



# Equivalence Class Testing

*- things Equal in nature*

## Lecture Objectives:

- 1) Explain the concept of design by contract and test by contract.
- 2) Define equivalence class.
- 3) Compare and contrast defensive testing and testing by contract.  
(Text Reading only)
- 4) Given a software description, define the equivalence classes for a given problem.
- 5) Given a software description, construct test cases using the equivalence partitioning method.
- 6) Based on Equivalence class testing, determine the minimum number of test cases necessary to test a given software system.

# Homework

- See passed out sheet.

# Design by contract, defensive testing, and testing by contract

Design by contract:

There is a specific <sup>interface</sup> that is defined, as a contract, and your implementation must meet it.

Testing based on valid numbers.

ADD

- ⇒ Add accepts two integers  $A$  and  $B$  that are positive.
- ⇒ Add returns the sum of  $A+B$ .

# Design by contract, defensive testing, and testing by contract

Testing both valid and invalid values based on the contract.

# Main Types of Black Box

## Tests

- Functional Testing - Use cases
- Equivalence Partitioning - Defining
- Boundary Value Analysis
- Decision Table Testing

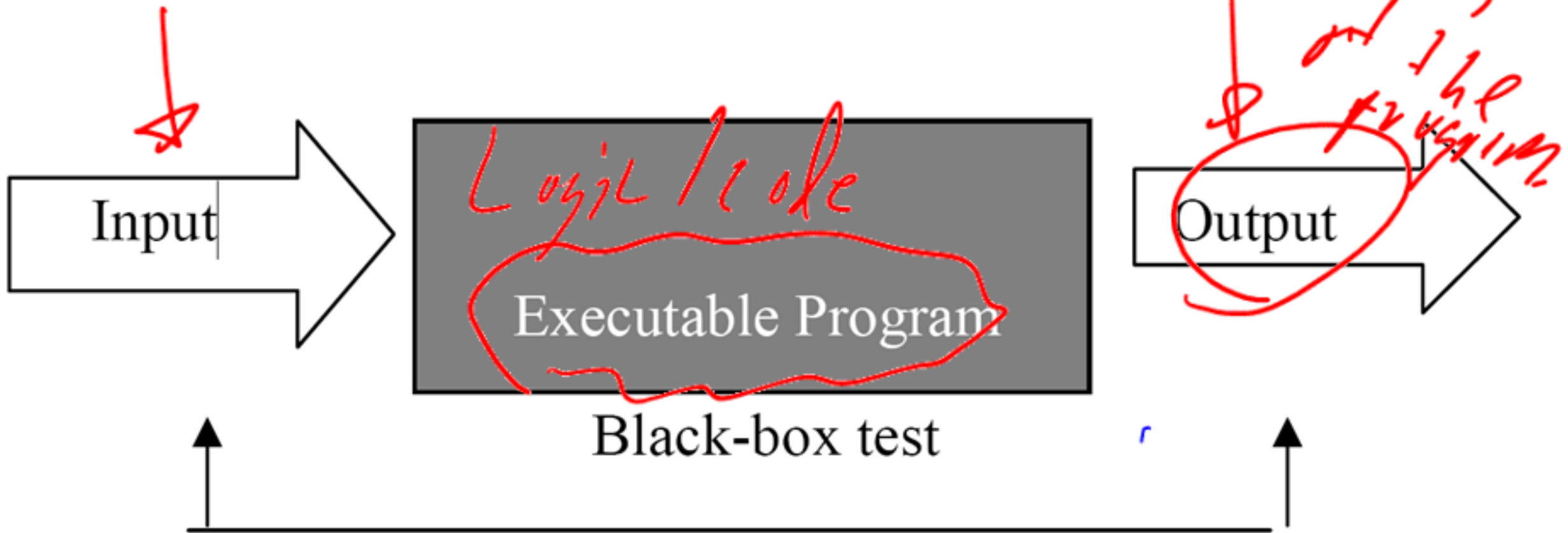
groups which  
are to be  
same.

Uses table logic  
⇒ Formal  
Approach.

Next step  
Look at boundaries  
between regions.

# Simple Black Box Testing Model

*Input test values*

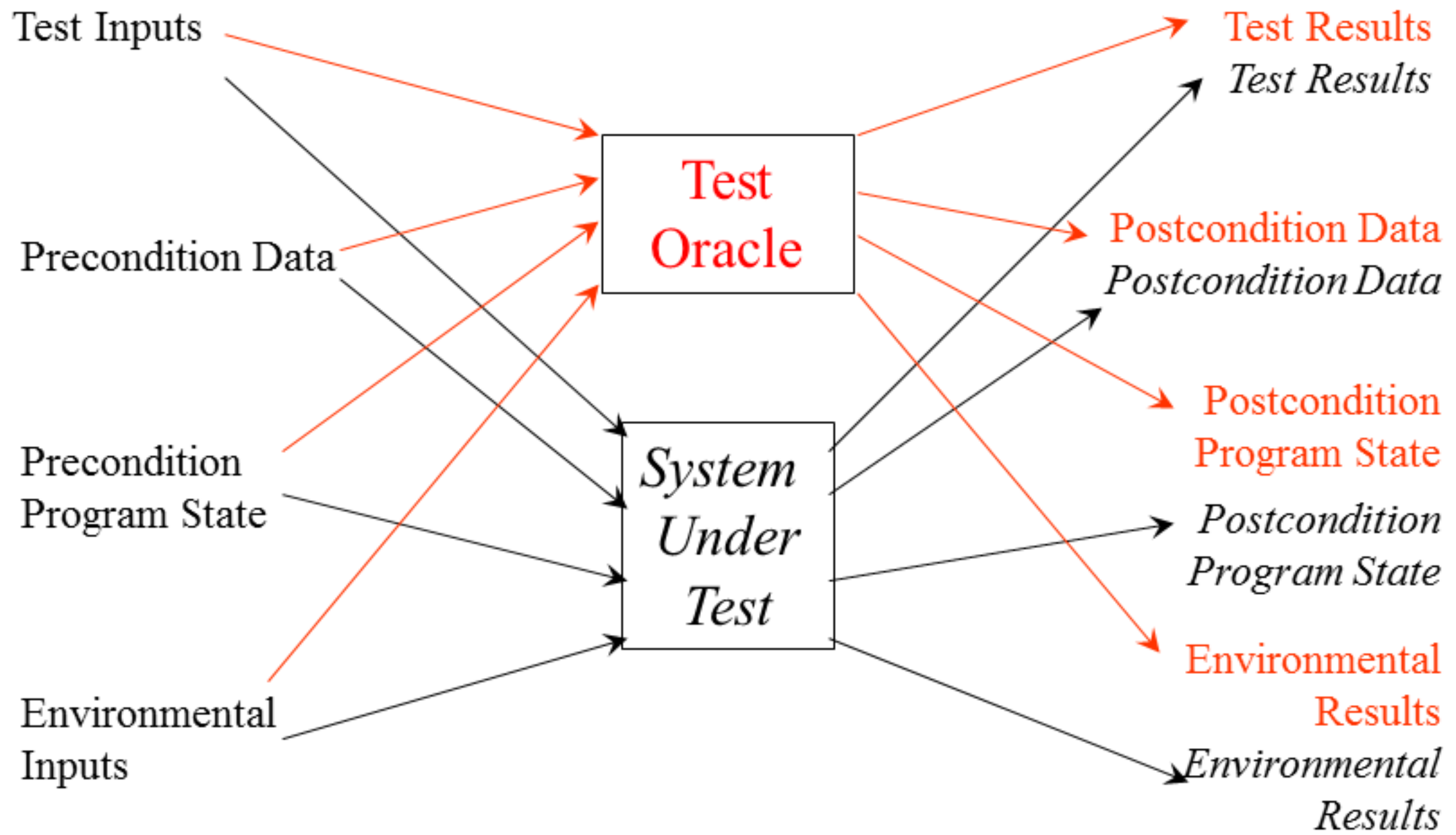


# Test Oracle

- An oracle is a mechanism for determining whether the program has passed or failed a test.
- A complete oracle would have three capabilities and would carry them out perfectly:
  - A *generator*, to provide predicted or expected results for each test.
  - A *comparator*, to compare predicted and obtained results. *compares*
  - An *evaluator*, to determine whether the comparison results are sufficiently close to be a pass. *Pass/Fail*



# The “Complete” Oracle



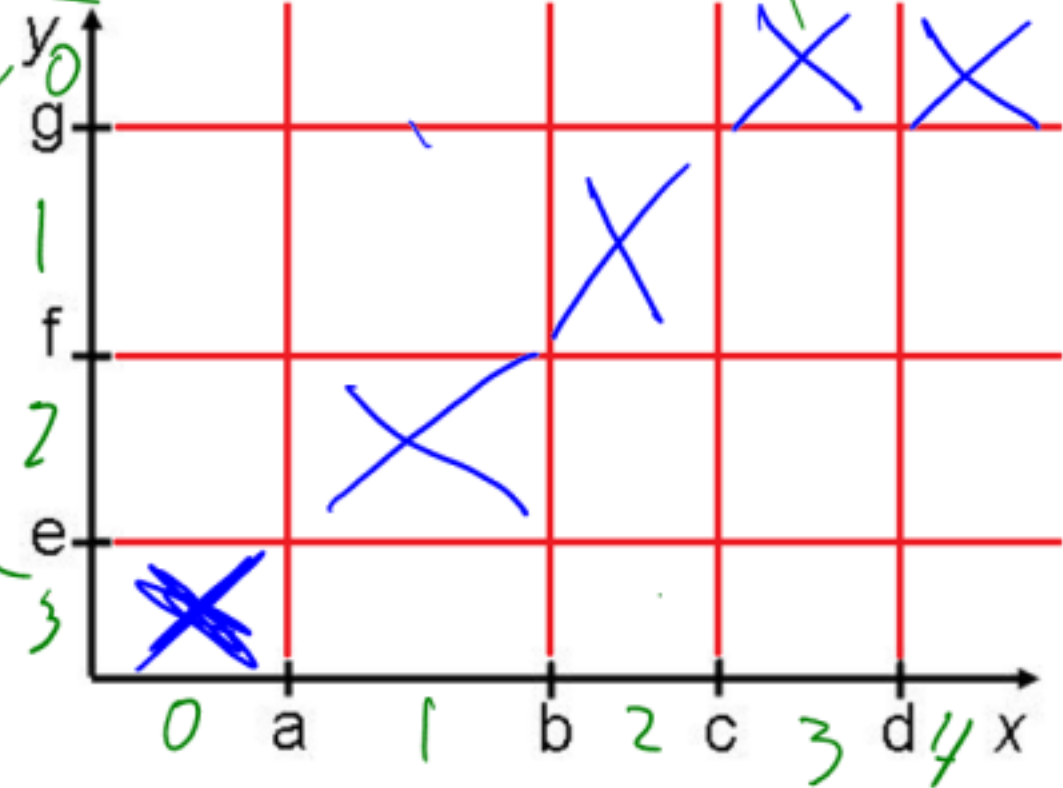
Reprinted with permission of Doug Hoffman

- Given a grid of size  $m \times n$ , how many dots would be required to ensure that each row and each column contains at least one dot?

5x4 grid

A Mind Teaser

n



4

8, 5,



$$\max(m, n)$$

# Equivalence Partitioning

Equivalence partitioning is a black-box testing method

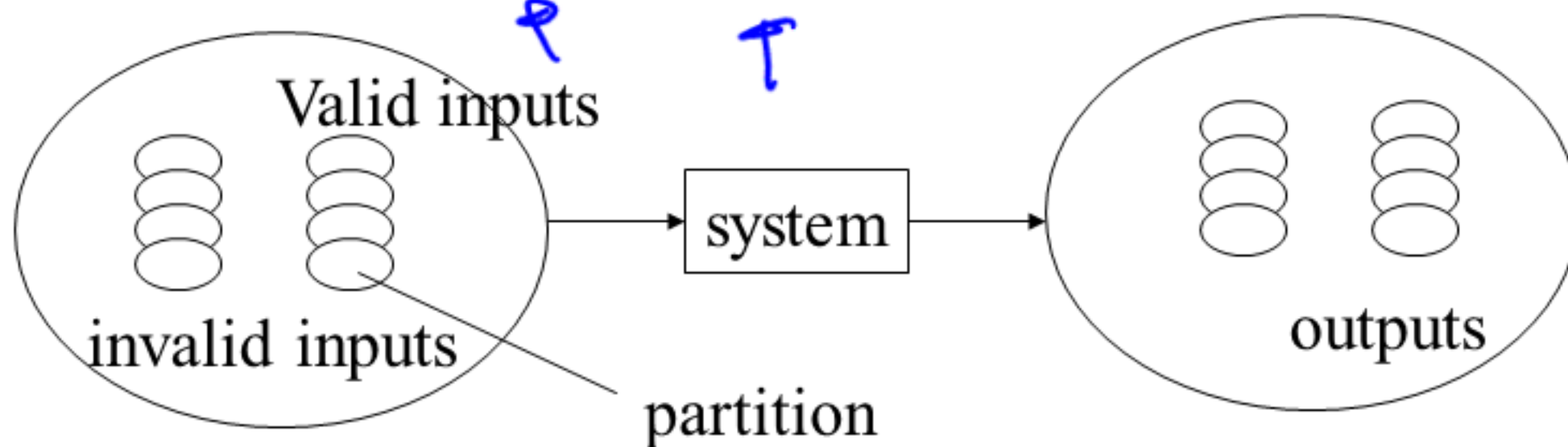
- divide the input domain of a program into classes of data
- derive test cases based on these partitions.

Test case design for equivalence partitioning is based on an evaluation of equivalence classes for an input domain.

An equivalence class represents a set of valid or invalid states for input condition.

An input condition is:

- a specific numeric value, a range of values
- a set of related values, or a Boolean condition



- Lets assume we have a method, doSomething, which has two parameters.

*2 parameters*



- `Int doSomething(int x1, int x2);`

*Did I write*

$a \leq x1 \leq d$ , intervals  $[a, b)$ ,  $[b, c)$ ,  $[c, d]$

$e \leq x2 \leq g$ , intervals  $[e, f)$ ,  $[f, g]$

*Did I write*

**Problem**

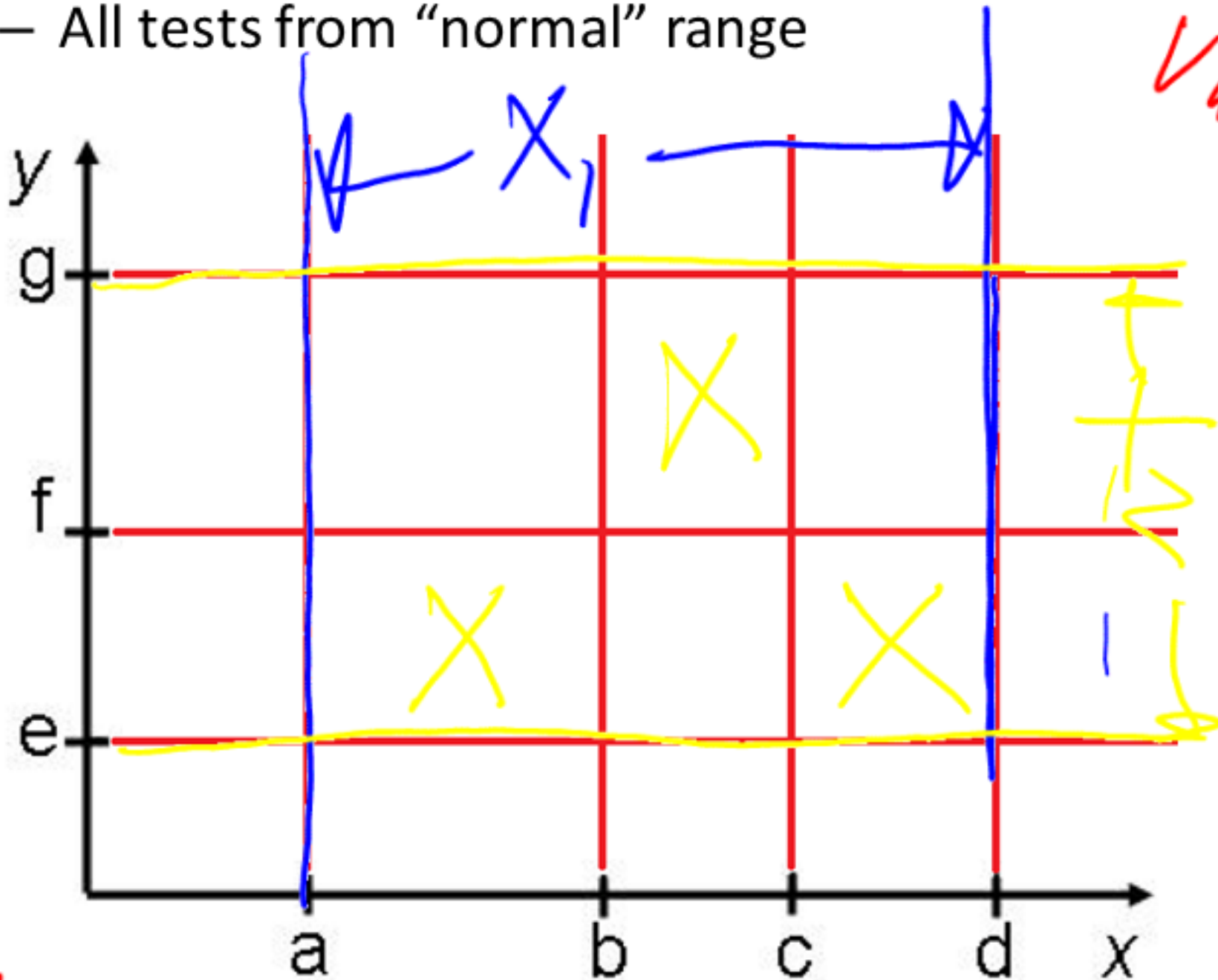
a	0	}	e	0
b	2		f	10
c	5		g	100
d	10			

# Weak normal equivalence

classes

- Select a set of tests such that each equivalence class is tested at least once.
  - All tests from “normal” range

Best in normal values.



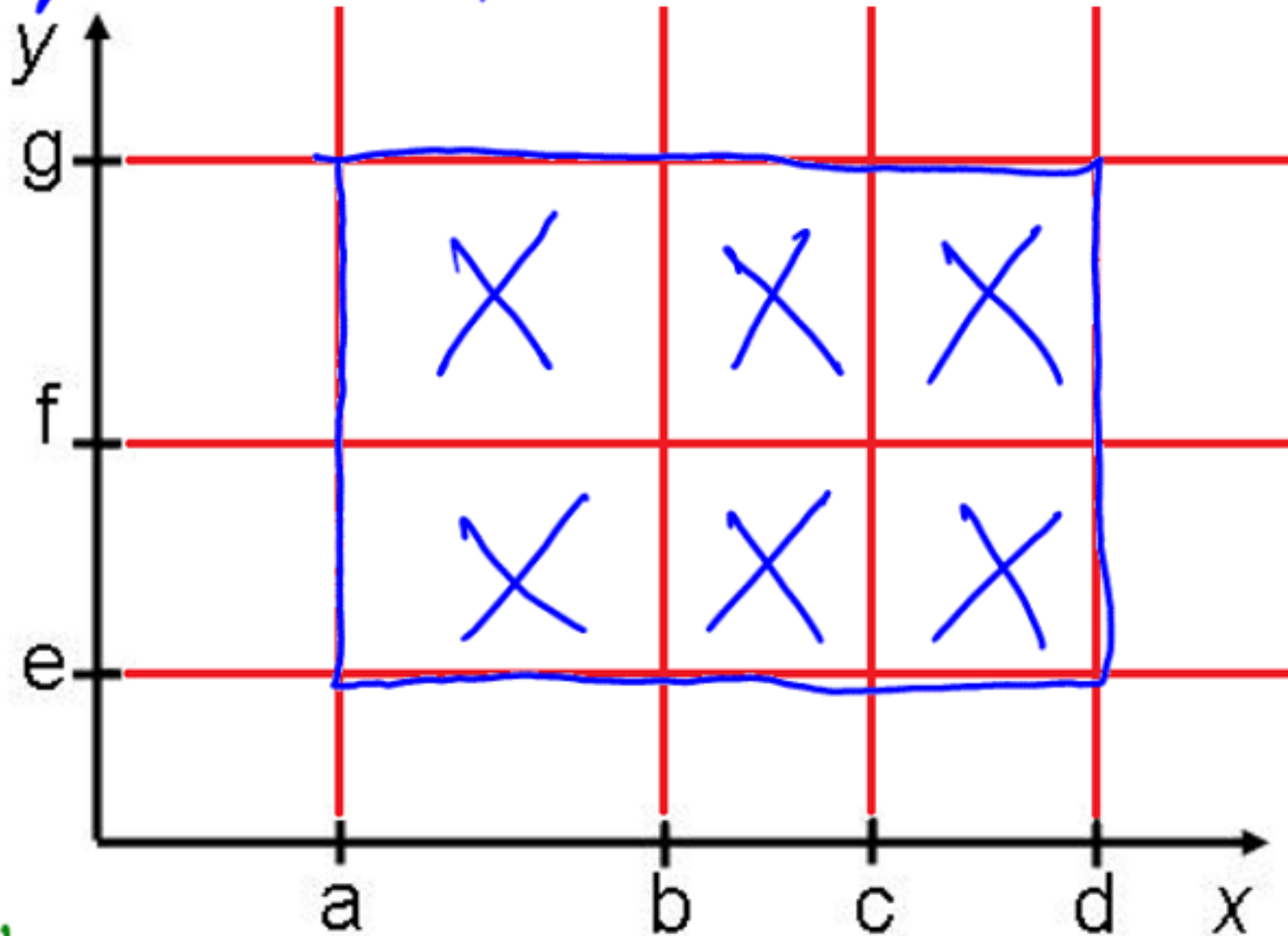
only test each class once.  
only test valid inputs.

# Strong Normal Equivalence

## Class Testing

- Select a set of tests such that each set of equivalence classes is tested at least once.
  - All tests from the “normal” range.

*only valid test values*



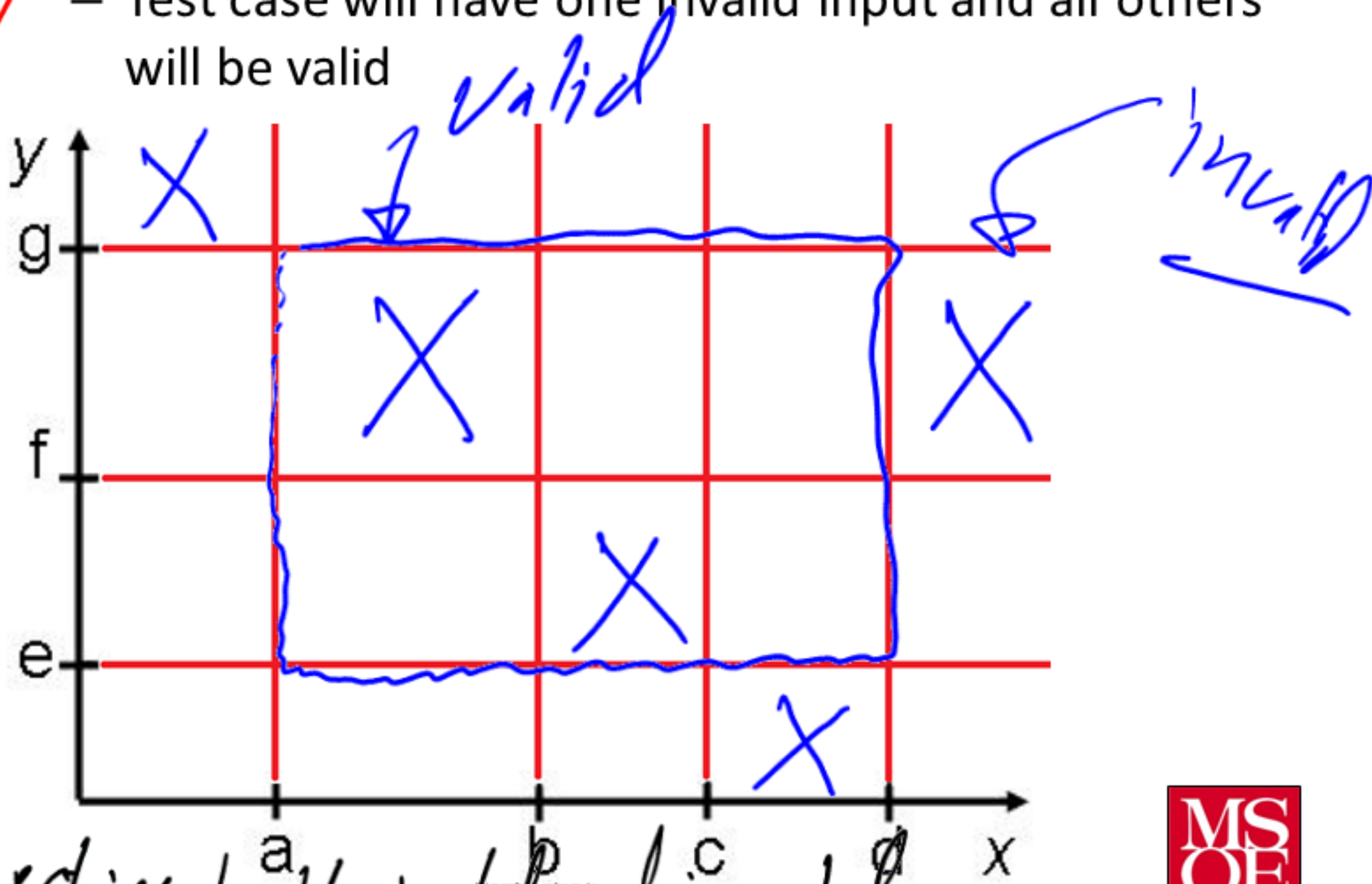
*Test all regions*

# Weak Robust Equivalence

*Weak fashion*  
*only one per class*

- Valid inputs
- Use 1 value from each class

- Invalid inputs
- Test case will have one invalid input and all others will be valid



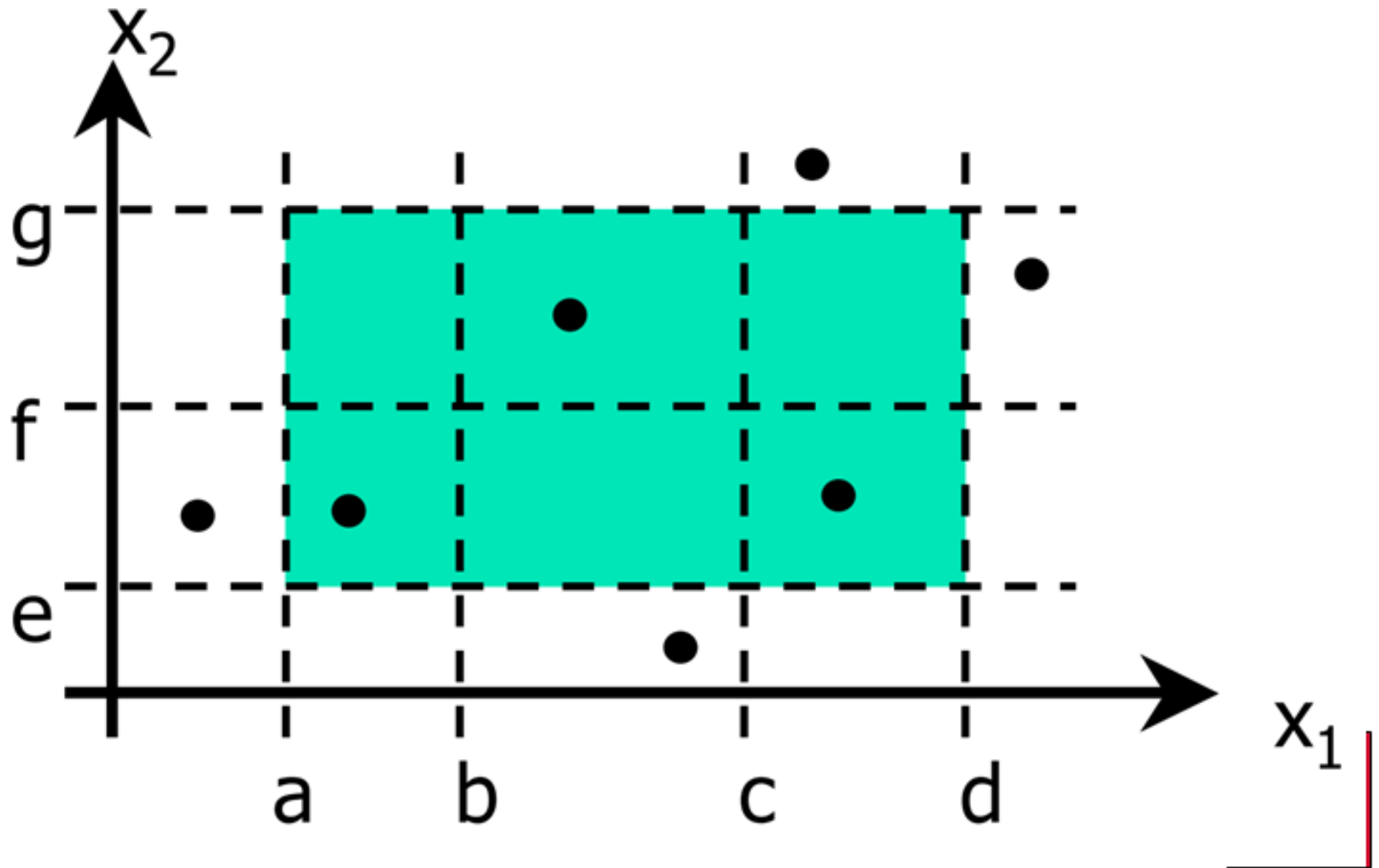
Testing both valid and invalid.



# Weak Robust Equivalence

## Class Testing

- Valid inputs
  - Use 1 value from each class
- Invalid inputs
  - Test case will have one invalid input and all others will be valid

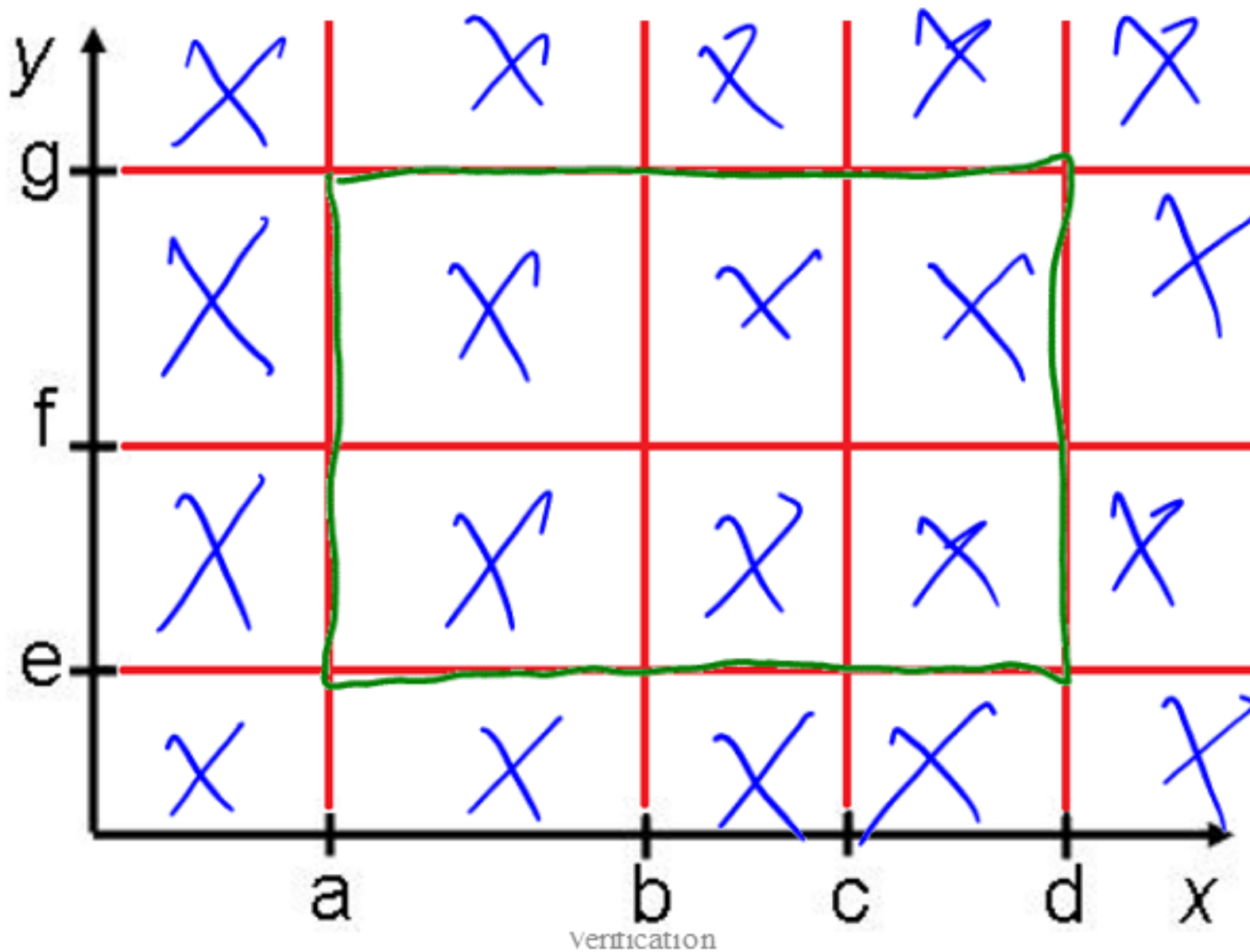




# Strong Robust Equivalence

## Class Testing

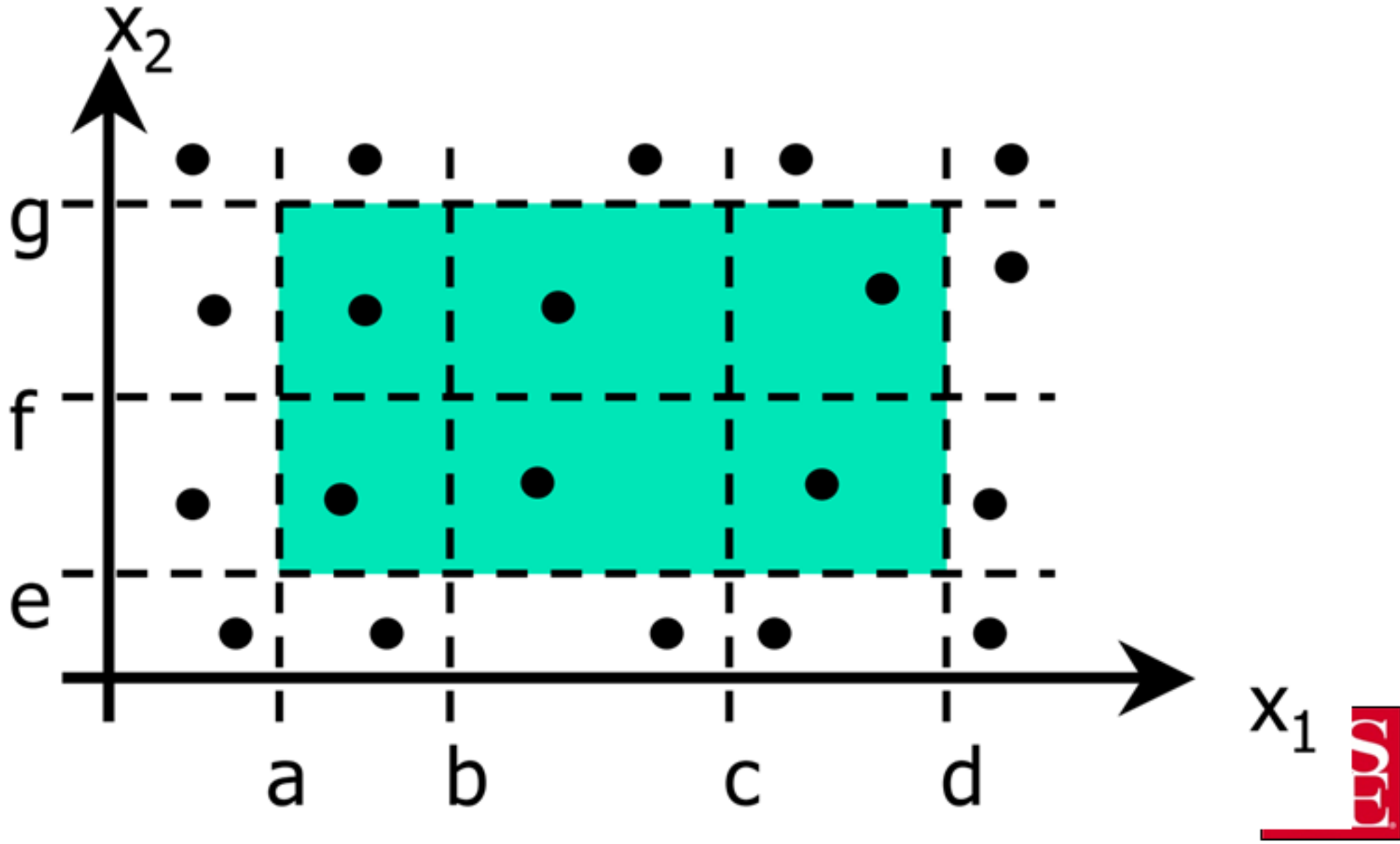
- Valid inputs
  - Use value from each class intersection
- Invalid inputs
  - Test case will have one invalid input and all others will be valid



# Strong Robust Equivalence

## Class Testing

- Valid inputs
  - Use value from each class intersection
- Invalid inputs
  - Test case will have one invalid input and all others will be valid



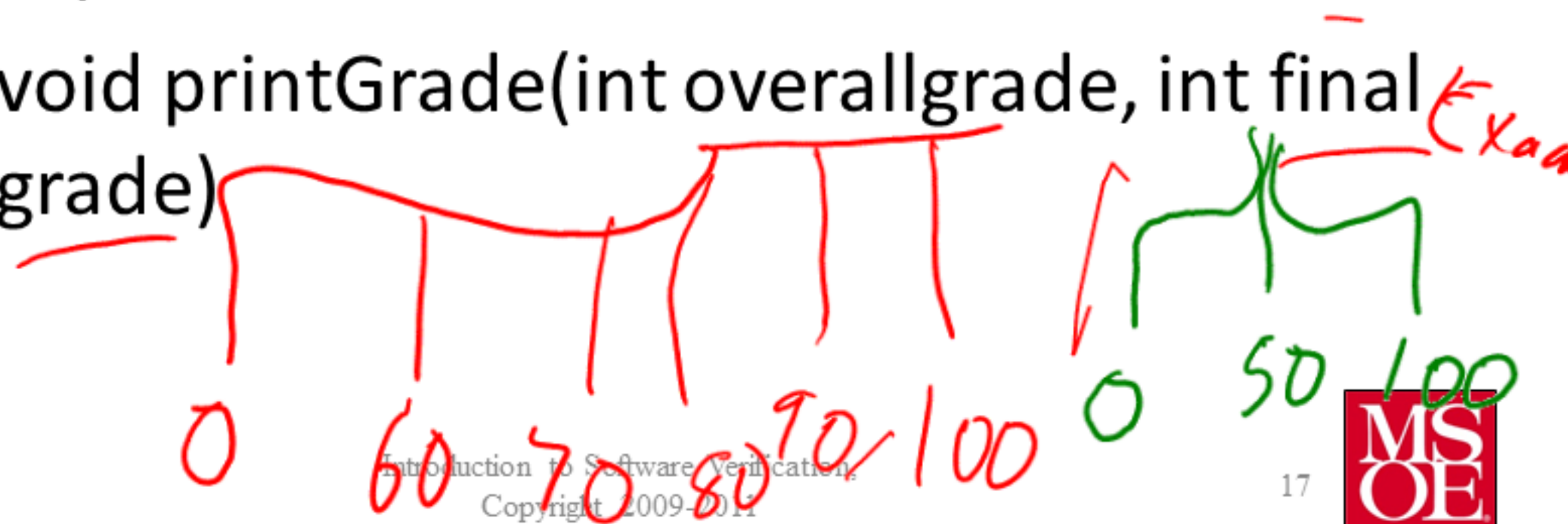
# Equivalence Class Example

```
/**
```

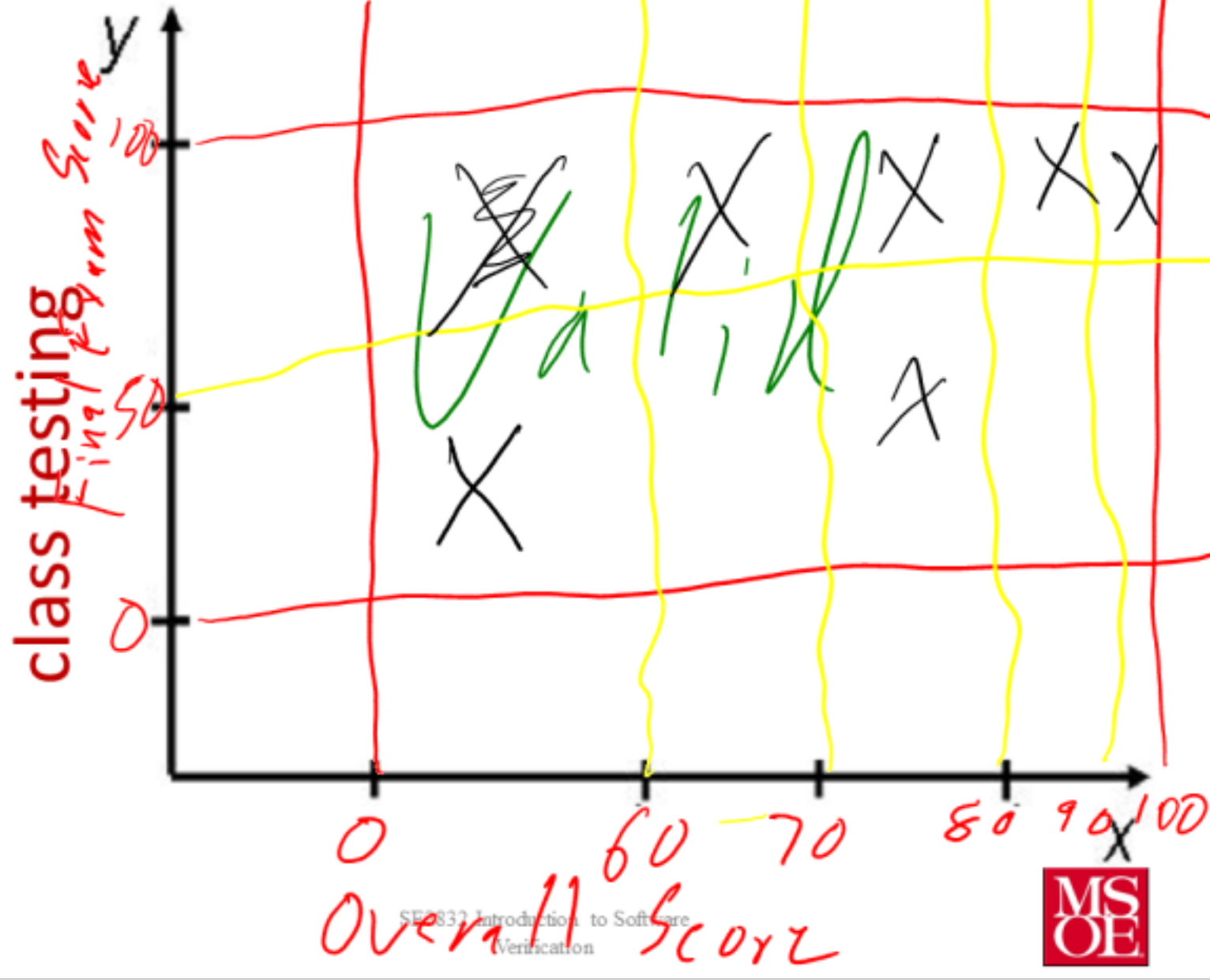
This method will print a letter grade of A(90), B(80), C(70), D(60), or F(<60) out to the screen or throw an exception if an invalid grade (<0, >100) is entered. If the final grade is less than 50, F will be printed (assuming the value is in range.)

```
**/
```

```
void printGrade(int overallgrade, int final  
grade)
```



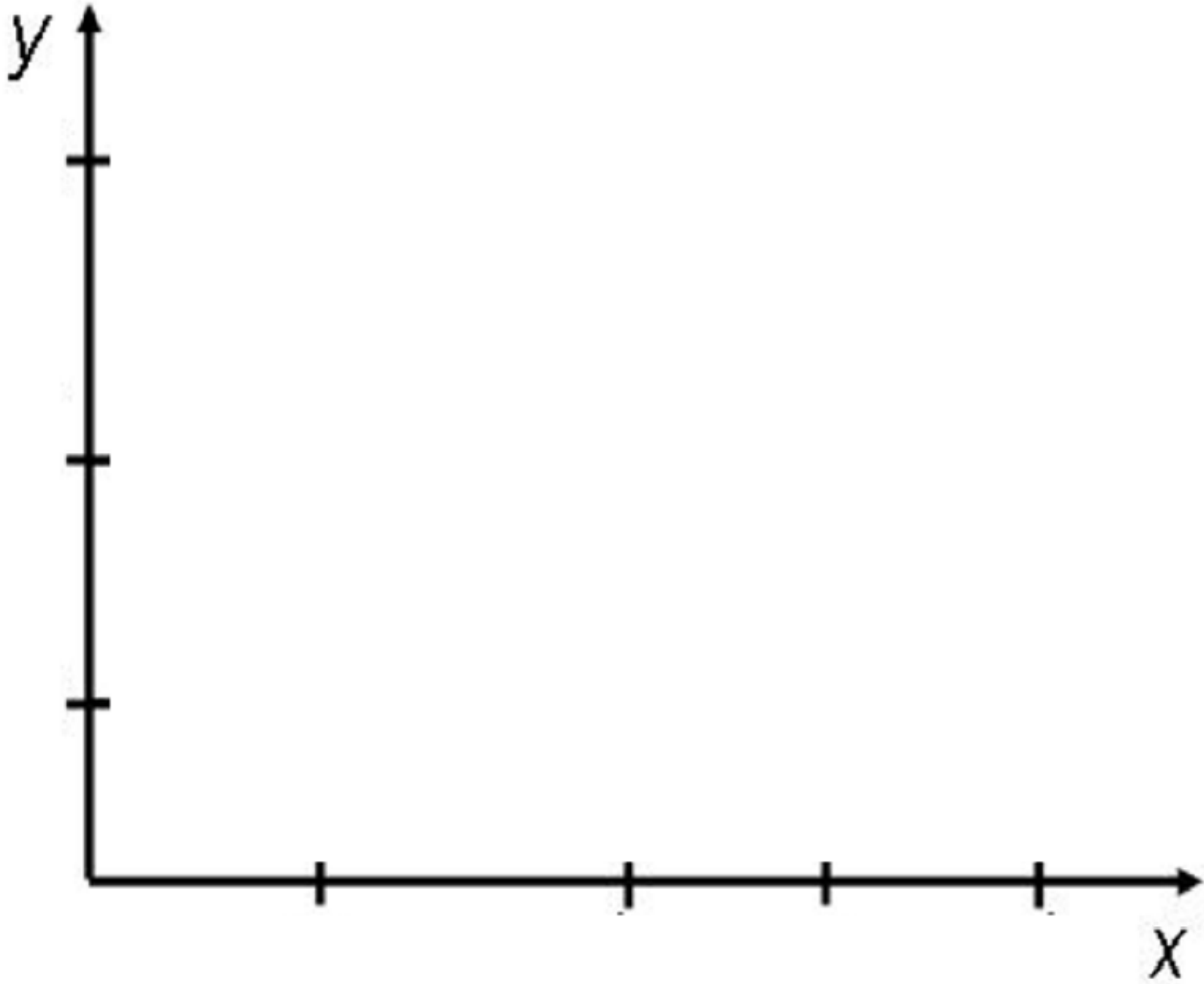
# Weak normal equivalence



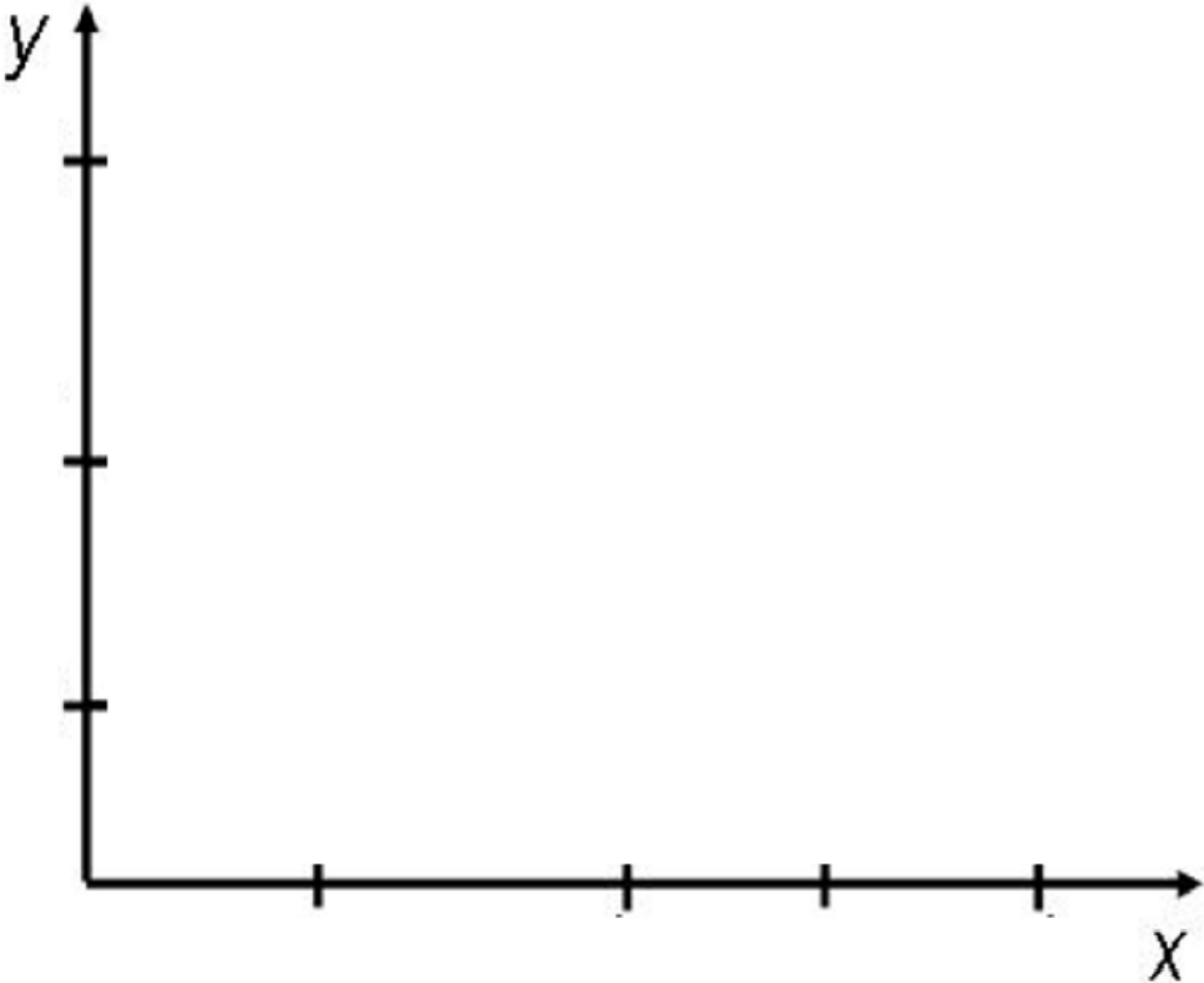
- (40, 40, F)
- (65, 60, D)
- (75, 60, ~~D~~)
- (85, 60, B)
- (95, 60, A)

# Strong normal equivalence

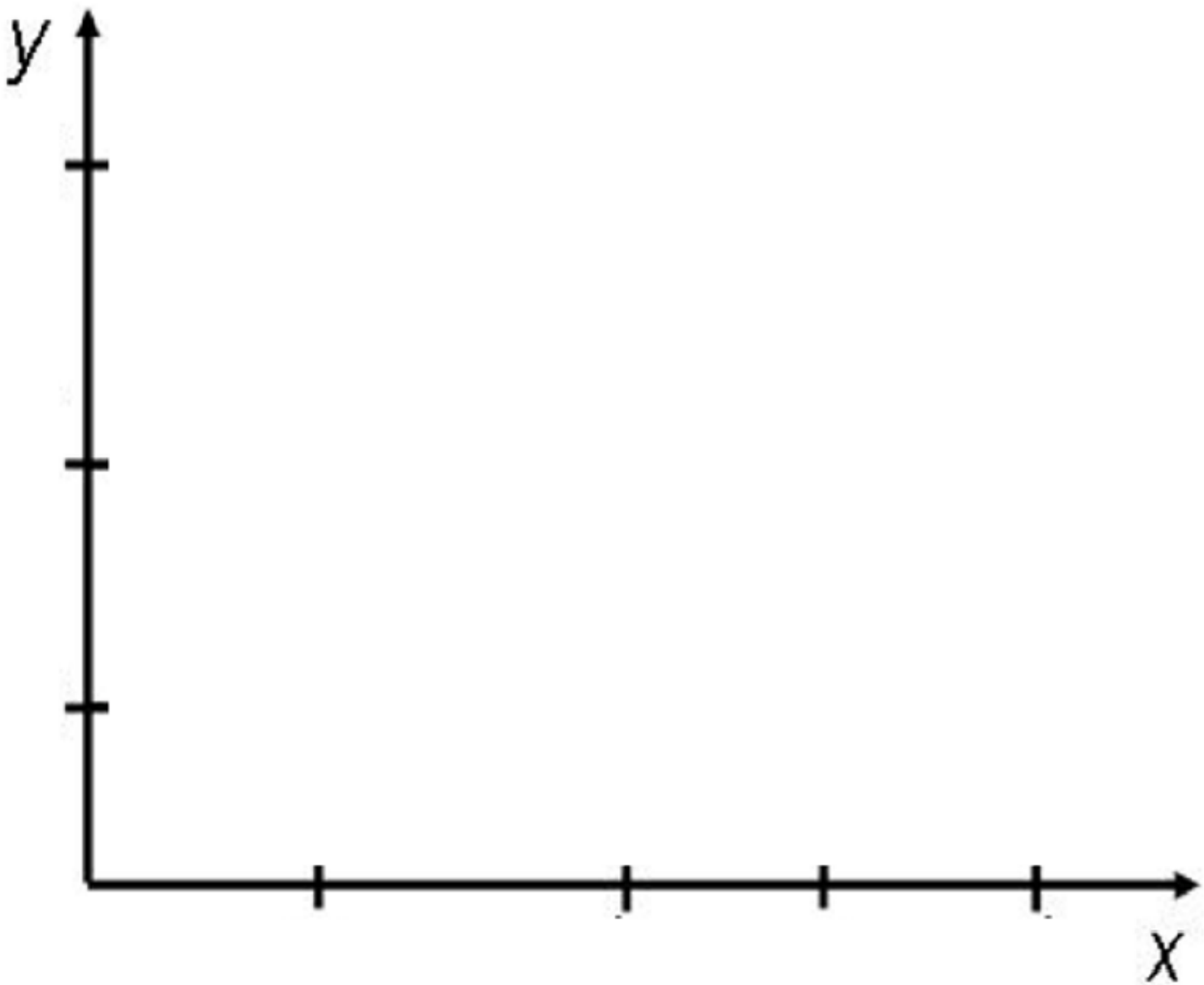
## class testing



# Weak robust equivalence class testing



# Strong robust equivalence class testing



# General test case counts

- Weak normal
  - $\text{Max}(N, M)$
- Strong Normal
  - $M * N$
- Weak Robust
  - $\text{Max}(N, M) + 4$
- Strong robust
  - $(M+2)*(N+2)$