DIT636 / DAT560 - Practice Examination

There are a total of 14 questions on the practice exam (**there will be fewer on the real exam - we gave you some extra questions to study with**). On all essay type questions, you will receive points based on the quality of the answer - not the quantity. Write carefully - illegible answers will not be graded.

Question 1 (Warm Up)

Note - Multiple answers may be correct. Indicate all answers that apply.

1. A program may be reliable, yet not robust.
    a. **True**
    b. False

2. If a system is on an average down for a total 30 minutes during any 24-hour period:
    a. Its availability is about 98% (approximated to the nearest integer)
    b. Its reliability is about 98% (approximated to the nearest integer)
    c. Its mean time between failures is 23.5 hours
    d. Its maintenance window is 30 minutes

3. A typical distribution of test types is 40% unit tests, 40% system tests, and 20% GUI/exploratory tests.
    a. True
    b. False

4. If a temporal property holds for a finite-state model of a system, it holds for any implementation that conforms to the model.
    a. True
    b. False

5. A test suite that meets a stronger coverage criterion will find any defects that are detected by any test suite that meets only a weaker coverage criterion
    a. True
    b. False

6. A test suite that is known to achieve Modified Condition/Decision Coverage (MC/DC) for a given program, when executed, will exercise, at least once:
    a. Every statement in the program.
    b. Every branch in the program.
    c. Every combination of condition values in every decision.
    d. Every path in the program.

7. The Category-Partition test creation technique technique requires identification of:

    e. Choices
    f. Representative Values
    g. Def-Use pairs
    h. Pairwise combinations

8. Validation activities can only be performed once the complete system has been built.
    a. True
    b. False

9. The statement coverage criterion never requires as many test cases to satisfy as branch coverage criterion.
    a. True
    b. False

10. Requirement specifications are not needed for selecting inputs to satisfy structural coverage of program code.
    a. True
    b. False

11. Any program that has passed all test cases and has been released to the public is considered which of the following:
    a. Correct with respect to its specification.
    b. Safe to operate.
    c. Robust in the presence of exceptional conditions.
    d. Considered to have passed verification.

Question 2 (Quality Scenarios)

Consider the software for air-traffic control at an airport (say, GOT). Air traffic control (ATC) is a service provided by ground-based air traffic controllers (the users of this system) who direct aircraft on the ground and through controlled airspace with the help of the software. The purpose of this software is to prevent collisions, organize and expedite the flow of air traffic, and provide information and other support for pilots.

The software offers the following features:

- Monitors the location of all aircraft in a user's assigned airspace.
- Communication with the pilots by radio.
- Generation of routes for individual aircraft, intended to prevent collisions.
- Scheduling of takeoff for planes, intended to prevent potential collisions.
- Alerts of potential collisions based on current bearing of all aircraft.
    - To prevent collisions, ATC applies a set of traffic separation rules, which ensure each aircraft maintains a minimum amount of empty space around it at all times.
    - The route advice can be either of "mandatory" priority (to prevent an imminent collision, pilots should follow this command unless there is a good reason not to) or "advisory" priority (this advice is likely to result in a safe route, but a pilot can choose to ignore it).

You may add additional features or make decisions on how these features are implemented, as long as they fit the overall purpose of the system. In any case, state any assumptions that you make.

Identify one performance, one availability, and one security requirement that you think would be necessary for this software and develop a quality attribute scenario for each.

Question 3 (Quality)

You are building a web store that you feel will unseat Amazon as the king of online shops. Your marketing department has come back with figures stating that - to accomplish your goal - your shop will need an **availability** of at least 99%, a **probability of failure on demand** of less than 0.1, and a **rate of fault occurrence** of less than 2 failures per 8-hour work period.

You have recently finished a testing period of one week (seven full 24-hour days). During this time, 972 requests were served to the page. The product failed a total of 64 times. 37 of those resulted in a system crash, while the remaining 27 resulted in incorrect shopping cart totals. When the system crashes, it takes 2 minutes to restart it.

1. What is the rate of fault occurrence?
2. What is the probability of failure on demand?
3. What is the availability?
4. Is the product ready to ship? If not, why not?

Question 4 (System Testing)

Consider a personnel management program that offers an API where, among other functions, a user can apply for vacation time:

```
public boolean applyForVacation (String userID, String startingDate, String endingDate)
```

A user ID is a string in the format “firstname.lastname”, e.g., “gregory.gay”.
The two dates are strings in the format “YYYY-DD-MM”.

The function returns TRUE if the user was able to successfully apply for the vacation time. It returns FALSE if not. An exception can also be thrown if there is an error.

This function connects to a user database. Each user has the following relevant items stored in their database entry:

- User ID
- Quantity of remaining vacation days for the user
- An array containing already-scheduled vacation dates (as starting and ending date pairs)
- An array containing dates where vacation cannot be applied for (e.g., important meetings).

Perform category-partition testing for this function.

1. Identify choices (controllable aspects that can be varied when testing)
2. For each choice, identify representative input values.
3. For each value, apply constraints (IF, ERROR, SINGLE) if they make sense.

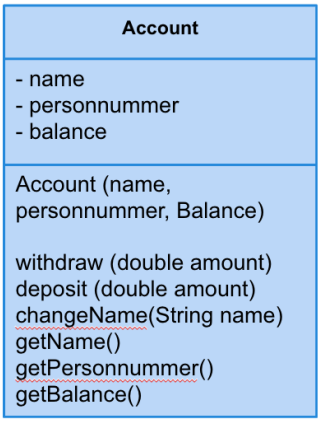
You do not need to create test specifications or concrete test cases. For invalid input, **do not** just write “invalid” - be specific. If you wish to make any additional assumptions about the functionality of this method, state them in your answer.

Question 5 (Exploratory Testing)

Exploratory testing typically is guided by “tours”. Each tour describes a different way of thinking about the system-under-test, and prescribes how the tester should act when they explore the functionality of the system.

1. Describe one of the tours that we discussed in class.
2. Consider a banking website, where a user can do things like check their account balance, transfer funds between accounts, open new accounts, and edit their personal information. Describe three actions you might take during exploratory testing of this system, based on the tour you described above. Those actions must relate to the tour.

Question 6 (Unit Testing)



You are testing the class depicted to the left.

Write JUnit-format test cases to do the following:

1. Create a test case that checks a normal usage of the methods of this class.
2. Create two test cases reflecting either error-handling scenarios or quality attributes (e.g., performance or reliability).

Question 7 (Structural Testing)

Consider the following situation: After *carefully and thoroughly* developing a collection of tests based on the requirements and your own intuition, and running your test suite, you determine that you have achieved only 60% statement coverage. You are surprised (and saddened), since you had done a very thorough job developing the requirements-based tests and you expected the result to be closer to 100%.

1. Briefly describe two (2) things that might have happened to account for the fact that 40% of the code was not exercised during the requirements-based tests.
2. Should you, in general, be able to expect 100% statement coverage through thorough requirements-based testing alone (why or why not)?
3. Some structural criteria, such as MC/DC, prescribe obligations that are impossible to satisfy. What are two reasons why a test obligation may be impossible to satisfy?

Question 8 (Structural Testing)

For the following function,

a. Draw the control flow graph for the program.
b. Develop test input that will provide statement coverage. For each test, note which lines are covered.
c. Develop test input that will provide branch coverage. For each test, note which branches are covered. You may reuse input from the previous problem.
d. Develop test input that will provide path coverage. For each test, note which paths are covered. You may reuse input from the previous problem.
e. Modify the program to introduce a fault so that you can demonstrate that even achieving path coverage will not guarantee that we will reveal all faults. Please explain how this fault is missed by your test cases.

```
1.   int findMax(int a, int b, int c) {
2.        int temp;
3.        if (a > b)
4.           temp=a;
5.        else
6.           temp=b;
7.        if (c > temp)
8.           temp = c;
9.        return temp;
10.  }
```

(Just including test input is sufficient - you do not need to write full JUnit cases)

Question 9 (Structural Testing - Data Flow)

The following function returns true if you can partition an array into one element and the rest, such that this element is equal to the product of all other elements excluding itself.
For example:

- **`canPartition([2, 8, 4, 1])`** returns true (8 = 2 * 4 * 1)
- **`canPartition([-1, -10, 1, -2, 20])`** returns false.
- **`canPartition([-1, -20, 5, -1, -2, 2])`** returns true (-20 = -1 * 5 * -1 * -2 * 2)

```
1. public static boolean canPartition(int[] arr) {
2.       Arrays.sort(arr);
3.       int product = 1;
4.       if ((Math.abs(arr[0]) >= arr[arr.length-1]) || arr[0] == 0) {
5.           for (int i = 1; i < arr.length; i++){
6.               product *= arr[i];
7.           }
8.           return arr[0] == product;
9.       } else{
10.         for (int i = 0; i < arr.length-1; i++){
11.             product *= arr[i];
12.         }
13.         return arr[arr.length-1] == product;
14.      }
15.   }
```

1. Identify the def-use pairs for all variables.
2. Identify test input that achieves all def-use pairs coverage.

Note: You may treat arrays as a single variable for purposes of defining DU pairs. This means that a definition to **`arr[0]`** or to array **`arr`** are both definitions of the same variable, and references to **`arr[0]`** or **`arr.length`** are both uses of the same variable.

Question 10 (Mutation Testing)

Consider the following function:

```
public void bSearch(int[] A, int value, int start, int end) {
        if (end <= start)
                return -1;
        mid = (start + end) / 2;
        if (A[mid] > value) {
                return bSearch(A, value, start, mid);
        } else if (value > A[mid]) {
                return bSearch(A, value, mid + 1, end);
        } else {
                return mid;
        }
}
```

Give an example, with a brief justification, for each of the following kinds of mutants that may be derived from the code by applying mutation operators of your choice. Do not reuse a mutation operator, even if it fits multiple categories.

1. Equivalent Mutant
2. Invalid Mutant
3. Valid, but not Useful Mutant
4. Useful Mutant

Question 11 (Finite State Verification)

Suppose that finite state verification of an abstract model of some software exposes a counter-example to a property that is expected to hold true for the system. This means that the model can be shown to not satisfy the property.

Briefly describe what follow-up actions you would take, and why you would take them.

Question 12 (Finite State Verification)

Temporal Operators: A quick reference list. p is a Boolean predicate or atomic variable.

- G p: p holds globally at every state on the path from now until the end
- F p: p holds at some future state on the path (but not all future states)
- X p: p holds at the next state on the path
- p U q: q holds at some state on the path and p holds at every state before the first state at which q holds.
- A: for all paths reaching out from a state, used in CTL as a modifier for the above properties (AG p)
- E: for one or more paths reaching out from a state (but not all), used in CTL as a modifier for the above properties (EF p)

An LTL example:

- G (MESSAGE_SENT -> F (MESSAGE_RECEIVED))
- It is always true (G), that if the message is sent (property MESSAGE_SENT is true), then at some point after it is sent (F), the message will be received (property MESSAGE_RECEIVED will become true).
    - More simply: A sent message will always be received eventually.

A CTL example:

- EG (WIND -> AF (RAIN))
- There is a potential future where it is a certainty (EG) that - if there is wind (property WIND is true) - it will always be followed eventually (AF) by rain (property RAIN will become true).
    - More simply: There is some probability that wind will inevitably lead to eventual rain, but we have not established this fact for certain.

Consider a finite state model of a traffic-light controller similar to the one discussed in the homework, with a pedestrian crossing and a button to request right-of-way to cross the road.

State variables:

- **traffic_light: {RED, YELLOW, GREEN}**
- **pedestrian_light: {WAIT, WALK, FLASH}**
- **button: {RESET, SET}**

Initially: **traffic_light = RED, pedestrian_light = WAIT, button = RESET**

Transitions:
pedestrian_light:

- **WAIT → WALK if traffic_light = RED**

- **WAIT → WAIT otherwise**
- **WALK → {WALK, FLASH}**
- **FLASH → {FLASH, WAIT}**

traffic_light:

- **RED → GREEN if button = RESET**
- **RED → RED otherwise**
- **GREEN → {GREEN, YELLOW} if button = SET**
- **GREEN → GREEN otherwise**
- **YELLOW→ {YELLOW, RED}**

button:

- **SET → RESET if pedestrian_light = WALK**
- **SET → SET otherwise**
- **RESET → {RESET, SET} if traffic_light = GREEN**
- **RESET → RESET otherwise**

1. Briefly describe a safety-property (nothing “bad” ever happens) for this model and formulate it in CTL.
2. Briefly describe a liveness-property (something “good” eventually happens) for this model and formulate it in LTL.
3. Write a trap-property that can be used to derive a test case using the model-checker to exercise the scenario “pedestrian obtains right-of-way to cross the road after pressing the button”.

   A trap property is when you write a normal property that is expected to hold, then you negate it (saying that the property will NOT be true). The verification framework will then produce a counter-example indicating that the property actually can be met - including a concrete set of input steps that will lead to the property being true.

Question 13 (Finite State Verification)

Consider a simple microwave controller modeled as a finite state machine using the following state variables:

- Door: {Open, Closed} -- sensor input indicating state of the door
- Button: {None, Start, Stop} -- button press (assumes at most one at a time)
- Timer: 0...999 -- (remaining) seconds to cook
- Cooking: Boolean -- state of the heating element

Formulate the following informal requirements in CTL:

1. The microwave shall never cook when the door is open.
2. The microwave shall cook only as long as there is some remaining cook time.
3. If the stop button is pressed when the microwave is not cooking, the remaining cook time shall be cleared.

Formulate the following informal requirements in LTL:

1. It shall never be the case that the microwave can continue cooking indefinitely.
2. The only way to initiate cooking shall be pressing the start button when the door is closed and the remaining cook time is not zero.
3. The microwave shall continue cooking when there is remaining cook time unless the stop button is pressed or the door is opened.