



# Unit Testing for Conventional Software

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# Unit Testing

- ▶ Focuses testing on the function or software module
- ▶ Concentrates on the internal processing logic and data structures
- ▶ Is simplified when a module is designed with high cohesion
  - ▶ Reduces the number of test cases
  - ▶ Allows errors to be more easily predicted and uncovered
- ▶ Concentrates on critical modules and those with **high cyclomatic complexity** when testing resources are limited

# Targets for Unit Test Cases

3

- ▶ Module interface
  - ▶ Ensure that information flows properly into and out of the module
- ▶ Local data structures
  - ▶ Ensure that data stored temporarily maintains its integrity during all steps in an algorithm execution
- ▶ Boundary conditions
  - ▶ Ensure that the module operates properly at boundary values established to limit or restrict processing
- ▶ Independent paths (basis paths)
  - ▶ Paths are exercised to ensure that all statements in a module have been executed at least once
- ▶ Error handling paths
  - ▶ Ensure that the algorithms respond correctly to specific error conditions

# Common Computational Errors in Execution Paths

- ▶ Misunderstood or incorrect arithmetic precedence
- ▶ Mixed mode operations (e.g., int, float, char)
- ▶ Incorrect initialization of values
- ▶ Precision inaccuracy and round-off errors
- ▶ Incorrect symbolic representation of an expression (int vs. float)

# Other Errors to Uncover

5

- ▶ Comparison of different data types
- ▶ Incorrect logical operators or precedence
- ▶ Expectation of equality when precision error makes equality unlikely (using `==` with float types)
- ▶ Incorrect comparison of variables
- ▶ Improper or nonexistent loop termination
- ▶ Failure to exit when divergent iteration is encountered
- ▶ Improperly modified loop variables
- ▶ Boundary value violations

# Problems to uncover in Error Handling

6

- ▶ Error description is unintelligible or ambiguous
- ▶ Error noted does not correspond to error encountered
- ▶ Error condition causes operating system intervention prior to error handling
- ▶ Exception condition processing is incorrect
- ▶ Error description does not provide enough information to assist in the location of the cause of the error

# Drivers and Stubs for Unit Testing

- ▶ Driver
  - ▶ A simple main program that accepts test case data, passes such data to the component being tested, and prints the returned results
- ▶ Stubs
  - ▶ Serve to replace modules that are subordinate to (called by) the component to be tested
  - ▶ It uses the module's exact interface, may do minimal data manipulation, provides verification of entry, and returns control to the module undergoing testing
- ▶ Drivers and stubs both represent overhead
  - ▶ Both must be written but don't constitute part of the installed software product