

Loose ends

Integration and System Tests

Integration and System Testing



- **Integration:** Building a (partial) system out of the different modules. Integration proceeds by iterations.
- **Builds:** A build is a partial system made during integration. An iteration may involve several builds.
- **Associated tests:** interface tests, regression tests, integration tests, system tests, usability tests, acceptance test.

Planning Integration



- Identify parts of architecture that will be integrated in each iteration:
 - Try to build bottom-up (no stubs for lower levels).
 - Document requirements and use cases supported by iteration.
 - Retire risks as early as possible.
- Plan inspection, testing and review process.
- Make schedule.

Testing during Integration



- **Retest** functions, modules in the context of the system (e.g. using no or higher level stubs).
- **Interface testing** of integration.
- **Regression tests** ensures that we did not break anything that worked in the previous build.
- **Integration tests** exercise the combination of modules, verifying the architecture (and the requirements).
- **System tests** test the whole system against the architecture and the requirements.
- **Usability testing** validates the acceptability for the end user.
- **Acceptance testing** is done by the customer to validate the acceptability of the product.

Integration Test Road Map

- Plan integration.
- For each iteration:
 - For each build:
 - Perform regression tests from previous build.
 - Retest functions, classes, modules.
 - Test interfaces.
 - Perform integration tests.
 - Perform iteration system and usability tests.
- Perform installation test.
- Perform acceptance test.

Integration Testing



- Decide how and where to store, reuse, code the integration tests (show in project schedule).
- Execute unit tests in context of the build.
- Execute regression tests.
- Ensure build requirements and (partial) use cases are known.
- Test against these requirements and use cases.
- Execute system tests supported by this build.

Interface Testing



- When testing integrated components or modules: look for errors that misuse, or misunderstand the interface of a component:
- Passing parameters that do not conform to the interface specification, e.g. unsorted array where sorted array expected.
- Misunderstanding of error behaviour, e.g. no check on overflow or misinterpretation of return value.

System Testing

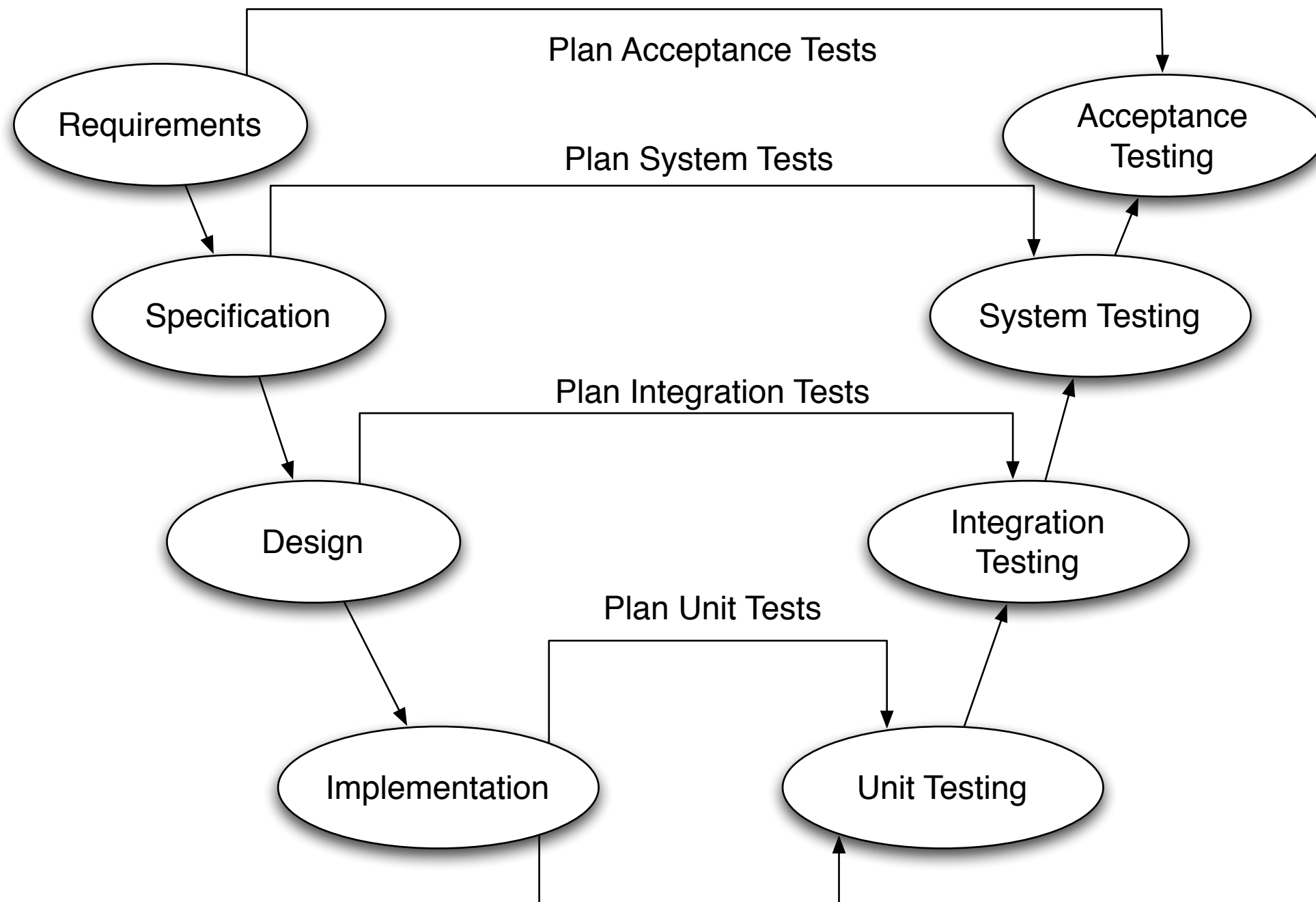


- A test (script) for each requirement/use case.
In addition, do tests for:
 - High volume of data.
 - Performance.
 - Compatibility.
 - Reliability and availability (uptime).
 - Security.
 - Resource usage.
 - Installability.
 - Recoverability.
 - Load/Stress resistance.

Usability Testing

- Against requirements.
- Typically measured by having a sample of users giving a score to various usability criteria.
- Usability criteria should have been specified in advance in the SRS.

Traditional Elements of a Test Process



Inspections, process metrics and process improvement

Inspections



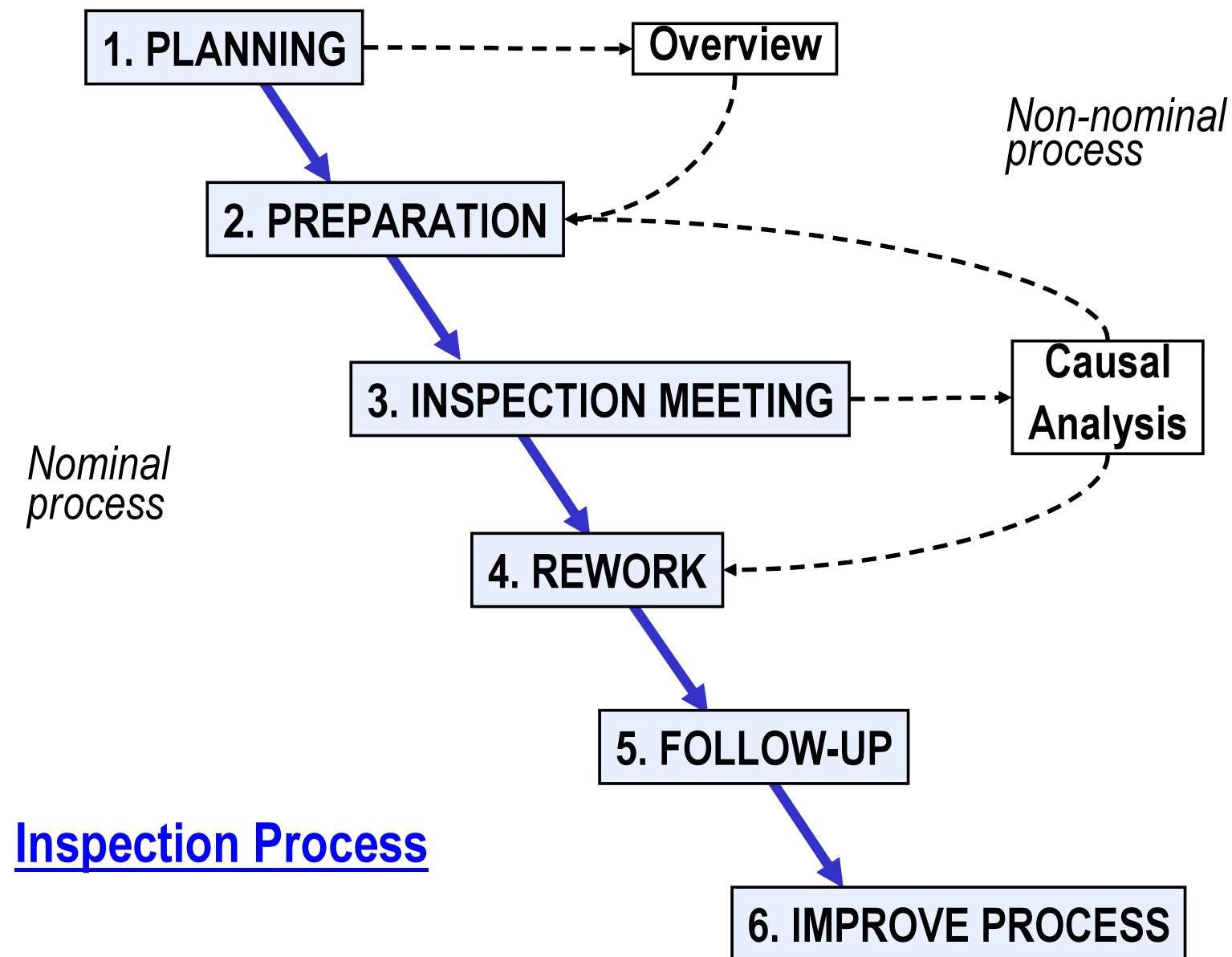
- inspection is
 - a quality technique that focuses on reviewing the details of a project artifact in an organised and thorough manner.
 - performed periodically during all software engineering phases.
- **purpose:** to assure the artifact's correctness by seeking defects.
- meeting of inspectors is held at which defects are identified.

Inspection Principles



- Defect **detection** only.
- Peer (not supervisor-subordinate) process.
- Only **best effort** of author should be examined.
- Specified roles:
 - Moderator (is also inspector).
 - Author (is also inspector, answers questions)
 - Reader (is also inspector): leads team through the work.
 - Recorder (is also inspector).
- Inspectors should **prepare** the inspection.

Inspection Process



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Example



Inspecting requirements.

faulty:

If the temperature is within 5.02% of the maximum allowable limit, as defined by standard 67892, then the motor is to be shut down.

Correct:

If the temperature is within 5.02% of the maximum allowable limit, as defined by standard 67892, then the motor is to be powered down.

! “shut down”/ = “power down”

! Very expensive to find and fix after implementation.

One way to prepare and conduct inspections



- Build inspections into schedule (time for preparation, meeting).
- Prepare for collection of inspection data.
 - Number of defects/KLOC, time spent.
 - Form, e.g. with description, severity.
 - Who keeps inspection data, usage of ...
- Assign roles. E.g. author, moderator/recorder, reader or, minimally, author/inspector.
- Ensure that each participant prepares: bring filled defect forms to meeting.

Defect Tracking

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Defect Tracking								
Name	Description	Discovering engineer.	Responsible engineer.	Date opened	Source	Severity	Type	Status
Checkout flicker	Checkout screen 4 flickers when old DVDs are checked out by hitting the Checkout button.	Kent Bain	Fannie Croft	1/4/04	Integration	Med	GUI	Being worked begun 2/10/04
Bad fine	Fine not correct for first-run DVD's checked out for 2 weeks, as displayed on screen 7.	Fannie Croft	April Breen	1/4/06	Requirements	High	Math	Not worked yet
...	Tested with
...	Resolved
...

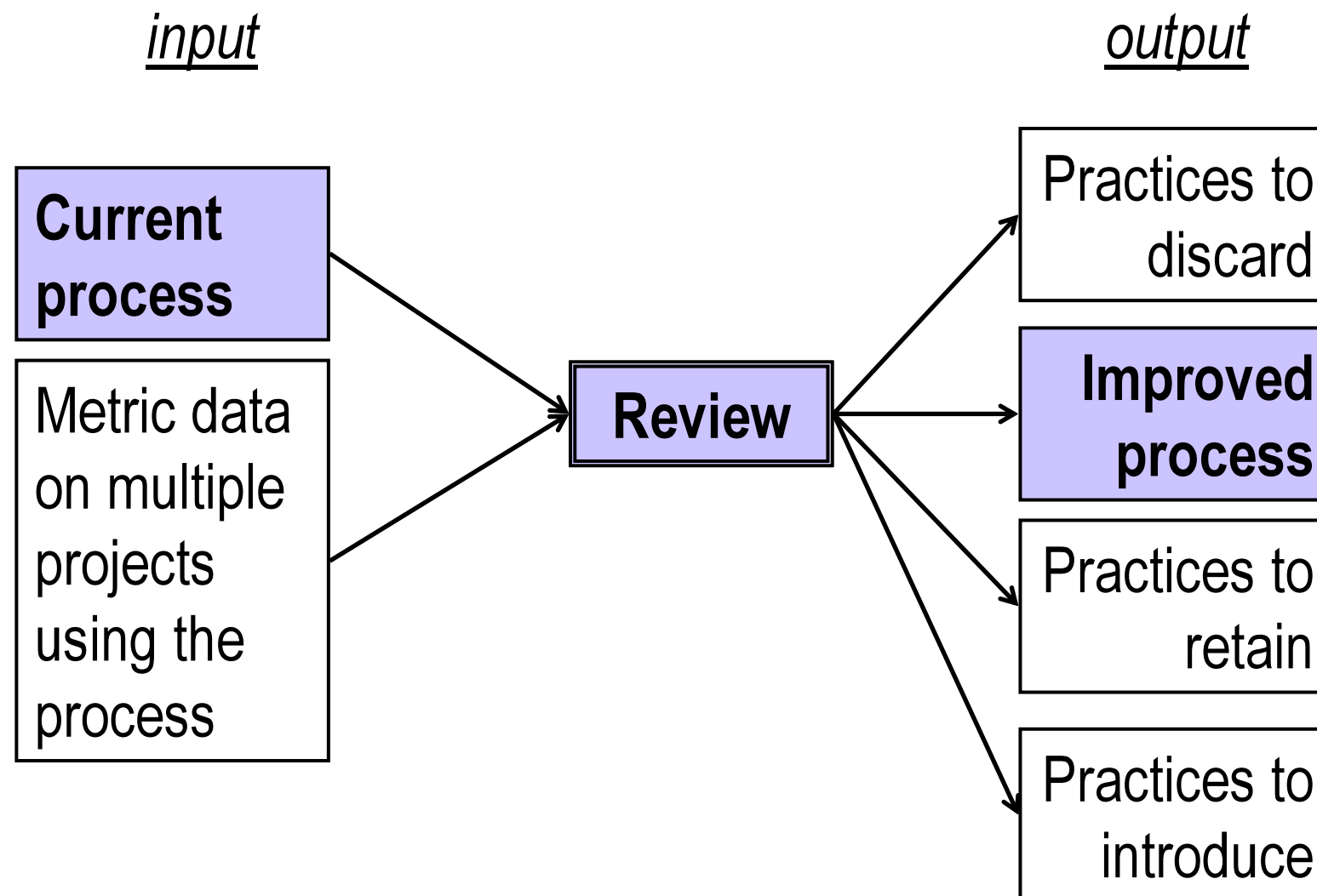
Quality in Process Management

- Establish process metrics and targets.
- Collect data.
- Improve process, based on data.

The Meta-Process



The Process Improvement Meta-Process



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Example Process Metrics



- Number of defects per KLOC detected within 12 months of delivery.
- Variance in schedule on each phase:
$$(\text{duration}_{\text{actual}} - \text{duration}_{\text{projected}}) / \text{duration}_{\text{projected}}$$
- Variance in cost :
$$(\text{cost}_{\text{actual}} - \text{cost}_{\text{projected}}) / \text{cost}_{\text{projected}}$$
- Total design time as % of total programming time.
- Defect injection and detection rates per phase.
E.g. “one defect in requirements detected during implementation”.

Example Process Metrics



- Time spent
 - detailed design (extra members..)
 - coding
 - self-inspection
 - unit testing
 - review
 - repair
- Defects
 - Severity: major (requirements unsatisfied), trivial, other.
 - Type (see quality).
 - Source: requirements, design, implementation.

Measure Process Effectiveness

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Process →	Waterfall	Waterfall + Incremental	Process U	Process V
<u>Average over 10 projects:</u>				
Major defects identified within first 3 months per 1000SLOC in delivered product	1.3	0.9	0.7	2.1
Development cost per detailed requirement	\$120	\$100	\$85	\$135
Developer satisfaction index (1 to 10=best)	4	3	4	3
Customer satisfaction index (1 to 10=best)	4	6	6	2
Cost per maintenance request	\$130	\$140	\$95	\$165
Variance in schedule on each phase: $100 \times \frac{\text{actual duration} - \text{projected duration}}{\text{projected duration}}$	+20%	+70%	-10%	+80%
Variance in cost: $100 \times \frac{\text{actual cost} - \text{projected cost}}{\text{projected cost}}$	+20%	+65%	-5%	+66%
Design fraction: $\frac{\text{total design time}}{\text{total programming time}}$ Humphrey: Should be at least 50%.	23%	51%	66%	20%

<u>Requirements Document:</u> <u>200 detailed requirements</u>	<u>Meeting</u>	<u>Research</u>	<u>Execution</u>	<u>Personal Review</u>	<u>Inspection</u>
Hours spent	0.5 x 4	4	5	3	6
% of total time	10%	20%	25%	15%	30%
<i>% of total time: norm for the organization</i>	15%	15%	30%	15%	25%
Self-assessed quality 1-10	<u>2</u>	8	<u>5</u>	<u>4</u>	6
Defects per 100	N/A	N/A	N/A	5	<u>6</u>
<i>Defects per 100: organization norm</i>	N/A	N/A	N/A	3	4
Hours spent per detailed requirement	0.01	0.02	0.025	0.015	0.03
Hours spent per detailed requirement: organization norm	0.02	0.02	0.04	0.01	0.03
Process improvement	Improve strawman brought to meeting		Spend 10% more time executing	<u>Project Metric Collection for Phases</u>	
Summary	<u>Productivity</u> : 200/22 = 9.9 detailed requirements per hour				

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Capability Assessment

- **CMM1 Initial:** undefined ad-hoc process, outcome depends on individuals (heroes).
- **CMM2 Repeatable:** track documents (CM), schedule, functionality. Can predict performance of same team on similar project.
- **CMM3 Defined:** CMM2 + documented standard process that can be tailored.
- **CMM4 Managed:** CMM3 + ability to predict quality & cost of new project, depending on the attributes of its parts, based on historical data.
- **CMM5 Optimized:** CMM4 + continuous process improvement, introduction of innovative ideas and technologies.