

Introduction to Software Testing

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Solutions to Exercises

Instructor Version

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Tell me and I may forget. Show me and I may remember. Involve me and I will understand
– Chinese proverb

Introductory Note

As readers will undoubtedly note, as of November 18, 2015, a few problems still do not have complete solutions. Paul (pammann@gmu.edu) and Jeff (offutt@gmu.edu) welcome your help with new solutions and corrections to our errors. In fact, we hope this will be viewed as a community resource and welcome any kind of feedback.

We distinguish between “student solutions” and “instructor only” for the convenience of both. Students can work homeworks then check their own answers. Instructors can assign homeworks with some confidence that students will do their own work instead of looking up the answer in the manual.

Exercises, Section 1.1

1. What are some of the factors that would help a development organization move from Beizer's testing level 2 (testing is to show errors) to testing level 4 (a mental discipline that increases quality)?

Solution (Instructor only):

This question lends itself to open ended discussion. A few factors are:

- (a) *Good, technical people in testing.*
 - (b) *Amicable relationships between testers and developers.*
 - (c) *Management leadership.*
2. The following exercise is intended to encourage you to think of testing in a more rigorous way than you may be used to. The exercise also hints at the strong relationship between specification clarity, faults, and test cases.

- (a) Write a Java method with the signature

```
public static Vector union (Vector a, Vector b)
```

The method should return a Vector of objects that are in either of the two argument Vectors.

Solution (Instructor only):

We give a simple implementation. Note that this implementation probably does the wrong thing in some of the cases discussed below.

```
public static Vector union (Vector a, Vector b)
{
    Vector result = new Vector (a); // get all of a's elements
    Iterator itr = b.iterator();
    while (itr.hasNext())
    {
        Object obj = itr.next();
        if (!a.contains (obj))
        { // already have a's elements
            result.add (obj);
        }
    }
    return result;
}
```

- (b) Upon reflection, you may discover a variety of defects and ambiguities in the given assignment. In other words, ample opportunities for faults exist. Identify as many possible faults as you can. (*Note: `Vector` is a Java Collection class. If you are using another language, interpret `Vector` as a list.*)

Solution (Instructor only):

Many potential ambiguities exist. The method name suggest set union, but the argument types (i.e. `Vector`) suggest otherwise. What happens if an input `Vector` is `null`? What happens if an input `Vector` contains duplicates? What happens if an input `Vector` contains `null` entries? Are the inputs modified? Is the return value always a new set, or might it be either `a` or `b`? The choice of argument types and return types as `Vector` is suspect; best practice is to use the least specific type consistent with the specifier's goals. In particular, if `Vector` is replaced with `List`, this solves some, but not all of the problems above. Replacing `Vector` with `Set` is probably an even better idea, assuming the arguments are really intended to be sets.

- (c) Create a set of test cases that you think would have a reasonable chance of revealing the faults you identified above. Document a rationale for each test in your test set. If possible, characterize all of your rationales in some concise summary. Run your tests against your implementation.

Solution (Instructor only):

See the examples in the specification below for some sample test cases, as well as the corresponding rationale. You should have no difficulty creating additional tests. Note: Other choices for resolving ambiguities are certainly possible. For example, the specifier could decide to treat `null` inputs as if they were simply empty sets. Or, the specifier could prohibit `null` inputs with a precondition. This latter option is typically, but not always, avoided, on the principle that preconditions are an invitation to misbehavior by clients. See Meyer [241] for a contrasting view.

- (d) Rewrite the method signature to be precise enough to clarify the defects and ambiguities identified earlier. You might wish to illustrate your specification with examples drawn from your test cases.

Solution (Instructor only):

Again, we have lots of options here. We chose to change the argument and return types to reflect ordinary set union. This change alone handles many of the ambiguities. The use of examples in specifications, while not strictly formal, is extremely helpful in conveying design decisions from the specifier to the reader.

```
public static Set union (Set a, Set b)
// EFFECTS: if a or b is null throw NullPointerException
// else return a new Set that is the set union of a, b
// e.g.  union (null, {}) is NullPointerException
// e.g.  union ({1,2},{2,3}) is {1,2,3}
// e.g.  union ({1,2},{cat,hat}) is {1,2,cat,hat}
// e.g.  union ({null},{cat,hat}) is {null,cat,hat}
// e.g.  union (a,a) is Set t st that t!=a, but t.equals(a)
```

Introducing generics makes the solution safer. A straight-forward generified solution has the signature:

```
public static <E> Set<E> union (Set<E> a, Set<E> b)
```

A generified solution that properly respects the type hierarchy has the signature (See Joshua Bloch's Effective Java, Item 28, page 137):

```
public static <E> Set<E> union (Set<? extends E> a, Set<? extends E> b)
```

What is interesting about generic solutions is that they transform run time errors, usually in the form of `ClassCastException`, to compile time errors. This is a good thing! The `union` example isn't really restrictive with respect to types, so this fact isn't well illustrated here. However, readers might consider the generic version of `max()`, which does illustrate this property. For example, try to call the following `max()` method with a list mixing `Integer` and `String` elements. If you have properly used generics, it won't be possible to complete the compilation since a `String` can't be compared to an `Integer`.

```
public static <T extends Comparable<? super T>> T max (List<? extends T>
list)
```

Exercises, Section 1.2

1. For what do testers use automation? What are the limitations of automation?

Solution:

Automation can help in many areas, most often to relieve the tester from repetitive, mechanical tasks. Checking of testing criteria can be automated through instrumentation, which allows a higher level of testing to be performed. Automation will always run into undecidable problems, such as infeasible paths, test case generation, internal variables, etc. Automation cannot help validate output or make creative decisions.

2. How are faults and failures related to testing and debugging?

Solution:

Faults are problems in the code, failures are incorrect external events. Depending on which of Beizer's levels you are working in, testing is the process of trying to cause failures or to show that they occur at an acceptable rate. In contrast, debugging is a diagnostic process where, given a failure, an attempt is made to find the associated fault.

3. Below are four faulty programs. Each includes a test case that results in failure. Answer the following questions about each program.

```
public int findLast (int[] x, int y)
{
//Effects: If x==null throw NullPointerException
// else return the index of the last element
// in x that equals y.
// If no such element exists, return -1
for (int i=x.length-1; i > 0; i--)
{
if (x[i] == y)
{
return i;
}
}
return -1;
}
// test: x=[2, 3, 5]; y = 2
// Expected = 0
```

```
public static int lastZero (int[] x)
{
//Effects: if x==null throw NullPointerException
// else return the index of the LAST 0 in x.
// Return -1 if 0 does not occur in x

for (int i = 0; i < x.length; i++)
{
if (x[i] == 0)
{
return i;
}
}
return -1;
}
// test: x=[0, 1, 0]
// Expected = 2
```

```
public int countPositive (int[] x)
{
//Effects: If x==null throw NullPointerException
// else return the number of
// positive elements in x.
int count = 0;
for (int i=0; i < x.length; i++)
{
if (x[i] >= 0)
{
count++;
}
}
return count;
}
// test: x=[-4, 2, 0, 2]
// Expected = 2
```

```
public static int oddOrPos(int[] x)
{
//Effects: if x==null throw NullPointerException
// else return the number of elements in x that
// are either odd or positive (or both)
int count = 0;
for (int i = 0; i < x.length; i++)
{
if (x[i]%2 == 1 || x[i] > 0)
{
count++;
}
}
return count;
}
// test: x=[-3, -2, 0, 1, 4]
// Expected = 3
```

- Identify the fault.
- If possible, identify a test case that does **not** execute the fault.
- If possible, identify a test case that executes the fault, but does **not** result in an error state.
- If possible identify a test case that results in an error, but **not** a failure. Hint: Don't forget about the program counter.
- For the given test case, identify the first error state. Be sure to describe the complete state.
- Fix the fault and verify that the given test now produces the expected output.

findLast() Solution (Instructor only):

(a) *The for-loop should include the 0 index:*

```
for (int i=x.length-1; i >= 0; i--) {
```

(b) *A null value for x will result in a NullPointerException before the loop test is evaluated—hence no execution of the fault.*

<i>Input:</i>	<i>x = null; y = 3</i>
<i>Expected Output:</i>	<i>NullPointerException</i>
<i>Actual Output:</i>	<i>NullPointerException</i>

(c) *For any input where y appears in the second or later position, there is no error. Also, if x is empty, there is no error.*

<i>Input:</i>	<i>x = [2, 3, 5]; y = 3;</i>
<i>Expected Output:</i>	<i>1</i>
<i>Actual Output:</i>	<i>1</i>

(d) *For an input where y is not in x, the missing path (i.e. an incorrect PC on the final loop that is not taken) is an error, but there is no failure.*

<i>Input:</i>	<i>x = [2, 3, 5]; y = 7;</i>
<i>Expected Output:</i>	<i>-1</i>
<i>Actual Output:</i>	<i>-1</i>

(e) *Note that the key aspect of the error state is that the PC is outside the loop (following the false evaluation of the 0>0 test. In a correct program, the PC should be at the if-test, with index i==0.*

<i>Input:</i>	<i>x = [2, 3, 5]; y = 2;</i>
<i>Expected Output:</i>	<i>0</i>
<i>Actual Output:</i>	<i>-1</i>
<i>First Error State:</i>	<i>x = [2, 3, 5]</i> <i>y = 2;</i> <i>i = 0 (or undefined or 1, depending on the compiler);</i> <i>PC = just before return -1;;</i>

(f) *See (a)*

lastZero() Solution:

(a) *The for-loop should search high to low:*

```
for (int i=x.length-1; i >= 0; i--) {
```

(b) *All inputs execute the fault - even the null input.*

(c) *If the loop is not executed at all, there is no error. If the loop is executed only once, high-to-low and low-to-high evaluation are the same. Hence there is no error for length 0 or length 1 inputs.*

<i>Input:</i>	$x = [3]$
<i>Expected Output:</i>	-1
<i>Actual Output:</i>	-1

Correction 7-Mar-2010: In the case where the array has exactly one element, the last value for variable `i` is -1 in the correct code, but 1 in the original code. Since variable `i` has the wrong value the state clearly meets the definition of an error state. This is a fairly subtle point; the loop predicate evaluates correctly to `false`, and the variable `i` immediately goes out of scope. Thanks to Yasmine Badr who relayed this point from an anonymous student.

(d) *There is an error anytime the loop is executed more than once, since the values of index `i` ascend instead of descend.*

<i>Input:</i>	$x = [1, 0, 3]$
<i>Expected Output:</i>	1
<i>Actual Output:</i>	1

(e) *The first error state is when index `i` has the value 0 when it should have a value at the end of the array, namely `x.length-1`. Hence, the first error state is encountered immediately after the assignment to `i` in the for-statement if there is more than one value in `x`.*

<i>Input:</i>	$x = [0, 1, 0]$
<i>Expected Output:</i>	2
<i>Actual Output:</i>	0
<i>First Error State:</i>	
	$x = [0, 1, 0]$
	$i = 0$
	<i>PC = just after <code>i= 0;</code></i>

(f) *See (a)*

countPositive() Solution (Instructor only):

(a) *The test in the conditional should be:*

```
if (x[i] > 0) {
```

(b) *x must be either null or empty. All other inputs result in the fault being executed. We give the empty case here.*

<i>Input:</i>	$x = []$
<i>Expected Output:</i>	0
<i>Actual Output:</i>	0

(c) *Any nonempty x without a 0 entry works fine.*

<i>Input:</i>	$x = [1, 2, 3]$
<i>Expected Output:</i>	3
<i>Actual Output:</i>	3

(d) *For this particular program, every input that results in error also results in failure. The reason is that error states are not repairable by subsequent processing. If there is a 0 in x, all subsequent states (after processing the 0) will be error states no matter what else is in x.*

(e)	<i>Input:</i>	$x = [-4, 2, 0, 2]$
	<i>Expected Output:</i>	2
	<i>Actual Output:</i>	3
	<i>First Error State:</i>	
		$x = [-4, 2, 0, 2]$
		$i = 2;$
		$count = 1;$

PC = immediately before the count++ statement. (taking the branch to the count++ statement could be considered erroneous.)

(f) *See (a)*

oddOrPos() Solution:

(a) *The if-test needs to take account of negative values (positive odd numbers are taken care of by the second test):*

```
if (x[i]%2 == -1 || x[i] > 0)
```

(b) *x must be either null or empty. All other inputs result in the fault being executed. We give the empty case here.*

<i>Input:</i>	$x = []$
<i>Expected Output:</i>	0
<i>Actual Output:</i>	0

(c) *Any nonempty x with only non-negative elements works, because the first part of the compound if-test is not necessary unless the value is negative.*

<i>Input:</i>	$x = [1, 2, 3]$
<i>Expected Output:</i>	3
<i>Actual Output:</i>	3

(d) *For this particular program, every input that results in error also results in failure. The reason is that error states are not repairable by subsequent processing. If there is a negative value in x, all subsequent states (after processing the negative value) will be error states no matter what else is in x.*

(e) <i>Input:</i>	$x = [-3, -2, 0, 1, 4]$
<i>Expected Output:</i>	3
<i>Actual Output:</i>	2
<i>First Error State:</i>	
$x = [-3, -2, 0, 1, 4]$	
$i = 0;$	
$count = 0;$	
<i>PC = at end of if statement, instead of just before count++</i>	

(f) See (a)

Thanks to Jim Bowring for correcting this solution. Also thanks to Farida Sabry for pointing out that negative even integers are also possible in the solution to part (c).

Also, note that this solution depends on treating the PC as pointing to the entire predicate $x[i]\%2 == -1 \ || \ x[i] > 0$ rather than to the individual clauses in this predicate. If you choose to consider states where the PC is pointing to the individual clauses in the predicate, then you can indeed get an infection without a failure in part (d). The reason is that for an odd positive input the erroneous first clause, $x[i]\%== 1$, returns true. Hence the if short-circuit evaluation terminates, rather than evaluating the $x[i]>0$ clause, as the correct program would. Bottom line: It's tricky to analyzing errors where the the PC has the wrong value!

Exercises, Section 1.3

1. Suppose that coverage criterion C_1 subsumes coverage criterion C_2 . Further suppose that test set T_1 satisfies C_1 on program P and test set T_2 satisfies C_2 , also on P .

- (a) Does T_1 necessarily satisfy C_2 ? Explain.

Solution:

Yes. This follows directly from the definition of subsumption.

- (b) Does T_2 necessarily satisfy C_1 ? Explain.

Solution:

No. There is no reason to expect test requirements generated by C_1 to be satisfied by T_2 .

- (c) If P contains a fault, and T_2 reveals the fault, T_1 does **not** necessarily also reveal the fault. Explain.

Solution (Instructor only):

No. This is the hard question. Students often think that test sets for strong criteria are at least as good at finding faults as test sets for weaker criteria. But subsumption is about criteria, not about test sets. In particular, there is no requirement that test set T_2 be a subset of test set T_1 . So, it could happen that T_2 contains that one test that reveals the fault, and T_1 doesn't.

2. How else could we compare test criteria besides subsumption?

Solution (Instructor only):

This is an open-ended research question. It is common to compare test criteria in terms of fault detection. One approach is analytical; certain criteria are guaranteed to detect certain fault classes, and the fault classes can be compared. The DNF criteria in chapter 3 are an example of this approach.

Another approach is experimental. Faults are introduced into sample programs, and test criteria are applied, preferably in a statistically meaningful manner. Sometimes naturally occurring faults are used (if available), sometimes faults are randomly seeded, and the most common method for seeding faults is mutation analysis, the topic in chapter 5.

It is also possible to compare criteria in terms of the number of tests needed. The idea is that criteria that require more tests are possibly, but not necessarily, exercising the software more extensively. This is somewhat offset by the fact that larger test sets are more expensive to evaluate and maintain. This approach seems less useful than either subsumption or fault detection ability.

Exercises, Section 2.1

1. Give the sets N , N_0 , N_f , and E for the graph in Figure 2.2.

Solution:

$$N = \{n_0, n_1, n_2, n_3, n_4, n_5, n_6, n_7, n_8, n_9\}$$

$$N_0 = \{n_0, n_1, n_2\}$$

$$N_f = \{n_7, n_8, n_9\}$$

$$E = \{(n_0, n_3), (n_0, n_4), (n_1, n_4), (n_2, n_5), (n_2, n_6), (n_3, n_7), (n_4, n_7), (n_4, n_8), (n_5, n_1), (n_5, n_9), (n_6, n_9), (n_8, n_5), \}$$

Thanks to Aya Salah for correcting this solution.

2. Give a path that is not a test path in Figure 2.2.

Solution:

Obviously, there are many possibilities. $[n_4, n_8, n_5, n_9]$ is not a test path because it does not start in an initial node. $[n_1, n_4, n_8, n_5]$ is not a test path because it does not end in a final node.

3. List all test paths in 2.2.

Solution:

There are an unbounded number of these. In particular, any path that visits the loop $[n_1, n_4, n_8, n_5]$ can be extended indefinitely. We list some of the shorter test paths below. $[n_0, n_3, n_7]$, $[n_0, n_4, n_7]$, $[n_0, n_4, n_8]$, $[n_0, n_4, n_8, n_5, n_1, n_4, n_8]$, $[n_0, n_4, n_8, n_5, n_9]$, $[n_1, n_4, n_8]$, $[n_1, n_4, n_8, n_5, n_1, n_4, n_8]$, $[n_1, n_4, n_8, n_5, n_9]$, $[n_2, n_5, n_9]$, $[n_2, n_5, n_1, n_4, n_8]$, $[n_2, n_5, n_1, n_4, n_8, n_5, n_1, n_4, n_8]$, $[n_2, n_6, n_9]$.

4. In Figure 2.5, find test case inputs such that the corresponding test path visits edge (n_1, n_3) .

Solution:

As noted in the figure, input $(a = 0, b = 1)$ works.

Exercises, Section 2.2.1

1. Redefine *Edge Coverage* in the standard way (see the discussion for *Node Coverage*).

Solution (Instructor only):

Definition 0.1 Edge Coverage—Standard Definition: Test set T satisfies Edge Coverage on graph G if and only if for every edge e in E , there is some path p in $path(T)$ such that p visits e .

2. Redefine *Complete Path Coverage* in the standard way (see the discussion for *Node Coverage*).

Solution (Instructor only):

Definition 0.2 Path Coverage: Test set T satisfies Path Coverage on graph G if and only if $path(T)$ tours every possible test path in G . Note that if G has a cycle, T cannot be finite.

3. Subsumption has a significant weakness. Suppose criterion C_{strong} subsumes criterion C_{weak} and that test set T_{strong} satisfies C_{strong} and test set T_{weak} satisfies C_{weak} . It is not necessarily the case that T_{weak} is a subset of T_{strong} . It is also not necessarily the case that T_{strong} reveals a fault if T_{weak} reveals a fault. Explain these facts.

Solution (Instructor only):

The problem is that subsumption of C_{weak} by C_{strong} doesn't imply a subset relationship between T_{weak} and T_{strong} . In general, there are many tests to choose from in satisfying a given test requirement. Given some test requirement common for both C_{weak} and C_{strong} , it is certainly possible to choose one test for T_{weak} and a different one for T_{strong} . In particular, a fault revealing test may be chosen when selecting T_{weak} , but not chosen when selecting T_{strong} .

4. Answer questions a-d for the graph defined by the following sets:

- $N = \{1, 2, 3, 4\}$
- $N_0 = \{1\}$
- $N_f = \{4\}$
- $E = \{(1, 2), (2, 3), (3, 2), (2, 4)\}$

- (a) Draw the graph.

Solution:

See the graph tool at <http://www.cs.gmu.edu/~offutt/softwaretest/>

- (b) List test paths that achieve Node Coverage, but not Edge Coverage.

Solution:

For this program, this is not possible. All test paths must begin at node 1, visit node 2, and, eventually, end at node 4. Any test path that visits node 3 also visits both edge (2, 3) and edge (3, 2).

- (c) List test paths that achieve Edge Coverage, but not Edge Pair Coverage.

Solution:

$$T = \{[1, 2, 3, 2, 4]\}$$

Note that the edge pair $[3, 2, 3]$ is not toured by the single test path given.

- (d) List test paths that achieve Edge Pair Coverage.

Solution:

$$T = \{[1, 2, 4], [1, 2, 3, 2, 3, 2, 4]\}$$

Thanks to Justin Donnelly for correcting this solution.

5. Answer questions a-g for the graph defined by the following sets:

- $N = \{1, 2, 3, 4, 5, 6, 7\}$
- $N_0 = \{1\}$
- $N_f = \{7\}$
- $E = \{(1, 2), (1, 7), (2, 3), (2, 4), (3, 2), (4, 5), (4, 6), (5, 6), (6, 1)\}$

Also consider the following (candidate) test paths:

- $t_0 = [1, 2, 4, 5, 6, 1, 7]$
- $t_1 = [1, 2, 3, 2, 4, 6, 1, 7]$

- (a) Draw the graph.

Solution:

See the graph tool at <http://www.cs.gmu.edu/~offutt/softwaretest/>

- (b) List the test requirements for Edge-Pair Coverage. (Hint: You should get 12 requirements of length 2).

Solution (Instructor only):

The edge pairs are: $\{ [1, 2, 3], [1, 2, 4], [2, 3, 2], [2, 4, 5], [2, 4, 6], [3, 2, 3], [3, 2, 4], [4, 5, 6], [4, 6, 1], [5, 6, 1], [6, 1, 2], [6, 1, 7] \}$

- (c) Does the given set of test paths satisfy Edge-Pair Coverage? If not, identify what is missing.

Solution (Instructor only):

No. Neither t_0 nor t_1 tours the following edge-pairs: $\{[3, 2, 3], [6, 1, 2]\}$

- (d) Consider the simple path $[3, 2, 4, 5, 6]$ and test path $[1, 2, 3, 2, 4, 6, 1, 2, 4, 5, 6, 1, 7]$. Does the test path tour the simple path directly? With a sidetrip? If so, identify the sidetrip.

Solution (Instructor only):

Not directly. Yes, with sidetrip $[4, 6, 1, 2, 4]$. (It is also Ok to describe the sidetrip as $[6, 1, 2, 4]$, $[4, 6, 1, 2]$, or $[6, 1, 2]$.)

- (e) List the test requirements for Node Coverage, Edge Coverage, and Prime Path Coverage on the graph.

Solution (Instructor only):

$$NC: \{1, 2, 3, 4, 5, 6, 7\}$$

$$EC: \{(1, 2), (1, 7), (2, 3), (2, 4), (3, 2), (4, 5), (4, 6), (6, 1), (5, 6)\}$$

$$PPC: \{[1, 2, 4, 5, 6, 1], [1, 2, 4, 6, 1], [2, 4, 6, 1, 2], [2, 4, 5, 6, 1, 2],$$

[3, 2, 4, 6, 1, 7], [3, 2, 4, 5, 6, 1, 7], [4, 6, 1, 2, 4], [4, 5, 6, 1, 2, 4],
 [4, 6, 1, 2, 3], [4, 5, 6, 1, 2, 3], [5, 6, 1, 2, 4, 5], [6, 1, 2, 4, 6], [6, 1, 2, 4, 5, 6],
 [3, 2, 3], [2, 3, 2]}

- (f) List test paths that achieve Node Coverage but not Edge Coverage on the graph.

Solution (Instructor only):

[1, 2, 3, 2, 4, 5, 6, 1, 7] (*does not cover edge (4, 6)*)

- (g) List test paths that achieve Edge Coverage but not Prime Path Coverage on the graph.

Solution (Instructor only):

[1, 2, 3, 2, 4, 5, 6, 1, 7], [1, 2, 4, 6, 1, 7]

6. Answer questions a-c for the graph in Figure 2.2.

- (a) Enumerate the test requirements for Node Coverage, Edge Coverage, and Prime Path Coverage on the graph.

Solution:

$$TR_{NC} = \{n_0, n_1, n_2, n_3, n_4, n_5, n_6, n_7, n_8, n_9\}$$

$$TR_{EC} = \{(n_0, n_3), (n_0, n_4), (n_1, n_4), (n_2, n_5), (n_2, n_6), (n_3, n_7), (n_4, n_7), (n_4, n_8), (n_5, n_1), (n_5, n_9), (n_6, n_9), (n_8, n_5)\}$$

$$TR_{PPC} = \{[n_0, n_3, n_7], [n_0, n_4, n_7], [n_0, n_4, n_8, n_5, n_1], [n_0, n_4, n_8, n_5, n_9], [n_1, n_4, n_8, n_5, n_1], [n_1, n_4, n_8, n_5, n_9], [n_2, n_5, n_1, n_4, n_7], [n_2, n_5, n_1, n_4, n_8], [n_2, n_5, n_9], [n_2, n_6, n_9], [n_4, n_8, n_5, n_1, n_4], [n_5, n_1, n_4, n_8, n_5], [n_8, n_5, n_1, n_4, n_7], [n_8, n_5, n_1, n_4, n_8]\}$$

- (b) List test paths that achieve Node Coverage but not Edge Coverage on the graph.

Solution (Instructor only):

$T_{NC} = \{[n_0, n_3, n_7], [n_1, n_4, n_8, n_5, n_9], [n_2, n_6, n_9]\}$ *Note that although T_{NC} visits all nodes, T_{NC} does not tour edges (n_0, n_4) , (n_4, n_7) , (n_5, n_1) , or (n_2, n_5) .*

- (c) List test paths that achieve Edge Coverage but not Prime Path Coverage on the graph.

Solution (Instructor only):

Taking T_{NC} from the previous exercise, we simply add test paths to cover the missing edges.

$T_{EC} = T_{NC} \cup \{[n_0, n_4, n_7], [n_2, n_5, n_1, n_4, n_7], \}$ *Note that although T_{EC} tours all edges, T_{EC} does not tour prime paths $[n_0, n_4, n_8, n_5, n_1]$, $[n_1, n_4, n_8, n_5, n_1]$, $[n_2, n_5, n_1, n_4, n_8]$, $[n_2, n_5, n_9]$, $[n_4, n_8, n_5, n_1, n_4]$, $[n_5, n_1, n_4, n_8, n_5]$, $[n_8, n_5, n_1, n_4, n_7]$, or $[n_8, n_5, n_1, n_4, n_8]$.*

7. Answer questions a-d for the graph defined by the following sets:

- $N = \{0, 1, 2\}$
- $N_0 = \{0\}$
- $N_f = \{2\}$
- $E = \{(0, 1), (0, 2), (1, 0), (1, 2), (2, 0)\}$

Also consider the following (candidate) paths:

- $p_0 = [0, 1, 2, 0]$
- $p_1 = [0, 2, 0, 1, 2]$
- $p_2 = [0, 1, 2, 0, 1, 0, 2]$
- $p_3 = [1, 2, 0, 2]$
- $p_4 = [0, 1, 2, 1, 2]$

- (a) Which of the listed paths are test paths? Explain the problem with any path that is not a test path.

Solution:

Answer: Only p_1 and p_2 are test paths. p_0 fails to terminate at a final node. p_3 fails to start at an initial node. p_4 includes an edge that does not exist in the graph.

- (b) List the eight test requirements for Edge-Pair Coverage (only the length two subpaths).

Solution:

Answer: The edge pairs are:

$\{ [n_0, n_1, n_0], [n_0, n_1, n_2], [n_0, n_2, n_0], [n_1, n_0, n_1], [n_1, n_0, n_2], [n_1, n_2, n_0], [n_2, n_0, n_1], [n_2, n_0, n_2] \}$

- (c) Does the set of **test** paths (part a) above satisfy Edge-Pair Coverage? If not, identify what is missing.

Solution:

Answer: No. Neither p_1 nor p_2 tours either of the following edge-pairs:

$\{ [n_1, n_0, n_1], [n_2, n_0, n_2] \}$

As discussed in (a), the remaining candidate paths are not test paths.

- (d) Consider the prime path $[n_2, n_0, n_2]$ and path p_2 . Does p_2 tour the prime path directly? With a sidetrip?

Solution:

Answer: No, p_2 does not directly tour the prime path. However, p_2 does tour the prime path with the sidetrip $[n_0, n_1, n_0]$.

8. Design and implement a program that will compute all prime paths in a graph, then derive test paths to tour the prime paths. Although the user interface can be arbitrarily complicated, the simplest version will be to accept a graph as input by reading a list of nodes, initial nodes, final nodes, and edges.

Solution (Instructor only):

See the graph tool at <http://www.cs.gmu.edu/~offutt/softwaretest/> Contact the authors if you are interested in source and documentation for this tool.

Exercises, Section 2.2.3

1. Below are four graphs, each of which is defined by the sets of nodes, initial nodes, final nodes, edges, and defs and uses. Each graph also contains a collection of test paths. Answer the following questions about each graph.

<p>Graph I. $N = \{0, 1, 2, 3, 4, 5, 6, 7\}$ $N_0 = \{0\}$ $N_f = \{7\}$ $E = \{(0, 1), (1, 2), (1, 7), (2, 3), (2, 4), (3, 2), (4, 5), (4, 6), (5, 6), (6, 1)\}$ $def(0) = def(3) = use(5) = use(7) = \{x\}$ Test Paths: $t1 = [0, 1, 7]$ $t2 = [0, 1, 2, 4, 6, 1, 7]$ $t3 = [0, 1, 2, 4, 5, 6, 1, 7]$ $t4 = [0, 1, 2, 3, 2, 4, 6, 1, 7]$ $t5 = [0, 1, 2, 3, 2, 3, 2, 4, 5, 6, 1, 7]$ $t6 = [0, 1, 2, 3, 2, 4, 6, 1, 2, 4, 5, 6, 1, 7]$</p>	<p>Graph II. $N = \{1, 2, 3, 4, 5, 6\}$ $N_0 = \{1\}$ $N_f = \{6\}$ $E = \{(1, 2), (2, 3), (2, 6), (3, 4), (3, 5), (4, 5), (5, 2)\}$ $def(1) = def(3) = use(3) = use(6) = \{x\}$ // Assume the use of x in 3 precedes the def Test Paths: $t1 = [1, 2, 6]$ $t2 = [1, 2, 3, 4, 5, 2, 3, 5, 2, 6]$ $t3 = [1, 2, 3, 5, 2, 3, 4, 5, 2, 6]$ $t4 = [1, 2, 3, 5, 2, 6]$</p>
<p>Graph III. $N = \{1, 2, 3, 4, 5, 6\}$ $N_0 = \{1\}$ $N_f = \{6\}$ $E = \{(1, 2), (2, 3), (3, 4), (3, 5), (4, 5), (5, 2), (2, 6)\}$ $def(1) = def(4) = use(3) = use(5) = use(6) = \{x\}$ Test Paths: $t1 = [1, 2, 3, 5, 2, 6]$ $t2 = [1, 2, 3, 4, 5, 2, 6]$</p>	<p>Graph IV. $N = \{1, 2, 3, 4, 5, 6\}$ $N_0 = \{1\}$ $N_f = \{6\}$ $E = \{(1, 2), (2, 3), (2, 6), (3, 4), (3, 5), (4, 5), (5, 2)\}$ $def(1) = def(5) = use(5) = use(6) = \{x\}$ // Assume the use of x in 5 precedes the def Test Paths: $t1 = [1, 2, 6]$ $t2 = [1, 2, 3, 4, 5, 2, 3, 5, 2, 6]$ $t3 = [1, 2, 3, 5, 2, 3, 4, 5, 2, 6]$</p>

- Draw the graph.
- List all of the du-paths with respect to x . (Note: Include all du-paths, even those that are subpaths of some other du-path).
- For each test path, determine which du-paths that test path tours. For this part of the exercise, you should consider both direct touring and sidetrips. Hint: A table is a convenient format for describing this relationship.
- List a minimal test set that satisfies *all defs* coverage with respect to x . (Direct tours only.) Use the given test paths.
- List a minimal test set that satisfies *all uses* coverage with respect to x . (Direct tours only.) Use the given test paths.
- List a minimal test set that satisfies *all du-paths* coverage with respect to x . (Direct tours only.) Use the given test paths.

Solution:

Solution for Graph I:

- (a) See the graph tool at <http://www.cs.gmu.edu/~offutt/softwaretest/>
 (b) x has 5 du-paths, as enumerated below:

i	$[0, 1, 7]$
ii	$[0, 1, 2, 4, 5]$
iii	$[3, 2, 4, 5]$
iv	$[3, 2, 4, 6, 1, 7]$
v	$[3, 2, 4, 5, 6, 1, 7]$

- (c) The numbers in the table below correspond to the du-paths in the previous table. The table indicates whether each test path tours each du-path with or without a sidetrip.

	<i>direct</i>	<i>w/ sidetrip</i>
t_1	i	
t_2		i
t_3	ii	i
t_4	iv	i
t_5	iii, v	i, ii
t_6		i, ii, iii, iv, v

- (d) This question has multiple possible answers. Either t_1 or t_3 can be used to directly tour a path that satisfies all-defs for the def at node 0, and either t_4 or t_5 can be used to directly tour a path that satisfies all-defs for the def at node 3.

Possible answers: $\{t_1, t_4\}$ or $\{t_1, t_5\}$ or $\{t_3, t_4\}$ or $\{t_3, t_5\}$

- (e) This question only has one possible answer: $\{t_1, t_3, t_5\}$
 (f) This question only has one possible answer: $\{t_1, t_3, t_4, t_5\}$

Thanks to Matt Rutherford and Ignacio Martín for correcting this solution.

Solution (Instructor only):

Solution for Graph II:

(a) See the graph tool at <http://www.cs.gmu.edu/~offutt/softwaretest/>

(b) x has 6 du-paths, as enumerated below:

i	[1, 2, 3]
ii	[1, 2, 6]
iii	[3, 4, 5, 2, 3]
iv	[3, 4, 5, 2, 6]
v	[3, 5, 2, 3]
vi	[3, 5, 2, 6]

(c) The numbers in the table below correspond to the du-paths in the previous table. The table indicates whether each test path tours each du-path with or without a sidetrip.

	<i>direct</i>	<i>w/ sidetrip</i>
t_1	ii	
t_2	i, iii, vi	
t_3	i, iv, v	
t_4	i, vi	

Note that, for example, although t_2 does not tour path (v) with a sidetrip, it does tour path (v) with a detour.

- (d) This question has multiple possible answers. All test paths use the def in 1, and test paths $\{t_2\}$, $\{t_3\}$, $\{t_4\}$ each use the def in 3. Possible answers: $\{t_2\}$, $\{t_3\}$, or $\{t_4\}$.
- (e) This question only has two possible answers. $\{t_1\}$ is required for the def in 1 to reach the use in 6. Either t_2 or t_3 is required for the def in 3 to reach the use in 3. Possible answers: $\{t_1, t_2\}$ or $\{t_1, t_3\}$.
- (f) This question has one possible answer: $\{t_1, t_2, t_3\}$. t_1 is required for path (ii). t_2 is required for path (iii). t_3 is required for path (iv). Since t_1 , t_2 , and t_3 together tour all six du-paths, t_4 is not needed.

Solution:

Solution for Graph III: Note that this exercise is the same as Graph II, except that the def/use sets are slightly different.

- (a) See the graph tool at <http://www.cs.gmu.edu/~offutt/softwaretest/>
 (b) x has 6 du-paths, as enumerated below:

i	$[1, 2, 3]$
ii	$[1, 2, 3, 5]$
iii	$[1, 2, 6]$
iv	$[4, 5]$
v	$[4, 5, 2, 3]$
vi	$[4, 5, 2, 6]$

- (c) The numbers in the table below correspond to the du-paths in the previous table. The table indicates whether each test path tours each du-path with or without a sidetrip.

	<i>direct</i>	<i>w/ sidetrip</i>
t_1	i, ii	iii
t_2	i, iv, vi	

Note that neither t_1 nor t_2 tours du-path (v), either directly or with a sidetrip. Also note that neither t_1 nor t_2 tours du-path (iii), except with a sidetrip.

- (d) This question has one possible answer: $\{t_2\}$.
 (e) For all-uses, all six du-paths must be toured. Since the given test set does not have a test path that directly tours either of du-paths (iii) or (v), this question is unsatisfiable. To directly tour the given du – paths, we would two additional test paths. An example all-uses adequate test set (direct touring) is: $\{t_1, t_2, [1, 2, 6], [1, 2, 3, 4, 5, 2, 3, 5, 2, 6]\}$.
 (f) For this exercise, all-du-paths coverage is the same as all-uses coverage. The reason is that there is only one du-path for each du-pair.

Thanks to Rama Kesavan for pointing out the error in this solution. (February 2011).

Solution (Instructor only):

Solution for Graph IV: Note that this exercise is the same as Graph II, except that the def/use sets are slightly different.

(a) See the graph tool at <http://www.cs.gmu.edu/~offutt/softwaretest/>

(b) x has 6 du-paths, as enumerated below:

<i>i</i>	[1, 2, 3, 4, 5]
<i>ii</i>	[1, 2, 3, 5]
<i>iii</i>	[1, 2, 6]
<i>iv</i>	[5, 2, 3, 4, 5]
<i>v</i>	[5, 2, 3, 5]
<i>vi</i>	[5, 2, 6]

(c) The numbers in the table below correspond to the du-paths in the previous table. The table indicates whether each test path tours each du-path with or without a sidetrip.

	<i>direct</i>	<i>w/ sidetrip</i>
t_1	<i>iii</i>	
t_2	<i>i, v, vi</i>	
t_3	<i>ii, iv, vi</i>	

Note that, for example, although t_2 does not tour path (*ii*) with a sidetrip, it does tour path (*ii*) with a detour.

(d) This question has two possible answers: $\{t_2\}$ or $\{t_3\}$.

(e) This question two possible answers: $\{t_1, t_2\}$ or $\{t_1, t_3\}$.

(f) This question has one possible answer: $\{t_1, t_2, t_3\}$.

Exercises, Section 2.3

1. Use the following program fragment for questions a-e below.

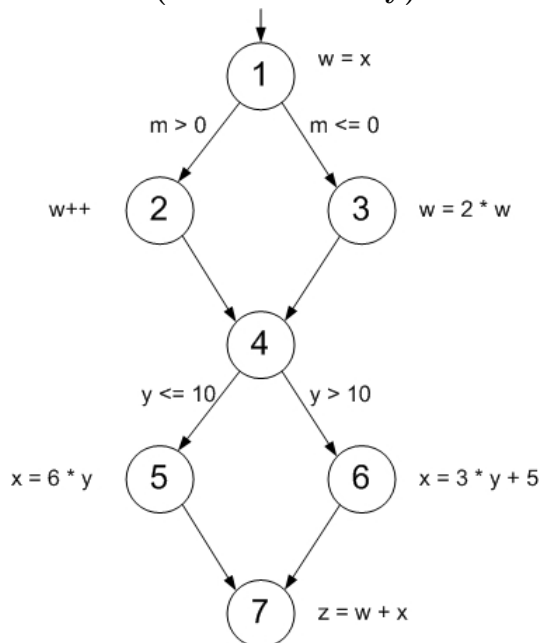
```

w = x;           // node 1
if (m > 0)
{
  w++;           // node 2
}
else
{
  w=2*w;        // node 3
}
// node 4 (no executable statement)
if (y <= 10)
{
  x = 5*y;      // node 5
}
else
{
  x = 3*y+5;    // node 6
}
z = w + x;      // node 7

```

- (a) Draw a control flow graph for this program fragment. Use the node numbers given above.

Solution (Instructor only):



- (b) Which nodes have defs for variable w ?

Solution (Instructor only):

Nodes 1, 2, 3 have defs of w .

- (c) Which nodes have uses for variable w ?

Solution (Instructor only):

Nodes 2, 3, 7 have uses of w .

- (d) Are there any du-paths with respect to variable w from node 1 to node 7? If not, explain why not. If any exist, show one.

Solution (Instructor only):

There are no def-clear paths wrt w from 1 to 7. The defs on nodes 2 and 3 “block” the def in node 1.

- (e) Enumerate all of the du-paths for variables w and x .

Solution (Instructor only):

<i>i</i>	<i>[1, 2]</i>	w
<i>ii</i>	<i>[1, 3]</i>	w
<i>iii</i>	<i>[2, 4, 5, 7]</i>	w
<i>iv</i>	<i>[2, 4, 6, 7]</i>	w
<i>v</i>	<i>[3, 4, 5, 7]</i>	w
<i>vi</i>	<i>[3, 4, 6, 7]</i>	w
<i>vii</i>	<i>[5, 7]</i>	x
<i>viii</i>	<i>[6, 7]</i>	x

2. Select a commercial coverage tool of your choice. Note that some have free trial evaluations. Choose a tool, download it, and run it on some software. You can use one of the examples from this text, software from your work environment, or software available over the Web. Write up a short summary report of your experience with the tool. Be sure to include any problems installing or using the tool. The main grading criterion is that you actually collect some coverage data for a reasonable set of tests on some program.

Solution:

This question doesn't really have a textbook solution. The problem with links to specific tools is that the set of available tools is quite dynamic, and hence links go out of date with alarming regularity. Googling `java coverage` will bring back a large number of mostly current links, typically including links that catalog and summarize available tools. This is an excellent exercise for making the coverage theory in the text “real”.

3. Consider the pattern matching example in Figure 2.21. Instrument the code so as to be able to produce the execution paths reported in the text for this example. That is, on a given test execution, your instrumentation program should compute and print the corresponding test path. Run the instrumented program on the test cases listed at the end of Section 2.3.

Solution:

Access `TestPatInstrument.java` at <http://www.cs.gmu.edu/~offutt/softwaretest/>.

4. Consider the pattern matching example in Figure 2.21. In particular, consider the final table of tests in Section 2.3. Consider the variable *iSub*. Number the (unique) test cases, starting at 1, from the top of the *iSub* part of the table. For example, $(ab, c, -1)$, which appears twice in the *iSub* portion of the table, should be labeled test t_4 .

Solution:

Test Number	Test
t_1	$(ab, ab, 0)$
t_2	$(ab, a, 0)$
t_3	$(ab, ac, -1)$
t_4	$(ab, c, -1)$
t_5	$(a, bc, -1)$
t_6	$(abc, bc, 1)$
t_7	$(ab, b, 1)$
t_8	$(abc, ba, -1)$
t_4	$(ab, c, -1)$
t_2	$(ab, a, 0)$

- (a) Give a minimal test set that satisfies *all defs* coverage. Use the test cases given.

Solution (Instructor only):

The following table really helps with the next three questions. Since all *du*-paths can be toured directly, we ignore sidetrips. Direct touring is indicated by the symbol ‘+’.

<i>du</i> -path	t_1	t_2	t_3	t_4	t_5	t_6	t_7	t_8
$[2, 3, 4, 5, 6, 7, 9]$	+							
$[2, 3, 4, 5, 6, 10]$		+						
$[2, 3, 4, 5, 6, 7, 8, 10]$			+					
$[2, 3, 4, 10]$				+		+	+	+
$[2, 3, 11]$					+			
$[10, 3, 4, 5, 6, 7, 9]$						+		
$[10, 3, 4, 5, 6, 10]$							+	
$[10, 3, 4, 5, 6, 7, 8, 10]$								+
$[10, 3, 4, 10]$				+				
$[10, 3, 11]$	+	+	+	+		+	+	+

For all *defs* coverage, we need to tour one of the *du*-paths starting with 2, and one of the *du*-paths starting with 10. There are 7 possible minimal sets. Specifically, each test, considered by itself, with the exception of t_5 , satisfied *add defs*.

- (b) Give a minimal test set that satisfies *all uses* coverage.

Solution (Instructor only):

We again use the table from the prior exercise. To tour the def-use association from 2 to 9 we must use t_1 . Similarly the 2 to 11 association requires t_5 , and the 10 to 9 association requires t_6 . These tests also happen to tour the 2 to 10 and 10 to 11 associations. The only association missing is the 10 to 10 association, which is toured by t_4 , t_7 , and t_8 . Hence there are 3 minimal all-uses sets: $\{t_1, t_4, t_5, t_6\}$, $\{t_1, t_5, t_6, t_7\}$, and $\{t_1, t_5, t_6, t_8\}$.

- (c) Give a minimal test set that satisfies all du-paths coverage.

Solution (Instructor only):

We again use the prior table and start with tests that uniquely tour a given du-path; the result is every test: $\{t_1, t_2, t_3, t_4, t_5, t_6, t_7, t_8\}$

5. Again consider the pattern matching example in Figure 2.21. Instrument the code so as to produce the execution paths reported in the text for this example. That is, on a given test execution, your tool should compute and print the corresponding test path. Run the following three test cases and answer questions a-g below:

- *subject* = “brown owl” *pattern* = “wl” *expected output* = 7
- *subject* = “brown fox” *pattern* = “dog” *expected output* = -1
- *subject* = “fox” *pattern* = “brown” *expected output* = -1

- (a) Find the actual path followed by each test case.

Solution:

t_1 : `java TestPatInstrument "brown owl" wl`

Pattern string begins at the character 7

Path is [1, 2, 3, 4, 10, 3, 4, 10, 3, 4, 10, 3, 4, 5, 6, 7, 8, 10, 3, 4, 10, 3, 4, 10, 3, 4, 10, 3, 4, 5, 6, 7, 9, 6, 10, 3, 11]

t_2 : `java TestPatInstrument "brown fox" dog`

Pattern string is not a substring of the subject string

Path is [1, 2, 3, 4, 10, 3, 4, 10, 3, 4, 10, 3, 4, 10, 3, 4, 10, 3, 4, 10, 3, 4, 10, 3, 11]

t_3 : `java TestPatInstrument fox brown`

Pattern string is not a substring of the subject string

Path is [1, 2, 3, 11]

- (b) For each path, give the du-paths that the path tours in the table at the end of Section 2.3. To reduce the scope of this exercise, consider only the following du-paths: *du* (10, *iSub*), *du* (2, *isPat*), *du* (5, *isPat*), and *du* (8, *isPat*).

Solution:

In the following table, we give information about both direct tours and tours with sidetrips. Specifically, ‘+’ means ‘tours directly’, ‘-’ means ‘does not tour’, ‘+!’

means ‘tours with def-clear sidetrip’, and ‘-!’ means ‘tours, but sidetrip has def’. Also, we only consider du-paths from Table 2.5. That is, we ignore the du-paths that are prefixes of other du-paths; see Table 2.3 for details. Note that except for the infeasible du-path [5, 6, 10, 3, 4], all du-paths can be toured directly by some test case; hence when we apply Best Effort touring later in this exercise, we demand a direct tour.

Source	du-path	t_1	t_2	t_3
$du(10, isSub)$	[10, 3, 4, 5, 6, 7, 9]	+	-	-
	[10, 3, 4, 5, 6, 10]	+!	-	-
	[10, 3, 4, 5, 6, 7, 8, 10]	+	-	-
	[10, 3, 4, 10]	+	+	-
	[10, 3, 11]	+	+	-
$du(2, isPat)$	[2, 3, 4]	+	+	-
	[2, 3, 11]	-!	+!	+
$du(5, isPat)$	[5, 6, 10, 3, 4]	-	-	-
	[5, 6, 10, 3, 11]	+!	-	-
$du(8, isPat)$	[8, 10, 3, 4]	+	-	-
	[8, 10, 3, 11]	-!	-	-

- (c) Explain why the du-path [5, 6, 10, 3, 4] cannot be toured by any test path.

Solution:

Since the value of `isPat` is set to `true` in node 5 and not reset on the path [6, 10, 3], the next node must be 11, not 4. Hence the du path [5, 6, 10, 3, 4] is infeasible.

- (d) Select tests from the table at the end of Section 2.3 to complete coverage of the (feasible) du-paths that are uncovered in question a.

Solution:

The given tests do not directly tour the following 3 (feasible) du-paths: [10, 3, 4, 5, 6, 10], [5, 6, 10, 3, 11], and [8, 10, 3, 11]. According to Table 2.5, tests (ab,b), (ab,a), and (ab,ac) respectively tour these du-paths directly. Note that Best Effort touring requires a direct tour of each feasible du-path.

- (e) From the tests above, find a minimal set of tests that achieves All-Defs Coverage with respect to the variable `isPat`.

Solution:

To start, it’s helpful to extend the table given in part (b) to include the 3 additional tests. Since direct tours are possible, we leave out the sidetrip information in this version of the table.

Source	du-path	t_1	t_2	t_3	(ab, b)	(ab, a)	(ab, ac)
$du(10, iSub)$	$[10, 3, 4, 5, 6, 7, 9]$	+					
	$[10, 3, 4, 5, 6, 10]$				+		
	$[10, 3, 4, 5, 6, 7, 8, 10]$	+					
	$[10, 3, 4, 10]$	+	+				
	$[10, 3, 11]$	+	+		+	+	+
$du(2, isPat)$	$[2, 3, 4]$	+	+		+	+	+
	$[2, 3, 11]$			+			
$du(5, isPat)$	$[5, 6, 10, 3, 4]$						
	$[5, 6, 10, 3, 11]$				+	+	
$du(8, isPat)$	$[8, 10, 3, 4]$	+					
	$[8, 10, 3, 11]$						+

For All-Defs (Best Effort Touring) with respect to `isPat`, we need to tour 3 du-paths, starting with, respectively, nodes 2, 5, and 8. Possible minimal sets are: $\{t_1, (ab, b)\}$, $\{t_1, (ab, a)\}$, $\{(ab, b), (ab, ac)\}$, or $\{(ab, a), (ab, ac)\}$.

- (f) From the tests above, find a minimal set of tests that achieves All-Uses Coverage with respect to the variable `isPat`.

Solution:

For All-Uses (Best Effort Touring) with respect to `isPat`, we need to tour the 5 feasible du-paths starting with nodes 2, 5, and 8. Tests t_1 , t_3 , and (ab, ac) are always needed since they are the only tests that tour $[8, 10, 3, 4]$, $[2, 3, 11]$, and $[8, 10, 3, 11]$, respectively. In addition, we need either (ab, b) or (ab, a) to tour $[2, 3, 4]$ and $[5, 6, 10, 3, 11]$. Hence there are two possible answers: $\{t_1, t_3, (ab, b), (ab, ac)\}$ or $\{t_1, t_3, (ab, a), (ab, ac)\}$.

- (g) Is there any difference between All-Uses Coverage and all du-paths coverage with respect to the variable `isPat` in the `pat` method?

Solution:

No. The test requirements are the same with respect to `isPat`. Note, however, that they are not the same with respect to `iSub`.

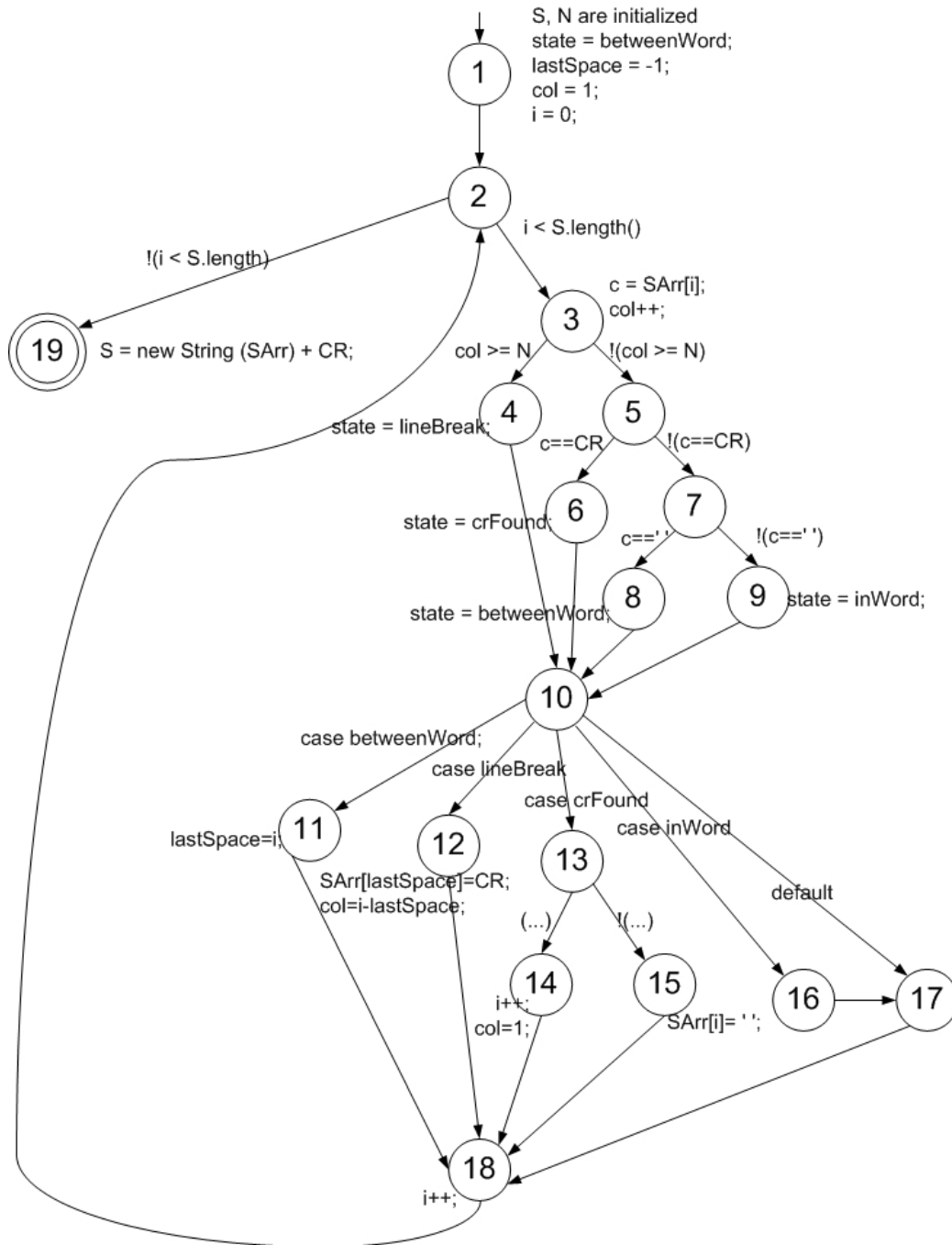
```

1. /** *****
2.  * Rewraps the string (Similar to the Unix fmt).
3.  * Given a string S, eliminate existing CRs and add CRs to the
4.  * closest spaces before column N. Two CRs in a row are considered to
5.  * be "hard CRs" and are left alone.
6.  * ***** */
7.
8. static final char CR = '\n';
9. static final int inWord = 0;
10. static final int betweenWord = 1;
11. static final int lineBreak = 2;
12. static final int crFound = 3;
13. static private String fmtRewrap (String S, int N)
14. {
15.     int state = betweenWord;
16.     int lastSpace = -1;
17.     int col = 1;
18.     int i = 0;
19.     char c;
20.
21.     char SArr [] = S.toCharArray();
22.     while (i < S.length())
23.     {
24.         c = SArr[i];
25.         col++;
26.         if (col >= N)
27.             state = lineBreak;
28.         else if (c == CR)
29.             state = crFound;
30.         else if (c == ' ')
31.             state = betweenWord;
32.         else
33.             state = inWord;
34.         switch (state)
35.         {
36.             case betweenWord:
37.                 lastSpace = i;
38.                 break;
39.
40.             case lineBreak:
41.                 SArr [lastSpace] = CR;
42.                 col = i-lastSpace;
43.                 break;
44.
45.             case crFound:
46.                 if (i+1 < S.length() && SArr[i+1] == CR)
47.                 {
48.                     i++; // Two CRs => hard return
49.                     col = 1;
50.                 }
51.                 else
52.                     SArr[i] = ' ';
53.                 break;
54.
55.             case inWord:
56.             default:
57.                 break;
58.         } // end switch
59.         i++;
60.     } // end while
61.     S = new String (SArr) + CR;
62.     return (S);
63. }

```

- (a) Draw the control flow graph for the `fmtRewrap()` method.

Solution:



Note that in the `switch` statement, there is a separate node for the case `inWord`, which, due to Java semantics, falls through directly to the `default` case.

- (b) For `fmtRewrap()`, find a test case such that the corresponding test path visits the edge that connects the beginning of the `while` statement to the `S = new String(SArr) + CR;` statement **without** going through the body of the while

loop.

Solution:

There is only one test that does this - the empty string S. It doesn't matter what N, the output line length, is. The resulting path is [1, 2, 19].

- (c) Enumerate the test requirements for Node Coverage, Edge Coverage, and Prime Path Coverage for the graph for `fmtRewrap()`.

Solution:

- *Node Coverage: { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19 }*
- *Edge Coverage: { (1,2), (2,3), (2,19), (3,4), (3,5), (4,10), (5,6), (5,7), (6,10), (7,8), (7,9), (8,10), (9,10), (10,11), (10,12), (10,13), (10,16), (10,17), (11,18), (12,18), (13,14), (13,15), (14,18), (15,18), (16,17), (17,18), (18,2) }*
- *Prime Path Coverage: There are 403 prime paths for `fmt`; we don't list them here. See the graph tool at <http://www.cs.gmu.edu/~offutt/softwaretest/> for a complete enumeration*
To get a grasp on why there are so many prime paths, consider the "loop" prime paths starting at node 2. It is possible to take any of 4 paths through the `if else` statement, and then combine each of these with 6 paths through the case statement and return to node 2, yielding 24 prime paths. For node 3, the analysis is more complex: 4 choices combined with 6 choices to node 2, combined with 2 more choices (3 or 19), for a total of 48 prime paths.

- (d) List test paths that achieve Node Coverage but not Edge Coverage on the graph.

Solution:

This is certainly possible. The key is noticing that it is possible to visit nodes 10, 16, and 17 without traversing edge (10,17). Test paths are available online. See the graph tool at <http://www.cs.gmu.edu/~offutt/softwaretest/>.

Thanks to Martin Gebert for correcting this solution.

- (e) List test paths that achieve Edge Coverage but not prime Path Coverage on the graph.

Solution:

This is certainly possible; you can find test paths for Edge Coverage and Prime Path Coverage online. See the graph tool at <http://www.cs.gmu.edu/~offutt/softwaretest/>.

7. Use the following method `printPrimes()` for questions a-f below.

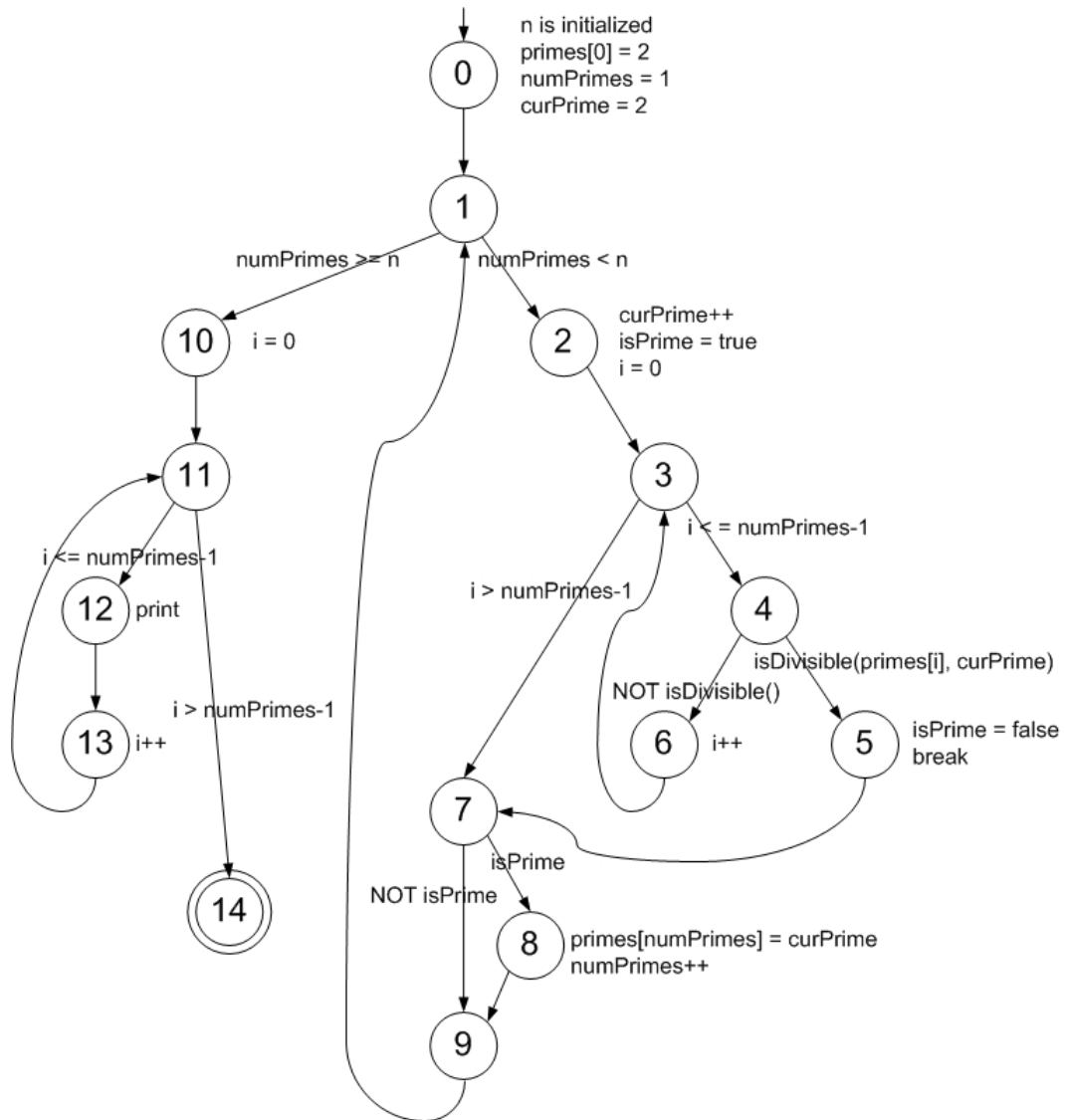
```

1. /** *****
2.  * Finds and prints n prime integers
3.  * Jeff Offutt, Spring 2003
4.  ***** */
5. private static void printPrimes (int n)
6. {
7.     int curPrime;           // Value currently considered for primeness
8.     int numPrimes;         // Number of primes found so far.
9.     boolean isPrime;       // Is curPrime prime?
10.    int [] primes = new int [MAXPRIMES]; // The list of prime numbers.
11.
12.    // Initialize 2 into the list of primes.
13.    primes [0] = 2;
14.    numPrimes = 1;
15.    curPrime = 2;
16.    while (numPrimes < n)
17.    {
18.        curPrime++; // next number to consider ...
19.        isPrime = true;
20.        for (int i = 0; i <= numPrimes-1; i++)
21.        { // for each previous prime.
22.            if (isDivisible (primes[i], curPrime))
23.            { // Found a divisor, curPrime is not prime.
24.                isPrime = false;
25.                break; // out of loop through primes.
26.            }
27.        }
28.        if (isPrime)
29.        { // save it!
30.            primes[numPrimes] = curPrime;
31.            numPrimes++;
32.        }
33.    } // End while
34.
35.    // Print all the primes out.
36.    for (int i = 0; i <= numPrimes-1; i++)
37.    {
38.        System.out.println ("Prime: " + primes[i]);
39.    }
40. } // end printPrimes

```

(a) Draw the control flow graph for the `printPrimes()` method.

Solution (Instructor only):



- (b) Consider test cases $t_1 = (n = 3)$ and $t_2 = (n = 5)$. Although these tour the same prime paths in `printPrimes()`, they do not necessarily find the same faults. Design a simple fault that t_2 would be more likely to discover than t_1 would.

Solution (Instructor only):

An obvious and boring fault is if the while loop test is incorrect – for example, while (numPrimes < 3).

A more interesting type of fault is to note that $n=3$ returns all the odd numbers between 2 and 5, whereas $n=5$ does not. Thus a fault that caused the program to return odd numbers instead of prime numbers would be detected by $n=5$, not $n=3$. For example, if the if test was if isDivisible (primes[0], curPrime), or if the isDivisible() method was implemented incorrectly. This is ‘interesting’ because it’s an easy mistake to make and a difficult problem to spot.

- (c) For `printPrimes()`, find a test case such that the corresponding test path visits

the edge that connects the beginning of the **while** statement to the **for** statement **without** going through the body of the while loop.

Solution (Instructor only):

The test $n=1$ does the job.

- (d) Enumerate the test requirements for Node Coverage, Edge Coverage, and Prime Path Coverage for the graph for *printPrimes()*.

Solution (Instructor only):

- *Node Coverage:* $\{ 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14 \}$
- *Edge Coverage:* $\{ (0,1), (1,2), (1,10), (2,3), (3,4), (3,7), (4,5), (4,6), (6,3), (5,7), (7,8), (7,9), (8,9), (9,1), (10,11), (11,12), (11,14), (12,13), (13,11) \}$
- *Prime Path Coverage:* $\{$
 - $[0, 1, 2, 3, 4, 5, 7, 8, 9]$
 - $[0, 1, 2, 3, 4, 5, 7, 9]$
 - $[0, 1, 2, 3, 4, 6]$
 - $[0, 1, 2, 3, 7, 8, 9]$
 - $[0, 1, 2, 3, 7, 9]$
 - $[0, 1, 10, 11, 12, 13]$
 - $[0, 1, 10, 11, 14]$
 - $[2, 3, 4, 5, 7, 8, 9, 1, 10, 11, 14]$
 - $[2, 3, 4, 5, 7, 8, 9, 1, 10, 11, 12, 13]$
 - $[2, 3, 4, 5, 7, 9, 1, 10, 11, 14]$
 - $[2, 3, 4, 5, 7, 9, 1, 10, 11, 12, 13]$
 - $[2, 3, 7, 8, 9, 1, 10, 11, 14]$
 - $[2, 3, 7, 8, 9, 1, 10, 11, 12, 13]$
 - $[2, 3, 7, 9, 1, 10, 11, 14]$
 - $[2, 3, 7, 9, 1, 10, 11, 12, 13]$
 - $[4, 6, 3, 7, 8, 9, 1, 10, 11, 14]$
 - $[4, 6, 3, 7, 8, 9, 1, 10, 11, 12, 13]$
 - $[4, 6, 3, 7, 9, 1, 10, 11, 14]$
 - $[4, 6, 3, 7, 9, 1, 10, 11, 12, 13]$
 - $[12, 13, 11, 14]$
 - $[1, 2, 3, 4, 5, 7, 8, 9, 1]$ (all combinations)
 - $[1, 2, 3, 4, 5, 7, 9, 1]$ (all combinations)
 - $[1, 2, 3, 7, 8, 9, 1]$ (all combinations)
 - $[1, 2, 3, 7, 1]$ (all combinations)
 - $[3, 4, 6, 3]$ (all combinations)
 - $[11, 12, 13, 11]$ (all combinations) $\}$

- (e) List test paths that achieve Node Coverage but not Edge Coverage on the graph.

Solution (Instructor only):

One possibility is: $[0, 1, 2, 3, 4, 6, 3, 4, 5, 7, 8, 9, 1, 10, 11, 12, 13, 11, 14]$

This test path does not cover the edges (7,9) or (3,7). However, this test path is infeasible. As it happens, all feasible test paths that satisfy Node Coverage also satisfy Edge Coverage.

- (f) List test paths that achieve Edge Coverage but not Prime Path Coverage on the graph.

Solution (Instructor only):

Consider the single test path for $n=3$:

[0 1 2 3 4 6 3 7 8 9 1 2 3 4 5 7 9 1 2 3 4 6 3 4 6 3 7 8 9 1 10 11 12 13 11 12 13 11 12 13 11 14] This path does indeed tour all of the edges. However, example prime paths this does not cover are [0, 1, 10, 11, 14] (infeasible) and [0 1 10 11 12 13] (result of test $n = 1$).

Exercises, Section 2.4

1. Use the class *Stutter* in Figures 2.34 and 2.35 in Section 2.5 to answer questions a-d below.

- (a) Draw a control flow graph for *Stutter*.

Solution:

The point of this question is getting students to think about how to handle the call sites. Figure 2.36, which gives control flow graphs for methods `stut()`, `checkDupes()`, and `isDelimit()`, illustrates the problem of trying naively to aggregate control flow graphs. The alternate approach of expanding each method call into its corresponding graph unfortunately causes the control flow graph to balloon in size. Hence, neither approach is particularly useful. However, just tracking du-pairs accross call-sites, as parts (b), (c), and (d) do below, does scale.

- (b) List all the call sites.

The version in the book does not have line numbers. The answers below use the line numbers in the following version.

```

1 // Jeff Offutt - June 1989, Java version 2003
2
3 // stutter checks for repeat words in a text file.
4 // It prints a list of repeat words, by line number.
5 // stutter will accept standard input or a list
6 // of file names.
7
8 import java.io.*;
9
10 class stutter
11 {
12     // Class variables used in multiple methods.
13     private static boolean lastdelimit = true;
14     private static String curWord = "", prevWord = "";
15     private static char delimits [] =
16         {' ', ' ', ' ', ' ', ' ', '!', '-', '+', '=', ':', '?', '&', '{', '}', '\\'};
17
18 //*****
19 // main parses the arguments, decides if stdin
20 // or a file name, and calls stut().
21 //*****
22 public static void main (String[] args) throws IOException
23 {
24     String fileName;
25     FileReader myFile;
26     BufferedReader inFile = null;
27
28     if (args.length == 0)
29     { // no file, use stdin
30         inFile = new BufferedReader (new InputStreamReader (System.in));
31     }
32     else
33     {
34         fileName = args [0];
35         if (fileName == null)
36         { // no file name, use stdin
37             inFile = new BufferedReader (new InputStreamReader (System.in));
38         }
39         else
40         { // file name, open the file.
41             myFile = new FileReader (fileName);
42             inFile = new BufferedReader (myFile);
43         }
44     }
45
46     stut (inFile);
47 }
48
49 //*****
50 //*****
51 private static void stut (BufferedReader inFile) throws IOException
52 {
53     String inLine;
54     char c;
55     int linecnt = 1;

```

```

56
57   while ((inLine = inFile.readLine()) != null)
58   { // For each line
59
60       for (int i=0; i<inLine.length(); i++)
61       { // for each character
62           c = inLine.charAt(i);
63
64           if (isDelimit (c))
65           { // Found an end of a word.
66               checkDupes (linecnt);
67           }
68           else
69           {
70               lastdelimit = false;
71               curWord = curWord + c;
72           }
73       }
74       checkDupes (linecnt);
75       linecnt++;
76   }
77 } // end stut
78
79 //*****
80 //*****
81 private static void checkDupes (int line)
82 {
83     if (lastdelimit)
84         return; // already checked, keep skipping
85     lastdelimit = true;
86     if (curWord.equals(prevWord))
87     {
88         System.out.println ("Repeated word on line " + line + ": " + prevWord+ " " + curWord);
89     }
90     else
91     {
92         prevWord = curWord;
93     }
94     curWord = "";
95 } // end checkDupes
96
97 //*****
98 //*****
99 private static boolean isDelimit (char C)
100 {
101     for (int i = 0; i < delimits.length; i++)
102         if (C == delimits [i])
103             return (true);
104     return (false);
105 }
106
107 } // end class stutter

```

Solution:

The callsites are:

- i. Line 46, *main()* → *stut()*
- ii. Line 64, *stut()* → *isDelimit()*
- iii. Line 66, *stut()* → *checkDupes()*
- iv. Line 74, *stut()* → *checkDupes()*

(c) List all du-pairs for each call site.

Solution:

- i.* (*main()*, *curWord*, 14) → (*stut()*, *curWord*, 71) – line 46
 - ii.* (*main()*, *inFile*, 30) → (*stut()*, *inFile*, 57) – line 46
 - iii.* (*main()*, *inFile*, 37) → (*stut()*, *inFile*, 57) – line 46
 - iv.* (*main()*, *inFile*, 42) → (*stut()*, *inFile*, 57) – line 46
 - v.* (*stut()*, *c*, 62) → (*isDelimit()*, *C*, 102) – line 64
 - vi.* (*stut()*, *linecnt*, 55) → (*checkDupes()*, *line*, 88) – line 66
 - vii.* (*stut()*, *linecnt*, 75) → (*checkDupes()*, *line*, 88) – line 66
 - viii.* (*stut()*, *curWord*, 71) → (*checkDupes()*, *curWord*, 86) – line 66
 - ix.* (*stut()*, *lastdelimiter*, 70) → (*checkDupes()*, *lastdelimiter*, 83) – line 66
 - x.* (*checkDupes()*, *curWord*, 94) → (*stut()*, *curWord*, 71) – line 66
 - xi.* (*stut()*, *linecnt*, 55) → (*checkDupes()*, *line*, 88) – line 74
 - xii.* (*stut()*, *linecnt*, 75) → (*checkDupes()*, *line*, 88) – line 74
 - xiii.* (*stut()*, *curWord*, 71) → (*checkDupes()*, *curWord*, 86) – line 74
 - xiv.* (*stut()*, *lastdelimiter*, 70) → (*checkDupes()*, *lastdelimiter*, 83) – line 74
 - xv.* (*checkDupes()*, *curWord*, 94) → (*stut()*, *curWord*, 71) – line 74
- (d) Create test data to satisfy *All-Coupling Use Coverage* for *Stutter*.

Solution:

Consider the following tests:

- t_1 :
word
 - t_2 :
word word
 - t_3 :
first line
word word
- i.* (*main()*, *curWord*, 14) → (*stut()*, *curWord*, 71) – line 46
Test needs to start with a non-delimiter: t_1 .
 - ii.* (*main()*, *inFile*, 30) → (*stut()*, *inFile*, 57) – line 46
Test needs to come from standard input.
 - iii.* (*main()*, *inFile*, 37) → (*stut()*, *inFile*, 57) – line 46
Test not possible in normal usage.
 - iv.* (*main()*, *inFile*, 42) → (*stut()*, *inFile*, 57) – line 46
Test needs to come from file.
 - v.* (*stut()*, *c*, 62) → (*isDelimit()*, *C*, 102) – line 64
Test needs to be nonempty: t_1 .

- vi. (*stut()*, *linecnt*, 55) → (*checkDupes()*, *line*, 88) – line 66
Test needs to stutter on first line: t_2 .
- vii. (*stut()*, *linecnt*, 75) → (*checkDupes()*, *line*, 88) – line 66
Test needs to have on second or later lines: t_3 .
- viii. (*stut()*, *curWord*, 71) → (*checkDupes()*, *curWord*, 86) – line 66
Test needs to find a word, and then a delimiter: t_2 .
- ix. (*stut()*, *lastdelimiter*, 70) → (*checkDupes()*, *lastdelimiter*, 83) – line 66
Test needs to find a word, and then a delimiter: t_2 .
- x. (*checkDupes()*, *curWord*, 94) → (*stut()*, *curWord*, 71) – line 66
Test needs multiple words: t_2 .
- xi. (*stut()*, *linecnt*, 55) → (*checkDupes()*, *line*, 88) – line 74
Test needs to be nonempty: t_1 .
- xii. (*stut()*, *linecnt*, 75) → (*checkDupes()*, *line*, 88) – line 74
Test needs to have on second or later lines: t_3 .
- xiii. (*stut()*, *curWord*, 71) → (*checkDupes()*, *curWord*, 86) – line 74
Test needs to stutter: t_2 .
- xiv. (*stut()*, *lastdelimiter*, 70) → (*checkDupes()*, *lastdelimiter*, 83) – line 74
Test needs a line that ends with a non-delimiter: t_1 .
- xv. (*checkDupes()*, *curWord*, 94) → (*stut()*, *curWord*, 71) – line 74
Test needs a line that ends with a non delimiter: t_1 .

The observant reader might notice that **stutter** actually fails on both t_2 and t_3 , in that it reports the wrong line number. Credit for noticing this goes to Mark Cornwell.

Also thanks to Hooman Safaee for noticing that lines 74 and 75 were switched, both in the text and in the uncorrected solutions. The ripple effect from this error affected a fair amount of the solution.

2. Use the following program fragment for questions a-e below.

```

public static void f1 (int x, int y)
{
    if (x < y) { f2 (y); } else { f3 (y); };
}
public static void f2 (int a)
{
    if (a % 2 == 0) { f3 (2*a); };
}
public static void f3 (int b)
{
    if (b > 0) { f4(); } else { f5(); };
}
public static void f4() {... f6()...}
public static void f5() {... f6()...}
public static void f6() {...}

```

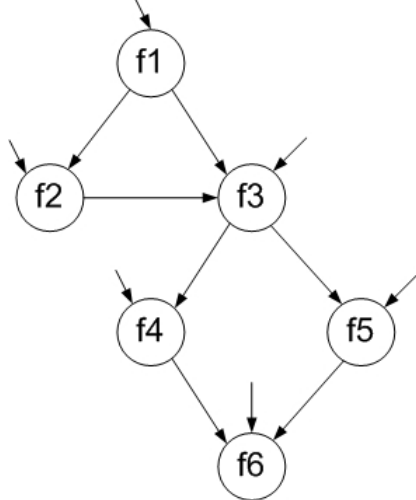
Use the following test inputs:

- $t_1 = f1 (0, 0)$

- $t_2 = f1 (1, 1)$
- $t_3 = f1 (0, 1)$
- $t_4 = f1 (3, 2)$
- $t_5 = f1 (3, 4)$

(a) Draw the call graph for this program fragment.

Solution:



Note that in the call graph, all of the public methods are potentially initial nodes. Final nodes are not marked in the given diagram. However, the code shown suggests that f2 is final (since there is no requirement that further calls are made), and that f6 may be final (no calls are shown). The remaining nodes are not final; there is always another call from f1, f3, f4, and f5.

(b) Give the path in the graph followed by each test.

Solution:

- $t_1: [f1, f3, f5, f6]$
- $t_2: [f1, f3, f4, f6]$
- $t_3: [f1, f2]$
- $t_4: [f1, f3, f4, f6]$
- $t_5: [f1, f2, f3, f4, f6]$

(c) Find a minimal test set that achieves Node Coverage.

Solution:

Three possibilities: $\{t_1, t_2, t_3\}$, $\{t_1, t_3, t_4\}$, or $\{t_1, t_5\}$.

(d) Find a minimal test set that achieves Edge Coverage.

Solution:

One possibility: $\{t_1, t_5\}$

(e) Give the prime paths in the graph. Give the prime path that is not covered by any of the test paths above.

Solution:

There are 4 prime paths: { [f1, f2, f3, f4, f6], [f1, f2, f3, f5, f6], [f1, f3, f4, f6], [f1, f3, f5, f6] }. The second of these paths is not covered by the given test paths.

3. Use the following methods **trash()** and **takeOut()** to answer questions a-c.

1 public void trash (int x)	15 public int takeOut (int a, int b)
2 {	16 {
3 int m, n;	17 int d, e;
4	18
5 m = 0;	19 d = 42*a;
6 if (x > 0)	20 if (a > 0)
7 m = 4;	21 e = 2*b+d;
8 if (x > 5)	22 else
9 n = 3*m;	23 e = b+d;
10 else	24 return (e);
11 n = 4*m;	25 }
12 int o = takeOut (m, n);	
13 System.out.println ("o is: " + o);	
14 }	

- (a) Give all call sites using the line numbers given.

Solution (Instructor only):

Only one callsite:

Line 12, *trash()* → *takeOut()*

- (b) Give all pairs of *last-defs* and *first-uses*.

Solution (Instructor only):

i. (*trash()*, *m*, 5) → (*takeOut()*, *a*, 19)

ii. (*trash()*, *m*, 7) → (*takeOut()*, *a*, 19)

iii. (*trash()*, *n*, 9) → (*takeOut()*, *b*, 21)

iv. (*trash()*, *n*, 9) → (*takeOut()*, *b*, 23)

v. (*trash()*, *n*, 11) → (*takeOut()*, *b*, 21)

vi. (*trash()*, *n*, 11) → (*takeOut()*, *b*, 23)

vii. (*takeOut()*, *e*, 21) → (*trash()*, *o*, 13)

viii. (*takeOut()*, *e*, 23) → (*trash()*, *o*, 13)

- (c) Provide test inputs that satisfy *all-coupling-uses* (note that **trash()** only has one input).

Solution (Instructor only):

- $x = 0$: satisfies 1, 6, 8
- $x = 1$: satisfies 2, 5, 7
- $x = 6$: satisfies 2, 3, 7
- 4 cannot be satisfied because if *trash* :: $x > 5$, $m = 4$, then *takeout* :: x will be greater than 0.

Exercises, Section 2.5

1. Use the class **Queue** in Figure 2.40 for questions a-f below. The queue is managed in the usual circular fashion.

Suppose we build a FSM where states are defined by the representation variables of **Queue**. That is, a state is a 4-tuple defined by the values for $[elements, size, front, back]$. For example, the initial state has the value $[[null, null], 0, 0, 0]$, and the state that results from pushing an object *obj* onto the queue in its initial state is $[[obj, null], 1, 0, 1]$.

- (a) We do not actually care which specific objects are in the queue. Consequently, there are really just four useful values for the variable *elements*. Enumerate them.

Solution (Instructor only):

*The four values for elements are $[null, null]$, $[obj, null]$, $[null, obj]$, and $[obj, obj]$. Note that the second and third of these values really are different at the representation level, even though they both map to the same abstract **Queue**.*

- (b) How many states are there?

Solution (Instructor only):

*size is restricted to the values 0, 1, and 2, and front, and back are restricted to the values 0 and 1. Hence, the number of states is $|elements| * |size| * |front| * |back|$ or $4 * 3 * 2 * 2$, which equals 48 total states. Most of these states are unreachable, of course, since the representation invariant for **Queue** prohibits them.*

- (c) How many of these states are reachable?

Solution (Instructor only):

Of the 48 states, only 6 are reachable. These are documented in part (d).

```

public class Queue
{ // Overview: a Queue is a mutable, bounded FIFO data structure
  // of fixed size (size is 2, for this exercise).
  // A typical Queue is [], [o1], or [o1, o2], where neither o1 nor o2
  // are ever null. Older elements are listed before newer ones.
  private Object[] elements;
  private int size, front, back;
  private static final int capacity = 2;

  public Queue ()
  {
    elements = new Object [capacity];
    size = 0; front = 0; back = 0;
  }

  public void enqueue (Object o)
    throws NullPointerException, IllegalStateException
  { // Modifies: this
    // Effects: If argument is null throw NullPointerException
    // else if this is full, throw IllegalStateException,
    // else make o the newest element of this
    if (o == null)
      throw new NullPointerException ("Queue.enqueue");
    else if (size == capacity)
      throw new IllegalStateException ("Queue.enqueue");
    else
    {
      size++;
      elements [back] = o;
      back = (back+1) % capacity;
    }
  }

  public Object dequeue () throws IllegalStateException
  { // Modifies: this
    // Effects: If queue is empty, throw IllegalStateException,
    // else remove and return oldest element of this

    if (size == 0)
      throw new IllegalStateException ("Queue.dequeue");
    else
    {
      size--;
      Object o = elements [ (front % capacity) ];
      elements [front] = null;
      front = (front+1) % capacity;
      return o;
    }
  }

  public boolean isEmpty() { return (size == 0); }
  public boolean isFull() { return (size == capacity); }

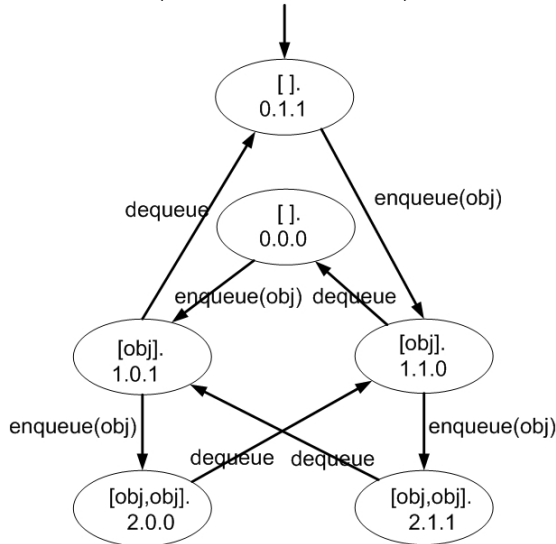
  public String toString()
  {
    String result = "[";
    for (int i = 0; i < size; i++)
    {
      result += elements[ (front + i) % capacity ] . toString();
      if (i < size -1) {
        result += ", ";
      }
    }
    result += "]";
    return result;
  }
}

```

Figure 1: Class Queue for exercises.

- (d) Show the reachable states in a drawing.

Solution (Instructor only):



Note that exceptions (`enqueue()` on full queues and `dequeue()` on empty queues), as well as observer methods (`isEmpty()` etc.) result in “loop” transitions from a state back to itself. These are not shown on the diagram for clarity, and, from a grading perspective, aren’t really relevant. Labels on nodes show the values of the representation state variables: `elements`, `size`, `front`, and `back`.

- (e) Add edges for the `enqueue()` and `dequeue()` methods. (For this assignment, ignore the exceptional returns, although you should observe that when exceptional returns are taken, none of the instance variables are modified.)

Solution (Instructor only):

See solution for part (d).

- (f) Define a small test set that achieves Edge Coverage. Implement and execute this test set. You might find it helpful to write a method that shows the internal variables at each call.

Solution (Instructor only):

The following sequence of calls achieves Edge Coverage:

```
Queue q = new Queue();
Object obj = new Object();
q.enqueue(obj);
q.enqueue(obj);
q.dequeue();
q.enqueue(obj);
q.dequeue();
q.dequeue();
q.dequeue();
q.enqueue(obj);
q.dequeue();
```

2. For the following questions a-c, consider the method FSM for a (simplified) programmable thermostat. Suppose the variables that define the state and the methods that transition between states are:

```

partOfDay : {Wake, Sleep}
temp      : {Low, High}

// Initially "Wake" at "Low" temperature

// Effects: Advance to next part of day
public void advance();

// Effects: Make current temp higher, if possible
public void up();

// Effects: Make current temp lower, if possible
public void down();

```

- (a) How many states are there?

Solution (Instructor only):

4: { $A:(Wake, Low)$, $B:(Wake, High)$, $C:(Sleep, Low)$, $D:(Sleep, High)$ }

- (b) Draw and label the states (with variable values) and transitions (with method names). Notice that all of the methods are total.

Solution (Instructor only):

The edges use the labels above. There 12 edges, since there are 3 total methods, each of which applies in 4 states. The initial state is "A".

- i. advance(): $A \rightarrow C$*
- ii. advance(): $B \rightarrow D$*
- iii. advance(): $C \rightarrow A$*
- iv. advance(): $D \rightarrow B$*
- v. up() : $A \rightarrow B$*
- vi. up() : $B \rightarrow B$*
- vii. up() : $C \rightarrow D$*
- viii. up() : $D \rightarrow D$*
- ix. down() : $A \rightarrow A$*
- x. down() : $B \rightarrow A$*
- xi. down() : $C \rightarrow C$*
- xii. down() : $D \rightarrow C$*

- (c) A test case is simply a sequence of method calls. Provide a test set that satisfies Edge Coverage on your graph.

Solution (Instructor only):

Lots of answers are possible. One possible answer is a single test sequence consisting of the following. Note the use of the edge labels from part b.

- *initially in state A*
- *down() – edge 9 to state A*
- *advance() – edge 1 to state C*
- *down() – edge 11 to state C*
- *up() – edge 7 to state D*
- *up() – edge 8 to state D*
- *advance() – edge 4 to state B*
- *up() – edge 6 to state B*
- *down() – edge 10 to state A*
- *up() – edge 5 to state B*
- *advance() – edge 2 to state D*
- *down() – edge 12 to state C*
- *advance() – edge 3 to state A*

Exercises, Section 2.6

1. Construct two separate use cases and use case scenarios for interactions with a bank Automated Teller Machine. Do not try to capture all the functionality of the ATM into one graph; think about two different people using the ATM and what each one might do.

Design test cases for your scenarios.

Solution (Instructor only):

Thanks to Jane Hayes of University of Kentucky

Solution: (Note the first use case is from the textbook.)

Use Case Name: *Withdraw Funds*

Summary: *customer uses a valid card to check the balance from a valid bank account.*

Actor: *ATM Customer*

Precondition: *ATM is displaying the idle welcome message*

Description:

- (a) *Customer inserts an ATM card into the ATM Card Reader.*
- (b) *If the system can recognize the card, it reads the card number.*
- (c) *System prompts the customer for a PIN.*
- (d) *Customer enters PIN.*
- (e) *System checks the expiration date and whether the card has been stolen or lost.*
- (f) *If card is valid, the system checks whether the PIN entered matches the card PIN.*
- (g) *If the PINs match, the system finds out what accounts the card can access.*
- (h) *System displays customer accounts and prompts the customer to choose a type of transaction. Three types of transactions are Withdraw Funds, Get Balance, and Transfer Funds.*
- (i) *Customer selects Withdraw Funds, selects account number, and enters the amount.*
- (j) *System checks that the account is valid, makes sure that the customer has enough funds in the account, makes sure that the daily limit has not been exceeded and checks that the ATM has enough funds.*
- (k) *If all four checks are successful, the system dispenses the cash.*
- (l) *System prints a receipt with a transaction number, the transaction type, the amount withdrawn and the new account balance.*
- (m) *System ejects card.*
- (n) *System displays the idle welcome message.*

Alternatives:

- *If the system cannot recognize the card, it is ejected and a welcome message is displayed.*
- *If the current date is past the card's expiration date, the card is confiscated and a welcome message is displayed.*
- *If the card has been reported lost or stolen, it is confiscated and a welcome message is displayed.*
- *If the customer entered PIN does not match the PIN for the card, the system prompts for a new PIN.*
- *If the customer enters an incorrect PIN three times, the card is confiscated and a welcome message is displayed.*
- *If the account number entered by the user is invalid, the system displays an error message, ejects the card, and a welcome message is displayed.*
- *If the request for withdrawal exceeds the maximum allowable daily withdrawal amount, the system displays an apology message, ejects the card, and a welcome message is displayed.*
- *If the request for withdrawal exceeds the amount of funds in the ATM, the system displays an apology message, ejects the card, and a welcome message is displayed.*
- *If the customer enters Cancel, the system cancels the transaction, ejects the card, and a welcome message is displayed.*
- *If the request for withdrawal exceeds the amount of funds in the account, the system displays an apology message, ejects the card, and a welcome message is displayed.*

Postcondition: *Funds have been withdrawn from the customer's account.*

Use Case Name: *Get Balance*

Summary: *customer uses a valid card to check the balance from a valid bank account.*

Actor: *ATM Customer*

Precondition: *ATM is displaying the idle welcome message*

Description:

- (a) *Customer inserts an ATM card into the ATM Card Reader.*
- (b) *If the system can recognize the card, it reads the card number.*
- (c) *System prompts the customer for a PIN.*
- (d) *Customer enters PIN.*
- (e) *System checks the expiration date and whether the card has been stolen or lost.*
- (f) *If card is valid, the system checks whether the PIN entered matches the card PIN.*
- (g) *If the PINs match, the system finds out what accounts the card can access.*

- (h) *System displays customer accounts and prompts the customer to choose a type of transaction. Three types of transactions are Withdraw Funds, Get Balance, and Transfer Funds.*
- (i) *Customer selects Get Balance and selects account number.*
- (j) *System checks that the account is valid.*
- (k) *If the check is successful, the system prints a receipt with a transaction number, the transaction type and the current account balance.*
- (l) *System ejects card.*
- (m) *System displays the idle welcome message.*

Alternatives:

- *If the system cannot recognize the card, it is ejected and a welcome message is displayed.*
- *If the current date is past the card's expiration date, the card is confiscated and a welcome message is displayed.*
- *If the card has been reported lost or stolen, it is confiscated and a welcome message is displayed.*
- *If the customer entered PIN does not match the PIN for the card, the system prompts for a new PIN.*
- *If the customer enters an incorrect PIN three times, the card is confiscated and a welcome message is displayed.*
- *If the account number entered by the user is invalid, the system displays an error message, ejects the card, and a welcome message is displayed.*
- *If the customer enters Cancel, the system cancels the transaction, ejects the card, and a welcome message is displayed.*

Postcondition: *No changes have been made to the customer's account.*

One use case scenario for use case 1:

[Insert ATM card, Prompt for PIN, Enter PIN, Check PIN, Prompt for Transaction, Select Acct#, Dispense Card, Print Receipt, Eject Card, Print Welcome Message]

One use case scenario for use case 2:

[Insert ATM card, Prompt for PIN, Enter PIN, Check PIN, Prompt for Transaction, Select Acct#, Print Receipt, Eject Card, Print Welcome Message]

Test case for use case scenario 1:

<i>Purpose:</i>	<i>Test the Withdraw Funds functionality of ATM under normal situation.</i>
<i>Prereq:</i>	<i>Suppose John has a ATM card and the card's # is 00001234. The PIN is 5678. The expiration date is 10/2010. The card is not stolen or lost. The # of accounts the card can access is one and its # is 00009123. The account is valid. The current balance is \$10,000. The daily limit is \$200. The ATM has enough funds to dispense the requested amount.</i>
<i>Test Data:</i>	<i>John wants to withdraw \$100.</i>
<i>Steps:</i>	<ol style="list-style-type: none"> 1. John goes to an ATM and inserts his card. 2. When asking for PIN, he gives the correct PIN "5678". 3. When asking for transaction type, he chooses "Withdraw Funds". 4. When asking to select Acct#, he chooses 00009123. 5. When asking for the amount to withdraw, he enters "\$100.00" 5. He gets the receipt. 6. He gets his card back and leaves the ATM.
<i>Expected output:</i>	<i>The balance of John's account is now \$9,900. The account # is 00009123. John has got a receipt with transaction#, transaction type == Withdraw, the amount withdrawn == \$100, and the new balance == \$9,900.</i>

Test case for use case scenario 2:

<i>Purpose:</i>	<i>Test the Get Balance functionality of ATM under normal situation.</i>
<i>Prereq:</i>	<i>Suppose Sam has a ATM card and the card's # is 00002345. The PIN is 6789. The expiration date is 10/2010. The card is not stolen or lost. The # of accounts the card can access is one and its # is 00001234. The account is valid. The current balance is \$10,000.</i>
<i>Test Data:</i>	<i>Sam wants to check the balance of his account.</i>
<i>Steps:</i>	<ol style="list-style-type: none"> 1. Sam goes to an ATM and inserts his card. 2. When asking for PIN, he gives the correct PIN "6789". 3. When asking for transaction type, he chooses "Get Balance". 4. When asking to select Acct#, he chooses 00001234. 5. He gets the receipt. 6. He gets his card back and leaves the ATM.
<i>Expected output:</i>	<i>The balance of John's account keeps the same. The account # is 00001234. Sam has got a receipt with transaction#, transaction type == Get Balance, and the current balance == \$10,000.</i>

Exercises, Section 2.7

1. Derive and simplify the path expressions for the three graphs in Figure 2.43.

Solution:

For figure 2.43(a), the path expression can be read directly from the figure:

$$a (bd + ce) (fh + gi) j$$

For figure 2.43(b), the path expression also can be read more or less directly from the figure:

$$ab (cd)^* [cf + e] g$$

Figure 2.43(c) is a bit trickier. The general form is $[A + B]^* k$, where A is the small loop and B is the large loop.

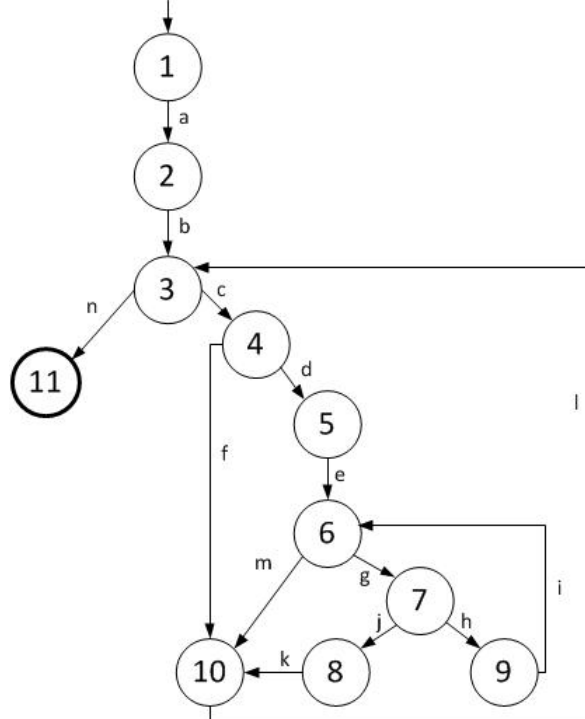
A has the form: $a g^* f$

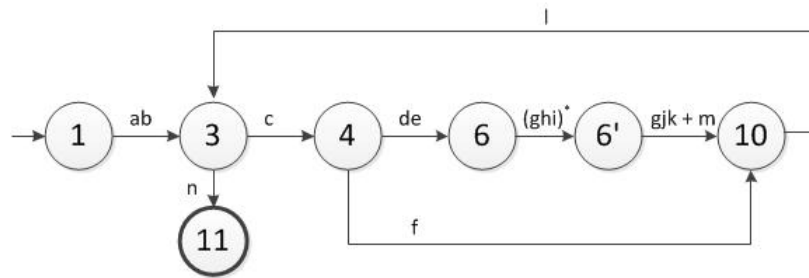
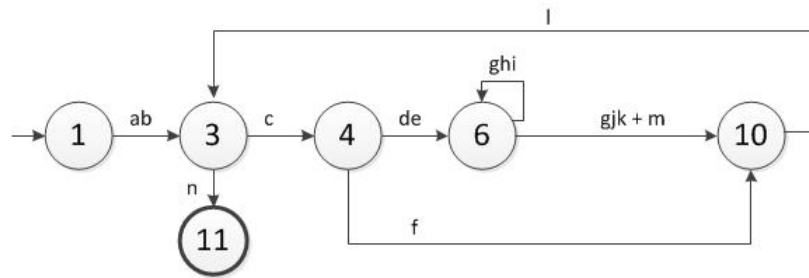
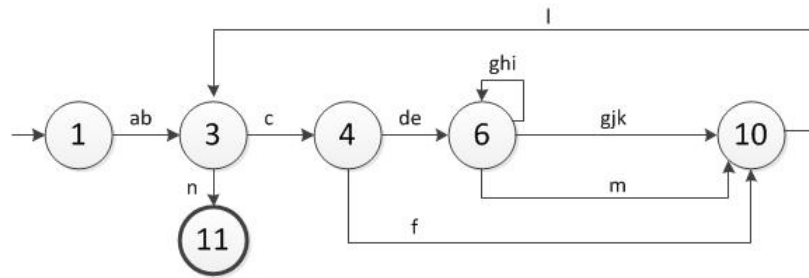
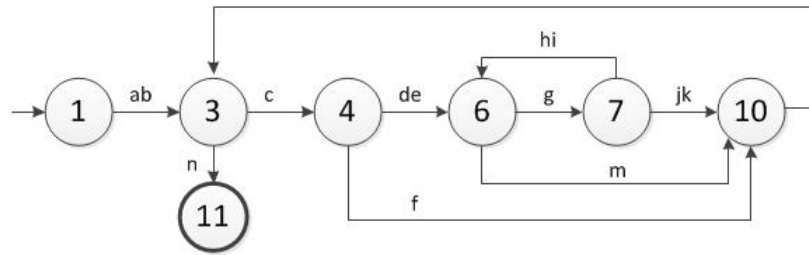
B has the form: $b (ch + di + ej)$

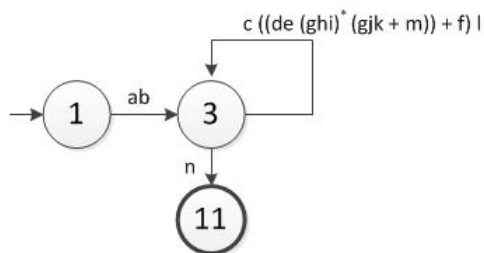
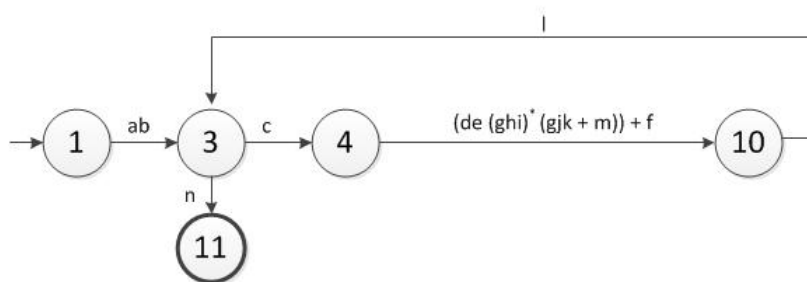
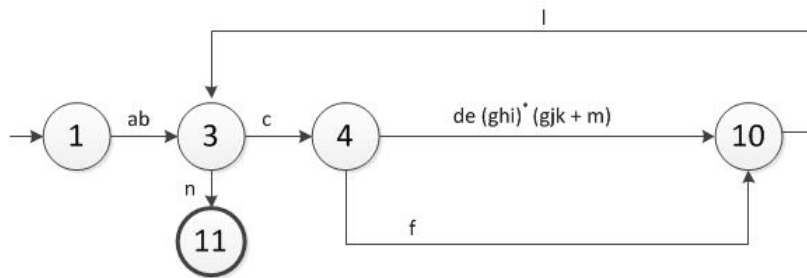
The combined expression is: $[[a g^* f] + [b (ch + di + ej)]]^* k$

2. Derive and simplify the path expression for the flow graph in Figure 2.12. Assign reasonable cycle weights and compute the maximum number of paths in the graph and the minimum number of paths to reach all edges.

Solution:



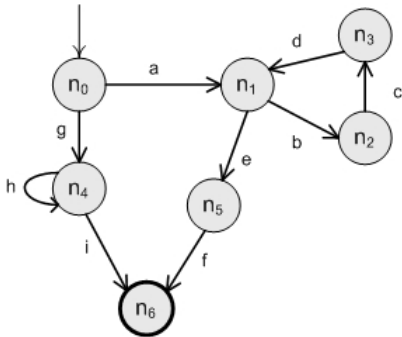




$$ab [c ((de (ghi)^* (gjk + m)) + f) l]^* n$$

3. The graph in Figure 2.10 was used as an example for prime test paths. Add appropriate edge labels to the graph, then derive and simplify the path expressions. Next add edge weights of 1 for non-cycle edges and 5 for cycle edges. Then compute the maximum number of paths in the graph and the minimum number of paths to reach all edges. This graph has 25 prime paths. Briefly discuss the number of prime paths with the maximum number of paths and consider the effect of varying the cycle weight on the maximum number of paths.

Solution:



The path expression can be read off directly: $a(bcd)^*ef + gh^*i$

For weights, if we set the weight W_A of b and h to 5 and apply the formula for maximum number of paths, we get:

$$\begin{aligned} & 1 * ((5)^{0-n} * 1 * 1) * 1 * 1 + 1 * 5^{0-n} * 1 \\ & = 1 * (\sum_{i=0}^n 5^i * 1 * 1) * 1 * 1 + 1 * \sum_{i=0}^n 5^i * 1 \\ & = 2 \sum_{i=0}^n 5^i \end{aligned}$$

If we choose n to be 2, we get:

$$\begin{aligned} & 2 \sum_{i=0}^2 5^i \\ & = 2 * (5^0 + 5^1 + 5^2) = 2 * (1 + 5 + 25) = 62 \end{aligned}$$

On the other hand, if we choose n to be 3, we get:

$$\begin{aligned} & 2 \sum_{i=0}^3 5^i \\ & = 2 * (5^0 + 5^1 + 5^2 + 5^3) = 2 * (1 + 5 + 25 + 125) = 312 \end{aligned}$$

If we apply the formula for the minimum number of paths with W_A set to 5, we get:

$$1 * (W_A * 1 * 1) * 1 * 1 + 1 * W_A * 1,$$

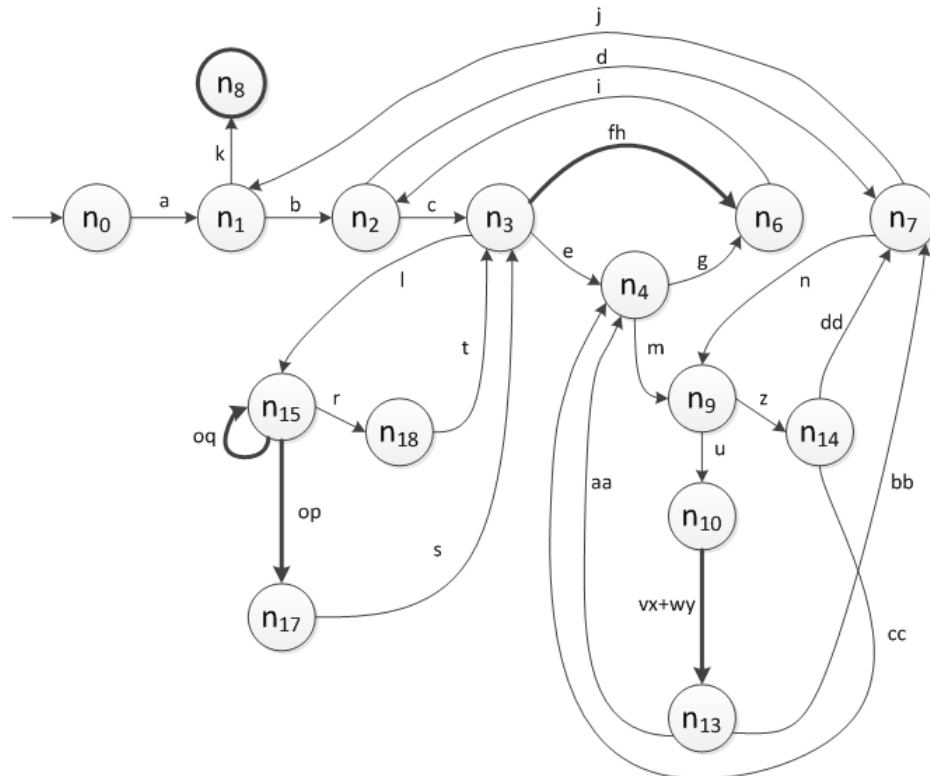
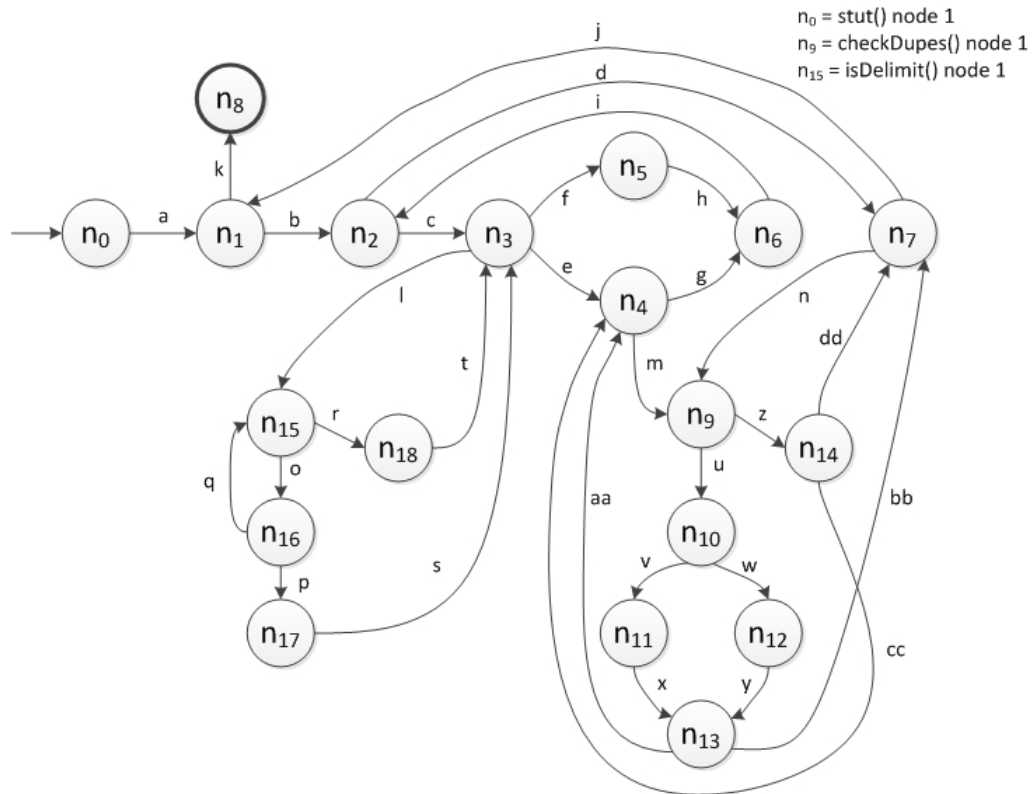
which simplifies to 10.

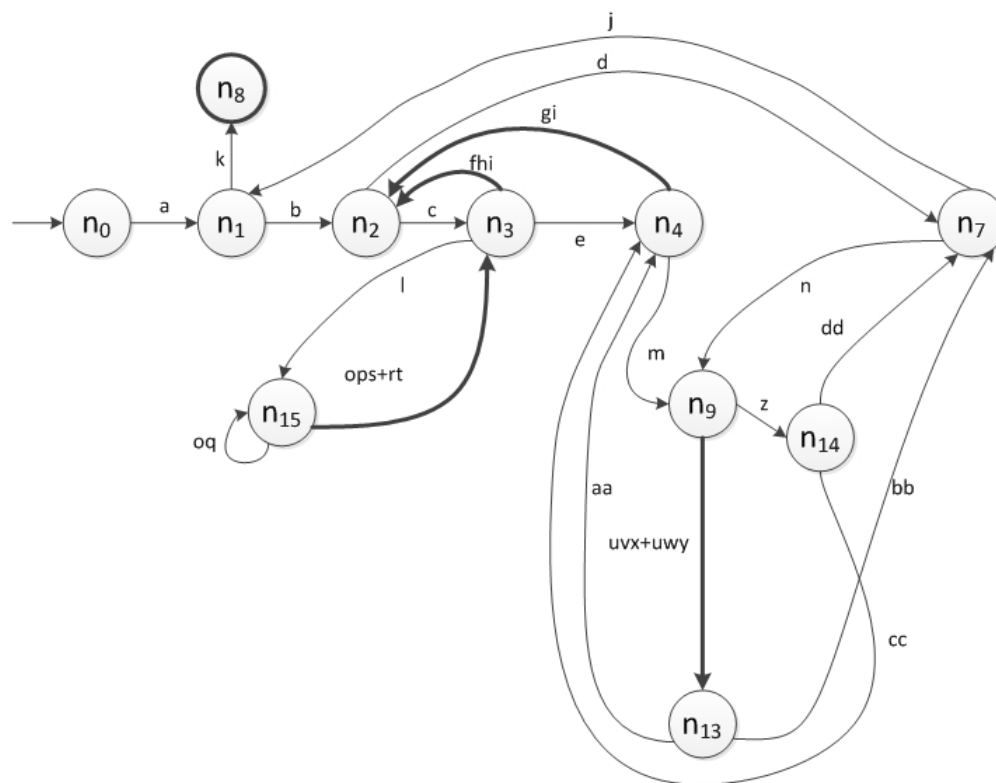
As for the relation to prime paths, note that setting the number of iterations at anything other than a **very** small number results in a prohibitive number of paths to test under the maximum test path model. While prime paths counts can also grow exponentially, for small, and arguably typical, graphs such as this, the number of paths to test is comparatively quite manageable.

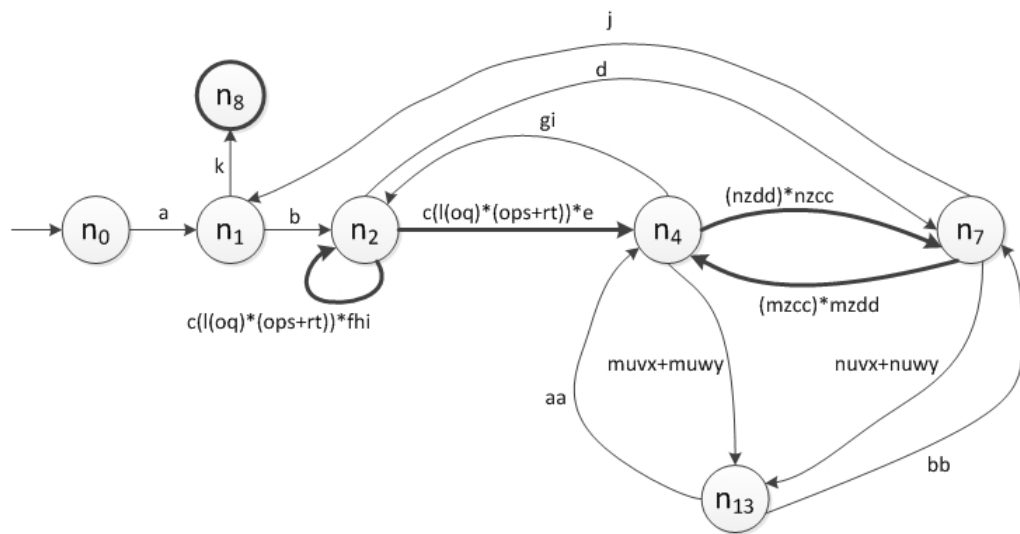
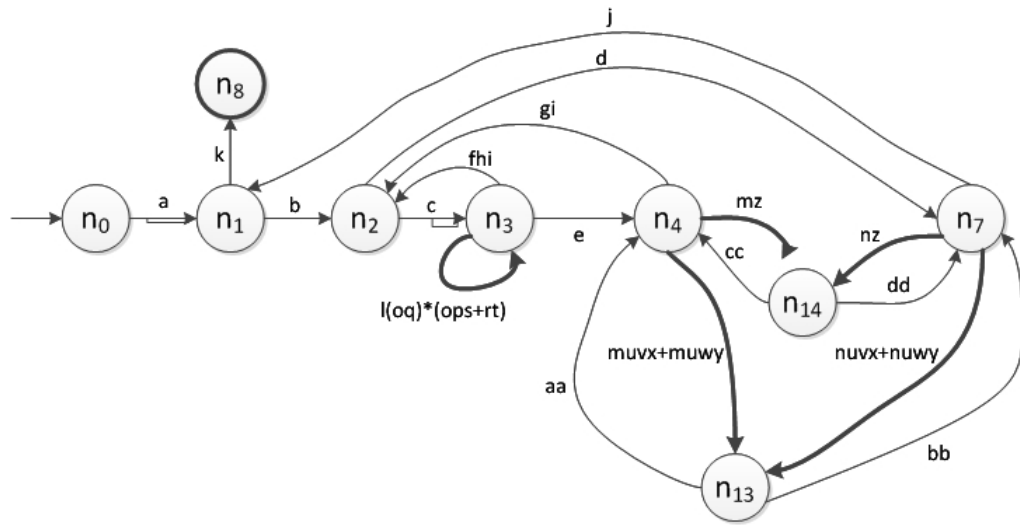
4. (**Challenging!**) Section 2.5 presented four different versions of a FSM for **Stutter**. Derive and simplify the path expressions for each of the four variations, then compute the maximum number of paths and the minimum number of paths to reach all edges in each. Discuss how the different numbers affect testing.

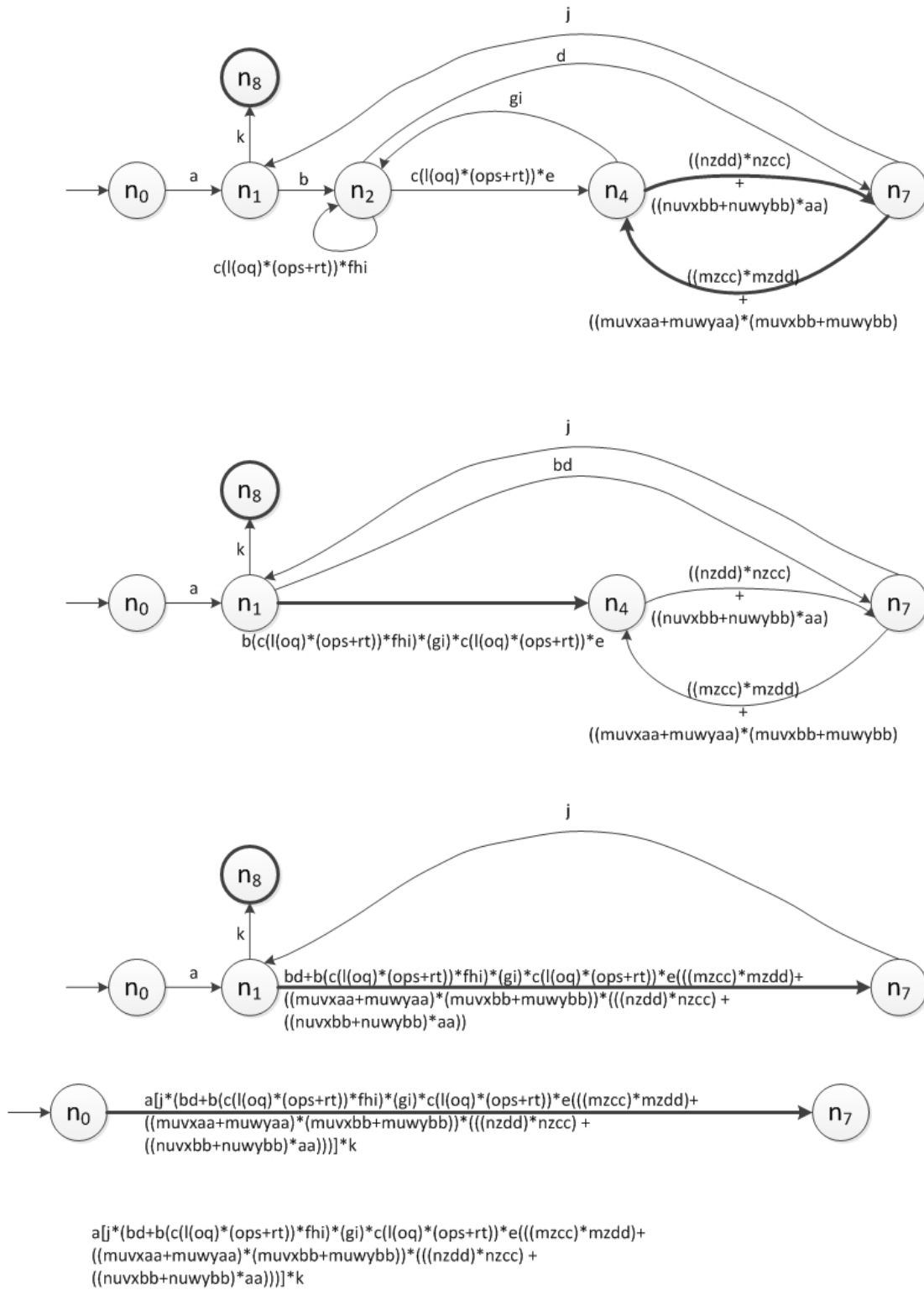
Solution (Instructor only):

For Figure 2.36:



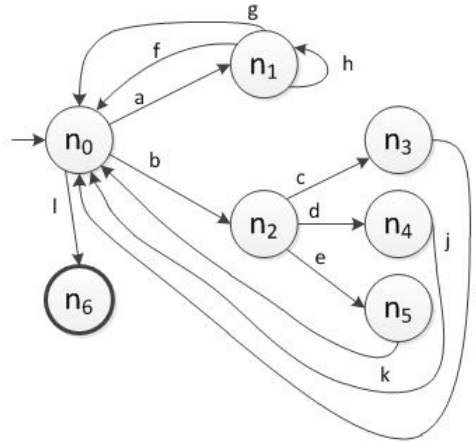




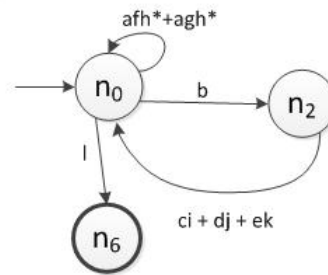
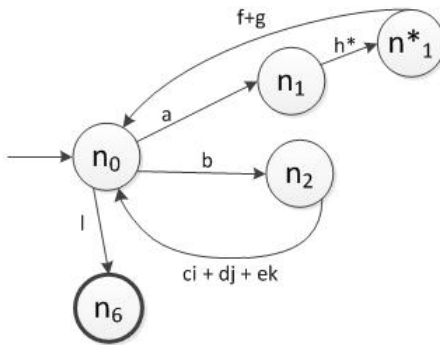
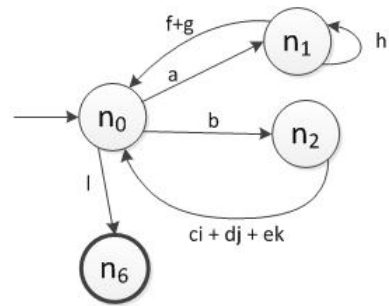
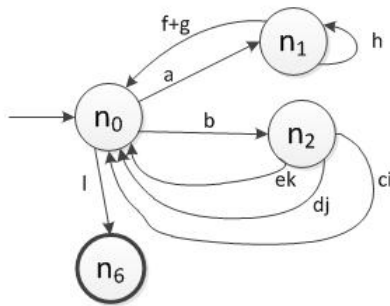


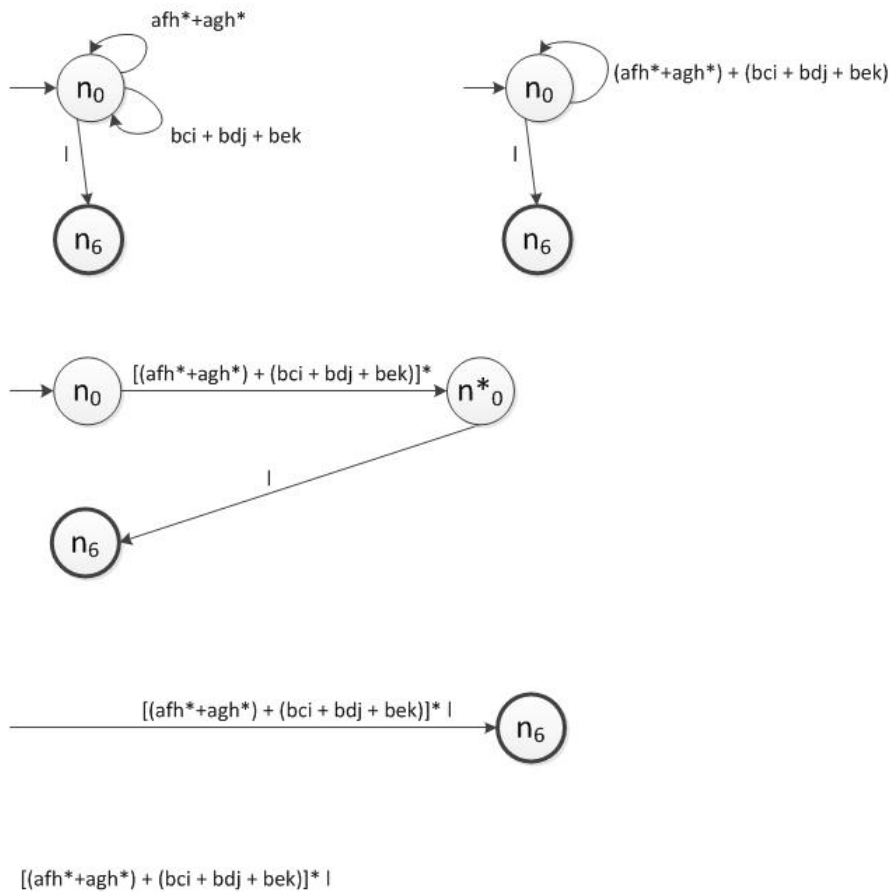
For Figure 2.37:

n_0 = InLine
 n_1 = InDelimit (c != Delimit)
 n_2 = InDelimit (c == Delimit)
 n_3 = NotDupe
 n_4 = IsDupe
 n_5 = Already Checked
 n_6 = End

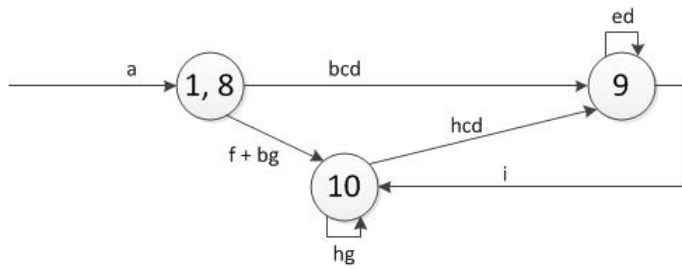
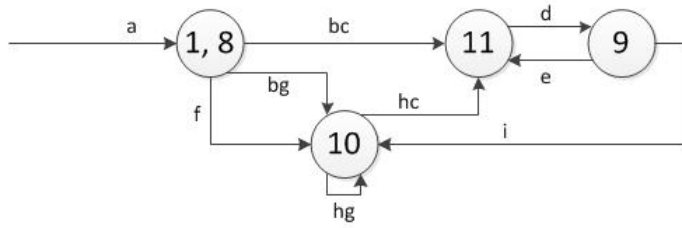
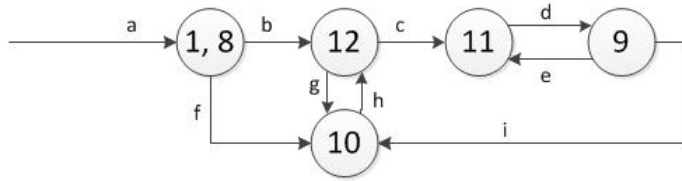
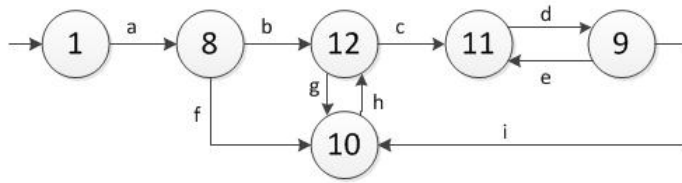


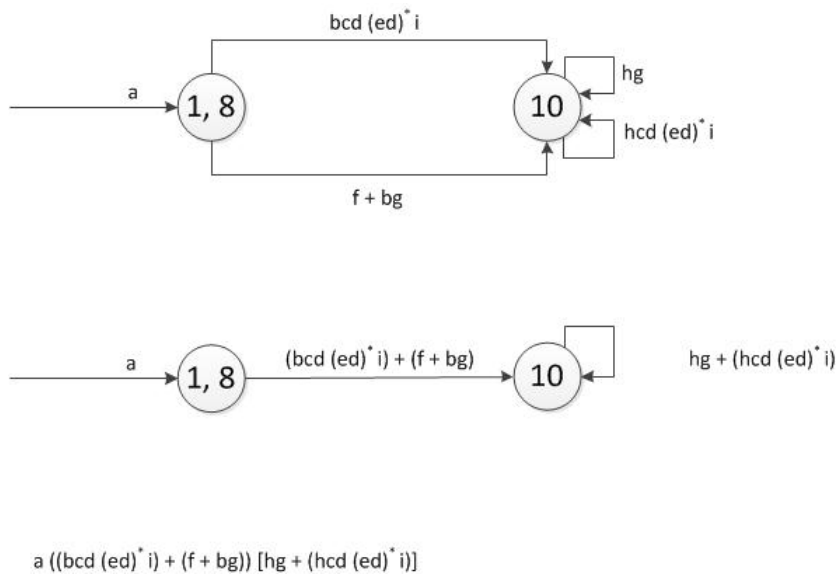
$a = (c \neq \text{Delimit})$
 $b = (c == \text{Delimit})$
 $c = (\text{cur} \neq \text{prev})$
 $d = (\text{cur} == \text{prev})$
 $e = (\text{lastDelimit})$
 $f = (c == \text{EOL})$
 $g = (\text{read } c)$
 $h = (\text{read } c / c \neq \text{delimit})$
 $i = (\text{read } c)$
 $j = (\text{read } c)$
 $k = (\text{read } c)$
 $l = \text{InLine to End}$



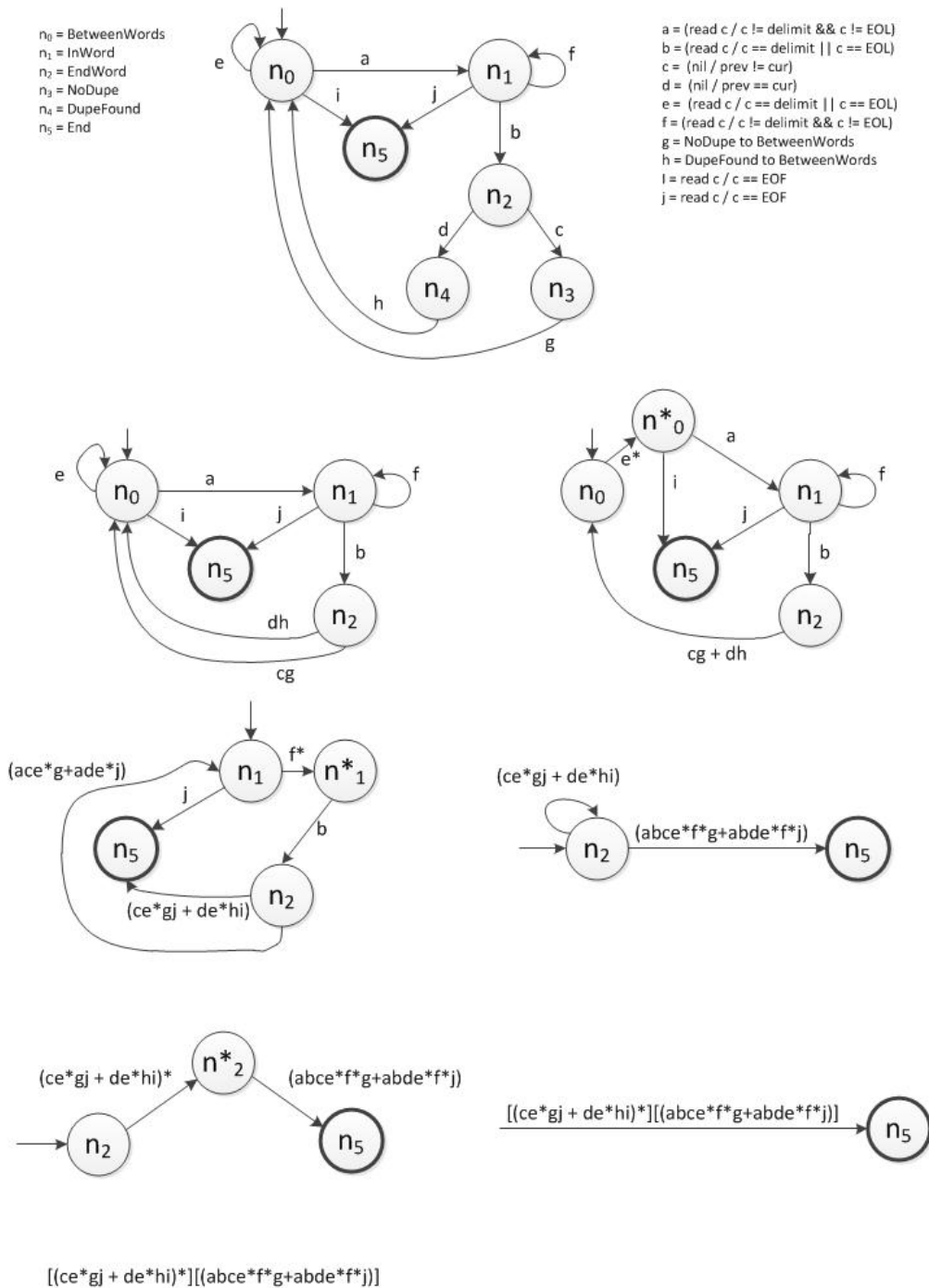


For Figure 2.38:





For Figure 2.39:

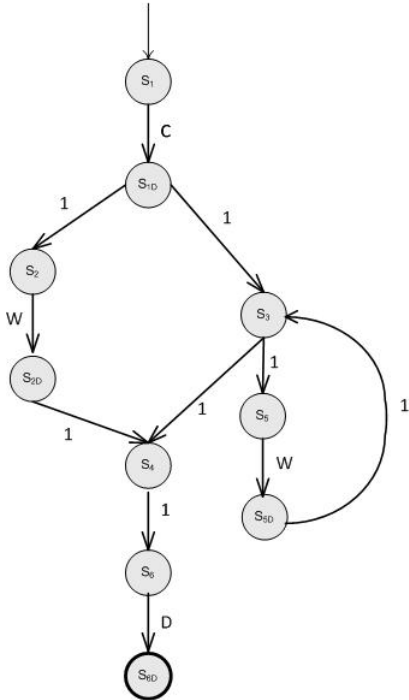


5. Perform complementary operations analysis on the graph in Figure 2.32. Assume complementary operators of **open** and **close**.

Solution (Instructor only):

Figure 2.32 shows operations within nodes. To put the operations on edges, certain

nodes are expanded using dummy nodes. Figure 2.32(a) expands as follows:



Among the operations, open and close are the complementary operations. Each edge is represented with one of the following labels:

- C*: Open operation (Creator)
- D*: Close operation (Destructor)
- W*: Write operation
- 1*: Neither open nor close nor write operation

The path expression is: $C(1W1 + 1[1W1]^*1)1D$

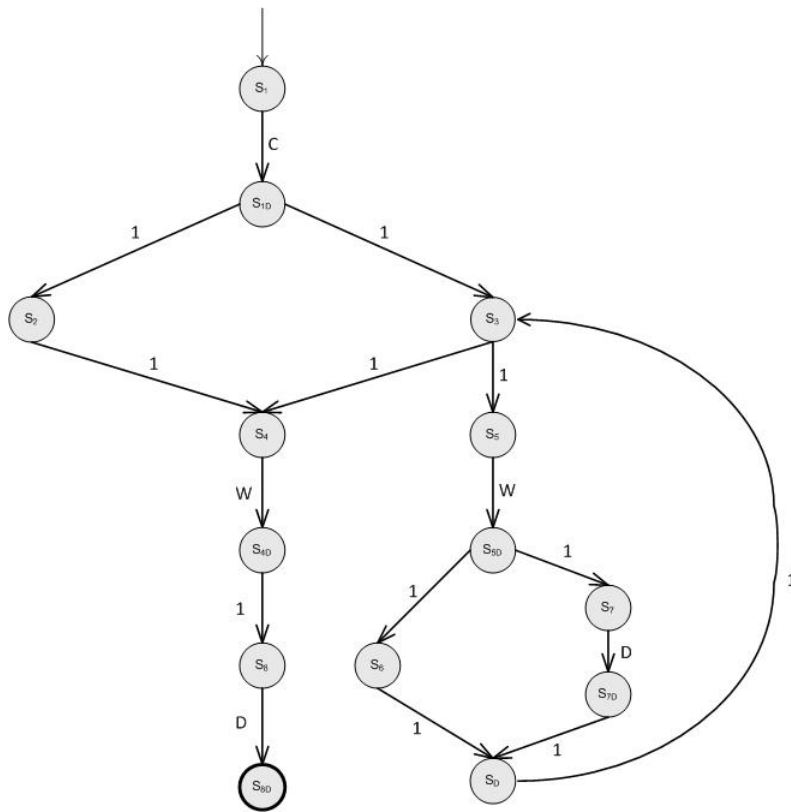
Algebraic rules are used to rewrite this as: $CWD + CW^*D$.

As *W* is neither of the complementary operations, it is insignificant in the current context. Hence, we change *W* to *1* to get $CD + CD$ which is equivalent to CD .

Using the multiplicative table for the complementary operations on page 99, the final path expression is **1**.

This shows that the given graph is satisfied in terms of complementary operations.

Dummy nodes are added to figure 2.32(b) as was done in figure 2.32(a). An additional dummy node S_D is inserted at the conjunction of the nodes S_6 and S_7 . Figure 2.32(b) expands as follows:



The path expression is: $C(11 + 1[1W(11 + 1D1)1]*1)W1D$

Algebraic rules are used to rewrite this as: $CWD + C[W + WD]*WD$

As W is neither of the complementary operations, it is insignificant in the current context. Hence, we change W to 1 to get $CD + CD*D$ which is equivalent to $CD + CDD^*$. Using multiplicative table for the complementary operations on page 99, the final path expression is $1 + D^* = D^*$.

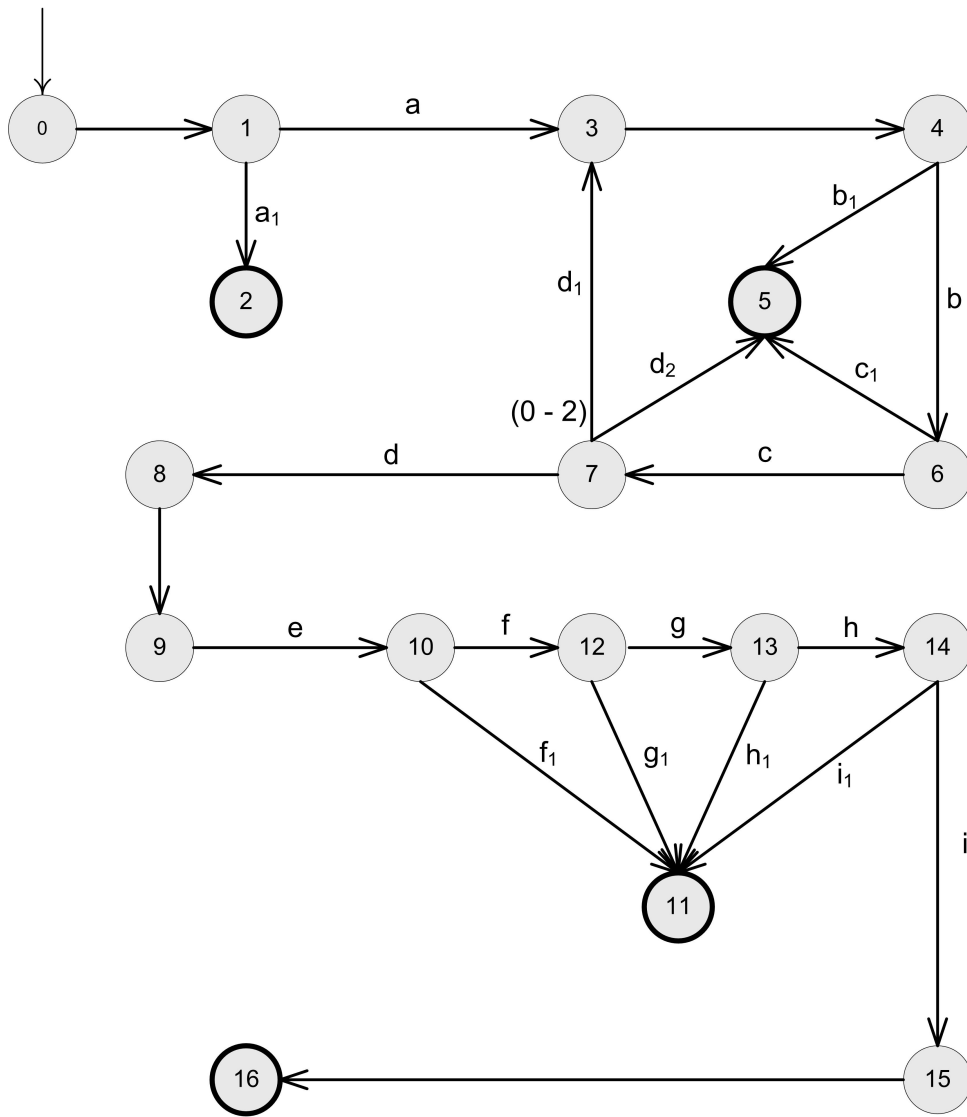
This analysis shows that the intended complementary operations are not, in fact, complementary in the given graph.

Thanks to Preetham Vemasani for providing this solution.

- Derive and simplify the path expressions for the activity graph in Figure 2.42. The only loop in that graph has a bound of 3 tries. Use that to compute the maximum number of paths and the minimum number of paths to reach all edges. Discuss the relationship between the scenarios for that graph and the terms in the path expression.

Solution (Instructor only):

One possible graph for the given activity diagram Figure 2.42 is:



Note: Another edge at node 9 is discarded as nodes from that edge are not described in the given activity diagram.

The path expression derived from the above figure is:
 $a_1 + a[bcd_1]^{0-2}(b_1 + bc_1 + bcd_2 + bcde(f_1 + fg_1 + fgh_1 + fghi_1 + fghi))$

The table below gives the description of the variables used in the graph.

a	<i>card recognized</i>
a_1	<i>card not recognized</i>
b	<i>card not expired</i>
b_1	<i>card expired</i>
c	<i>card not lost</i>
c_1	<i>card lost</i>
d	<i>valid pin</i>
d_1	<i>invalid pin entered less than 3 times</i>
d_2	<i>invalid pin entered more than 3 times</i>
e	<i>select withdraw</i>
f	<i>valid account</i>
f_1	<i>invalid account</i>
g	<i>daily amount exceeded</i>
g_1	<i>daily amount not exceeded</i>
h	<i>sufficient funds</i>
h_1	<i>insufficient funds</i>
i	<i>ATM not out of funds</i>
i_1	<i>ATM out of funds</i>

Maximum number of paths computed from the path expression is:

$$\begin{aligned}
& 1 + 1 * (1 * 1 * 1)^{0-2} * (1 + 1 * 1 + 1 * 1 * 1 + 1 * 1 * 1 * 1 * (1 + 1 * 1 + 1 * 1 * 1 + 1 * 1 * 1 * 1 * 1)) \\
& = 1 + 1^{0-2} * (1 + 1 + 1 + 1 * (1 + 1 + 1 + 1 + 1)) \\
& = 1 + \sum_{i=0}^2 1^i * (3 + 5) \\
& = 1 + (1^0 + 1^1 + 1^2) * 8 \\
& = 1 + 3 * 8 \\
& = 25
\end{aligned}$$

Minimum number of paths to reach all edges is:

$$\begin{aligned}
& 1 + 1 * (1 * 1 * 1)^{0-2} * (1 + 1 * 1 + 1 * 1 * 1 + 1 * 1 * 1 * 1 * (1 + 1 * 1 + 1 * 1 * 1 + 1 * 1 * 1 * 1 * 1)) \\
& = 1 + 1 * (1 + 1 + 1 + 1 * (1 + 1 + 1 + 1 + 1)) \\
& = 1 + (3 + 5) \\
& = 9
\end{aligned}$$

In general, completely expanded path expression gives all the possible scenarios of the given activity diagram with each term representing a particular scenario. In this case, in addition to the possible scenarios, the path expression also produces some scenarios which are not possible in reality. They are:

- (a) $abcd_1b_1$
- (b) $abcd_1bcd_1b_1$
- (c) $abcd_1bc_1$
- (d) $abcd_1bcd_1bc_1$
- (e) $abcd_2$

(f) $abcd_1bcd_2$

These scenarios describe the situation where the card is confiscated. Scenarios (a-d) are related to the situation where the card is lost or expired. This situation must arise only when the pin is entered for the first time. But, the path expression allows this to happen, even after entering the invalid pin more than once, which is not possible in reality.

Scenarios (e-f) are related to the situation where a invalid pin is entered more than 2 times. But, this path expression allows this to happen, even in the case where invalid pin is entered not more than 2 times, which is not possible in reality. These additional scenarios, which are not possible in reality, are generated due to the limitations in modeling a graph from the given activity diagram.

Thanks to Preetham Vemasani for providing this solution.

7. Answer questions a-c for the graph defined by the following sets:

- $N = \{1, 2, 3, 4, 5, 6, 7, 8, 9, 10\}$
- $N_0 = \{1\}$
- $N_f = \{10\}$
- $E = \{(1, 2, a), (2, 3, b), (2, 4, c), (3, 5, d), (4, 5, e), (5, 6, f), (5, 7, g), (6, 6, h(1-4)), (6, 10, i), (7, 8, j), (8, 8, k(0-3)), (8, 9, l), (9, 7, m(2-5)), (9, 10, n)\}$

(a) Draw the graph.

Solution:

See the graph tool at <http://www.cs.gmu.edu/~offutt/softwaretest/>

The basic path expression is: $a(bd + cd) [fh^*i + gjk^*l [mjk^*l] n]$

(b) What is the maximum number of paths through the graph?

Solution:

We decorate the path expression with the loop counts and substitute:

$$\begin{aligned}
 & 1(1 * 1 + 1 * 1) * [1 * 1^{1-4} * 1 + 1 * 1 * 1^{0-3} * [1 [1 * 1 * 1^{0-3} * 1]]^{2-5} * 1] \\
 &= (2) * [1^{1-4} + 1^{0-3} * (1^{0-3})^{2-5}] \\
 &= (2) * [\sum_{i=1}^4 1^i + \sum_{i=0}^3 1^i * \sum_{i=2}^5 (\sum_{j=0}^3 1^j)^i] \\
 &= (2) * [(1 + 1 + 1 + 1) + (1 + 1 + 1 + 1) * \sum_{i=2}^5 (1 + 1 + 1 + 1)^i] \\
 &= (2) * [4 + 4 * \sum_{i=2}^5 4^i] \\
 &= (2) * [4 + 4 * 4^2 + 4^3 + 4^4 + 4^5] \\
 &= (2) * [4 + 4 * 16 + 64 + 256 + 1024] \\
 &= (2) * [4 + 4 * 16 + 64 + 256 + 1024] \\
 &= (2) * [4 + 4 * 1360] \\
 &= (2) * [4 + 5440] \\
 &= (2) * [5444] \\
 &= 10888
 \end{aligned}$$

Probably, this is a ridiculous number of test paths for this graph. To get a more reasonable number, the iteration labels on the loops need to be tweaked.

- (c) What is the approximate minimum number of paths through the graph?

Solution:

We again start with the same substitution, except we now replace with minimum values. The only tricky part is the loop for edge m . If we assume a single test path does this, we get:

$$\begin{aligned}
 & a(bd + cd) [fh^*i + gjk^*l [mjk^*l] n] \\
 &= \max(2, [1 + \max(1, 1)]) \\
 &= \max(2, 2) \\
 &= 2.
 \end{aligned}$$

Two test paths probably won't do a very good job of testing this graph.

Exercises, Section 3.1

1. List all the clauses for the predicate below:

$$((f \leq g) \wedge (X > 0)) \vee (M \wedge (e < d + c))$$

Solution:

There are four: $f \leq g$, $X > 0$, M , and $e < d + c$.

2. Write the predicate (only the predicate) to represent the requirement: “List all the wireless mice that either retail for more than \$100 or for which the store has more than 20 items. Also list non-wireless mice that retail for more than \$50.”

Solution:

The predicate describing whether to list a given mouse is:

$$((\text{mouseType} = \text{wireless}) \wedge ((\text{retail} > 100) \vee (\text{stock} > 20))) \vee$$
$$(\neg(\text{mouseType} = \text{wireless}) \wedge (\text{retail} > 50))$$

Note: Many students need additional practice with this type of exercise. Typical textbooks used in discrete structures classes are an excellent source for sample problems.

Exercises, Section 3.2

Use predicates (1) through (10) to answer the following questions.

1. $p = a \wedge (\neg b \vee c)$
2. $p = a \vee (b \wedge c)$
3. $p = a \wedge b$
4. $p = a \rightarrow (b \rightarrow c)$
5. $p = a \oplus b$
6. $p = a \leftrightarrow (b \wedge c)$
7. $p = (a \vee b) \wedge (c \vee d)$
8. $p = (\neg a \wedge \neg b) \vee (a \wedge \neg c) \vee (\neg a \wedge c)$
9. $p = a \vee b \vee (c \wedge d)$
10. $p = (a \wedge b) \vee (b \wedge c) \vee (a \wedge c)$

- (a) Identify the clauses that go with predicate p .
- (b) Compute (and simplify) the conditions under which each of the clauses determines predicate p .
- (c) Write the complete truth table for all clauses. Label your rows starting from 1. Use the format in the example underneath the definition of Combinatorial Coverage in Section 3.2. That is, row 1 should be all clauses true. You should include columns for the conditions under which each clause determines the predicate, and also a column for the predicate itself.
- (d) Identify all pairs of rows from your table that satisfy General Active Clause Coverage (GACC) with respect to each clause.
- (e) Identify all pairs of rows from your table that satisfy Correlated Active Clause Coverage (CACC) with respect to each clause.
- (f) Identify all pairs of rows from your table that satisfy Restricted Active Clause Coverage (RACC) with respect to each clause.
- (g) Identify all 4-tuples of rows from your table that satisfy General Inactive Clause Coverage (GICC) with respect to each clause. Identify any infeasible GICC test requirements.
- (h) Identify all 4-tuples of rows from your table that satisfy Restricted Inactive Clause Coverage (RICC) with respect to each clause. Identify any infeasible RICC test requirements.

Solution (Instructor only):

Solution for $p = a \wedge (\neg b \vee c)$

(a) *Clauses are a, b, c .*

(b) $p_a = \neg b \vee c$

$p_b = a \wedge \neg c$

$p_c = a \wedge b$

(c) *Note: Blank cells represent values of 'F'.*

	a	b	c	p	p_a	p_b	p_c
1	T	T	T	T	T		T
2	T	T	F			T	T
3	T	F	T	T	T		
4	T	F	F	T	T	T	
5	F	T	T		T		
6	F	T	F				
7	F	F	T		T		
8	F	F	F		T		

(d) *GACC pairs for clause a are: $\{1, 3, 4\} \times \{5, 7, 8\}$.*

There is only one GACC pair for clause b : $(2, 4)$.

There is only one GACC pair for clause c : $(1, 2)$.

(e) *CACC pairs for clauses a, b , and c are the same as GACC pairs.*

(f) *RACC pairs for clause a are: $(1, 5), (3, 7), (4, 8)$.*

RACC pairs for clauses b and c are the same as CACC pairs.

(g) *GICC tuples for a are: $(2, 6)$ for $p = F$; no feasible pair for $p = T$.*

GICC tuples for b are: $\{5, 6\} \times \{7, 8\}$ for $p = F$; $(1, 3)$ for $p = T$.

GICC tuples for c are: $\{5, 7\} \times \{6, 8\}$ for $p = F$; $(3, 4)$ for $p = T$.

(h) *RICC tuples for a are same as GICC.*

RICC tuples for b are: $(5, 7), (6, 8)$ for $p = F$; $(1, 3)$ for $p = T$.

RICC tuples for c are: $(5, 6), (7, 8)$ for $p = F$; $(3, 4)$ for $p = T$.

Solution:

Solution for $p = a \vee (b \wedge c)$

(a) *Clauses are a, b, c .*

(b) $p_a = \neg b \vee \neg c$

$p_b = \neg a \wedge c$

$p_c = \neg a \wedge b$

(c) *Note: Blank cells represent values of 'F'.*

	a	b	c	p	p_a	p_b	p_c
1	T	T	T	T			
2	T	T	F	T	T		
3	T	F	T	T	T		
4	T	F	F	T	T		
5	F	T	T	T		T	T
6	F	T	F		T		T
7	F	F	T		T	T	
8	F	F	F		T		

(d) *GACC pairs for clause a are: $\{2, 3, 4\} \times \{6, 7, 8\}$.*

There is only one GACC pair for clause b : $(5, 7)$.

There is only one GACC pair for clause c : $(5, 6)$.

(e) *CACC pairs for clauses a, b , and c are the same as GACC pairs.*

(f) *RACC pairs for clause a are: $(2, 6), (3, 7), (4, 8)$.*

RACC pairs for clauses b and c are the same as CACC pairs.

(g) *GICC tuples for a are: no feasible pair for $p = F$; $(1, 5)$ for $p = T$.*

GICC tuples for b are: $(6, 8)$ for $p = F$; $\{1, 2\} \times \{3, 4\}$ for $p = T$.

GICC tuples for c are: $(7, 8)$ for $p = F$; $\{1, 3\} \times \{2, 4\}$ for $p = T$.

(h) *RICC tuples for a are same as GICC.*

RICC tuples for b are: $(6, 8)$ for $p = F$; $(1, 3), (2, 4)$ for $p = T$.

RICC tuples for c are: $(7, 8)$ for $p = F$; $(1, 2), (3, 4)$ for $p = T$.

Solution:

Solution for $p = a \wedge b$

(a) *Clauses are a, b .*

(b) $p_a = b$

$p_b = a$

(c) *Note: Blank cells represent values of 'F'.*

	a	b	p	p_a	p_b
1	T	T	T	T	T
2	T	F			T
3	F	T		T	
4	F	F			

(d) *There is only one GACC pair for clause a : (1, 3).*

There is only one GACC pair for clause b : (1, 2).

(e) *CACC pairs for clauses a and b are the same as GACC pairs.*

(f) *RACC pairs for clauses a and b are the same as CACC pairs.*

(g) *GICC tuples for a are: (2, 4) for $p = F$; no feasible pair for $p = T$.*

GICC tuples for b are: (3, 4) for $p = F$; no feasible pair for $p = T$.

(h) *RICC tuples for clauses a and b are the same as GICC tuples.*

Solution:

Solution for $p = a \rightarrow (b \rightarrow c)$

(a) *Clauses are a, b, c .*

(b) $p_a = b \wedge \neg c$

$p_b = a \wedge \neg c$

$p_c = a \wedge b$

(c) *Note: Blank cells represent values of 'F'.*

	a	b	c	p	p_a	p_b	p_c
1	T	T	T	T			T
2	T	T	F		T	T	T
3	T	F	T	T			
4	T	F	F	T		T	
5	F	T	T	T			
6	F	T	F	T	T		
7	F	F	T	T			
8	F	F	F	T			

(d) *There is only one GACC pair for clause a : (2, 6).*

There is only one GACC pair for clause b : (2, 4).

There is only one GACC pair for clause c : (1, 2).

(e) *CACC pairs for clauses a, b , and c are the same as GACC pairs.*

(f) *RACC pairs for clauses a, b , and c are the same as CACC pairs.*

(g) *GICC tuples for a are: no feasible pair for $p = F$; $\{1, 3, 4\} \times \{5, 7, 8\}$ for $p = T$.*

GICC tuples for b are: no feasible pair for $p = F$; $\{1, 5, 6\} \times \{3, 7, 8\}$ for $p = T$.

GICC tuples for c are: no feasible pair for $p = F$; $\{3, 5, 7\} \times \{4, 6, 8\}$ for $p = T$.

(h) *RICC tuples for a are: no feasible pair for $p = F$; (1, 5), (3, 7), (4, 8) for $p = T$.*

RICC tuples for b are: no feasible pair for $p = F$; (1, 3), (5, 7), (6, 8) for $p = T$.

RICC tuples for c are: no feasible pair for $p = F$; (3, 4), (5, 6), (7, 8) for $p = T$.

Solution (Instructor only):

Solution for $p = a \oplus b$

(a) *Clauses are a, b .*

(b) $p_a = T$
 $p_b = T$

(c) *Note: Blank cells represent values of 'F'.*

	a	b	p	p_a	p_b
1	T	T		T	T
2	T	F	T	T	T
3	F	T	T	T	T
4	F	F		T	T

(d) *GACC pairs for clause a are: $\{1, 2\} \times \{3, 4\}$.
 GACC pairs for clause b are: $\{1, 3\} \times \{2, 4\}$.*

(e) *CACC pairs for clause a are: $(1, 3), (2, 4)$.
 CACC pairs for clause b are: $(1, 2), (3, 4)$.*

(f) *RACC pairs for clauses a and b are the same as CACC pairs.*

(g) *There are no GICC tuples for either clause.*

(h) *There are no RICC tuples for either clause.*

Solution:

Solution for $p = a \leftrightarrow (b \wedge c)$

(a) *Clauses are a, b, c .*

(b) $p_a = T$

$p_b = c$

$p_c = b$

(c) *Note: Blank cells represent values of 'F'.*

	a	b	c	p	p_a	p_b	p_c
1	T	T	T	T	T	T	T
2	T	T	F		T		T
3	T	F	T		T	T	
4	T	F	F		T		
5	F	T	T		T	T	T
6	F	T	F	T	T		T
7	F	F	T	T	T	T	
8	F	F	F	T	T		

(d) *GACC pairs for clause a are: $\{1, 2, 3, 4\} \times \{5, 6, 7, 8\}$.*

GACC pairs for clause b are: $\{1, 5\} \times \{3, 7\}$.

GACC pairs for clause c are: $\{1, 5\} \times \{2, 6\}$.

(e) *CACC pairs for clause a are: $(1, 5) \cup \{2, 3, 4\} \times \{6, 7, 8\}$.*

CACC pairs for clause b are: $(1, 3), (5, 7)$ for clause b .

CACC pairs for clause c are: $(1, 2), (5, 6)$ for clause c .

(f) *RACC pairs for clause a are: $(1, 5), (2, 6), (3, 7), (4, 8)$.*

RACC pairs for clauses b and c are the same as CACC pairs.

(g) *There are no GICC tuples for clause a .*

GICC tuples for b are: $(2, 4)$ for $p = F$; $(6, 8)$ for $p = T$.

GICC tuples for c are: $(3, 4)$ for $p = F$; $(7, 8)$ for $p = T$.

(h) *RICC tuples for clauses a, b , and c are the same as GICC tuples.*

Solution:

Solution for $p = (a \vee b) \wedge (c \vee d)$

(a) *Clauses are a, b, c, d .*

(b) $p_a = \neg b \wedge (c \vee d)$

$p_b = \neg a \wedge (c \vee d)$

$p_c = \neg d \wedge (a \vee b)$

$p_d = \neg c \wedge (a \vee b)$

(c) *Note: Blank cells represent values of 'F'.*

	a	b	c	d	p	p_a	p_b	p_c	p_d
1	T	T	T	T	T				
2	T	T	T	F	T			T	
3	T	T	F	T	T				T
4	T	T	F	F				T	T
5	T	F	T	T	T	T			
6	T	F	T	F	T	T		T	
7	T	F	F	T	T	T			T
8	T	F	F	F				T	T
9	F	T	T	T	T		T		
10	F	T	T	F	T		T	T	
11	F	T	F	T	T		T		T
12	F	T	F	F				T	T
13	F	F	T	T		T	T		
14	F	F	T	F		T	T		
15	F	F	F	T		T	T		
16	F	F	F	F					

(d) *GACC pairs for clause a are: $\{5, 6, 7\} \times \{13, 14, 15\}$.*

GACC pairs for clause b are: $\{9, 10, 11\} \times \{13, 14, 15\}$.

GACC pairs for clause c are: $\{2, 6, 10\} \times \{4, 8, 12\}$.

GACC pairs for clause d are: $\{3, 7, 11\} \times \{4, 8, 12\}$.

(e) *CACC pairs for clauses $a, b, c,$ and d are the same as GACC pairs.*

(f) *RACC pairs for clause $a,$ $(5, 13), (6, 14), (7, 15)$.*

RACC pairs for clause $b,$ $(9, 13), (10, 14), (11, 15)$.

RACC pairs for clause $c,$ $(2, 4), (6, 8), (10, 12)$.

RACC pairs for clause $d,$ $(3, 4), (7, 8), (11, 12)$.

- (g) *GICC tuples for a are:*
 $\{4, 8\} \times \{12, 16\}$ for $p = F$; $\{1, 2, 3\} \times \{9, 10, 11\}$ for $p = T$.
GICC tuples for b are:
 $\{4, 12\} \times \{8, 16\}$ for $p = F$; $\{1, 2, 3\} \times \{5, 6, 7\}$ for $p = T$.
GICC tuples for c are:
 $\{13, 14\} \times \{15, 16\}$ for $p = F$; $\{1, 5, 9\} \times \{3, 7, 11\}$ for $p = T$.
GICC tuples for d are:
 $\{13, 15\} \times \{14, 16\}$ for $p = F$; $\{1, 5, 9\} \times \{2, 6, 10\}$ for $p = T$.
- (h) *RICC tuples for a are:*
 $(4, 12), (8, 16)$ for $p = F$; $(1, 9), (2, 10), (3, 11)$ for $p = T$.
RICC tuples for b are:
 $(4, 8), (12, 16)$ for $p = F$; $(1, 5), (2, 6), (3, 7)$ for $p = T$.
RICC tuples for c are:
 $(13, 15), (14, 16)$ for $p = F$; $(1, 3), (5, 7), (9, 11)$ for $p = T$.
RICC tuples for d are:
 $(13, 14), (15, 16)$ for $p = F$; $(1, 2), (5, 6), (9, 10)$ for $p = T$.

Solution:

Solution for $p = (\neg a \wedge \neg b) \vee (a \wedge \neg c) \vee (\neg a \wedge c)$

(a) *Clauses are* a, b, c .

(b) $p_a = b \vee c$

$p_b = \neg a \wedge \neg c$

$p_c = a \vee b$

(c) *Note: Blank cells represent values of 'F'.*

	a	b	c	p	p_a	p_b	p_c
1	T	T	T		T		T
2	T	T	F	T	T		T
3	T	F	T		T		T
4	T	F	F	T			T
5	F	T	T	T	T		T
6	F	T	F		T	T	T
7	F	F	T	T	T		
8	F	F	F	T		T	

(d) *GACC pairs for clause* a *are:* $\{1, 2, 3\} \times \{5, 6, 7\}$.

GACC pair for clause b *is:* $(6, 8)$.

GACC pairs for clause c *are:* $\{1, 3, 5\} \times \{2, 4, 6\}$.

(e) *CACC pairs for clause* a *are:* $(1, 5), (1, 7), (2, 6), (3, 5), (3, 7)$.

The CACC pair for clause b *is the same as GACC pair.*

CACC pairs for clause c *are:* $(1, 2), (1, 4), (3, 2), (3, 4), (5, 6)$.

(f) *RACC pair for clause* a *is:* $(1, 5), (2, 6), (3, 7)$.

The RACC pair for clause b *is the same as CACC pair.*

RACC pairs for clause c *are:* $(1, 2), (3, 4), (5, 6)$.

(g) *GICC tuples for clause* a *are:* *no feasible pair for* $p = F$; $(4, 8)$ *for* $p = T$.

GICC tuples for clause b *are:* $(1, 3)$ *for* $p = F$; $(2, 4), (2, 7), (5, 4), (5, 7)$ *for* $p = T$.

GICC tuples for clause c *are:* *no feasible pair for* $p = F$; $(7, 8)$ *for* $p = T$.

(h) *RICC tuples for clauses* a *and* c *are same as GICC tuples.*

RICC tuples for clause b *are:* $(1, 3)$ *for* $p = F$; $(2, 4), (5, 7)$ *for* $p = T$.

Solution (Instructor only):

Solution for $p = a \vee b \vee (c \wedge d)$

(a) *Clauses are a, b, c, d .*

(b) $p_a = \neg b \wedge (\neg c \vee \neg d)$

$p_b = \neg a \wedge (\neg c \vee \neg d)$

$p_c = \neg a \wedge \neg b \wedge d$

$p_d = \neg a \wedge \neg b \wedge c$

	a	b	c	d	p	p_a	p_b	p_c	p_d
1	T	T	T	T	T				
2	T	T	T	F	T				
3	T	T	F	T	T				
4	T	T	F	F	T				
5	T	F	T	T	T				
6	T	F	T	F	T	T			
7	T	F	F	T	T	T			
(c) 8	T	F	F	F	T	T			
9	F	T	T	T	T				
10	F	T	T	F	T		T		
11	F	T	F	T	T		T		
12	F	T	F	F	T		T		
13	F	F	T	T	T			T	T
14	F	F	T	F		T	T		T
15	F	F	F	T		T	T	T	
16	F	F	F	F		T	T		

(d) *GACC pairs for clause a are: $\{6, 7, 8\} \times \{14, 15, 16\}$.*

GACC pairs for clause b are: $\{10, 11, 12\} \times \{14, 15, 16\}$.

GACC pair for clause c is: $(13, 15)$.

GACC pair for clause d is: $(13, 14)$.

(e) *CACC pairs for clauses a, b, c , and d are the same as GACC pairs.*

(f) *RACC pairs for clause b are: $(6, 14), (7, 15), (8, 16)$.*

RACC pairs for clause c are: $(10, 14), (11, 15), (12, 16)$.

RACC pairs for clauses c and d are the same as CACC pairs.

(g) *GICC tuples for clause a are:*

no feasible pair for $p = F$; $\{1, 2, 3, 4, 5\} \times \{9, 10, 11, 12, 13\}$ for $p = T$.

GICC tuples for clause b are:

no feasible pair for $p = F$; $\{1, 2, 3, 4, 9\} \times \{5, 6, 7, 8, 13\}$ for $p = T$.

GICC tuples for clause c are:

$(14, 16)$ for $p = F$; $\{1, 2, 5, 6, 9, 10\} \times \{3, 4, 7, 8, 11, 12\}$ for $p = T$.

GICC tuples for clause d are:

$(15, 16)$ for $p = F$; $\{1, 3, 5, 7, 9, 11\} \times \{2, 4, 6, 8, 10, 12\}$ for $p = T$.

- (h) *RICC tuples for clause a are:*
no feasible pair for $p = F$; (1, 9), (2, 10), (3, 11), (4, 12), (5, 13) for $p = T$.
RICC tuples for clause b are:
no feasible pair for $p = F$; (1, 5), (2, 6), (3, 7), (4, 8), (9, 13) for $p = T$.
RICC tuples for clause c are:
(14, 16) for $p = F$; (1, 3), (2, 4), (5, 7), (6, 8), (9, 11), (10, 12) for $p = T$.
RICC tuples for clause d are:
(14, 16) for $p = F$; (1, 2), (3, 4), (5, 6), (7, 8), (9, 10), (11, 12) for $p = T$.

Solution (Instructor only):

Solution for $p = (a \wedge b) \vee (b \wedge c) \vee (a \wedge c)$

(a) *Clauses are a, b, c .*

(b) $p_a = b \wedge \neg c \vee \neg b \wedge c$

$p_b = a \wedge \neg c \vee \neg a \wedge c$

$p_c = a \wedge \neg b \vee \neg a \wedge b$

(c) *Note: Blank cells represent values of 'F'.*

	a	b	c	p	p_a	p_b	p_c
1	T	T	T	T			
2	T	T	F	T	T	T	
3	T	F	T	T	T		T
4	T	F	F			T	T
5	F	T	T	T		T	T
6	F	T	F		T		T
7	F	F	T		T	T	
8	F	F	F				

(d) *GACC pairs for clause a are: $\{2, 3\} \times \{6, 7\}$.*

GACC pairs for clause b are: $\{2, 5\} \times \{4, 7\}$.

GACC pairs for clause c are: $\{3, 5\} \times \{4, 6\}$.

(e) *CACC pairs for clauses a, b , and c are the same as GACC pairs.*

(f) *RACC pairs for clause a are: $(2, 6), (3, 7)$.*

RACC pairs for clause b are: $(2, 4), (5, 7)$.

RACC pairs for clause c are: $(3, 4), (5, 6)$.

(g) *GICC tuples for clause a are: $(4, 8) p = F$; $(1, 5)$ for $p = T$.*

GICC tuples for clause b are: $(6, 8) p = F$; $(1, 3)$ for $p = T$.

GICC tuples for clause c are: $(7, 8) p = F$; $(1, 2)$ for $p = T$.

(h) *RICC tuples for a, b , and c are same as GICC tuples.*

11. Refine the GACC, CACC, RACC, GICC, and RICC coverage criteria so that the constraints on the minor clauses are made more formal.

Solution:

Solution: We'll start with GACC, and add more constraints we we proceed to RACC. Then, we'll repeat the process for GICC and RICC. The goal here is to help students by giving a more explicit explanation of the test requirements.

We assume p is the predicate, c_i is the major clause, $c_j, j \neq i$ are the minor clauses, and p_{c_i} is the conditions under which c_i determines p .

For each i , GACC has two test requirements: $c_i = T \wedge p_{c_i} = T$ and $c_i = F \wedge p_{c_i} = T$. Note that the values of the minor clauses c_j may differ between the two tests.

For each i , CACC has two test requirements: $c_i = T \wedge p_{c_i} = T$ and $c_i = F \wedge p_{c_i} = T$. Additionally, the value of p resulting from the first test must differ from the value of p resulting from the second. Note that the values of the minor clauses c_j may differ between the two tests.

For each i , RACC has two test requirements: $c_i = T \wedge p_{c_i} = T$ and $c_i = F \wedge p_{c_i} = T$. Additionally, c_i is the only difference between the two tests. That is, the values of the minor clauses c_j must be identical on the two tests.

For each i , GICC has two pairs of test requirements:

Pair 1: $c_i = T \wedge p_{c_i} = F \wedge p = T$. $c_i = F \wedge p_{c_i} = F \wedge p = T$.

Pair 2: $c_i = T \wedge p_{c_i} = F \wedge p = F$. $c_i = F \wedge p_{c_i} = F \wedge p = F$.

The minor clauses c_j may differ between the two tests. Often, one of the pairs is infeasible.

For each i , RICC has two pairs of test requirements:

Pair 1: $c_i = T \wedge p_{c_i} = F \wedge p = T$. $c_i = F \wedge p_{c_i} = F \wedge p = T$.

Pair 2: $c_i = T \wedge p_{c_i} = F \wedge p = F$. $c_i = F \wedge p_{c_i} = F \wedge p = F$.

Additionally, c_i is the only difference between the two tests in Pair 1 and the two tests in Pair 2. That is, the values of the minor clauses c_j must be identical for the two tests in Pair 1 and identical for the two tests in Pair 2. Again, one of the pairs is often infeasible.

12. (**Challenging!**) Find a predicate and a set of additional constraints so that CACC is infeasible with respect to some clause, but GACC is feasible.

Solution (Instructor only):

Consider the predicate $a \wedge (b \leftrightarrow c)$ equal to $(x < y) \wedge (\text{odd}(x) \leftrightarrow \text{odd}(y))$ in an environment where $x + y$ is constrained to be even. Note that of the eight possible combinations of truth values clauses a , b , and c , only four are feasible, since b and c will always have the same truth value. p_c , the conditions under which c determines p is simply a . Note that there is exactly 1 feasible combination of truth values where c is true and p_c is true, namely TTT , and exactly 1 feasible where c is false, but p_c is still true, namely TFF . Thus the test set $\{(TTT, TFF)\}$ satisfies GACC with respect to c , but not CACC. In terms of (x, y) pairs, such a test set is $\{(1, 3), (2, 4)\}$.

Exercises, Section 3.3

1. Answer the following questions for the method `checkIt()` below:

```
public static void checkIt (boolean a, boolean b, boolean c)
{
    if (a && (b || c))
    {
        System.out.println ("P is true");
    }
    else
    {
        System.out.println ("P isn't true");
    }
}
```

- Transform *checkIt()* to *checkItExpand()*, a method where each *if* statement tests exactly one boolean variable. Instrument *checkItExpand()* to record which edges are traversed. (“print” statements are fine for this.)

Solution (Instructor only):

```
public static void checkItExpand (boolean a, boolean b, boolean c)
{
    if (a)
    {
        if (b)
        {
            System.out.println ("1: P is true");
        }
        else if (c)
        { // !b
            System.out.println ("2: P is true");
        }
        else
        { // !b and !c
            System.out.println ("3: P isn't true");
        }
    }
    else
    { // !a
        System.out.println ("4: P isn't true");
    }
}
```

- Derive a GACC test set *T1* for *checkIt()*. Derive an Edge Coverage test set *T2* for *checkItExpand()*. Build *T2* so that it does **not** satisfy GACC on the predicate in *checkIt()*.

Solution (Instructor only):

If we number the truth table in the usual way, we have:

GACC pairs for clause *a* are: $\{1, 2, 3\} \times \{5, 6, 7\}$.

GACC pair for clause *b* is: (2, 4).

GACC pair for clause *c* is: (3, 4).

So, a GACC test set *T1* for `checkIt()` needs to have tests $\{2, 3, 4\}$ (due to clauses *b* and *c*), and one of $\{5, 6, 7\}$.

For edge coverage for `checkItExpand()`, we need *Txx* and *Fxx* for clause *a*, *TFx* and *TTx* for clause *b*, and *TFT* and *TFF* for clause *c*. The last two are rows 3 and 4 from the truth table, so any edge set has to have these. Additionally, we need 1 or 2 for *TTx*. Note that *TFx* is already taken care of. Finally, we need 5, 6, 7, or 8 for *Fxx*. Again, *Txx* is already taken care of.

Hence, we could pick test set $T2 = \{1, 3, 4, 8\}$, which yields Edge Coverage on `checkItExpand()`, but certainly not GACC on `checkIt()`.

Of course, other choices could also work.

- Run both *T1* and *T2* on both `checkIt()` and `checkItExpand()`.

Solution (Instructor only):

```
public class check
{
    public static void checkIt (boolean a, boolean b, boolean c)
    {
        if (a && (b || c))
        {
            System.out.println ("1: P is true");
        }
        else
        {
            System.out.println ("3: P isn't true");
        }
    }
}

public static void checkItExpand (boolean a, boolean b, boolean c)
{
    if (a)
    {
        if (b)
        {
            System.out.println ("1: P is true");
        }
        else if (c)
        {
```



```

        System.out.println ("2: P is true");
    }
    else
    {
        System.out.println ("3: P isn't true");
    }
}
else
{
    System.out.println ("4: P isn't true");
}
}

public static void main (String[] args)
{
    boolean a = true;
    boolean b = true;
    boolean c = true;
    for (int i = 0; i < 2; i++)
    {
        for (int j = 0; j < 2; j++)
        {
            for (int k = 0; k < 2; k++)
            {
                System.out.println (a + " " + b + " " + c);
                System.out.print ("checkIt(): ");
                checkIt (a, b, c);
                System.out.print ("checkItExpand(): ");
                checkItExpand (a, b, c);
                c = !c;
            }
            b = !b;
        }
        a = !a;
    }
}
}

```

Output of the program:

```

true true true
checkIt():      1: P is true
checkItExpand(): 1: P is true
true true false
checkIt():      1: P is true

```

```

checkItExpand(): 1: P is true
true false true
checkIt():      1: P is true
checkItExpand(): 2: P is true
true false false
checkIt():      3: P isn't true
checkItExpand(): 3: P isn't true
false true true
checkIt():      3: P isn't true
checkItExpand(): 4: P isn't true
false true false
checkIt():      3: P isn't true
checkItExpand(): 4: P isn't true
false false true
checkIt():      3: P isn't true
checkItExpand(): 4: P isn't true
false false false
checkIt():      3: P isn't true
checkItExpand(): 4: P isn't true

```

2. Answer the following questions for the method `twoPred()` below:

```

public String twoPred (int x, int y)
{
    boolean z;

    if (x < y)
        z = true;
    else
        z = false;

    if (z && x+y == 10)
        return "A";
    else
        return "B";
}

```

- Identify test inputs for `twoPred()` that achieve Restricted Active Clause Coverage (RACC).

Solution (Instructor only):

Note: The first predicate will be taken care of in the analysis of the second predicate. The second predicate can be rewritten in terms of x and y : $p = (x < y) \&\& x + y == 10$ For RACC, I need three tests:

*$x < y$ true; $x + y == 10$ true; Example : `twoPred(4, 6)`
 $x < y$ false; $x + y == 10$ true; Example : `twoPred(6, 4)`
 $x < y$ true; $x + y == 10$ false; Example : `twoPred(4, 5)`*

- Identify test inputs for $twoPred()$ that achieve Restricted Inactive Clause Coverage (RICC).

Solution (Instructor only):

RICC has no feasible pairs for $P = True$. For $P = False$, we need truth assignments TF and FF for the first clause, and FT and FF for the second clause. That results in the following three tests:

$x < y$ false; $x + y == 10$ false; Example : $twoPred(6, 5)$

$x < y$ true; $x + y == 10$ false; Example : $twoPred(4, 5)$

$x < y$ false; $x + y == 10$ true; Example : $twoPred(6, 4)$

Note: Short circuit evaluation makes the tests FF and FT redundant, because the second clause will not be evaluated.

3. Answer the following questions for the program fragments below:

<pre>fragment P: if (A B C) { m(); } return;</pre>	<pre>fragment Q: if (A) { m(); return; } if (B) { m(); return; } if (C) { m(); }</pre>
--	--

- Give a GACC test set for fragment P. (Note that GACC, CACC, and RACC yield identical test sets for this example.)

Solution:

Note that each clause must be true with the other clauses false, and then all of the clauses must be false, thereby yielding 4 tests (numbered 4, 6, 7, 8 in the usual truth table scheme): $T_{GACC} = \{(T, F, F), (F, T, F), (F, F, T), (F, F, F)\}$

- Does the GACC test set for fragment P satisfy Edge Coverage on fragment Q?

Solution:

Yes.

- Write down an Edge Coverage test set for fragment Q. Make your test set include as few tests from the GACC test set as possible.

Solution:

Eight possible answers exist. All answers must include (F, F, F) and (F, F, T) , both of which are in the GACC tests. The first misses all calls to $m()$; and the second reaches the third call. To reach the first call, A must be True but B and C can have any value (four possibilities). To reach the second call, A must be False and B must be true. With “don’tcare” values, we can list the four tests as:

$$T_{EDGE} = \{(T, -, -), (F, T, -), (F, F, T), (F, F, F)\}$$

All the possible answers are:

$$T_{EDGE:1} = \{(T, T, T), (F, T, T), (F, F, T), (F, F, F)\}$$

$$T_{EDGE:2} = \{(T, T, F), (F, T, T), (F, F, T), (F, F, F)\}$$

$$T_{EDGE:3} = \{(T, F, T), (F, T, T), (F, F, T), (F, F, F)\}$$

$$T_{EDGE:4} = \{(T, F, F), (F, T, T), (F, F, T), (F, F, F)\} \text{ (1 in the GACC test)}$$

$$T_{EDGE:5} = \{(T, T, T), (F, T, F), (F, F, T), (F, F, F)\} \text{ (1 in the GACC test)}$$

$$T_{EDGE:6} = \{(T, T, F), (F, T, F), (F, F, T), (F, F, F)\} \text{ (1 in the GACC test)}$$

$$T_{EDGE:7} = \{(T, F, T), (F, T, F), (F, F, T), (F, F, F)\} \text{ (1 in the GACC test)}$$

$$T_{EDGE:8} = \{(T, F, F), (F, T, F), (F, F, T), (F, F, F)\} \text{ (2 in the GACC tests)}$$

4. (**Challenging!**) For the TriTyp program, complete the test sets for the following coverage criteria by filling in the “don’t care” values, ensuring reachability, and deriving the expected output. Download the program, compile it, and run it with your resulting test cases to verify correct outputs.

- Predicate Coverage (PC)
- Clause Coverage (CC)
- Combinatorial Coverage (CoC)
- Correlated Active Clause Coverage (CACC)

Solution (Instructor only):

Predicate Coverage (PC)

	<i>Predicate</i>	<i>TRUE</i>				<i>FALSE</i>			
		<i>S1</i>	<i>S2</i>	<i>S3</i>	<i>OUTPUT</i>	<i>S1</i>	<i>S2</i>	<i>S3</i>	<i>OUTPUT</i>
42	$(S1 \leq 0 \vee S2 \leq 0 \vee S3 \leq 0)$	0	0	0	4	1	1	1	3
49	$(S1 == S2)$	1	1	1	3	1	2	2	3
51	$(S1 == S3)$	1	1	1	3	1	2	2	2
53	$(S2 == S3)$	1	1	1	3	2	1	2	2
55	$(triOut == 0)$	1	2	3	4	1	1	1	3
59	$(S1 + S2 \leq S3 \vee S2 + S3 \leq S1 \vee S1 + S3 \leq S2)$	1	2	3	4	2	3	4	1
70	$(triOut > 3)$	1	1	1	3	2	2	3	2
72	$(triOut == 1 \wedge S1 + S2 > S3)$	2	2	3	2	2	2	4	4
74	$(triOut == 2 \wedge S1 + S3 > S2)$	2	3	2	2	2	4	2	4
76	$(triOut = 3 \wedge S2 + S3 > S1)$	3	2	2	2	4	2	2	4

Clause Coverage (CC)

	<i>Predicate</i>	<i>TRUE</i>				<i>FALSE</i>			
		<i>S1</i>	<i>S2</i>	<i>S3</i>	<i>OUTPUT</i>	<i>S1</i>	<i>S2</i>	<i>S3</i>	<i>OUTPUT</i>
42	$(S1 \leq 0)$	0	2	3	4	1	2	3	4
	$(S2 \leq 0)$	2	0	1	4	0	1	1	4
	$(S3 \leq 0)$	3	5	0	4	3	2	2	2
49	$(S1 == S2)$	1	1	5	4	1	3	2	4
51	$(S1 == S3)$	1	4	1	4	1	2	2	2
53	$(S2 == S3)$	2	1	1	4	2	3	2	2
55	$(triOut == 0)$	1	2	3	4	1	2	2	2
59	$(S1 + S2 \leq S3)$	2	3	6	4	2	3	4	1
	$(S2 + S3 \leq S1)$	6	2	3	4	2	3	4	1
	$(S1 + S3 \leq S2)$	2	6	3	4	2	3	4	1
70	$(triOut > 3)$	1	1	1	3	2	2	3	2
72	$(triOut == 1)$	2	2	3	2	2	3	2	2
	$(S1 + S2 > S3)$	2	2	3	2	2	2	5	4
74	$(triOut == 2)$	2	3	2	2	3	2	2	2
	$(S1 + S3 > S2)$	2	3	2	2	2	5	2	4
76	$(triOut == 3)$	3	2	2	2	1	2	1	4
	$(S2 + S3 > S1)$	3	2	2	2	5	2	2	4

Combinatorial Coverage (CoC)

	Predicate	<i>Clauses</i>			S1	S2	S3	OUTPUT
42	$(S1 \leq 0 \vee S2 \leq 0 \vee S3 \leq 0)$	T	T	T	0	0	0	4
		T	T	F	0	0	1	4
		T	F	T	0	2	0	4
		T	F	F	0	1	1	4
		F	T	T	1	0	0	4
		F	T	F	1	0	1	4
		F	F	T	1	1	0	4
		F	F	F	1	1	1	3
49	$(S1 == S2)$	T			1	1	5	4
		F			1	3	2	4
51	$(S1 == S3)$	T			1	4	1	4
		F			1	2	2	2
53	$(S2 == S3)$	T			2	1	1	4
		F			2	3	2	2
55	$(triOut == 0)$	T			1	2	3	4
		T			1	2	2	2
59	$(S1 + S2 \leq S3 \vee S2 + S3 \leq S1 \vee)$	T	T	T	infeasible			
		T	T	F	infeasible			
		T	F	T	infeasible			
		T	F	F	2	3	6	4
		F	T	T	infeasible			
		F	T	F	6	2	3	4
		F	F	T	2	6	3	4
		F	F	F	2	3	4	1
70	$(triOut > 3)$	T			1	1	1	3
		F			2	2	3	2
72	$(triOut == 1 \wedge S1 + S2 > S3)$	T	T	-	2	2	3	2
		T	F	-	2	2	5	4
		F	T	-	2	3	3	2
		F	F	-	infeasible			
74	$(triOut == 2 \wedge S1 + S3 > S2)$	T	T	-	2	3	2	2
		T	F	-	2	5	2	4
		F	T	-	2	3	3	2
		F	F	-	infeasible			
76	$(triOut == 3 \wedge S2 + S3 > S1)$	T	T	-	3	2	2	2
		T	F	-	5	2	2	4
		F	T	-	3	6	3	4
		F	F	-	infeasible			

Correlated Active Clause Coverage (CACC)

	Predicate	Clauses			S1	S2	S3	OUTPUT
42	$(S1 \leq 0 \vee S2 \leq 0 \vee S3 \leq 0)$	T	F	T	0	2	0	4
		F	T	T	1	0	0	4
		F	F	T	1	1	0	4
		F	F	F	1	1	1	3
49	$(S1 == S2)$	T			1	1	5	4
		F			1	3	2	4
51	$(S1 == S3)$	T			1	4	1	4
		F			1	2	2	2
53	$(S2 == S3)$	T			2	1	1	4
		F			2	3	2	2
55	$(triOut == 0)$	T			1	2	3	4
		F			1	2	2	2
59	$(S1 + S2 \leq S3 \vee S2 + S3 \leq S1 \vee)$	T	F	F	2	3	6	4
		F	T	F	6	2	3	4
		F	F	T	2	6	3	4
		F	F	F	2	3	4	1
70	$(triOut > 3)$	T			1	1	1	3
		F			2	2	3	2
72	$(triOut == 1 \wedge S1 + S2 > S3)$	T	T	-	2	2	3	2
		T	F	-	2	2	5	4
		F	T	-	2	3	3	2
74	$(triOut == 2 \wedge S1 + S3 > S2)$	T	T	-	2	3	2	2
		T	F	-	2	5	2	4
		F	T	-	2	3	3	2
76	$(triOut == 3 \wedge S2 + S3 > S1)$	T	T	-	3	2	2	2
		T	F	-	5	2	2	4
		F	T	-	3	6	3	4

5. Repeat the prior exercise, but for the TestPat program in Chapter 2.

Solution (Instructor only):

In the following tables, subject and pattern are represented as s and p respectively.

Predicate Coverage(PC):

		TRUE			FALSE		
	<i>predicate</i>	<i>argv[0]</i>	<i>argv[1]</i>	<i>Output</i>	<i>argv[0]</i>	<i>argv[1]</i>	<i>Output</i>
9	$argv.length!=2$	<i>mujava</i>	—	<i>line 11</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
18	$(n=testPat.pat(s,p))==-1$	<i>mujava</i>	<i>jsp</i>	<i>line 19</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
39	$isPat==false \wedge$ $iSub+pLen-1 < sLen$	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>	<i>mujava</i>	<i>test</i>	<i>line 19</i>
41	$s[iSub]==p[0]$	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>	<i>mujava</i>	<i>test</i>	<i>line 19</i>
45	$iPat < pLen$	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
47	$s[iSub+iPat]!=p[iPat]$	<i>mujava</i>	<i>jsp</i>	<i>line 19</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>

Note: One can observe that for some predicates, both True and False conditions are achieved with the same input. This is due to the loops present in the program.

Clause Coverage(CC):

		TRUE			FALSE		
	<i>predicate</i>	<i>argv[0]</i>	<i>argv[1]</i>	<i>Output</i>	<i>argv[0]</i>	<i>argv[1]</i>	<i>Output</i>
9	$argv.length!=2$	<i>mujava</i>	-	<i>line 11</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
18	$(n=testPat.pat(s,p))==-1$	<i>mujava</i>	<i>jsp</i>	<i>line 19</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
39	$isPat==false$	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
	$iSub+pLen-1 < sLen$	<i>mujava</i>	<i>test</i>	<i>line 19</i>	<i>mujava</i>	<i>test</i>	<i>line 19</i>
41	$s[iSub]==p[0]$	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>	<i>mujava</i>	<i>test</i>	<i>line 19</i>
45	$iPat < pLen$	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
47	$s[iSub+iPat]!=p[iPat]$	<i>mujava</i>	<i>jsp</i>	<i>line 19</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>

Combinatorial Coverage(CoC):

	<i>predicate</i>	<i>Clauses</i>		<i>argv[0]</i>	<i>argv[1]</i>	<i>Output</i>
9	$argv.length!=2$	T		<i>mujava</i>	-	<i>line 11</i>
		F		<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
18	$(n=testPat.pat(s,p))==-1$	T		<i>mujava</i>	<i>jsp</i>	<i>line 19</i>
		F		<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
39	$isPat==false \wedge$ $iSub+pLen-1 < sLen$	T	T	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
		T	F	<i>mujava</i>	<i>test</i>	<i>line 19</i>
		F	T	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
		F	F	Infeasible		
41	$s[iSub]==p[0]$	T		<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
		F		<i>mujava</i>	<i>test</i>	<i>line 19</i>
45	$iPat < pLen$	T		<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
		F		<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
47	$s[iSub+iPat]!=p[iPat]$	T		<i>mujava</i>	<i>jsp</i>	<i>line 19</i>
		F		<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>

Correlated Active Clause Coverage(CACC):

	<i>predicate</i>	<i>Clauses</i>	<i>argv[0]</i>	<i>argv[1]</i>	<i>Output</i>
9	<i>argv.length!=2</i>	<i>T</i>	<i>mujava</i>	-	<i>line 11</i>
		<i>F</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
18	<i>(n=testPat.pat(s,p))==-1</i>	<i>T</i>	<i>mujava</i>	<i>jsp</i>	<i>line 19</i>
		<i>F</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
39	<i>isPat==false</i> \wedge <i>iSub+pLen-1 < sLen</i>	<i>T</i> <i>T</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
		<i>T</i> <i>F</i>	<i>mujava</i>	<i>test</i>	<i>line 19</i>
		<i>F</i> <i>T</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
41	<i>s[iSub]==p[0]</i>	<i>T</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
		<i>F</i>	<i>mujava</i>	<i>test</i>	<i>line 19</i>
45	<i>iPat<pLen</i>	<i>T</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
		<i>F</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>
47	<i>s[iSub+iPat]!=p[iPat]</i>	<i>T</i>	<i>mujava</i>	<i>jsp</i>	<i>line 19</i>
		<i>F</i>	<i>mujava</i>	<i>java</i>	<i>line 21(n=2)</i>

Thanks to Preetham Vemasani for providing this solution.

6. Repeat the prior exercise, but for the Quadratic program in Chapter 2.

Solution (Instructor only):

Predicate Coverage(PC):

		<i>TRUE</i>				<i>FALSE</i>			
	<i>predicate</i>	<i>X</i>	<i>Y</i>	<i>Z</i>	<i>Output</i>	<i>X</i>	<i>Y</i>	<i>Z</i>	<i>Output</i>
12	<i>argv.length==3</i>	4	6	3	<i>No Solution</i>	-	-	-	<i>R1=1.5, R2=2.75</i>
35	<i>ok==TRUE</i>	8	5	-3	<i>R1=0.37, R2=-1.0</i>	4	6	3	<i>No Solution</i>
48	<i>D<0.0</i>	8	5	-3	<i>R1=0.37, R2=-1.0</i>	4	6	3	<i>No Solution</i>

As there is no more than one clause in any of the predicates, predicate coverage achieves clause, combinatorial, correlated active clause coverages.

Thanks to Preetham Vemasani for providing this solution.

Exercises, Section 3.4

Consider the `remove()` method from the Java `Iterator` interface. The `remove()` method has a complex precondition on the state of the `Iterator`, and the programmer can choose to detect violations of the precondition and report them as `IllegalStateException`.

1. Formalize the precondition.

Solution (Instructor only):

Let the sequence of method calls on the iterator object be c_1, c_2, \dots, c_n where each c_i is either `next()`, `hasNext()` or `remove()`. The precondition for c_n to be a `remove()` operation is $\exists i @ c_i = \text{next}() \wedge \forall j @ i < j < n \rightarrow c_j \neq \text{remove}()$. The problem with this formalization is that the ACC criteria are not defined on quantified predicates.

A different approach is to formalize the precondition without reference to the entire history. Since there are only two mutators in the `Iterator` interface, let A be the predicate that `next()` has been called and B be the predicate that `remove()` has not been called subsequently. Then the precondition is simply $A \wedge B$.

Both of these predicates ignore the fact that calling `next()` isn't sufficient by itself; it is also necessary for `next()` to actually return a value (instead of `NoSuchElementException`).

Finally, the behavior of the entire iterator, and of `remove()` in particular, is determined by whether the client attempts to modify the underlying collection while the iterator is in use. So, for example, a call to `next()`, followed by a modification of the underlying collection, followed by a call to `remove()` is, in many implementations of `Iterator`, going to result in `ConcurrentModificationException` being thrown.

For a more advanced exercise, consider the `ListIterator` interface, which is considerably more complex.

2. Find (or write) an implementation of an `Iterator`. The Java `Collection` classes are a good place to search.

Solution (Instructor only):

This is easier than it looks at first glance. All implementations of the `Collection` interface provide an `iterator()` method.

3. Develop and run CACC tests on the implementation.

Solution (Instructor only):

This example is fun because there are various choices in treating the quantifiers. The simple predicate $A \wedge B$ yields CACC tests $TT, TF,$ and FT . Note that the last of these is not very well defined, since if `next()` has not been called, the notion of a “subsequent call” is problematic. The most consistent interpretation of Fx seems to be that there are `next()` or `remove()` calls in the history. As concrete tests, we get:

```
Set<Integer> s = new HashSet<Integer>();
s.add(new Integer(1));
```

```
s.add(new Integer(2);  
s.add(new Integer(3);  
Iterator itr = s.iterator();
```

a call to `itr.remove()` here would test case Fx
`itr.next();`

a call to `itr.remove()` here would test case TT
`itr.remove();`

a call to `itr.remove()` here would test case TF

note that any number of `hasNext()` calls could be interspersed

To make the tests more interesting, we could model explicitly the presence of `hasNext()` calls. We could also address the possibility that `next()` is called, but returns `NoSuchElementException` in which case the `remove()` call is still invalid, even though `next()` has been called.

Exercises, Section 3.5

1. For the **Memory Seat** finite state machine, complete the test sets for the following coverage criteria by satisfying the predicates, ensuring reachability, and computing the expected output.

- Predicate Coverage
- Correlated Active Clause Coverage
- General Inactive Clause Coverage

Solution:

- (a) **Transition:** $1 \rightarrow 2$
Predicate: $Button2 \wedge (Gear = Park \vee ignition = off)$
Prefix: *values: Gear = Park, Button1*

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	$Button2 \wedge Gear = Park$	<i>T</i>	<i>2</i>
	$Button1 \wedge Gear = Park$	<i>F</i>	<i>1</i>
<i>CACC</i>	$Button2 \wedge Gear = Park$	<i>T</i>	<i>2</i>
	$Button1 \wedge Gear = Park$	<i>F</i>	<i>1</i>
	$Button2 \wedge (Gear = Park \wedge ignition = on)$	<i>T</i>	<i>2</i>
	$Button2 \wedge (Gear \neq Park \wedge ignition = on)$	<i>F</i>	<i>1</i>
	$Button2 \wedge (Gear \neq Park \wedge ignition = off)$	<i>T</i>	<i>2</i>
	$Button2 \wedge (Gear \neq Park \wedge ignition = on)$	<i>F</i>	<i>1</i>
	<i>GICC</i>	$Button2 \wedge (Gear \neq Park \wedge ignition = on)$	<i>T</i>
$Button1 \wedge (Gear \neq Park \wedge ignition = on)$		<i>T</i>	<i>Infeasible</i>
$Button2 \wedge (Gear \neq Park \wedge ignition = on)$		<i>F</i>	<i>1</i>
$Button1 \wedge (Gear \neq Park \wedge ignition = on)$		<i>F</i>	<i>1</i>
$Button2 \wedge (Gear = Park \wedge ignition = on)$		<i>T</i>	<i>2</i>
$Button2 \wedge (Gear \neq Park \wedge ignition = off)$		<i>T</i>	<i>2</i>
$Button1 \wedge (Gear = Park \wedge ignition = on)$		<i>F</i>	<i>1</i>
$Button1 \wedge (Gear \neq Park \wedge ignition = on)$		<i>F</i>	<i>1</i>
$Button2 \wedge (Gear = Park \wedge ignition = on)$		<i>T</i>	<i>2</i>
$Button2 \wedge (Gear = Park \wedge ignition = off)$		<i>T</i>	<i>2</i>
$Button1 \wedge (Gear = Park \wedge ignition = on)$		<i>F</i>	<i>1</i>
$Button1 \wedge (Gear = Park \wedge ignition = off)$		<i>F</i>	<i>1</i>

(b) **Transition:** $1 \rightarrow 3$

Predicate: $sideMirrors \wedge ignition = on$

Prefix values: $Gear = Park, Button1$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	$sideMirrors \wedge ignition = on$	<i>T</i>	<i>3</i>
	$sideMirrors \wedge ignition = off$	<i>F</i>	<i>1</i>
<i>CACC</i>	$sideMirrors \wedge ignition = on$	<i>T</i>	<i>3</i>
	$ignition = on$	<i>F</i>	<i>1</i>
	$sideMirrors \wedge ignition = on$	<i>T</i>	<i>3</i>
	$sideMirrors \wedge ignition = off$	<i>F</i>	<i>1</i>
<i>GICC</i>	$sideMirrors \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$sideMirrors \wedge ignition = off$	<i>F</i>	<i>1</i>
	$ignition = off$	<i>F</i>	<i>1</i>
	$ignition = on$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = on$	<i>F</i>	<i>1</i>
	$ignition = off$	<i>F</i>	<i>1</i>

(c) **Pre-state:** $1 \rightarrow 3$

Predicate: $seatBottom \wedge ignition = on$

Prefix values: $Gear = Park, Button1$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	$seatBottom \wedge ignition = on$	<i>T</i>	<i>3</i>
	$seatBottom \wedge ignition = off$	<i>F</i>	<i>1</i>
<i>CACC</i>	$seatBottom \wedge ignition = on$	<i>T</i>	<i>3</i>
	$ignition = on$	<i>F</i>	<i>1</i>
	$seatBottom \wedge ignition = on$	<i>T</i>	<i>3</i>
	$seatBottom \wedge ignition = off$	<i>F</i>	<i>1</i>
<i>GICC</i>	$seatBottom \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$seatBottom \wedge ignition = off$	<i>F</i>	<i>1</i>
	$ignition = off$	<i>F</i>	<i>1</i>
	$ignition = on$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = on$	<i>F</i>	<i>1</i>
	$ignition = off$	<i>F</i>	<i>1</i>

(d) **Pre-state:** $1 \rightarrow 3$

Predicate: $lumbar \wedge ignition = on$

Prefix values: $Gear = Park, Button1$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	$lumbar \wedge ignition = on$	<i>T</i>	<i>3</i>
	$lumbar \wedge ignition = off$	<i>F</i>	<i>1</i>
<i>CACC</i>	$lumbar \wedge ignition = on$	<i>T</i>	<i>3</i>
	$ignition = on$	<i>F</i>	<i>1</i>
	$lumbar \wedge ignition = on$	<i>T</i>	<i>3</i>
	$lumbar \wedge ignition = off$	<i>F</i>	<i>1</i>
<i>GICC</i>	$lumbar \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$lumbar \wedge ignition = off$	<i>F</i>	<i>1</i>
	$ignition = off$	<i>F</i>	<i>1</i>
	$ignition = on$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = on$	<i>F</i>	<i>1</i>
	$ignition = off$	<i>F</i>	<i>1</i>

(e) **Pre-state:** $1 \rightarrow 3$

Predicate: $seatBack \wedge ignition = on$

Prefix values: $Gear = Park, Button1$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	$seatBack \wedge ignition = on$	<i>T</i>	<i>3</i>
	$seatBack \wedge ignition = off$	<i>F</i>	<i>1</i>
<i>CACC</i>	$seatBack \wedge ignition = on$	<i>T</i>	<i>3</i>
	$ignition = on$	<i>F</i>	<i>1</i>
	$seatBack \wedge ignition = on$	<i>T</i>	<i>3</i>
	$seatBack \wedge ignition = off$	<i>F</i>	<i>1</i>
<i>GICC</i>	$seatBack \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$seatBack \wedge ignition = off$	<i>F</i>	<i>1</i>
	$ignition = off$	<i>F</i>	<i>1</i>
	$ignition = on$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = on$	<i>F</i>	<i>1</i>
	$ignition = off$	<i>F</i>	<i>1</i>

(f) **Pre-state:** $2 \rightarrow 1$ **Predicate:** $Button1 \wedge (Gear = Park \vee ignition = off)$ **Prefix values:** $Gear = Park, Button2$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>	
<i>Predicate coverage</i>	$Button1 \wedge Gear = Park$	<i>T</i>	<i>1</i>	
	$Button2 \wedge Gear = Park$	<i>F</i>	<i>2</i>	
<i>CACC</i>	$Button1 \wedge Gear = Park$	<i>T</i>	<i>1</i>	
	$Button2 \wedge Gear = Park$	<i>F</i>	<i>2</i>	
	$Button1 \wedge (Gear = Park \wedge ignition = on)$	<i>T</i>	<i>1</i>	
	$Button1 \wedge (Gear \neq Park \wedge ignition = on)$	<i>F</i>	<i>2</i>	
	$Button1 \wedge (Gear \neq Park \wedge ignition = off)$	<i>T</i>	<i>1</i>	
	$Button1 \wedge (Gear \neq Park \wedge ignition = on)$	<i>F</i>	<i>2</i>	
	<i>GICC</i>	$Button1 \wedge (Gear \neq Park \wedge ignition = on)$	<i>T</i>	<i>Infeasible</i>
		$Button2 \wedge (Gear \neq Park \wedge ignition = on)$	<i>T</i>	<i>Infeasible</i>
$Button1 \wedge (Gear \neq Park \wedge ignition = on)$		<i>F</i>	<i>2</i>	
$Button2 \wedge (Gear \neq Park \wedge ignition = on)$		<i>F</i>	<i>2</i>	
$Button1 \wedge (Gear = Park \wedge ignition = on)$		<i>T</i>	<i>1</i>	
$Button1 \wedge (Gear \neq Park \wedge ignition = off)$		<i>T</i>	<i>1</i>	
$Button2 \wedge (Gear = Park \wedge ignition = on)$		<i>F</i>	<i>2</i>	
$Button2 \wedge (Gear \neq Park \wedge ignition = on)$		<i>F</i>	<i>2</i>	
$Button1 \wedge (Gear = Park \wedge ignition = on)$		<i>T</i>	<i>1</i>	
$Button1 \wedge (Gear = Park \wedge ignition = off)$		<i>T</i>	<i>1</i>	
$Button2 \wedge (Gear = Park \wedge ignition = on)$		<i>F</i>	<i>2</i>	
$Button2 \wedge (Gear = Park \wedge ignition = off)$		<i>F</i>	<i>2</i>	

(g) **Pre-state:** $2 \rightarrow 3$

Predicate: $sideMirrors \wedge ignition = on$

Prefix values: $Gear = Park, Button2$

Coverage Criteria	Test Case Values	P	Expected Output (Post-state)
<i>Predicate coverage</i>	$sideMirrors \wedge ignition = on$	T	3
	$sideMirrors \wedge ignition = off$	F	2
<i>CACC</i>	$sideMirrors \wedge ignition = on$	T	3
	$ignition = on$	F	2
	$sideMirrors \wedge ignition = on$	T	3
	$sideMirrors \wedge ignition = off$	F	2
<i>GICC</i>	$sideMirrors \wedge ignition = off$	T	Infeasible
	$ignition = off$	T	Infeasible
	$sideMirrors \wedge ignition = off$	F	2
	$ignition = off$	F	2
	$ignition = on$	T	Infeasible
	$ignition = off$	T	Infeasible
	$ignition = on$	F	2
	$ignition = off$	F	2

(h) **Pre-state:** $2 \rightarrow 3$

Predicate: $seatBottom \wedge ignition = on$

Prefix values: $Gear = Park, Button2$

Coverage Criteria	Test Case Values	P	Expected Output (Post-state)
<i>Predicate coverage</i>	$seatBottom \wedge ignition = on$	T	3
	$seatBottom \wedge ignition = off$	F	2
<i>CACC</i>	$seatBottom \wedge ignition = on$	T	3
	$ignition = on$	F	2
	$seatBottom \wedge ignition = on$	T	3
	$seatBottom \wedge ignition = off$	F	2
<i>GICC</i>	$seatBottom \wedge ignition = off$	T	Infeasible
	$ignition = off$	T	Infeasible
	$seatBottom \wedge ignition = off$	F	2
	$ignition = off$	F	2
	$ignition = on$	T	Infeasible
	$ignition = off$	T	Infeasible
	$ignition = on$	F	2
$ignition = off$	F	2	

(i) **Pre-state:** $2 \rightarrow 3$

Predicate: $lumbar \wedge ignition = on$

Prefix values: $Gear = Park, Button2$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	$lumbar \wedge ignition = on$	<i>T</i>	<i>3</i>
	$lumbar \wedge ignition = off$	<i>F</i>	<i>2</i>
<i>CACC</i>	$lumbar \wedge ignition = on$	<i>T</i>	<i>3</i>
	$ignition = on$	<i>F</i>	<i>2</i>
	$lumbar \wedge ignition = on$	<i>T</i>	<i>3</i>
	$lumbar \wedge ignition = off$	<i>F</i>	<i>2</i>
<i>GICC</i>	$lumbar \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$lumbar \wedge ignition = off$	<i>F</i>	<i>2</i>
	$ignition = off$	<i>F</i>	<i>2</i>
	$ignition = on$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = on$	<i>F</i>	<i>2</i>
	$ignition = off$	<i>F</i>	<i>2</i>

(j) **Pre-state:** $2 \rightarrow 3$

Predicate: $seatBack \wedge ignition = on$

Prefix values: $Gear = Park, Button2$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	$seatBack \wedge ignition = on$	<i>T</i>	<i>3</i>
	$seatBack \wedge ignition = off$	<i>F</i>	<i>2</i>
<i>CACC</i>	$seatBack \wedge ignition = on$	<i>T</i>	<i>3</i>
	$ignition = on$	<i>F</i>	<i>2</i>
	$seatBack \wedge ignition = on$	<i>T</i>	<i>3</i>
	$seatBack \wedge ignition = off$	<i>F</i>	<i>2</i>
<i>GICC</i>	$seatBack \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$seatBack \wedge ignition = off$	<i>F</i>	<i>2</i>
	$ignition = off$	<i>F</i>	<i>2</i>
	$ignition = on$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = on$	<i>F</i>	<i>2</i>
$ignition = off$	<i>F</i>	<i>2</i>	

(k) **Pre-state:** $3 \rightarrow 1$

Predicate: $Button1 \wedge (Gear = Park \vee ignition = off)$

Prefix values: $Gear = Park, Button1, ignition=on, sideMirrors$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>	
<i>Predicate coverage</i>	$Button1 \wedge Gear = Park$	<i>T</i>	<i>1</i>	
	$Button2 \wedge Gear = Park$	<i>F</i>	<i>2</i>	
<i>CACC</i>	$Button1 \wedge (Gear = Park$	<i>T</i>	<i>1</i>	
	$Button2 \wedge (Gear = Park$	<i>F</i>	<i>2</i>	
	$Button1 \wedge$ $(Gear = Park \wedge ignition = on$	<i>T</i>	<i>1</i>	
	$Button1 \wedge$ $(Gear \neq Park \wedge ignition = on$	<i>F</i>	<i>3</i>	
	$Button1 \wedge$ $(Gear \neq Park \wedge ignition = off$	<i>T</i>	<i>1</i>	
	$Button1 \wedge$ $(Gear \neq Park \wedge ignition = on$	<i>F</i>	<i>3</i>	
	<i>GICC</i>	$Button1 \wedge$ $(Gear \neq Park \wedge ignition = on$	<i>T</i>	<i>Infeasible</i>
		$Button2 \wedge$ $(Gear \neq Park \wedge ignition = on$	<i>T</i>	<i>Infeasible</i>
$Button1 \wedge$ $(Gear \neq Park \wedge ignition = on$		<i>F</i>	<i>3</i>	
$Button2 \wedge$ $(Gear \neq Park \wedge ignition = on$		<i>F</i>	<i>3</i>	
$Button1 \wedge$ $(Gear = Park \wedge ignition = on$		<i>T</i>	<i>1</i>	
$Button1 \wedge$ $(Gear \neq Park \wedge ignition = off$		<i>T</i>	<i>1</i>	
$Button2 \wedge$ $(Gear = Park \wedge ignition = on$		<i>F</i>	<i>2</i>	
$Button2 \wedge$ $(Gear \neq Park \wedge ignition = on$		<i>F</i>	<i>3</i>	
$Button1 \wedge$ $(Gear = Park \wedge ignition = on$		<i>T</i>	<i>1</i>	
$Button1 \wedge$ $(Gear = Park \wedge ignition = off$		<i>T</i>	<i>1</i>	
$Button2 \wedge$ $(Gear = Park \wedge ignition = on$		<i>F</i>	<i>2</i>	
$Button2 \wedge$ $(Gear = Park \wedge ignition = off$		<i>F</i>	<i>2</i>	

(l) **Pre-state:** $3 \rightarrow 2$

Predicate: $Button2 \wedge (Gear = Park \vee ignition = off)$

Prefix values: $Gear = Park, Button1, ignition=on, sideMirrors$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>	
<i>Predicate coverage</i>	$Button2 \wedge Gear = Park$	<i>T</i>	<i>2</i>	
	$Button1 \wedge Gear = Park$	<i>F</i>	<i>1</i>	
<i>CACC</i>	$Button2 \wedge Gear = Park$	<i>T</i>	<i>2</i>	
	$Button1 \wedge Gear = Park$	<i>F</i>	<i>1</i>	
	$Button2 \wedge$ $(Gear = Park \wedge ignition = on)$	<i>T</i>	<i>2</i>	
	$Button2 \wedge$ $(Gear \neq Park \wedge ignition = on)$	<i>F</i>	<i>3</i>	
	$Button2 \wedge$ $(Gear \neq Park \wedge ignition = off)$	<i>T</i>	<i>2</i>	
	$Button2 \wedge$ $(Gear \neq Park \wedge ignition = on)$	<i>F</i>	<i>3</i>	
	<i>GICC</i>	$Button2 \wedge$ $(Gear \neq Park \wedge ignition = on)$	<i>T</i>	<i>Infeasible</i>
		$Button1 \wedge$ $(Gear \neq Park \wedge ignition = on)$	<i>T</i>	<i>Infeasible</i>
$Button2 \wedge$ $(Gear \neq Park \wedge ignition = on)$		<i>F</i>	<i>3</i>	
$Button1 \wedge$ $(Gear \neq Park \wedge ignition = on)$		<i>F</i>	<i>3</i>	
$Button2 \wedge$ $(Gear = Park \wedge ignition = on)$		<i>T</i>	<i>2</i>	
$Button2 \wedge$ $(Gear \neq Park \wedge ignition = on)$		<i>T</i>	<i>3</i>	
$Button1 \wedge$ $(Gear = Park \wedge ignition = on)$		<i>F</i>	<i>1</i>	
$Button1 \wedge$ $(Gear \neq Park \wedge ignition = on)$		<i>F</i>	<i>3</i>	
$Button2 \wedge$ $(Gear = Park \wedge ignition = on)$		<i>T</i>	<i>2</i>	
$Button2 \wedge$ $(Gear = Park \wedge ignition = off)$		<i>T</i>	<i>2</i>	
$Button1 \wedge$ $(Gear = Park \wedge ignition = on)$		<i>F</i>	<i>1</i>	
$Button1 \wedge$ $(Gear = Park \wedge ignition = off)$		<i>F</i>	<i>1</i>	

(m) **Pre-state:** $3 \rightarrow 4$

Predicate: $Reset \wedge Button1 \wedge ignition = on$

Prefix values: $Gear = Park, Button1, ignition=on, sideMirrors$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	$Reset \wedge Button1 \wedge ignition = on$	<i>T</i>	<i>4</i>
	$Reset \wedge Button1 \wedge ignition = off$	<i>F</i>	<i>3</i>
<i>CACC</i>	$Reset \wedge Button1 \wedge ignition = on$	<i>T</i>	<i>4</i>
	$Button1 \wedge ignition = on$	<i>F</i>	<i>1</i>
	$Reset \wedge Button1 \wedge ignition = on$	<i>T</i>	<i>4</i>
	$Reset \wedge ignition = on$	<i>F</i>	<i>3</i>
	$Reset \wedge Button1 \wedge ignition = on$	<i>T</i>	<i>4</i>
	$Reset \wedge Button1 \wedge ignition = off$	<i>F</i>	<i>3</i>
<i>GICC</i>	$Reset \wedge Button1 \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$Button1 \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$Reset \wedge Button1 \wedge ignition = off$	<i>F</i>	<i>3</i>
	$Button1 \wedge ignition = off$	<i>F</i>	<i>1</i>
	$Reset \wedge Button1 \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$Reset \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$Reset \wedge Button1 \wedge ignition = off$	<i>F</i>	<i>3</i>
	$Reset \wedge ignition = off$	<i>F</i>	<i>3</i>
	$Button1 \wedge ignition = on$	<i>T</i>	<i>Infeasible</i>
	$Button1 \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$Button1 \wedge ignition = on$	<i>F</i>	<i>1</i>
$Button1 \wedge ignition = off$	<i>F</i>	<i>1</i>	

(n) **Pre-state:** $3 \rightarrow 5$

Predicate: $Reset \wedge Button2 \wedge ignition = on$

Prefix values: $Gear = Park, Button1, ignition=on, sideMirrors$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	<i>Reset \wedge Button2 \wedge ignition = on</i>	<i>T</i>	<i>5</i>
	<i>Reset \wedge Button2 \wedge ignition = off</i>	<i>F</i>	<i>3</i>
<i>CACC</i>	<i>Reset \wedge Button2 \wedge ignition = on</i>	<i>T</i>	<i>5</i>
	<i>Button2 \wedge ignition = on</i>	<i>F</i>	<i>2</i>
	<i>Reset \wedge Button2 \wedge ignition = on</i>	<i>T</i>	<i>5</i>
	<i>Reset \wedge ignition = on</i>	<i>F</i>	<i>3</i>
	<i>Reset \wedge Button2 \wedge ignition = on</i>	<i>T</i>	<i>5</i>
	<i>Reset \wedge Button2 \wedge ignition = off</i>	<i>F</i>	<i>3</i>
<i>GICC</i>	<i>Reset \wedge Button2 \wedge ignition = off</i>	<i>T</i>	<i>Infeasible</i>
	<i>Button2 \wedge ignition = off</i>	<i>T</i>	<i>Infeasible</i>
	<i>Reset \wedge Button2 \wedge ignition = off</i>	<i>F</i>	<i>3</i>
	<i>Button2 \wedge ignition = off</i>	<i>F</i>	<i>2</i>
	<i>Reset \wedge Button2 \wedge ignition = off</i>	<i>T</i>	<i>Infeasible</i>
	<i>Reset \wedge ignition = off</i>	<i>T</i>	<i>Infeasible</i>
	<i>Reset \wedge Button2 \wedge ignition = off</i>	<i>F</i>	<i>3</i>
	<i>Reset \wedge ignition = off</i>	<i>F</i>	<i>3</i>
	<i>Button2 \wedge ignition = on</i>	<i>T</i>	<i>Infeasible</i>
	<i>Button2 \wedge ignition = off</i>	<i>T</i>	<i>Infeasible</i>
	<i>Button2 \wedge ignition = on</i>	<i>F</i>	<i>2</i>
	<i>Button2 \wedge ignition = off</i>	<i>F</i>	<i>2</i>

(o) **Pre-state:** $4 \rightarrow 1$

Predicate: $ignition = off$

Prefix values: $Gear = Park, Button1, ignition = on, sideMirrors, Reset$ and $Button1$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage, CACC, GICC</i>	$ignition = off$	<i>T</i>	<i>1</i>
	$ignition = on$	<i>F</i>	<i>4</i>

(p) **Pre-state:** $4 \rightarrow 3$

Predicate: $sideMirrors \wedge ignition = on$

Prefix values: $Gear = Park, Button1, ignition = on, sideMirrors, Reset$ and $Button1$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	$sideMirrors \wedge ignition = on$	<i>T</i>	<i>3</i>
	$sideMirrors \wedge ignition = off$	<i>F</i>	<i>1</i>
<i>CACC</i>	$sideMirrors \wedge ignition = on$	<i>T</i>	<i>3</i>
	$ignition = on$	<i>F</i>	<i>4</i>
	$sideMirrors \wedge ignition = on$	<i>T</i>	<i>3</i>
<i>GICC</i>	$sideMirrors \wedge ignition = off$	<i>F</i>	<i>1</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$sideMirrors \wedge ignition = off$	<i>F</i>	<i>1</i>
	$ignition = off$	<i>F</i>	<i>1</i>
	$ignition = on$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = on$	<i>F</i>	<i>4</i>
	$ignition = off$	<i>F</i>	<i>1</i>

(q) **Pre-state:** 4 \rightarrow 3

Predicate: $seatBottom \wedge ignition = on$

Prefix values: $Gear = Park, Button1, ignition = on, sideMirrors, Reset$ and $Button1$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output</i> (<i>Post-state</i>)
<i>Predicate coverage</i>	$seatBottom \wedge ignition = on$	<i>T</i>	3
	$seatBottom \wedge ignition = off$	<i>F</i>	1
<i>CACC</i>	$seatBottom \wedge ignition = on$	<i>T</i>	3
	$ignition = on$	<i>F</i>	4
	$seatBottom \wedge ignition = on$	<i>T</i>	3
	$seatBottom \wedge ignition = off$	<i>F</i>	1
<i>GICC</i>	$seatBottom \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$seatBottom \wedge ignition = off$	<i>F</i>	1
	$ignition = off$	<i>F</i>	4
	$ignition = on$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = on$	<i>F</i>	4
	$ignition = off$	<i>F</i>	1

(r) **Pre-state:** 4 \rightarrow 3

Predicate: $lumbar \wedge ignition = on$

Prefix values: $Gear = Park, Button1, ignition = on, sideMirrors, Reset$ and $Button1$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output</i> (<i>Post-state</i>)
<i>Predicate coverage</i>	$lumbar \wedge ignition = on$	<i>T</i>	3
	$lumbar \wedge ignition = off$	<i>F</i>	1
<i>CACC</i>	$lumbar \wedge ignition = on$	<i>T</i>	3
	$ignition = on$	<i>F</i>	4
	$lumbar \wedge ignition = on$	<i>T</i>	3
	$lumbar \wedge ignition = off$	<i>F</i>	1
<i>GICC</i>	$lumbar \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$lumbar \wedge ignition = off$	<i>F</i>	1
	$ignition = off$	<i>F</i>	4
	$ignition = on$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = on$	<i>F</i>	4
	$ignition = off$	<i>F</i>	1

(s) **Pre-state:** $4 \rightarrow 3$

Predicate: $seatBack \wedge ignition = on$

Prefix values: $Gear = Park, Button1, ignition = on, sideMirrors, Reset$ and $Button1$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	$seatBack \wedge ignition = on$	<i>T</i>	<i>3</i>
	$seatBack \wedge ignition = off$	<i>F</i>	<i>1</i>
<i>CACC</i>	$seatBack \wedge ignition = on$	<i>T</i>	<i>3</i>
	$ignition = on$	<i>F</i>	<i>4</i>
	$seatBack \wedge ignition = on$	<i>T</i>	<i>3</i>
	$seatBack \wedge ignition = off$	<i>F</i>	<i>1</i>
<i>GICC</i>	$seatBack \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$seatBack \wedge ignition = off$	<i>F</i>	<i>1</i>
	$ignition = off$	<i>F</i>	<i>1</i>
	$ignition = on$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = on$	<i>F</i>	<i>4</i>
	$ignition = off$	<i>F</i>	<i>1</i>

(t) **Pre-state:** $5 \rightarrow 2$

Predicate: $ignition = off$

Prefix values: $Gear = Park, Button2, ignition = on, sideMirrors, Reset$ and $Button2$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage, CACC, GICC</i>	$ignition = off$	<i>T</i>	<i>2</i>
	$ignition = on$	<i>F</i>	<i>5</i>

(u) **Pre-state:** $5 \longrightarrow 3$

Predicate: $sideMirrors \wedge ignition = on$

Prefix values: $Gear = Park, Button2, ignition = on, sideMirrors, Reset$ and $Button2$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	$sideMirrors \wedge ignition = on$	<i>T</i>	<i>3</i>
	$sideMirrors \wedge ignition = off$	<i>F</i>	<i>2</i>
<i>CACC</i>	$sideMirrors \wedge ignition = on$	<i>T</i>	<i>3</i>
	$ignition = on$	<i>F</i>	<i>5</i>
	$sideMirrors \wedge ignition = on$	<i>T</i>	<i>3</i>
	$sideMirrors \wedge ignition = off$	<i>F</i>	<i>2</i>
<i>GICC</i>	$sideMirrors \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$sideMirrors \wedge ignition = off$	<i>F</i>	<i>2</i>
	$ignition = off$	<i>F</i>	<i>2</i>
	$ignition = on$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = on$	<i>F</i>	<i>5</i>
	$ignition = off$	<i>F</i>	<i>2</i>

(v) **Pre-state:** $5 \longrightarrow 3$

Predicate: $seatBottom \wedge ignition = on$

Prefix values: $Gear = Park, Button2, ignition = on, sideMirrors, Reset$ and $Button2$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	$seatBottom \wedge ignition = on$	<i>T</i>	<i>3</i>
	$seatBottom \wedge ignition = off$	<i>F</i>	<i>2</i>
<i>CACC</i>	$seatBottom \wedge ignition = on$	<i>T</i>	<i>3</i>
	$ignition = on$	<i>F</i>	<i>5</i>
	$seatBottom \wedge ignition = on$	<i>T</i>	<i>3</i>
	$seatBottom \wedge ignition = off$	<i>F</i>	<i>2</i>
<i>GICC</i>	$seatBottom \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$seatBottom \wedge ignition = off$	<i>F</i>	<i>2</i>
	$ignition = off$	<i>F</i>	<i>2</i>
	$ignition = on$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = on$	<i>F</i>	<i>5</i>
	$ignition = off$	<i>F</i>	<i>2</i>

(w) **Pre-state:** $5 \rightarrow 3$

Predicate: $lumbar \wedge ignition = on$

Prefix values: $Gear = Park, Button2, ignition = on, sideMirrors, Reset$ and $Button2$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	$lumbar \wedge ignition = on$	<i>T</i>	<i>3</i>
	$lumbar \wedge ignition = off$	<i>F</i>	<i>2</i>
<i>CACC</i>	$lumbar \wedge ignition = on$	<i>T</i>	<i>3</i>
	$ignition = on$	<i>F</i>	<i>5</i>
	$lumbar \wedge ignition = on$	<i>T</i>	<i>3</i>
	$lumbar \wedge ignition = off$	<i>F</i>	<i>2</i>
<i>GICC</i>	$lumbar \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$lumbar \wedge ignition = off$	<i>F</i>	<i>2</i>
	$ignition = off$	<i>F</i>	<i>2</i>
	$ignition = on$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = on$	<i>F</i>	<i>5</i>
	$ignition = off$	<i>F</i>	<i>2</i>

(x) **Pre-state:** $5 \rightarrow 3$

Predicate: $seatBack \wedge ignition = on$

Prefix values: $Gear = Park, Button2, ignition = on, sideMirrors, Reset$ and $Button2$

<i>Coverage Criteria</i>	<i>Test Case Values</i>	<i>P</i>	<i>Expected Output (Post-state)</i>
<i>Predicate coverage</i>	$seatBack \wedge ignition = on$	<i>T</i>	<i>3</i>
	$seatBack \wedge ignition = off$	<i>F</i>	<i>2</i>
<i>CACC</i>	$seatBack \wedge ignition = on$	<i>T</i>	<i>3</i>
	$ignition = on$	<i>F</i>	<i>5</i>
	$seatBack \wedge ignition = on$	<i>T</i>	<i>3</i>
	$seatBack \wedge ignition = off$	<i>F</i>	<i>2</i>
<i>GICC</i>	$seatBack \wedge ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$seatBack \wedge ignition = off$	<i>F</i>	<i>2</i>
	$ignition = off$	<i>F</i>	<i>2</i>
	$ignition = on$	<i>T</i>	<i>Infeasible</i>
	$ignition = off$	<i>T</i>	<i>Infeasible</i>
	$ignition = on$	<i>F</i>	<i>5</i>
	$ignition = off$	<i>F</i>	<i>2</i>

2. Redraw Figure 3.5 to have fewer transitions, but more clauses. Specifically, nodes 1, 2, 4, and 5 each has four transitions to node 3. Rewrite these transitions to have only one transition from each of nodes 1, 2, 4, and 5 to node 3, and the clauses are connected by ORs. Then derive tests to satisfy CACC for the resulting predicates. How do these tests compare with the tests derived from the original graph?

(partial) **Solution (Instructor only):**

Edges in the graph: $E = \{(1, 3), (2, 3), (4, 3), (5, 3)\}$

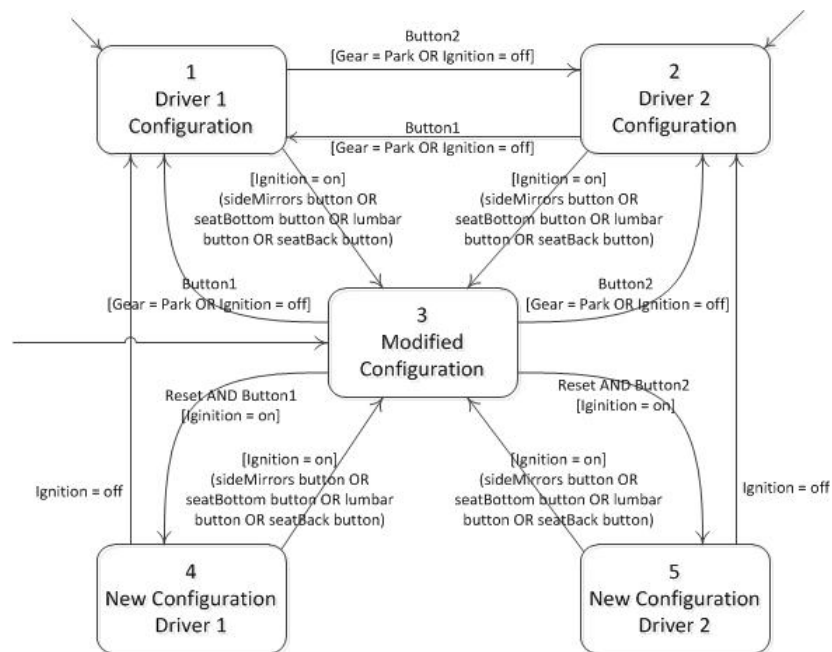
The transitions should be:

(1, 3): $(sideMirrors \wedge ignition = on) \vee (seatButton \wedge ignition = on) \vee (lumbar \wedge ignition = on) \vee (seatBack \wedge ignition = on)$

(2, 3): $(sideMirrors \wedge ignition = on) \vee (seatButton \wedge ignition = on) \vee (lumbar \wedge ignition = on) \vee (seatBack \wedge ignition = on)$

(4, 3): $(sideMirrors \wedge ignition = on) \vee (seatButton \wedge ignition = on) \vee (lumbar \wedge ignition = on) \vee (seatBack \wedge ignition = on)$

(5, 3): $(sideMirrors \wedge ignition = on) \vee (seatButton \wedge ignition = on) \vee (lumbar \wedge ignition = on) \vee (seatBack \wedge ignition = on)$



(a) Redrawn graph

(b) Derive tests to satisfy CACC for the resulting predicates.

- i. Based on the revised graph, we will focus only on the following edges:
 $(1,3), (2,3), (4,3), (5,3)$

- ii. If we set the following clauses:
 $a = (ignition = on)$

$b = \text{sideMirror}$
 $c = \text{seatBottom}$
 $d = \text{lumbar}$
 $e = \text{setBack}$
 $P = \text{predicate}$

We get: $P = a \wedge (b \vee c \vee d \vee e)$

iii. $p_a = b \vee c \vee d \vee e$
 $p_b = a \wedge (\neg c \wedge \neg d \wedge \neg e)$
 $p_c = a \wedge (\neg b \wedge \neg d \wedge \neg e)$
 $p_d = a \wedge (\neg b \wedge \neg c \wedge \neg e)$
 $p_e = a \wedge (\neg b \wedge \neg c \wedge \neg d)$

- iv. The CACC table and tests can be derived by using the Logic Coverage Web Application. See the graph tool at <http://www.cs.gmu.edu/~offutt/softwaretest/>
 v. For minimal coverage, you will end up with 6 tests.

(c) How do these tests compare with the tests derived from the original graph?

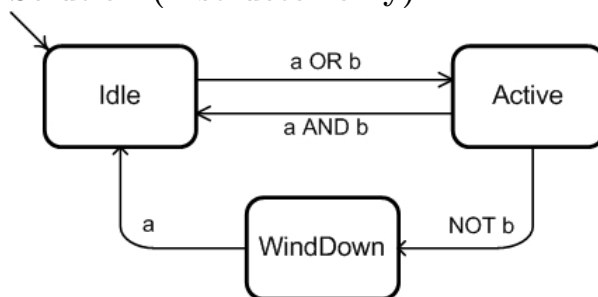
The reduction in the number of edges results in a decrease in tests since the test with $\text{ignition} = \text{off}$ can be covered by one test.

3. Consider the following deterministic finite state machine:

Current State	Condition	Next State
Idle	$a \vee b$	Active
Active	$a \wedge b$	Idle
Active	$\neg b$	WindDown
WindDown	a	Idle

(a) Draw the finite state machine.

Solution (Instructor only):



(b) This machine does not specify which conditions cause a state to transition back to itself. However, these conditions can be derived from the existing conditions. Derive the conditions under which each state will transition back to itself.

Solution (Instructor only):

Some students may need a hint how to compute this. Take the negation of the conditions on each outgoing transition, and “and” them together.

Current State	Condition	Next State
Idle	$a \vee b$	Active
Idle	$\neg a \wedge \neg b$	Idle
Active	$a \wedge b$	Idle
Active	$\neg b$	WindDown
Active	$\neg a \wedge b$	Active
WindDown	a	Idle
WindDown	$\neg a$	WindDown

(c) Find CACC tests for each transition from the Active state.

Solution (Instructor only):

Some students may not think this question asks for tests for the transition from Active to Active. The question in the book leaves it ambiguous. In the meantime, we tell the students explicitly, or give them extra credit if they give the Active to Active transition.

- Transition Active \longrightarrow Idle : predicate = $a \wedge b$, $(a, b) = (T, T), (F, T),$ and (T, F)
- Transition Active \longrightarrow WindDown : predicate = $\neg b$, $(a, b) = (x, T)$ and (x, F) (The value for a is irrelevant)
- Transition Active \longrightarrow Active : predicate = $\neg a \wedge b$, $(a, b) = (F, T), (T, T),$ and (F, F)

4. Pick a household appliance such as a watch, calculator, microwave, VCR, clock-radio or programmable thermostat. Draw the FSM that represents your appliance’s behavior. Derive tests to satisfy Predicate Coverage, Correlated Active Clause Coverage, and General Inactive Clause Coverage.

Solution (Instructor only):

Obviously many answers are possible for this question. Below is an FSM for a Programmable Thermostat. The thermostat controls the temperature in the house during four periods of the day with different controls on weekdays as on the weekend.

State Variables:

TimeOfDay: {Morning, Day, Night, Evening}

TypeOfDay: {Week, Weekend}

Non-State Variables:

Time: 00:00-24:00

Hour: 0-24

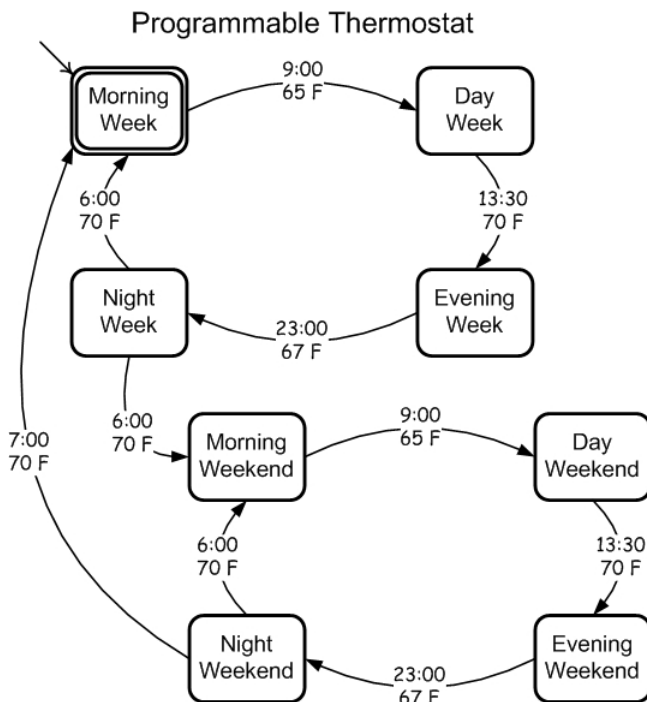
Minute: 1-60

Temperature: 0-100

Note that this model does not distinguish between heating and cooling seasons. Real programmable thermostats typically store different values for each season, but the FSM would be the same.

Some points about the FSM are:

- We have no obvious start and end states, so morning during the week is arbitrarily designated.
- The edges define trigger times and action temperatures. That is, at 9:00 in the morning during the week, the temperature is changed to 65 F.
- This model has no multi-clause predicates, so PC, CACC, GICC etc. are all the same. (A more complicated example solution is welcome!)
- A human would want to test this with inputs that do not naturally arise from this model:
 - Large temperature changes—for example, changing from 50 degrees to 100 degrees.
 - Inconsistent times—for example, setting the trigger for going to the evening mode to be earlier than the time to go to the day mode.



5. Implement the memory seat FSM. Design an appropriate input language to your implementation and turn the tests derived for question 1 into test scripts. Run the tests.

Solution (Instructor only):

This is a lot. In fact, way too much for a single student single exercise. We developed

*352 tests, 44 for PC, 106 for CACC, and 202 for GICC. The JUnit test file is almost 7000 lines, so we do **not** include all the tests in this document. Instead, we have put them on the book website with the following URLs:*

<http://cs.gmu.edu/~offutt/softwaretest/instructor/MemorySeat.java>

<http://cs.gmu.edu/~offutt/softwaretest/instructor/MemorySeatTest.java>

Exercises, Section 3.6

Use functions (1) through (4) to answer the following questions.

1. $f = ab\bar{c} + \bar{a}b\bar{c}$
 2. $f = \bar{a}\bar{b}\bar{c}\bar{d} + abcd$
 3. $f = ab + \bar{a}\bar{b}c + \bar{a}\bar{b}\bar{c}$
 4. $f = \bar{a}\bar{c}\bar{d} + \bar{c}d + bcd$
- (a) Draw the Karnaugh maps for f and \bar{f} .
 - (b) Find the nonredundant prime implicant representation for f and \bar{f} .
 - (c) Give a test set that satisfies Implicant Coverage (IC) for f .
 - (d) Give a test set that satisfies Unique True Point Coverage (UTPC) for f .
 - (e) Give a test set that satisfies Corresponding Unique True Point and Near False Point Pair Coverage (CUTPNFP) for f .

Solution:

Solution for $f = ab\bar{c} + \bar{a}b\bar{c}$

(a) *Karnaugh map for f :*

		<i>a, b</i>			
		<i>00</i>	<i>01</i>	<i>11</i>	<i>10</i>
<i>c</i>	<i>0</i>		1	1	
	<i>1</i>				

Karnaugh map for \bar{f} :

		<i>a, b</i>			
		<i>00</i>	<i>01</i>	<i>11</i>	<i>10</i>
<i>c</i>	<i>0</i>	1			1
	<i>1</i>	1	1	1	1

(b) *Nonredundant prime implicant representation for f :*

$$f = b\bar{c}$$

Nonredundant prime implicant representation for \bar{f} :

$$\bar{f} = \bar{b} + c$$

Note that f is a function of b and c only; a is irrelevant.

- (c) *For IC we choose the nonredundant prime implicant representations. Other choices are possible, of course. This leaves three implicants $\{b\bar{c}, \bar{b}, c\}$ in f and \bar{f} collectively. Test set $\{xTF, xFT\}$ satisfies IC. Note that the second test, which is not a unique true point, satisfies both \bar{b} and c .*
- (d) *For UTPC we need three tests. Many possibilities; one is $\{xTF, xFF, xTT\}$. Again, values for a are irrelevant.*
- (e) *For CUTPNFP we take a unique true point for f , xTF , and pair it with all near false points. The result in this case is the same as for UTPC, namely, $\{xTF, xFF, xTT\}$.*

Solution:

Solution for $f = \bar{a}\bar{b}\bar{c}\bar{d} + abcd$

(a) Karnaugh map for f :

		a, b			
		00	01	11	10
cd	00	1			
	01				
	11			1	
	10				

Karnaugh map for \bar{f} :

		a, b			
		00	01	11	10
cd	00		1	1	1
	01	1	1	1	1
	11	1	1		1
	10	1	1	1	1

(b) Nonredundant prime implicant representation for f (Note: as given):

$$f = \bar{a}\bar{b}\bar{c}\bar{d} + abcd$$

Nonredundant prime implicant representation for \bar{f} :

$$\bar{f} = a\bar{b} + b\bar{c} + c\bar{d} + \bar{a}d$$

(c) For IC we choose the nonredundant prime implicant representations. Other choices are possible, of course. This leaves six implicants $\{\bar{a}\bar{b}\bar{c}\bar{d}, abcd, a\bar{b}, b\bar{c}, c\bar{d}, \bar{a}d\}$ in f and \bar{f} collectively. Test set $\{FFFF, TTTT, FTFF, FTFT\}$ satisfies IC. Note that the third and fourth tests, which are not unique true points, each satisfy two implicants.

(d) UTPC needs six tests. One possibility: $\{FFFF, TTTT, TTFF, TFFF, FFFT, FFTF\}$.

(e) For CUTPNFP we take unique true points for implicants in f , namely $FFFF$ and $TTTT$, and pair each with all near false points. The result is 10 tests. With $FFFF$, we pair $TFFF, FTFF, FFTF, FFFT$, and with $TTTT$, we pair $FTTT, TFTT, TTFT, TTTF$.

Although not part of this exercise, it is instructive to consider CUTPNFP for \bar{f} . In particular, it appears that one could select unique true points $TFFT, TTFF, FTTF$, and $FFFT$, none of which have any near false points. However, this set does not satisfy the CUTPNFP criterion. Instead, CUTPNFP requires that, if it possible to select a unique true point that has a near false point with respect to a given variable, then such a unique true point is chosen. It may be necessary to choose different unique true points to pair with false points with respect to each variable. To continue the example, for $a\bar{b}$, we pair $TFFF$ with $FFFF$ for a , and $TFTT$ with $TTTT$ for b . For $b\bar{c}$ we pair $FTFF$ with $FFFF$ for b , and $TTFT$ with $TTTT$ for c . For $c\bar{d}$ we pair $FFTF$ with $FFFF$ for c , and $TTTF$ with $TTTT$ for d . For $\bar{a}d$ we pair $FFFT$ with $FFFF$ for d , and $FTTT$ with $TTTT$ for a . The union of these results is exactly the same set of 10 test cases as derived for CUTPNFP for f .

Solution (Instructor only):

Solution for $f = ab + \bar{a}\bar{b}c + \bar{a}b\bar{c}$

(a) *Karnaugh map for f :*

		a, b			
		00	01	11	10
c	0			1	
	1	1		1	1

Karnaugh map for \bar{f} :

		a, b			
		00	01	11	10
c	0	1	1		1
	1		1		

(b) *Nonredundant prime implicant representation for f :*

$$f = ab + \bar{b}c$$

Nonredundant prime implicant representation for \bar{f} :

$$\bar{f} = \bar{a}b + \bar{b}\bar{c}$$

- (c) *For IC we choose the nonredundant prime implicant representations. Other choices are possible, of course. This leaves four implicants $\{ab, \bar{b}c, \bar{a}b, \bar{b}\bar{c}\}$ in f and \bar{f} collectively. Test set $\{TTx, xFT, FTx, xFF\}$ satisfies IC. Note that all of these tests are unique true points.*
- (d) *Since the IC test set above used nonredundant prime implicants and each test was a unique true point, we can simply reuse the same test give for IC for UTPC.*
- (e) *For CUTPNFP, we'll choose particular unique true points in f (but not \bar{f}) and pair them up with near false points. We need to choose unique true points so that all variables that yield near false points are represented. To this end, unique true points $\{TTF, FFT\}$ for f pair up with near false points $\{FTF, TFF\}$ and $\{FFF, FTT\}$ respectively.*

Solution (Instructor only):

Solution for $f = \bar{a}\bar{c}\bar{d} + \bar{c}d + bcd$

(a) *Karnaugh map for f :*

		<i>a, b</i>			
		<i>00</i>	<i>01</i>	<i>11</i>	<i>10</i>
<i>cd</i>	<i>00</i>	1	1		
	<i>01</i>	1	1	1	1
	<i>11</i>		1	1	
	<i>10</i>				

Karnaugh map for \bar{f} :

		<i>a, b</i>			
		<i>00</i>	<i>01</i>	<i>11</i>	<i>10</i>
<i>cd</i>	<i>00</i>			1	1
	<i>01</i>				
	<i>11</i>	1			1
	<i>10</i>	1	1	1	1

(b) *Nonredundant prime implicant representation for f :*

$$f = \bar{a}\bar{c} + \bar{c}d + bd$$

Nonredundant prime implicant representation for \bar{f} :

$$\bar{f} = a\bar{d} + \bar{b}c + c\bar{d}$$

- (c) *For IC we choose the nonredundant prime implicant representations. Other choices are possible, of course. This leaves six implicants, $\{\bar{a}\bar{c}, \bar{c}d, bd, a\bar{d}, \bar{b}c, c\bar{d}\}$, in f and \bar{f} collectively. Test set $\{FTFT, TFTF\}$ satisfies IC. (Only two test points are needed due to overlaps between the implicants).*
- (d) *To satisfy UTPC, we need six test points. All choices are covered by test set $\{FxFF, TFFT, xTTT, FTTF, TxFF, xFTT\}$.*
- (e) *For CUTPNFP we choose specific unique true points for f : $FFFF, TFFT, TTTT$. We then pair each with near false points with respect to all possible variables. That is, unique true point $FFFF$ pairs up with near false points $\{TFFF, FFTF\}$, unique true point $TFFT$ pairs up with near false points $\{TFFF, TFTT\}$, and unique true point $TTTT$ pairs up with near false points $\{TFTT, TTTF\}$.*

Thanks to Sana'a Alshdefat for correcting this solution.

5 Use the following predicates to answer questions (a) through (e). In the questions, “simplest” means “fewest number of variable references”.

- $W = (B \wedge \neg C \wedge \neg D)$
- $X = (B \wedge D) \vee (\neg B \neg D)$
- $Y = (A \wedge B)$
- $Z = (\neg B \wedge D)$

(a) Draw the Karnaugh map for the predicates. Put AB on the top and CD on the side. Label each cell with W , X , Y , and/or Z as appropriate.

Solution (Instructor only):

		AB			
		00	01	11	10
CD	00	X	W	WY	X
	01	Z	X	XY	Z
	11	Z	X	XY	Z
	10	X		Y	X

(b) Write the simplest expression that describes all cells that have more than one definition.

Solution (Instructor only):

$$ABC\bar{C} + ABD$$

(c) Write the simplest expression that describes all cells that have no definitions.

Solution (Instructor only):

$$\bar{A}BC\bar{D}$$

(d) Write the simplest expression that describes $X \vee Z$.

Solution (Instructor only):

$$\bar{B} + D$$

(e) Give a test set for expression X that uses each prime implicant once.

Solution (Instructor only):

$$\text{Two tests: } \{(FFFF, X), (FTFT, X)\}$$

6 Develop a counterexample to show that CUTPNFP does not subsume UTPC. Hint: You might wish to start with the expression given in the text, $f = ab + cd$.

Solution (Instructor only):

Consider $f = ab + cd$. A possible CUPTPNP set is $\{TTFT, TFFT, FTFT\}$ for implicant ab (Unique true point with all near false points) combined with $\{FTTT, FTTF, FTFT\}$ for implicant cd (ditto). Note that there is a near false point in common; Hence the resulting CUTPNFP set has five elements: $\{TTFT, TFFT, FTFT, FTTT, FTTF\}$. To consider UTPC we need to compute a minimal form for \bar{f} .

$$\bar{f} = \bar{a}\bar{c} + \bar{a}\bar{d} + \bar{b}\bar{c} + \bar{b}\bar{d}$$

Note that we have 4 prime implicants in \bar{f} , along with 2 prime implicants in f ; hence we need exactly 6 tests for UTPC. The CUTPNFP set has only 5; hence CUTPNFP does not subsume UTPC.

Thanks to Greg Williams for this solution.

Exercises, Section 4.1

1. Answer the following questions for the method `search()` below:

```
public static int search (List list, Object element)
// Effects: if list or element is null throw NullPointerException
//   else if element is in the list, return an index
//   of element in the list; else return -1
//   for example, search ([3,3,1], 3) = either 0 or 1
//   search ([1,7,5], 2) = -1
```

Base your answer on the following characteristic partitioning:

```
Characteristic: Location of element in list
  Block 1: element is first entry in list
  Block 2: element is last entry in list
  Block 3: element is in some position other than first or last
```

- (a) “Location of element in list” fails the disjointness property. Give an example that illustrates this.

Solution (Instructor only):

Lots of examples can be found. One is: list = [3, 4, 3]; e = 3

Another is: list = [3]; e = 3

- (b) “Location of element in list” fails the completeness property. Give an example that illustrates this.

Solution (Instructor only):

The problem is that e may not be in the list: list = [5, 3]; e = 4

- (c) Supply one or more new partitions that capture the intent of “Location of e in list” but do not suffer from completeness or disjointness problems.

Solution (Instructor only):

The easiest approach is to separate the characteristics into separate partitions:

- *Whether e is first in the list: true, false*
- *Whether e is last in the list: true, false*

You might also consider:

- *Whether e is in list: true, false*

But this is not really covered by the original characteristic.

2. Derive input space partitioning tests for the **GenericStack** class with the following method signatures:

- `public GenericStack ();`
- `public void Push (Object X);`
- `public Object Pop ();`
- `public boolean IsEmt ();`

Assume the usual semantics for the stack. Try to keep your partitioning simple, choose a small number of partitions and blocks.

(a) Define characteristics of inputs

Solution (Instructor only):

Note that there are 4 testable units here (the constructor and the three methods), but that there is substantial overlap between the characteristics relevant for each one. For the three methods, the implicit parameter is the state of the GenericStack. The only explicit input is the Object x parameter in Push(). The constructor has neither inputs nor implicit parameters.

Typical characteristics for the implicit state are

- *Whether the stack is empty.*
 - *true (Value stack = [])*
 - *false (Values stack = ["cat"], ["cat", "hat"])*
- *The size of the stack.*
 - *0 (Value stack = [])*
 - *1 (Possible values stack = ["cat"], [null])*
 - *more than 1 (Possible values stack = ["cat", "hat"], ["cat", null], ["cat", "hat", "ox"])*
- *Whether the stack contains null entries*
 - *true (Possible values stack = [null], [null, "cat", null])*
 - *false (Possible values stack = ["cat", "hat"], ["cat", "hat", "ox"])*

A typical characteristic for Object x is

- *Whether x is null.*
 - *true (Value x = null)*
 - *false (Possible values x = "cat", "hat", "")*

There are also characteristics that involves the combination of Object x and the stack state. One is:

- *Does Object x appear in the stack?*
 - *true (Possible values: (null, [null, "cat", null]), ("cat", ["cat", "hat"]))*
 - *false (Possible values: (null, ["cat"]), ("cat", ["hat", "ox"]))*

(b) Partition the characteristics into blocks

Solution (Instructor only):

See solution to (a)

(c) Define values for the blocks

Solution (Instructor only):

See solution to (a)

Exercises, Section 4.2

1. Enumerate all 64 tests to satisfy the All Combinations (ACoC) criterion for the second categorization of TriTyp's inputs in Table 4.2. Use the values in Table 4.3.

Solution:

$$\begin{aligned} &\{(2, 2, 2), (2, 2, 1), (2, 2, 0), (2, 2, -1), \\ &(2, 1, 2), (2, 1, 1), (2, 1, 0), (2, 1, -1), \\ &(2, 0, 2), (2, 0, 1), (2, 0, 0), (2, 0, -1), \\ &(2, -1, 2), (2, -1, 1), (2, -1, 0), (2, -1, -1), \\ &(1, 2, 2), (1, 2, 1), (1, 2, 0), (1, 2, -1), \\ &(1, 1, 2), (1, 1, 1), (1, 1, 0), (1, 1, -1), \\ &(1, 0, 2), (1, 0, 1), (1, 0, 0), (1, 0, -1), \\ &(1, -1, 2), (1, -1, 1), (1, -1, 0), (1, -1, -1), \\ &(0, 2, 2), (0, 2, 1), (0, 2, 0), (0, 2, -1), \\ &(0, 1, 2), (0, 1, 1), (0, 1, 0), (0, 1, -1), \\ &(0, 0, 2), (0, 0, 1), (0, 0, 0), (0, 0, -1), \\ &(0, -1, 2), (0, -1, 1), (0, -1, 0), (0, -1, -1), \\ &(-1, 2, 2), (-1, 2, 1), (-1, 2, 0), (-1, 2, -1), \\ &(-1, 1, 2), (-1, 1, 1), (-1, 1, 0), (-1, 1, -1), \\ &(-1, 0, 2), (-1, 0, 1), (-1, 0, 0), (-1, 0, -1), \\ &(-1, -1, 2), (-1, -1, 1), (-1, -1, 0), (-1, -1, -1)\} \end{aligned}$$

2. Enumerate all 16 tests to satisfy the Pair-Wise (PWC) criterion for the second categorization of TriTyp's inputs in Table 4.2. Use the values in Table 4.3.

Solution:

Note: Lots of possibilities here, as suggested by the ways in which pairs are chosen below.

$$\begin{aligned} &\{(2, 2, 2), \\ &(2, 1, 1), \\ &(2, 0, 0), \\ &(2, -1, -1), \\ &(1, 2, 1), \\ &(1, 1, 2), \\ &(1, 0, -1), \\ &(1, -1, 0), \\ &(0, 2, 0), \\ &(0, 1, -1), \\ &(0, 0, 2), \\ &(0, -1, 1), \\ &(-1, 2, -1), \\ &(-1, 1, 0), \end{aligned}$$

$(-1, 0, 1),$
 $(-1, -1, 2)\}$

3. Enumerate all 16 tests to satisfy the Multiple Base Choice (MBCC) criterion for the second categorization of TriTyp's inputs in Table 4.2. Use the values in Table 4.3.

Solution:

The text suggests both '2' and '1' base choices for side 1. (Other sides still have 1 base choice of '2'). This give two base tests: $(2, 2, 2)$ and $(1, 2, 2)$. According to the formula given in the text, we should get $2(\text{base}) + 6 + 6 + 6 = 20$ (not 18, as erroneously stated in the text) tests. However, 4 of these are redundant, so the result is 16. To clarify, we list all 20 tests, with the base choices listed first:

$\{(2, 2, 2), (1, 2, 2)$

$(2, 1, 2), (2, 0, 2), (2, -1, 2),$
 $(2, 2, 1), (2, 2, 0), (2, 2, -1),$
 $(1, 2, 2), (0, 2, 2), (-1, 2, 2),$
 $(1, 2, 1), (1, 2, 0), (1, 2, -1),$
 $(1, 1, 2), (1, 0, 2), (1, -1, 2),$
 $(2, 2, 2), (0, 2, 2), (-1, 2, 2)\}$

Here are the 16 nonredundant tests:

$\{(2, 2, 2), (1, 2, 2)$

$(2, 1, 2), (2, 0, 2), (2, -1, 2),$
 $(2, 2, 1), (2, 2, 0), (2, 2, -1),$
 $(0, 2, 2), (-1, 2, 2),$
 $(1, 2, 1), (1, 2, 0), (1, 2, -1),$
 $(1, 1, 2), (1, 0, 2), (1, -1, 2),$
 $\}$

4. Answer the following questions for the method `intersection()` below:

```
public Set intersection (Set s1, Set s2)
// Effects:   If s1 or s2 are null throw NullPointerException
//           else return a (non null) Set equal to the intersection
//           of Sets s1 and s2

Characteristic: Type of s1
- s1 = null
- s1 = {}
- s1 has at least one element

Characteristic: Relation between s1 and s2
- s1 and s2 represent the same set
- s1 is a subset of s2
- s2 is a subset of s1
- s1 and s2 do not have any elements in common
```

- (a) Does the partition “Type of s1” satisfy the completeness property? If not, give a value for s1 that does not fit in any block.

Solution (Instructor only):

Yes.

- (b) Does the partition “Type of s1” satisfy the disjointness property? If not, give a value for s1 that fits in more than one block.

Solution (Instructor only):

Yes.

- (c) Does the partition “Relation between s1 and s2” satisfy the completeness property? If not, give a pair of values for s1 and s2 that does not fit in any block.

Solution (Instructor only):

No. Note that some sets have elements in common, but still do not satisfy any subset relationship. Example: $s1 = \{1, 2\}$; $s2 = \{1, 3\}$.

- (d) Does the partition “Relation between s1 and s2” satisfy the disjointness property? If not, give a pair of values for s1 and s2 that fits in more than one block.

Solution (Instructor only):

No. Consider $s1$ and $s2 =$ the same set, such as $\{1, 2\}$. The predicates for each of the first three blocks are satisfied. Alternatively, consider $s1$ and $s2 = \{\}$. The predicate for every block is satisfied.

- (e) If the “Base Choice” criterion were applied to the two partitions (exactly as written), how many test requirements would result?

Solution (Instructor only):

There would be 1 (for the base test requirement) plus 2 (for first characteristic) plus 3 (for second characteristic) = 6 test requirements total.

5. Derive input space partitioning tests for the **BoundedQueue** class with the following signature:

- `public BoundedQueue (int capacity);`
- `public void Enqueue (Object X);`
- `public Object Dequeue ();`
- `public boolean IsEmpty ();`
- `public boolean IsFull ();`

Assume the usual semantics for a queue with a fixed, maximal capacity. Try to keep your partitioning simple—choose a small number of partitions and blocks.

- (a) Identify all of the variables. Don’t forget the state variables.

Solution (Instructor only):

This is another OO example; as a result, there are multiple testable units (1 constructor, 2 mutators, and 2 observers) for which there is substantial overlap in characteristics.

Note that we have no idea what the implementation looks like; hence, we focus strictly on the abstract state. There is an abstract state variable `queue` that represents the queue of objects. There is also an abstract state variable `cap` that represents the capacity of the queue. If you wish, you can also suppose there is an abstract state variable representing the current number of objects in the queue; however, since this information is implicitly captured by the variable `queue`, we do not consider it here.

For explicit parameters, we have `capacity` in the constructor and `x` in `Enqueue`.

- (b) Identify several characteristics that suggest partitions.

Solution (Instructor only):

Some example characteristics are whether `queue` is empty or full, what the current size is, what `cap` is, and whether there are special values (such as null) in the queue. The only obvious syntactic characteristic for `x` is whether it is null. In the constructor, `capacity` can clearly have ‘illegal’ values. It is not clear whether `cap` can also have such values; hence this makes a good test characteristic.

In the next exercise, we make the characteristics more precise and provide a partition.

- (c) Identify the blocks in the partition for each characteristic. Designate one block in each partition as the “Base” block.

Solution (Instructor only):

- *Whether `queue` is empty.*
 - a_1 :true (Value `queue` = [])
 - a_2 :false (Value `queue` = ["cat", "hat"]) **Base**
- *Whether `queue` is full.*
 - b_1 :true (Value `queue` = ["cat"], `cap` = 1)
 - b_2 :false (Value `queue` = ["cat", "hat"], `cap` = 3) **Base**
- *Size of `queue`.*
 - c_1 :0 (Value `queue` = [])
 - c_2 :1 (Value `queue` = ["cat"],)
 - c_3 :more than 1 (Values `queue` = ["cat", "hat"]) **Base**
- *Value of `cap`.*
 - d_1 :negative (Value `cap` = -1) (May not be possible.)
 - d_2 :0 (Value `cap` = 0) (Also may not be possible.)
 - d_3 :1 (Value `cap` = 1)

- d_4 : more than 1 (Value `cap` = 2) **Base**
- Value of `capacity`. (Note that this may differ from `cap`)
 - e_1 : negative (Value `cap` = -1)
 - e_2 : 0 (Value `cap` = 0)
 - e_3 : 1 (Value `cap` = 1)
 - e_4 : more than 1 (Value `cap` = 2) **Base**
- Whether `x` is null.
 - f_1 : true (Value `x` = null)
 - f_2 : false (Value `x` = "cat") **Base**

(d) Define values for the blocks.

Solution (Instructor only):

See solution for part (c). For simplicity, we only listed one value for each block.

(e) Define a test set that satisfies Base Choice (BCC) coverage.

Solution (Instructor only):

For this exercise, we'll suppose we are testing `Enqueue`, since it makes the parameter `x` relevant. Note that the variable `capacity` in the constructor is not relevant to this set of tests, although the constructor will certainly be called in the setup for the given tests. That means we'll skip blocks e_1 , e_2 , e_3 , and e_4 when defining the base choice tests for `Enqueue`.

The base test is $(a_2, b_2, c_3, d_4, f_2)$. Varying each partition gives 8 more tests:

$$\begin{aligned} &\{(a_1, b_2, c_3, d_4, f_2), \\ &(a_2, b_1, c_3, d_4, f_2), \\ &(a_2, b_2, c_1, d_4, f_2), \\ &(a_2, b_2, c_2, d_4, f_2), \\ &(a_2, b_2, c_3, d_1, f_2), \\ &(a_2, b_2, c_3, d_2, f_2), \\ &(a_2, b_2, c_3, d_3, f_2), \\ &(a_2, b_2, c_3, d_4, f_1) \\ &\}. \end{aligned}$$

To see what one of these tests would look like, consider $(a_2, b_2, c_3, d_3, f_2)$, where the focus is on varying d_i , the value of `cap`. Note that the value for `queue` specified by c_3 is incompatible with this choice. Further either a_2 or b_2 has to change, since, if `cap` is 1, the queue will always be either empty or full. Hence, a feasible variant of this test is $(a_2, b_1, c_2, d_3, f_2)$. To instantiate this test, it is clear that we need another value for a_2 , namely a one element value for `queue`, such as ["cat"]. To run this test, the test engineer would construct a queue (via `q = new BoundedQueue(1);`), insert a value (via `q.enqueue("cat");` to achieve the desired start for the beginning of the test, and then carry out the test (via another call to `q.enqueue("cat");`). Naturally, the test engineer would want to verify

that the resulting queue contained two cats. At this stage, the test engineer might decide that having two cats was not as informative as having, perhaps, a cat and a dog, thereby motivating an expansion of the possible values for block f_2 to include "dog".

6. Develop a set of characteristics and accompanying partitions for the pattern checking procedure (the method *pat()* in Figure 2.21 in Chapter 2).
- (a) Develop tests to satisfy the Base Choice criterion. Your tests should have both inputs and expected outputs.

Solution:

We consider a fairly straightforward set of characteristics.

- **subject length.**
 - a_1 : 0
 - a_2 : 1
 - a_3 : 2
 - a_4 : > 2 // base
- **pattern length.**
 - b_1 : 0
 - b_2 : 1
 - b_3 : 2 // base
 - b_4 : > 2
- **pattern occurrences in subject.**
 - c_1 : 0
 - c_2 : 1 // base
 - c_3 : > 1
- **pattern at start of subject.**
 - d_1 : true
 - d_2 : false // base
- **pattern at end of subject.**
 - e_1 : true
 - e_2 : false // base
- **Relation of pattern length to subject length**
 - f_1 : $pattern.length < subject.length$ // base
 - f_2 : $pattern.length = subject.length$
 - f_3 : $pattern.length > subject.length$

For these 6 characteristics, we get one base test ($a_4, b_2, c_2, d_2, e_2, f_1$) plus $3 + 3 + 2 + 1 + 1 + 2 = 12$ variations for a total of 13 tests. Possible tests (subject, pat, expected output) are:

$(a_4, b_3, c_2, d_2, e_2, f_1) : (abcd, bc, 1) // \text{base}$

Tests for a:

$(a_1, b_3, c_1, d_2, e_2, f_3) : ("" , bc, -1) // \text{note change to c, f}$

$(a_2, b_3, c_1, d_2, e_2, f_3) : (a, bc, -1) // \text{note change to c, f}$

$(a_3, b_3, c_2, d_1, e_1, f_2) : (ab, ab, 0) // \text{note change to d, e, f}$

Tests for b:

$(a_4, b_1, c_1, d_2, e_2, f_1) : (abcd, "", -1) // \text{note change to c}$

$(a_4, b_2, c_1, d_2, e_2, f_1) : (abcd, b, 1)$

$(a_4, b_3, c_2, d_1, e_1, f_2) : (abcd, abcd, 0) // \text{note change to d, e, f}$

Tests for c:

$(a_4, b_3, c_1, d_2, e_2, f_1) : (abcd, bd, -1)$

$(a_4, b_3, c_3, d_2, e_2, f_1) : (abcabcd, bc, 1)$

Tests for d:

$(a_4, b_3, c_2, d_1, e_2, f_1) : (abcd, ab, 0)$

Tests for e:

$(a_4, b_3, c_2, d_2, e_1, f_1) : (abcd, cd, 2)$

Tests for f:

$(a_3, b_3, c_2, d_1, e_1, f_2) : (ab, ab, 0) // \text{note change to a, d, e}$

$(a_2, b_3, c_2, d_2, e_2, f_3) : (a, bc, -1) // \text{note change to a, c}$

- (b) Analyze your tests with respect to the data flow test sets developed in Chapter 2.

How well does input space partitioning do?

Solution:

Paths for the tests above are:

$(abcd, bc, 1): [1, 2, 3, 4, 10, 3, 4, 5, 6, 7, 9, 6, 10, 3, 11]$

$("" , bc, -1): [1, 2, 3, 11]$

$(a, bc, -1): [1, 2, 3, 11]$

$(ab, ab, 0): [1, 2, 3, 4, 5, 6, 7, 9, 6, 10, 3, 11]$

$(abcd, "", -1): \text{Exception: } \text{ArrayIndexOutOfBoundsException}$

$(abcd, b, 1): [1, 2, 3, 4, 10, 3, 4, 5, 6, 10, 3, 11]$

$(abcd, abcd, 0): [1, 2, 3, 4, 5, 6, 7, 9, 6, 7, 9, 6, 7, 9, 6, 10, 3, 11]$

$(abcd, bd, -1): [1, 2, 3, 4, 10, 3, 4, 5, 6, 7, 8, 10, 3, 4, 10, 3, 11]$

$(abcabcd, bc, 1): [1, 2, 3, 4, 10, 3, 4, 5, 6, 7, 9, 6, 10, 3, 11]$

$(abcd, ab, 0): [1, 2, 3, 4, 5, 6, 7, 9, 6, 10, 3, 11]$

$(abcd, cd, 2): [1, 2, 3, 4, 10, 3, 4, 10, 3, 4, 5, 6, 7, 9, 6, 10, 3, 11]$

$(ab, ab, 0): [1, 2, 3, 4, 5, 6, 7, 9, 6, 10, 3, 11]$

$(a, bc, -1): [1, 2, 3, 11]$

There are a number of things to notice in the comparison. First, the exceptional return on the first test for b is an advantage for the input domain model approach. However, in terms of du-paths covered by the input domain model tests, the following du-paths are missing:

[2, 3, 4, 5, 6, 7, 8]

[2, 3, 4, 5, 6, 7, 8]

[8, 10, 3, 11]

[2, 3, 4, 5, 6, 10]

[2, 3, 4, 5, 6, 7, 8, 10]

[9, 6, 7, 8]

[1, 2, 3, 4, 5, 6, 7, 8]

These results suggest that the two approaches are complementary.

Exercises, Section 5.1.1

1. Consider how often the idea of covering nodes and edges pops up in software testing. Write a short essay to explain this.

Solution (Instructor only):

Of course students can answer this question in many different ways. This is a question about thinking and expression, so Paul and Jeff would grade this question by looking for diversity in approach and clarity in how arguments are supported.

Our answer: *Test design is fundamentally about exploring the input space. Lots of graphs are natural ways to describe the software behavior and how it relates to the input space. Algorithms are fundamentally about step-by-step actions that change values of variables—these actions can naturally map to nodes and edges in many different ways.*

2. Just as with graphs, it is possible to generate an infinite number of tests from a grammar. How and what makes this possible?

Solution (Instructor only):

The closure operator () operator maps to a loop in a graph.*

Exercises, Section 5.1.2

1. Define mutation score.

Solution (Instructor only):

The percent of mutants killed.

2. How is the mutation score related to coverage from Chapter 1?

Solution (Instructor only):

They are the same, or to be precise, the mutation score is a refinement of coverage. Each mutant is a test requirement, so the mutation score counts the number of test requirements satisfied.

3. Consider the stream BNF in Section 5.1.1 and the ground string “B 10 06.27.94.” Give three valid and three invalid mutants of the string.

Solution (Instructor only):

This question has many possible answers. The important thing is that valid mutants are in the grammar but invalid mutants are not.

Valid: G 10 06.27.94, B 999 06.27.94, B 10 06.14.94

Invalid: 42 10 06.27.94, B B 06.27.94, B 10 0627.94

Exercises, Section 5.2

1. Provide reachability conditions, infection conditions, propagation conditions, and test case values to kill mutants 2, 4, 5, and 6 in Figure 5.1.

Solution (Instructor only):

Δ1 *The statement will always be **reached**. Since we replace one variable with another, a test will **infect** if the variables have different values. The infection will **propagate** if we skip the body of the **if** statement.*

R: *True*

I: $A \neq B$

P: $\neg(B < A) \equiv A \geq B$

Δ2 *The statement will always be **reached**. Since we change the relational operator, a test will **infect** if the entire predicate gives a different result. Since the infection will force a different path, the infection will always **propagate**.*

R: *True*

I: $(B < A) \neq (B > A) \equiv A \neq B$

P: *True*

Δ3 *The statement will always be **reached**. Since we replace one variable with another, a test will **infect** if the variables have different values. But, the value of **A** was assigned to **minVal** in the previous statement, so they will always have the same value. Therefore, the mutant is **equivalent**. **Propagation** is not relevant for an equivalent mutant.*

R: *True*

I: $A \neq \text{minVal} \equiv \text{False} \rightarrow \text{equivalent}$

P: *N/A*

Δ4 *The statement is **reached** if the predicate is true. A **Bomb()** mutant raises an immediate runtime exception, so it always **infects**. Likewise, **Bomb()** mutants always **propagate**.*

R: $B < A$

I: *True*

P: *True*

Δ5 *The statement is **reached** if the predicate is true. Since we replace one variable with another, a test will **infect** if the variables have different values. Since **minVal** has been given a different value, the infection will always **propagate**.*

R: $B < A$

I: $A \neq B$

P: *True*

Δ6 *The statement is **reached** if the predicate is true. A **failOnZero()** mutant raises an immediate runtime exception if the expression is zero. *failonZero()* mutants always **propagate**.*

R: $B < A$

I: $B = 0$

P: *True*

2. Answer questions (a) through (d) for the mutant in the two methods, `findVal()` and `sum()`.

(a) If possible, find a test input that does **not** reach the mutant.

Solution (Instructor only):

`findVal`: *The mutant is always reached, even if $x = \text{null}$.*

`sum`: *If x is null or the empty array, ie $x = \text{null}$ or $[]$, then the mutant is never reached.*

(b) If possible, find a test input that satisfies reachability but **not infection** for the mutant.

Solution (Instructor only):

`findVal`: *Infection always occurs, even if $x = \text{null}$, because `i` always has the wrong value after initialization in the loop.*

`sum`: *Any input with all zeroes will reach but not infect. Examples are: $x = [0]$ or $[0, 0]$.*

(c) If possible, find a test input that satisfies infection, but **not propagation** for the mutant.

Solution (Instructor only):

`findVal`: *As long as the last occurrence of `val` isn't at `numbers[0]`, the correct output is returned. Examples are: $(\text{numbers}, \text{val}) = ([1, 1], 1)$ or $([-1, 1], 1)$ or $(\text{null}, 0)$.*

`sum`: *Any input with nonzero entries, but with a sum of zero, is fine. Examples are: $x = [1, -1]$ or $[1, -3, 2]$.*

(d) If possible, find a test input that strongly kills mutant `m`.

Solution (Instructor only):

`findVal`: *Any input with `val` only in `numbers[0]` works. An example is: $(\text{numbers}, \text{val}) = ([1, 0], 1)$*

`sum`: *Any input with a nonzero sum works. An example is: $x = [1, 2, 3]$*

<pre>//Effects: If numbers null throw NullPointerException // else return LAST occurrence of val in numbers[] // If val not in numbers[] return -1 1. public static int findVal (int numbers[], int val) 2. { 3. int findVal = -1; 4. 5. for (int i=0; i<numbers.length; i++) 5'.// for (int i=(0+1); i<numbers.length; i++) 6. if (numbers [i] == val) 7. findVal = i; 8. return (findVal); 9. }</pre>	<pre>//Effects: If x null throw NullPointerException // else return the sum of the values in x 1. public static int sum (int[] x) 2. { 3. int s = 0; 4. for (int i=0; i < x.length; i++) } 5. { 6. s = s + x[i]; 6'. // s = s - x[i]; //AOR 7. } 8. return s; 9. }</pre>
---	---

3. Refer to the TestPat program in Chapter 2. Consider Mutant A and Mutant B given below. Answer the following questions for each mutant.

Mutants **A** and **B**:

- (a) `while (isPat == false && isub + patternLen - 1 < subjectLen) // Original`
`while (isPat == false && isub + patternLen - 0 < subjectLen) // Mutant A`
- (b) `isPat = false; // Original`
`isPat = true; // Mutant B`

Solution (Instructor only):

Note that it is possible for the students to come up with different answers that also work. We try to give the general description of a test input to kill the mutant, then an example test.

- (a) If possible, find test cases that do **not reach** the mutants.

Solution (Instructor only):

Mutant A: subject == null or pattern == null

example: TestPat X

will yield the call: pat ('X', null)

Mutant B: subject == pattern

example: TestPat X X

- (b) If possible, find test inputs that satisfy reachability but **not infection** for the mutants.

Solution (Instructor only):

Mutant A: The pattern needs to be longer than the subject

example: TestPat x xyz

Mutant B: Not possible to satisfy reachability and not infection for this mutant.

- (c) If possible, find test inputs that satisfy infection, but **not propagation** for the mutants.

Solution (Instructor only):

Mutant A: The subject must be as long as or longer than the pattern, and the

pattern is not in the subject.

example: TestPat yet yes

Mutant B: The subject and pattern are the same length, the first characters match, but not all the characters match.

example: TestPat yet yes

- (d) If possible, find test inputs that strongly kill the mutants.

Solution (Instructor only):

Mutant A: subject == pattern

example: TestPat X X

Mutant B: The pattern is a substring of the subject, and a partial match occurs first.

example: TestPat ohyeahyes yes

Fixed thanks to Xin Meng, Spring 2012.

4. Why does it make sense to remove ineffective test cases?

Solution (Instructor only):

They do not contribute to coverage, and thus are needed in a coverage-based test approach. However, it is important to realize that the concept of coverage is not perfect and the tests we remove could find additional faults in the software under test.

5. Define 12 mutants for the following method `cal()` using the effective mutation operators given previously. Try to use each mutation operator at least once. Approximately how many mutants do you think there would be if all mutants for `cal` were created?

```

public static int cal (int month1, int day1, int month2,
                      int day2, int year)
{
//*****
// Calculate the number of Days between the two given days in
// the same year.
// preconditions : day1 and day2 must be in same year
//                1 <= month1, month2 <= 12
//                1 <= day1, day2 <= 31
//                month1 <= month2
//                The range for year: 1 ... 10000
//*****
    int numDays;

    if (month2 == month1) // in the same month
        numDays = day2 - day1;
    else
    {
        // Skip month 0.
        int daysIn[] = {0, 31, 0, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31};
        // Are we in a leap year?
        int m4 = year % 4;
        int m100 = year % 100;
        int m400 = year % 400;
        if ((m4 != 0) || ((m100 == 0) && (m400 != 0)))
            daysIn[2] = 28;
        else
            daysIn[2] = 29;

        // start with days in the two months
        numDays = day2 + (daysIn[month1] - day1);

        // add the days in the intervening months
        for (int i = month1 + 1; i <= month2-1; i++)
            numDays = daysIn[i] + numDays;
    }
    return (numDays);
}

```

Solution (Instructor only):

This question also has lots of answers. muJava generates 164 mutants for cal(). The twelve shown illustrate all the operators that can be applied to this method and in various ways.

Note that the operators SOR, LOR, ASR and UOD do not apply to this method because the language elements are not used.

- $\Delta 1$ numDays = **abs** (day2 - day1); // ABS operator
- $\Delta 2$ numDays = day2 - **-abs** (day1); // ABS operator (negAbs)
- $\Delta 3$ numDays = **failOnZero** (day2 - day1); // ABS operator (failOnZero)
- $\Delta 4$ numDays = day2 * day1; // AOR operator
- $\Delta 5$ if ((m4 > 0) || ((m100 == 0) && (m400 != 0))) // ROR operator
- $\Delta 6$ if (month2 >= month1) // ROR operator
- $\Delta 7$ if (**false**) // ROR operator (falseOp)
- $\Delta 8$ if ((m4 != 0) || ((m100 == 0) || (m400 != 0))) // COR operator
- $\Delta 9$ if ((m4 != 0)) // COR operator (leftOp)
- $\Delta 10$ numDays = day2 + **-**(daysIn[month1] - day1); // UOI operator

$\Delta 11$ numDays = **day1** + (daysIn[month1] - day1); // SVR operator
 $\Delta 12$ Replace “daysIn[2] = 29;” with “**Bomb()**;” // BSR operator

6. Define 12 mutants for the following method *power()* using the effective mutation operators given previously. Try to use each mutation operator at least once. Approximately how many mutants do you think there would be if all mutants for *power()* were created?

Solution (Instructor only):

muJava creates 53 mutants.

There is a problem with the computation. Power (0,0) returns 1.0, although the correct answer should be “undefined.” Is this a specification fault or a software fault? Interestingly, Java’s *Math.pow()* method also returns 1.0.

```
public static int power (int left, int right)
{
//*****
// Raises Left to the power of Right
// precondition : Right >= 0
// postcondition: Returns Left**Right
//*****
    int rslt;
    rslt = Left;
    if (Right == 0)
    {
        rslt = 1;
    }
    else
    {
        for (int i = 2; i <= right; i++)
            rslt = rslt * left;
    }
    return (rslt);
}
```

Solution (Instructor only):

The twelve shown illustrate all the operators that can be applied to this method and in various ways.

Note that the operators COR, SOR, LOR, ASR, and UOD do not apply to this method because the language elements are not used.

$\Delta 1$ rslt = **abs** (left); // ABS operator
 $\Delta 1$ rslt = **-abs** (left); // ABS operator
 $\Delta 1$ rslt = rslt + left; // AOR operator
 $\Delta 1$ rslt = rslt - left; // AOR operator
 $\Delta 1$ if (right **!=** 0) // ROR operator
 $\Delta 1$ if (right **>=** 0) // ROR operator
 $\Delta 1$ for (int i = 2; i < right; i++) // ROR operator
 $\Delta 1$ rslt = **-left**; // UOI operator
 $\Delta 1$ rslt = **-rslt** * left; // UOI operator
 $\Delta 1$ rslt = rslt * **right**; // SVR operator
 $\Delta 1$ rslt = **right** * left; // SVR operator

$\Delta 1$ **Bomb()**; // BSR operator

7. The fundamental premise was stated as: “*In practice, if the software contains a fault, there will usually be a set of mutants that can be killed only by a test case that also detects that fault.*”

- (a) Give a brief argument **in support of** the fundamental mutation premise.

Solution (Instructor only):

As long as mutation operators are well-designed, this premise is almost true because such mutation operators mimic typical programmer mistakes, or encourage testers to follow common testing heuristics. As a result, the activity to find an adequate set of test cases that reaches a predefined threshold of mutation score could find a fault in the software. The premise is also supported by the fact that it is very challenging to find a fault and a set of mutation-adequate tests that do not find the fault.

- (b) Give a brief argument **against** the fundamental mutation premise.

Solution (Instructor only):

On the other hand, this premise is true only if mutation operators are well-designed. Particularly for a multi-threaded application, it is hard to design effective mutation operators that reflect typical mistakes on concurrency issues such as mutual exclusion, dead-lock, and starvation.

8. Try to design mutation operators that subsume Combinatorial Coverage. Why wouldn't we want such an operator?

Solution (Instructor only):

To achieve combinatorial coverage on a predicate P with n clauses, we need 2^n truth assignments, therefore 2^n mutants and 2^n tests. The most straightforward way to do this is to create 2^n mutants, each of which requires a different truth assignment. For example, if $P = (a \wedge b) \vee c$, the first mutant needs $a = \text{false} \wedge b = \text{false} \wedge c = \text{false}$. With that test, $P = \text{false}$, so the mutant $!a \wedge !b \wedge !c$ will be true only with that test, so will be killed only with that test.

If $P = \text{true}$, the mutant must be false. We can use the same mutant, but negate the entire thing. This is described algorithmically below, followed by an example.

```

for each truth assignment ta
  if P = false
    output "!( "
  for each clause ci
    if ci = 0 in ta
      output "!ci"
    else

```

```

        output "ci"
    output "^"
end for
if P = false
    output ")"

```

For the expression $P = (a \wedge b) \vee c$, we need 8 truth assignments and 8 mutants, as shown below.

$P = (a \wedge b) \vee c$	P	P^m	Mutants
0 0 0	0	1	$m1 = (!a \wedge !b) \vee !c$
0 0 1	1	0	$m2 = !((!a \wedge !b) \vee c)$
0 1 0	0	1	$m3 = (!a \wedge b) \vee !c$
0 1 1	1	0	$m4 = !((!a \wedge b) \vee c)$
1 0 0	0	1	$m5 = (a \wedge !b) \vee !c$
1 0 1	1	0	$m6 = !((a \wedge !b) \vee c)$
1 1 0	0	0	$m7 = !((a \wedge b) \vee !c)$
1 1 1	1	0	$m8 = !((a \wedge b) \vee c)$

Mutation operators typically generate a small number of mutants from a given artifact. Some mutation operators, such as AOR are linear in the size of the input. Others, such as SVR, are more expensive - the more variables that are in the current scope, the more mutants are generated. But as far as the authors know, there are no “ordinary” mutation operators that generate a combinatorial number of mutants. Higher-order mutation, where multiple mutation operators are applied at the same time, can generate very large number of mutants, but they are only used in special circumstances.

Therefore the answer to the second part of the question is simply “too many mutants.”

9. Look online for the tool Jester, which is based on JUnit¹. Based on your reading, evaluate Jester as a mutation-testing tool.

Solution (Instructor only):

Jester is described in a separate article: <http://www.agilealliance.org/articles/articles/Jester>

Jester uses four mutation operators:

1. modifying literal numbers; e.g. 0 is changed to 1
2. changing true to false and vice-versa
3. changing “if (p)” to “if (true || p)”
4. changing “if (p)” to “if (false && p)”

The constant replacement operator ($\neq 1$) is not very useful. The other operators essentially give branch coverage. So Jester could be described as a “very expensive way to do branch testing”. The tool does not benefit from the theoretical benefits of mutation.

¹Jester’s web page is <http://jester.sourceforge.net/>

10. Download and install the Java mutation tool *muJava*: <http://cs.gmu.edu/~offutt/-mujava/>. Enclose the method *cal()* from question 5 inside a class, and use *muJava* to test *cal()*. Note that a test case is a method call to *cal()*.

Solution (Instructor only):

The questions cannot be answered unless the student generates all mutants, designs tests to kill as many as possible, then analyzes the rest, either determining they are equivalent or designing new tests to kill them.

Solution (Instructor only):

muJava was updated in Fall 2013, which changed some numbers.

- (a) How many mutants are there?

Solution (Instructor only):

164 (pre-Fall 2013)

Solution (Instructor only):

173 (post-Fall 2013)

- (b) How many test cases do you need to kill the mutants?

Solution (Instructor only):

9 (of course this answer could vary, but the answer should close.)

- (c) What mutation score were you able to achieve without analyzing for equivalent mutants?

Solution (Instructor only):

80%-85% is a likely range. We got 85%.

- (d) How many equivalent mutants are there?

Solution (Instructor only):

Fall 2010: Our students have killed 140 mutants and concluded that 24 are equivalent. They've used from 8 to 17 tests. Mutation has a lot of Test Requirements, but often relatively few tests.

Solution (Instructor only):

Fall 2013: Our students have killed 144 mutants and concluded that 27 are equivalent. They used from 8 to 17 tests. Mutation has a lot of Test Requirements, but often relatively few tests.

Exercises, Section 5.4

1. (Challenging!) Find or write a small SMV specification and a corresponding Java implementation. Restate the program logic in SPEC assertions. Mutate the assertions systematically, and collect the traces from (nonequivalent) mutants. Use these traces to test the implementation. **Solution (Instructor only):**

Rather than work a custom example, we direct interested readers to a survey paper that covers multiple approaches to testing with model checkers. See G. Fraser, F. Wotawa, and P. Ammann, Testing with Model Checkers: A Survey. Software Testing, Verification, and Reliability, 19(3), pages 215-261. September 2009.

Exercises, Section 5.5

1. Generate tests to satisfy TSC for the bank example grammar based on the BNF in Section 5.5.1. Try **not** to satisfy PDC.

Solution (Instructor only):

TSC can be satisfied with two transactions:

deposit 123 \$7.89

debit 456 \$0.00

It is not possible to satisfy TSC without satisfying PDC for this grammar.

2. Generate tests to satisfy PDC for the bank example grammar.

Solution (Instructor only):

See the answer for TSC.

3. Consider the following BNF with start symbol A:

$A ::= B"@C".B$

$B ::= BL \mid L$

$C ::= B \mid B".B$

$L ::= "a" \mid "b" \mid "c" \mid \dots \mid "y" \mid "z"$

and the following six possible test cases:

t1 = a@a.a

t2 = aa.bb@cc.dd

t3 = mm@pp

t4 = aaa@bb.cc.dd

t5 = bill

t6 = @x.y

For each of the six tests, (1) identify the test sequence as either “in” the BNF, and give a derivation, or (2) identify the test sequence as “out” of the BNF, and give a mutant derivation that results in that test. (Use only one mutation per test, and use it only one time per test). **Solution (Instructor only):**

t1 (“in”): $A \rightarrow B@C.B$

$\rightarrow L@B.L$

$\rightarrow a@L.a$

$\rightarrow a@a.a$

t2 (“out”): $A \rightarrow B@C.B$

\rightarrow (mutant: $B \rightarrow BL \mid L \mid B.B$) $B.B@B.BL$

$\rightarrow BL.BL@BL.Ld$

$\rightarrow La.Lb@Lc.dd$

$\rightarrow aa.bb@cc.dd$
 $t3$ (“out”): $A \rightarrow (\text{mutant: } A \rightarrow B@B) B@B$
 $\rightarrow BL@BL$
 $\rightarrow Lm@Lp$
 $\rightarrow mm@pp$
 $t4$ (“in”): $A \rightarrow B@C.B$
 $\rightarrow BL@B.B.BL$
 $\rightarrow BLa@BL.BL.Ld$
 $\rightarrow Laa@Lb.Lc.dd$
 $\rightarrow aaa@bb.cc.dd$
 $t5$ (“out”): $A \rightarrow (\text{mutant: } A \rightarrow B) B$
 $\rightarrow BL$
 $\rightarrow BLl$
 $\rightarrow BLll$
 $\rightarrow Lill$
 $\rightarrow bill$
 $t6$ (“out”): $A \rightarrow B@C.B$
 $\rightarrow (\text{mutant: } B \rightarrow BL \mid L \mid \sim) @B.L$
 $\rightarrow @L.y$
 $\rightarrow @x.y$

4. Provide a BNF description of the inputs to the `cal()` method in the homework set for Section 5.2.2. Succinctly describe any requirements or constraints on the inputs that are hard to model with the BNF.

Solution (Instructor only):

The `cal()` method has 5 parameters:

```
public static int cal (int month1, int day1, int month2, int day2, int year)
```

A possible grammar is that allows for years 0 through 99999 is:

```

C ::= "cal (" M " ," D " ," M " ," D " ," Y ") "
M ::= 1 | 2 | ... | 12
D ::= 1 | 2 | ... | 31
Y ::= I | II | III | IIII | IIIII
I ::= 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9

```

This grammar doesn't capture calendar constraints very well. It doesn't force `month1` to equal or precede `month2`. It also doesn't account for different months having varying numbers of days or for February having 29 of days in leap years.

5. Answer questions (a) through (c) for the following grammar.

```

val    ::= number | val pair
number ::= digit+
pair   ::= number op | number pair op
op     ::= "+" | "-" | "*" | "/"
digit  ::= "0" | "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9"

```

Also consider the following mutation, which adds an additional rule to the grammar:

```

pair ::= number op | number pair op | op number

```

(a) Which of the following strings can be generated by the (unmutated) grammar?

```

42
4 2
4 + 2
4 2 +
4 2 7 - *
4 2 - 7 *
4 2 - 7 * +

```

Solution (Instructor only):

```

42           // In grammar
4 2         // Not in grammar
4 + 2       // Not in grammar
4 2 +       // In grammar
4 2 7 - *   // In grammar
4 2 - 7 *   // In grammar
4 2 - 7 * + // Not in grammar

```

(b) Find a string that is generated by the mutated grammar, but not by the original grammar.

Solution (Instructor only):

We can define lots of these. One example is given above:

```

4 + 2

```

(c) (*Challenging*) Find a string whose generation uses the new rule in the mutant grammar, but is also in the original grammar. Demonstrate your answer by giving the two relevant derivations.

Solution (Instructor only):

This question also has lots of possible answers. Again, one sample is given above:

```

4 2 - 7 *

```

which is obtained by (original)


```

val → val pair
    → val pair number op
    → number pair number op
    → number number op number op
    → 4 2 - 7 *

```

or the mutated version:

```

val → val pair
    → number pair
    → number number pair op
    → number number op number op // mutant rule
    → 4 2 - 7 *

```

6. Answer questions (a) and (b) for the following grammar.

```

phoneNumber ::= exchangePart dash numberPart
exchangePart ::= special zeroOrSpecial other
numberPart  ::= ordinary4
ordinary    ::= zero | special | other
zeroOrSpecial ::= zero | special
zero        ::= "0"
special     ::= "1" | "2"
other       ::= "3" | "4" | "5" | "6" | "7" | "8" | "9"
dash        ::= "-"

```

(a) Classify the following as either phoneNumbers (or not). For non-phone numbers, indicate the problem.

- 123-4567
- 012-3456
- 109-1212
- 346-9900
- 113-1111

Solution (Instructor only):

- *123-4567 is phoneNumber.*
- *012-3456 is not a phoneNumber because 0 may not be the first exchange digit. Also, the third digit must be "other" (3-9).*
- *109-1212 is a phoneNumber.*
- *346-9900 is not a phoneNumber because the second exchange digit is not "zeroOrSpecial". Also, 3 may not be the first exchange digit (this question would be better if the number was 246-9900).*
- *113-1111 is a phoneNumber.*

- (b) Consider the following mutation of the grammar:

```
exchangePart ::= special ordinary other
```

If possible, identify a string that appears in the mutated grammar but not in the original grammar, another string that is in the original but not the mutated, and a third string that is in both.

Solution (Instructor only):

For a string that is in the mutated, but not the original, the fourth example above is close (change the 3 to a 2): 246-9900. (The second digit must be other, that is, 3-9.)

There are no strings that are in the original but not the mutated, because the set of strings defined by the mutated grammar is a superset of the original.

For a string that is in both, see the first example above: 123-4567.

7. Java provides a package, *java.util.regex*, to manipulate regular expressions. Write a regular expression for URLs and then evaluate a set of URLs against your regular expression. This assignment involves programming, since input structure testing without automation is pointless.

- (a) Write (or find) a regular expression for a URL. Your regular expression does not need to be so general that it accounts for every possible URL, but give your best effort (for example "*" will not be considered a good effort). You are strongly encouraged to do some web surfing to find some candidate regular expressions. One suggestion is to visit the *Regular Expression Library*.

Solution (Instructor only):

An initial baseline can be found online:

http://regeplib.com/REDetails.aspx?regexp_id=90.

The regular expression given there is:

```
^http\:\/\/[a-zA-Z0-9\-\.\+]\.[a-zA-Z]{2,3}(\S*)?$
```

This can be extended in several ways:

- Support https
- Allow IP address by adding (...) for this expression
`\\.[a-zA-Z]{2,3}`
- Support for PORT ID in the URL
- Support of FTP on the URL

The final regular expression is:

```
^(http[s]?—ftp):\/\:[a-zA-Z0-9\-\.\+](\.[a-zA-Z]{2,3})?—(:[0-9]{4})?(\S*)?$
```

- (b) Collect a set of URLs from a small web site (such as a set of course web pages). Your set needs to contain at least 20 (different) URLs. Use the `java.util.regex` package to validate each URL against your regular expression.

Solution (Instructor only):

We validated this regular expression against the following:

- i. <http://www.gmu.edu>*
- ii. <http://www.gmu.edu/>*
- iii. <http://mason.gmu.edu/~mmedinam>*
- iv. <https://evpp607.pbworks.com/session/loggedout>*
- v. <http://196.40.56.20/ruc/#consulta>*
- vi. <http://java.sun.com/j2se/1.4.2/docs/api/java/util/regex/Pattern.html#cg>*
- vii. http://catsr.ite.gmu.edu/HCIPA_4x*
- viii. <http://www.greenflights.info/greenflights/index.php?origin=Boston-Logan+%2>*
- ix. <http://cs.gmu.edu:8080/offutt/coverage/GraphCoverage>*
- x. <http://www.facebook.com/home.php?>*
- xi. <http://www.bnocr.fi.cr/BN/index.asp?c=home>*
- xii. <ftp://wuarchive.wustl.edu/pub/>*
- xiii. <http://www.cs.tut.fi/~jkorpela/wwwold.html>*
- xiv. <https://www.bnonline.fi.cr/BNCR.InternetBanking.Web/EliminaSesionConexion.>*
- xv. <http://www.google.com/search?q=weird+url+address&ie=utf-8&oe=utf-8&aq=t&rls>*
- xvi. <http://www.google.com/webhp?q=weird+url+address&ie=utf-8&oe=utf-8&aq=t&rls>*
- xvii. <http://www.greenflights.info/greenflights/Reports.php?sendAdKeywords=lugga>*
- xviii. <http://www.example.com/path/to/file.html>*
- xix. <http://java.sun.com/j2se/1.4.2/docs/api/java/util/regex/Pattern.html>*
- xx. <http://mail.google.com/mail/?shva=1#inbox>*
- xxi. <http://aspm.faa.gov/main/sysMailTo.asp?area=asqp>*
- xxii. http://aspmhelp.faa.gov/index.php/OPSNET:_Day_of_the_Week_Report*

Program used to validate the expressions:

```
import java.util.regex.*; public class validateURLs
{
    /**
    * @param args
    /
    public static void main (String[] args)
    {
        // TODO Auto-generated method stub
        // Compile regular expression
        String regExpression = "SEE ABOVE"
```

```

Pattern pattern = Pattern.compile (regExpression, Pattern.CASE_INSENSITIVE

for (int i = 0; i < args.length; i++)
{
    CharSequence strURL = args[i];
    Matcher matcher = pattern.matcher (strURL);
    boolean matchFound = matcher.matches();
    System.out.println (i+1 +"Is URL " + args[i]+ " valid?: " +
matchFound );
}
} // end main()
}
end class validateURLs

```

- (c) Construct a valid URL that is not valid with respect to your regular expression (and show this with the appropriate *java.util.regex* call). If you have done an outstanding job in part 1, explain why your regular expression does not have any such URLs.

Solution (Instructor only):

A URL that is not valid with respect to the above regular expression is:

`mailto:offutt@gmu.edu?subject=test`

The result of validating this URL with the above function is false. The regular expression does not consider mailto or file.

8. Why is the equivalent mutant problem solvable for BNF grammars but not for program-based mutation? (Hint: The answer to this question is based on some fairly subtle theory.)

Solution (Instructor only):

BNF grammar mutation is purely syntactic, thus finite. Program-based mutation creates semantically different constructs. Semantics is much harder than syntax ...

Changes to the Solution Manual

This section documents changes so that users can download a fresh copy and quickly locate additions and corrections.

- 1-July-2013: Added solutions for 5.2.8, 5.4.1 and 5.5.4.
- 1-July-2013: Added solutions for 2.7.5, 2.7.6, 3.3.5, and 3.3.6. Thanks to Preetham Vemasani.
- 15-June-2013: Added solutions for 2.7.2, 2.7.4, 3.3.4, and 3.5.1. Thanks to Beth Paredes. (Work done 2012)
- 19-Sept-2011: Corrected solution to Exercise 1.2 Number 3e, `countPositive()` (Instructor only)
- 16-Jun-2011: Corrected solution to Exercise 2.4 Number 1 (page 73).
- 23-Feb-2011: Corrected solution to Exercise 2.2.3 Number 1 (page 51). For Graph III, the solutions to parts (e) and (f) were incorrect.
- 12-Jan-2011: Corrected solution Section 2.1, number 1.
- 16-Feb-2011: Applied page 51 errata correction (Exercise 2.2.3, number 1) to solution manuals.
- 12-Jan-2011: Corrected solution Section 2.1, number 1.
- 27-Dec-2010: Added clarification to the answer to 1.2, #3(c)
- 7-Dec-2010: Corrected the answer to 5.5, #6
- 5-Nov-2010: Added solutions to several additional questions (2.7:1, 5.2:3, 5.2:6, 5.2:7, 5.2:10, and 5.5:7).
- 3-Nov-2010: Clarification of RICC tests for question 2, Section 3.3 (Instructor only)
- 2-Nov-2010: Clarification of ambiguity to question 3, Section 3.5 (Instructor only)
- 10-Aug-2009: Correction to question 4, Section 3.6, Karnaugh map (Instructor only)
- 17-Oct-2008: Added an answer to Section 3.5, question 4 (Instructor only)
- 17-Oct-2008: Added an answer to Section 5.1.1, question 1 (Instructor only)
- 13-Oct-2008: Correction to question 3, Section 3.3, Edge Coverage