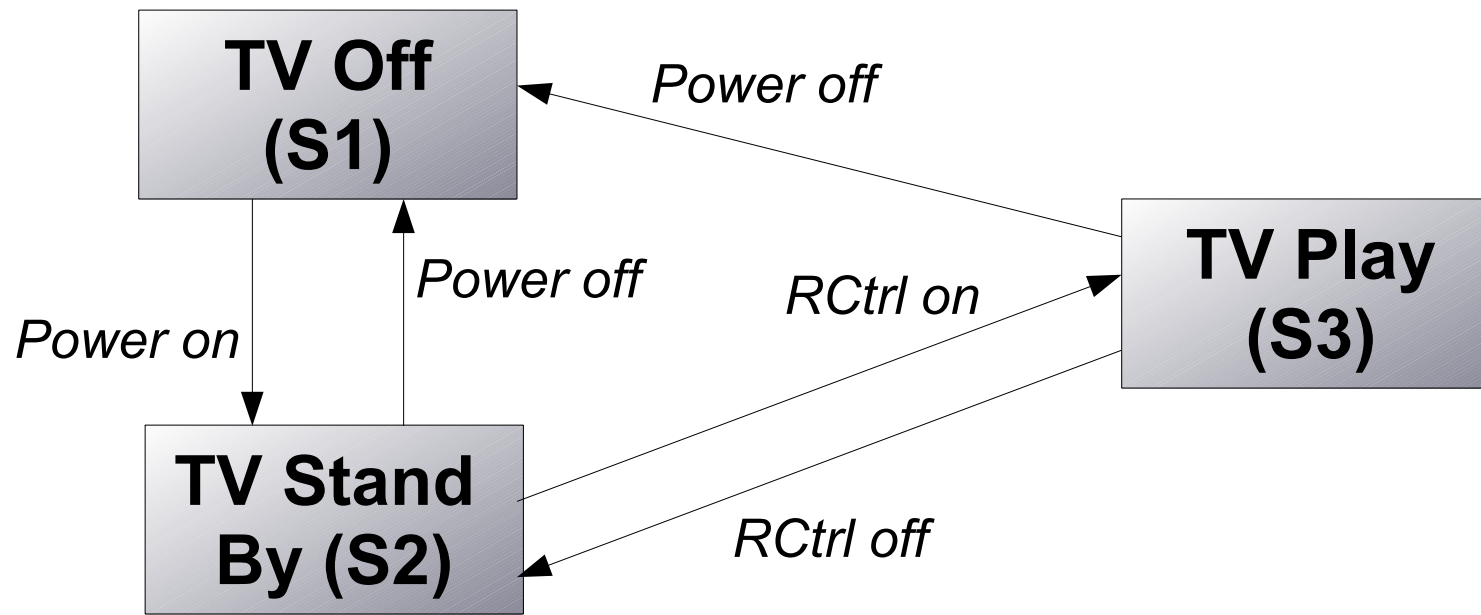


d) Decision table testing.



8. Dynamic Testing II

State Transition Testing (1/2)



Test Case	1	2	3	4	5	6	7
Start State	S1	S1	S2	S2	S3	S3	S3
Input	Power On	Power On	RCtrl On	RCtrl On	RCtrl Off	Power Off	RCtrl Off
Expected output	TV Stand By	TV Stand By	TV Play	TV Play	TV Stand By	TV Off	TV Stand By
Next state	S2	S2	S3	S3	S2	S1	S2
Input	Power Off	RCtrl On	Power Off	RCtrl Off	RCtrl On	Power On	Power Off
Expected output	TV Off	TV Play	TV Off	TV Stand By	TV Play	TV Stand By	TV Off
Finish State	S1	S3	S1	S2	S3	S2	S1



8. Dynamic Testing II

State Transition Testing (2/2)

Which of the following statements are TRUE?

- a) The test case table exercises the shortest number of transitions. ☐
- b) The test case gives only the valid state transitions. ☐
- c) The test case gives only the invalid state transitions. ☐
- d) The test case exercises the longest number of transitions. ☐

8. Dynamic Testing II

State Transition Testing



Which of the following statements are TRUE?

- a) The test case table exercises the shortest number of transitions. ☐
- b) The test case gives only the valid state transitions. ☒
- c) The test case gives only the invalid state transitions. ☐
- d) The test case exercises the longest number of transitions. ☐

Tasks





1 Task

Identifying Test Cases (1/3)

- Write a set of test cases with specific sets of data to properly test a relatively simple program.
- Create a set of test data for the program – data the program must handle correctly to be considered a successful program.
- Here's a description of the program:

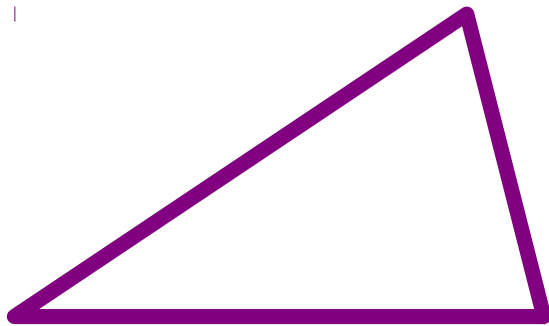
Source: Glenford J. Myers: The Art of Software Testing, Second Edition, 2004



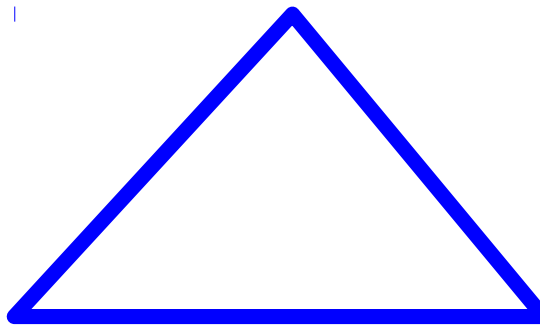
1 Task

Identifying Test Cases (2/3)

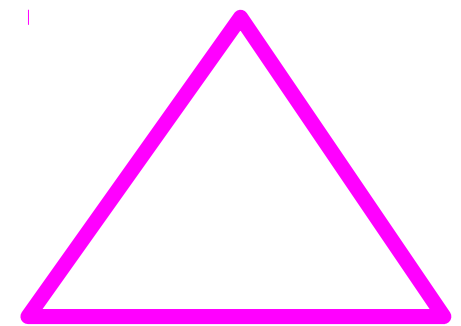
- The program reads three integer values from an input dialogue.
- The three values represent the lengths of the sides of a triangle.
- The program displays a message that states whether the triangle is



scalene,



isosceles,

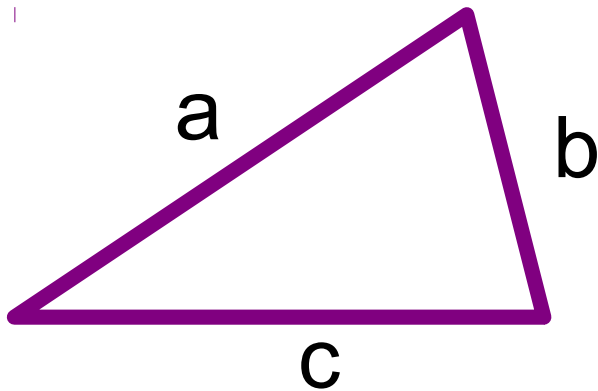


equilateral.



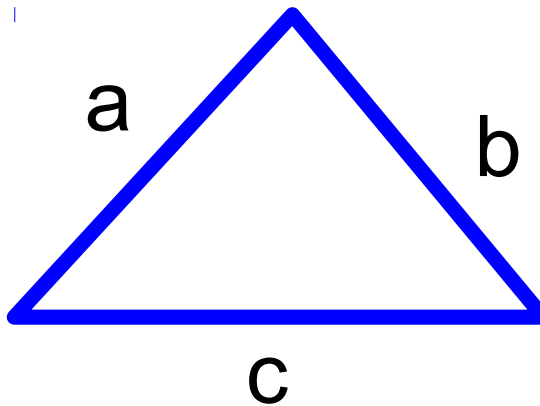
1 Task

Identifying Test Cases (3/3)



$$a \neq b \neq c$$

scalene

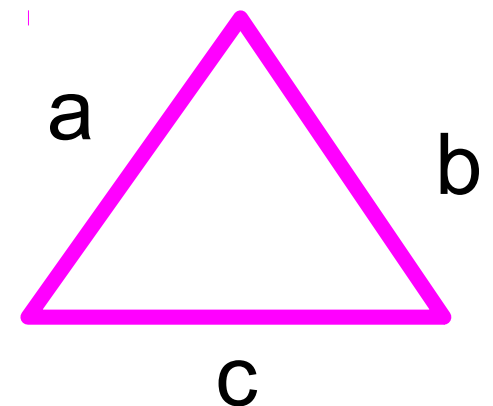


$$a = b \neq c$$

$$a = c \neq b$$

$$a \neq b = c$$

isosceles



$$a = b = c$$

equilateral

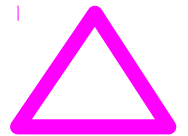
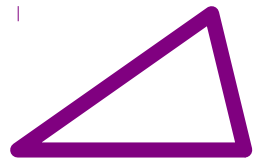


1 Proposal

Identifying Test Cases (1/5)

Valid triangles (a, b, c)

1. (2, 3, 4) **Valid scalene**
2. (3, 3, 4) **Valid isosceles**
3. (3, 4, 3) **Valid isosceles** (permuted)
4. (4, 3, 3) **Valid isosceles** (permuted)
5. (3, 3, 3) **Valid equilateral**





1 Proposal

Identifying Test Cases (2/5)

Not valid triangles (a, b, c) , one value 0

- 6. $(0, 3, 4)$ **Not valid** triangle, value 0
- 7. $(3, 0, 4)$ **Not valid** triangle, value 0 (permuted)
- 8. $(3, 4, 0)$ **Not valid** triangle, value 0 (permuted)

Not valid triangles (a, b, c) , one value < 0

- 6. $(-1, 3, 4)$ **Not valid** triangle, value 0
- 7. $(3, -1, 4)$ **Not valid** triangle, value 0 (permuted)
- 8. $(3, 4, -1)$ **Not valid** triangle, value 0 (permuted)



1 Proposal

Identifying Test Cases (3/5)

Not valid triangles (a, b, c) , 2 added sides same length like 3rd side

- 12. $(1, 2, 3)$ **Not valid** triangle, value $a + b = c$
- 13. $(1, 3, 2)$ **Not valid** triangle, value $a + c = b$
- 14. $(3, 1, 2)$ **Not valid** triangle, value $b + c = a$

Not valid triangles (a, b, c) , 2 added sides smaller length than 3rd side

- 12. $(1, 2, 4)$ **Not valid** triangle, value $a + b < c$
- 13. $(1, 4, 2)$ **Not valid** triangle, value $a + c < b$
- 14. $(4, 1, 2)$ **Not valid** triangle, value $b + c < a$



1 Proposal

Identifying Test Cases (4/5)

Not valid values

- 18. (2.5, 3, 4) **Not valid** values, no integer
- 19. (3, 2.5, 4) **Not valid** values, no integer (permuted)
- 20. (3, 4, 2.5) **Not valid** values, no integer (permuted)

Not valid number of arguments

- 18. (3, 4) **Not valid**, less values than requested (if possible)
- 19. (3, 4, 5, 6) **Not valid**, more values than requested (if possible)



1 Proposal

Identifying Test Cases (5/5)

Valid triangles (a, b, c) considering boundaries

23. $(2, \text{MAX_INT}-1, \text{MAX_INT})$ **Valid scalene** 

24. $(\text{MAX_INT}, \text{MAX_INT}, 4)$ **Valid isosceles** 

25. $(\text{MAX_INT}, \text{MAX_INT}, \text{MAX_INT})$
Valid equilateral 

Valid triangles (a, b, c) considering right
calculation of boundaries (overrun?)

26. $(\text{Max_int}/2 + 1, \text{Max_int}/2 + 1, \text{Max_int}/2 + 10)$
Valid isosceles 



2 Task

Designing Test Cases (1/3)

- You got following User Stories (*see next 2 slides*)
- You should test scheduling web pages (extract)
 - <http://doodle.com/?locale=en>
 - <http://www.scheduleonce.com/>
 - <http://www.meetifyr.com/>
 - <https://dudle.inf.tu-dresden.de/?lang=en>
- Write 2 test cases following the Test case template
“KU-Bangkok_SWTest_2013-14_07_DynamicTesting-II_TestCase-Template_v1.0”
(see <https://mike.cpe.ku.ac.th/~uwe/219343/>)



2 Task

Designing Test Cases (2/3)

As a <type of user>	I want <some goal>	so that <some reason>
Scheduler	to initiate an appointment	the best fitting appointment date could be determined
Scheduler	to invite people	the best fitting appointment date could be determined
Scheduler	to update a given appointment	I could add another / delete given date
Scheduler	to delete a given appointment	I don't have to give a party
Scheduler	to check a given appointment	I could see the status of the invitees
Scheduler	to finalize a given appointment	I could invite all the guests



2 Task

Designing Test Cases (3/3)

As a <type of user>	I want <some goal>	so that <some reason>
Invitee	to get an invitation to an appointment	determine the dates fitting best to me
Invitee	to choose appointment dates	the best fitting date could be found
Invitee	to update appointment dates	to correct the dates I entered
Invitee	add comments	I could express additional ideas, requests

2 Proposal

Designing Test Cases (1/4)



TC	Name	Prio	Ste	Role / Action	Result	Test Data	Test Step Status	Status	Comments
I. Main basic Flow									
1	Schedule an event	1=high	0	Scheduler	Meeting scheduled, link available			Untested	
1			10	Calling webpage, scheduling meeting; Call Create Poll		doodle.com	Untested		
1			20	General Enter mandatory data, [Next]		Title: CYND Party Your name: Uwe	Untested		
1			30	Days, enter date, [Next]		Date: 23.01.2012	Untested		
1			40	Time, enter 3 time slots [Next]		Time1: 7:00 PM Time2: 8:00 PM Time3: 9:00 PM	Untested		
1			50	Basic Poll [Next]			Untested		
1			60	You send the invitation [Finish]			Untested		
1			70	Poll created successfully	"Send this link to anyone you wish to invite."	<<<to be entered>>>	Untested		

2 Proposal

Designing Test Cases (2/4)



TC	Name	Prio	Ste	Role / Action	Result	Test Data	Test Step Status	Status	Comments
2	Send out invitation	1=high	0	Scheduler	Invitation sent out with link			Untested	Precondition: TC1
2			10	Send out Email invitation		To: Inbox of CNYD-Guest1@spambog.com , Inbox of CNYD-Guest2@spambog.com Link: http://www.doodle.com/qrkxn2ffdqgw9b72	Untested		

2 Proposal

Designing Test Cases (3/4)



TC	Name	Prio	Ste	Role / Action	Result	Test Data	Test Step Status	Status	Comments
3	Choose date by Guest 1	1=high	0	Guest1	Got invitation, chosen a time	CNYD-Guest1@spambog.com		Untested	Precondition: TC1, TC2
3			10	Opening mail account, getting email: Invitation with link		<<<to be entered>>>	Untested		
3			20	Calling webpage, getting invitation page with scheduled dates	+	Name: CYND Party January 2012, Mon 23 7:00 PM 8:00 PM 9:00 PM	Untested		
3			30	Entering data, [Save]		Name: Guest1 Click on 7:00 pm Click on 8:00 pm	Untested		
3			40	Feedback from system [Return to poll]		Thanks, Guest1 Your choices have been submitted.	Untested		
3			50	Values are given			Untested		

2 Proposal

Designing Test Cases (4/4)



TC	Name	Prio	Ste	Role / Action	Result	Test Data	Test Step Status	Status	Comments
4	Choose date by Guest 2	1=high	0	Guest2	Got invitation, chosen a time	CNYD-Guest2@spambog.com		Untested	Precondition: TC1, TC2, TC3
4			10	Opening mail account, getting email: Invitation with link		<<<to be entered>>>	Untested		
4			20	Calling webpage, getting invitation page with scheduled dates	+	Name: CYND Party January 2012, Mon 23 7:00 PM 8:00 PM 9:00 PM	Untested		
4			30	Entering data, [Save]		Name: Guest2 Click on 8:00 pm Click on 9:00 pm	Untested		
4			40	Feedback from system [Return to poll]		Thanks, Guest2 Your choices have been submitted.	Untested		
4			50	Values are given			Untested		