

SOFTWARE TESTING

A Craftsman's Approach

THIRD EDITION

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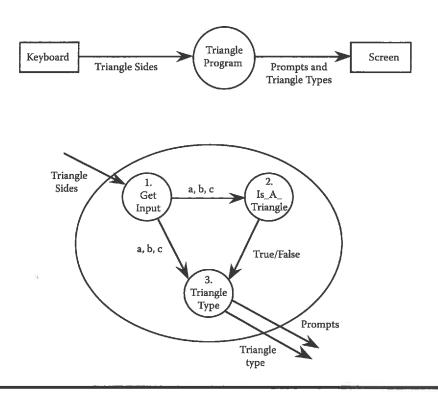


Figure 2.2 Dataflow diagram for a structured triangle program implementation.

```
Program triangle2 'Structured programming version of simpler
specification
Dim a,b,c As Integer
Dim IsATriangle As Boolean
`Step 1: Get Input
Output ("Enter 3 integers which are sides of a triangle")
Input(a,b,c)
Output ("Side A is ",a)
Output ("Side B is ",b)
Output ("Side C is ",c)
'Step 2: Is A Triangle?
If (a < b + c) AND (b < a + c) AND (c < a + b)
      Then IsATriangle = True
     Else IsATriangle = False
EndIf
'Step 3: Determine Triangle Type
If IsATriangle
```

```
If (a = b) AND (b = c)
                          Then
                                   Then Output ("Equilateral")
Screen
                                            If (a \neq b) AND (a \neq c) AND (b \neq c)
                                   Else
                                               Then
                                                       Output ("Scalene")
                                               Else
                                                        Output ("Isosceles")
                                            EndIf
                                 EndIf
                                    Output ("Not a Triangle")
                          Else
                    EndIf
                    End triangle2
                    Program triangle3 'Structured programming version of improved
                    specification
                    Dim a,b,c As Integer
                    Dim c1, c2, c3, IsATriangle As Boolean
                    'Step 1: Get Input
                          Output ("Enter 3 integers which are sides of a triangle")
                          Input(a,b,c)
                          c1 = (1 \le a) AND (a \le 200)
tation.
                          c2 = (1 \le b) AND (b \le 200)
                          C3 = (1 <= C) AND (C <= 200)
                          If NOT(c1)
  simpler
                            Then Output ("Value of a is not in the range of
                            permitted values")
                          EndIf
                          If NOT (c2)
                            Then Output("Value of b is not in the range of
                            permitted values")
                          EndIf
                          If NOT(c3)
                            Then Output ("Value of c is not in the range of
                            permitted values")
                          EndIf
                    Until c1 AND c2 AND c3
                    Output ("Side A is ",a)
                    Output ("Side B is ",b)
                    Output ("Side C is ",c)
                    'Step 2: Is A Triangle?
                    If (a < (b + c)) AND (b < (a + c)) AND (c < (a + b))
                          Then IsATriangle = True
```

Else IsATriangle = False

EndIf

2.3 The NextDate Function

The complexity in the triangle program is due to relationships between inputs and correct outputs. We will use the NextDate function to illustrate a different kind of complexity — logical relationships among the input variables.

2.3.1 Problem Statement

NextDate is a function of three variables: month, day, and year. It returns the date of the day after the input date. The month, day, and year variables have integer values subject to these conditions:

c1. 1 ≤ month ≤ 12
 c2. 1 ≤ day ≤ 31
 c3. 1812 ≤ year ≤ 2012

As we did with the triangle program, we can make our specification stricter. This entails defining responses for invalid values of the input values for the day, month, and year. We can also define responses for invalid combinations of inputs, such as June 31 of any year. If any of conditions c1, c2, or c3 fails, NextDate produces an output indicating the corresponding variable has an out-of-range value — for example, "Value of month not in the range 1..12." Because numerous invalid daymonth-year combinations exist, NextDate collapses these into one message: "Invalid Input Date."

2.3.2 Discussion

Two sources of complexity exist in the NextDate function: the complexity of the input domain discussed previously, and the rule that determines when a year is a leap year. A year is 365.2422 days long; therefore, leap years are used for the "extra day" problem. If we declared a leap year every fourth year, a slight error would occur. The Gregorian calendar (after Pope Gregory) resolves this by adjusting leap years on century years. Thus, a year is a leap year if it is divisible by 4, unless it is a century year. Century years are leap years only if they are multiples of 400 (Inglis, 1961), so 1992, 1996, and 2000 are leap years, while the year 1900 is not. The NextDate function also illustrates a sidelight of software testing. Many times, we find examples of Zipf's law, which states that 80% of the activity