

Intro to Software Testing

Final Exam Preview

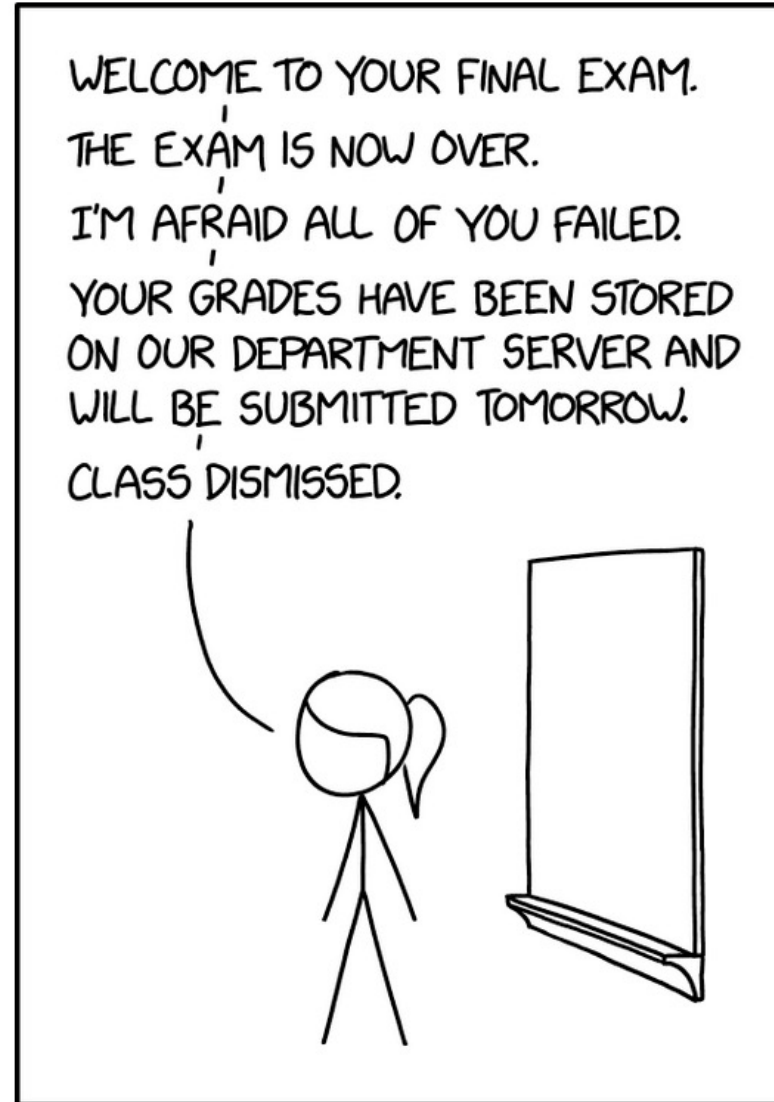
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(Dr. B for short)

<https://go.gmu.edu/SWE637>

Adapted from slides by Jeff Offutt and Bob Kurtz

"At Least it's not the algorithms exam!"



Exam Schedule

Final exam date:

Thursday December 8, 4:30 pm (regular class day, time, and location)

Talk to me about alternatives if you have other exams scheduled that day

The exam will be on paper and will have a time limit (3 hr class time)

You will be allowed a 1-page cheat sheet (front only)

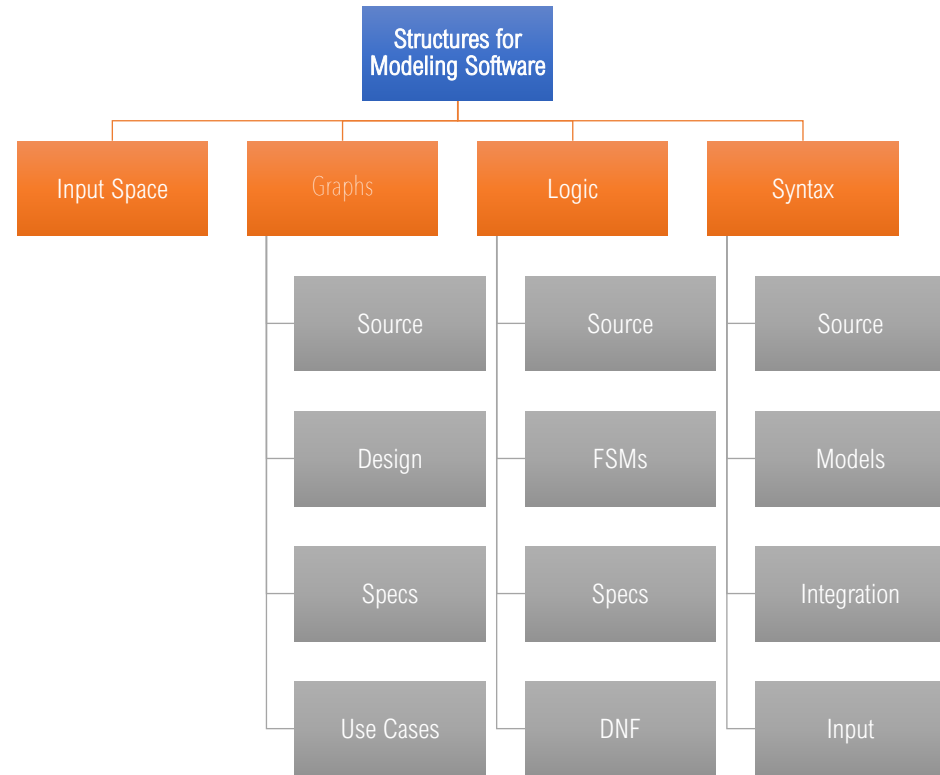
By University policy, unexcused absence from exam

Be sure to coordinate with me *ahead of time*

Final Exam Structure

The final exam will have 5 sections, each worth 20 points:

1. Short answers
2. Input Space Coverage
3. Graph Coverage
4. Logic Coverage
5. Syntax Coverage
6. Bonus



Section 1 – short answers

Expect 10 questions, worth 2 points each, taken randomly from the following categories:

- Agile testing and basic definitions, such as fault/error/failure and the RIPR model

- Input space coverage

- Graph coverage

- Logic coverage

- Syntax coverage

Questions will be a combination of:

- Multiple choice

- True/false

- Fill in the blank

Section 2 – Input Space Coverage

This section will have one (possibly multi-part) problem worth 20 points in total

Topics may include:

- Developing sets of characteristics

- Identifying complete, disjoint partitions

- Identifying test requirements for base-choice and pairwise criteria

- Identifying and replacing infeasible test requirements

Section 3 – Graph Coverage

This section will have one (possibly multi-part) problem worth 20 points in total

Topics may include:

- Drawing/identifying a graph from a set of nodes or from source code

- Finding test requirements to satisfy node, edge, edge-pair, prime path, DU-pair/path coverage

- Identifying prime paths and test paths

- WILL NOT** include 7.4-7.6

Section 4 – Logic Coverage

This section will have one (possibly multi-part) problem worth 20 points in total

Topics may include:

- Building truth tables

- Identifying when a clause determines the predicate using truth tables and/or the XOR method

- Building K-maps and using them to identify prime implicants

- Identifying test requirements to satisfy GACC, CACC, and/or RACC coverage

- WILL NOT** include ICC, MUTP, CUTPNFP or MUMCUT problems (though these topics may appear in Section 1 questions)

Section 5 – Syntax Coverage

This section will have one (possibly multi-part) problem worth 20 points in total

Topics may include:

- Using mutation operators to create mutants

- Strong vs. weak mutation

- Identifying killable, equivalent, and trivial mutants (not dominator or productive mutants)

- Writing test to kill mutants

- Will include only source code mutation testing, **WILL NOT** include BNF or other chapter 9 topics

Section 6 – Bonus

This section will have one (possibly multi-part) problem worth 5 points

Topics may include:

- UTPs, NFPs, ICC, or MUTP

- Mutant subsumption or other advanced mutation testing topics

- Compare/contrast coverage criteria from different categories

Test Strategies

By this point in your academic journey, you likely have your own test-taking strategies.

A few suggestions:

- Skip questions that you don't immediately know the answer to

- Try not to reference notes or resources for every question

- Only work on the bonus once you've completed the exam questions

If you stay ready, you don't have to get ready!