

SOFTWARE TESTING

Subject Code: 10CS842
Hours/Week: 4
Total Hours: 52

I.A. Marks: 25
Exam Marks: 100
Exam Hours: 3

PART – A

UNIT 1

6 Hours

A Perspective on Testing, Examples: Basic definitions, Test cases, Insights from a Venn diagram, Identifying test cases, Error and fault taxonomies, Levels of testing. Examples: Generalized pseudocode, The triangle problem, The NextDate function, The commission problem, The SATM (Simple Automatic Teller Machine) problem, The currency converter, Saturn windshield wiper.

UNIT 2

7 Hours

Boundary Value Testing, Equivalence Class Testing, Decision Table-Based Testing: Boundary value analysis, Robustness testing, Worst-case testing, Special value testing, Examples, Random testing, Equivalence classes, Equivalence test cases for the triangle problem, NextDate function, and the commission problem, Guidelines and observations. Decision tables, Test cases for the triangle problem, NextDate function, and the commission problem, Guidelines and observations.

UNIT 3

7 Hours

Path Testing, Data Flow Testing: DD paths, Test coverage metrics, Basis path testing, guidelines and observations. Definition-Use testing, Slice-based testing, Guidelines and observations.

UNIT 4

6 Hours

Levels of Testing, Integration Testing: Traditional view of testing levels, Alternative life-cycle models, The SATM system, Separating integration and system testing. A closer look at the SATM system, Decomposition-based, call graph-based, Path-based integrations.

PART – B

UNIT 5

7 Hours

System Testing, Interaction Testing: Threads, Basic concepts for requirements specification, Finding threads, Structural strategies and functional strategies for thread testing, SATM test threads, System testing guidelines, ASF (Atomic System Functions) testing example. Context of

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interaction, A taxonomy of interactions, Interaction, composition, and determinism, Client/Server Testing,.

UNIT 6

7 Hours

Process Framework: Validation and verification, Degrees of freedom, Varieties of software. Basic principles: Sensitivity, redundancy, restriction, partition, visibility, Feedback. The quality process, Planning and monitoring, Quality goals, Dependability properties, Analysis, Testing, Improving the process, Organizational factors.

UNIT 7

6 Hours

Fault-Based Testing, Test Execution: Overview, Assumptions in fault-based testing, Mutation analysis, Fault-based adequacy criteria, Variations on mutation analysis. Test Execution: Overview, from test case specifications to test cases, Scaffolding, Generic versus specific scaffolding, Test oracles, Self-checks as oracles, Capture and replay.

UNIT 8

6 Hours

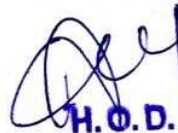
Planning and Monitoring the Process, Documenting Analysis and Test: Quality and process, Test and analysis strategies and plans, Risk planning, Monitoring the process, Improving the process, The quality team, Organizing documents, Test strategy document, Analysis and test plan, Test design specifications documents, Test and analysis reports.

TEXT BOOKS:

1. Paul C. Jorgensen: Software Testing, A Craftsman's Approach, 3rd Edition, Auerbach Publications, 2008.
(Listed topics only from Chapters 1, 2, 5, 6, 7, 9, 10, 12, 13, 14, 15)
2. Mauro Pezze, Michal Young: Software Testing and Analysis – Process, Principles and Techniques, Wiley India, 2009.
(Listed topics only from Chapters 2, 3, 4, 16, 17, 20, 24)

REFERENCE BOOKS:

1. Aditya P Mathur: Foundations of Software Testing, Pearson Education, 2008.
2. Srinivasan Desikan, Gopalaswamy Ramesh: Software Testing Principles and Practices, 2nd Edition, Pearson Education, 2007.
3. Brian Marrick: The Craft of Software Testing, Pearson Education, 1995.



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