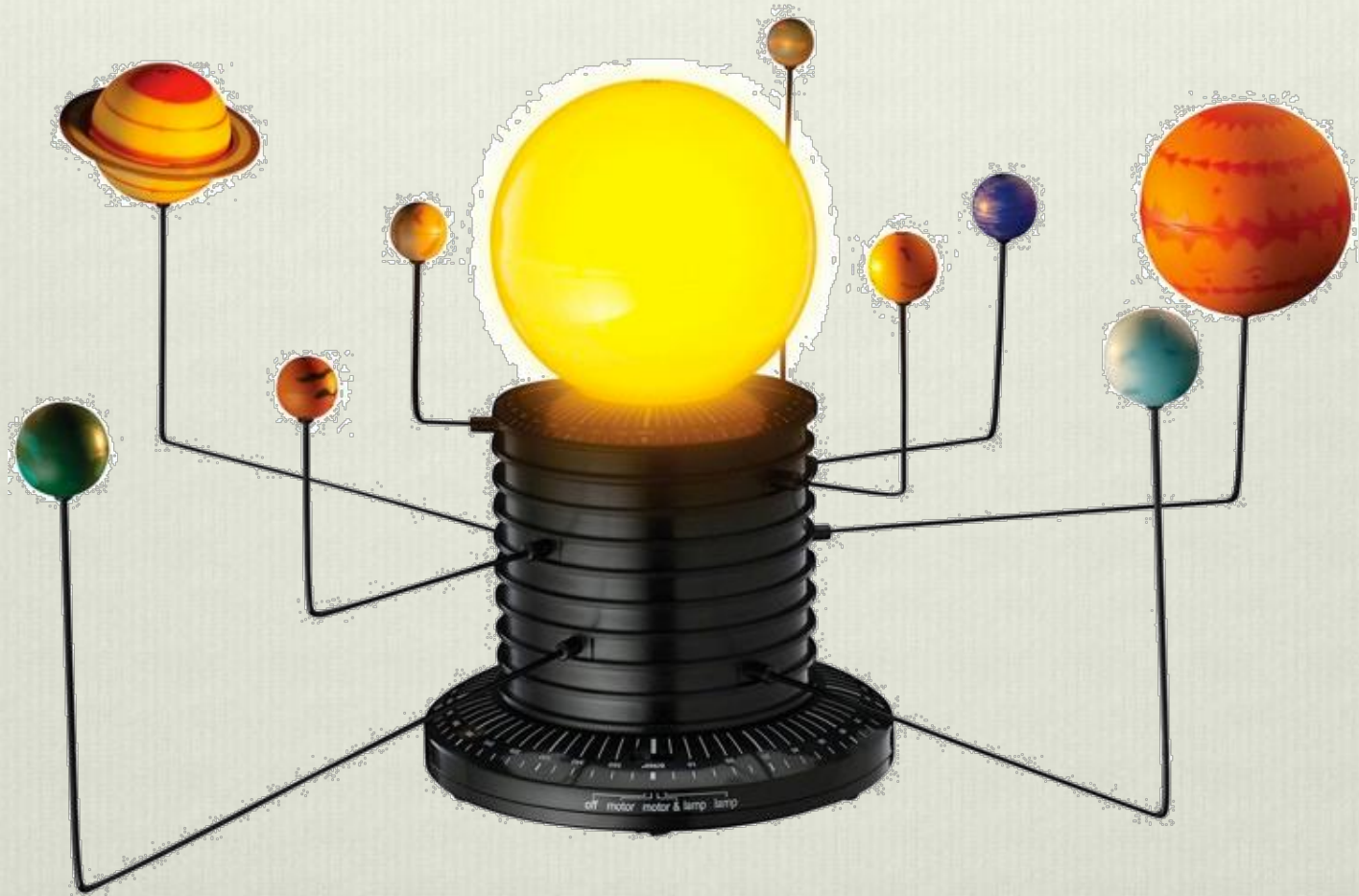


Model-based testing: What's in it for industry?

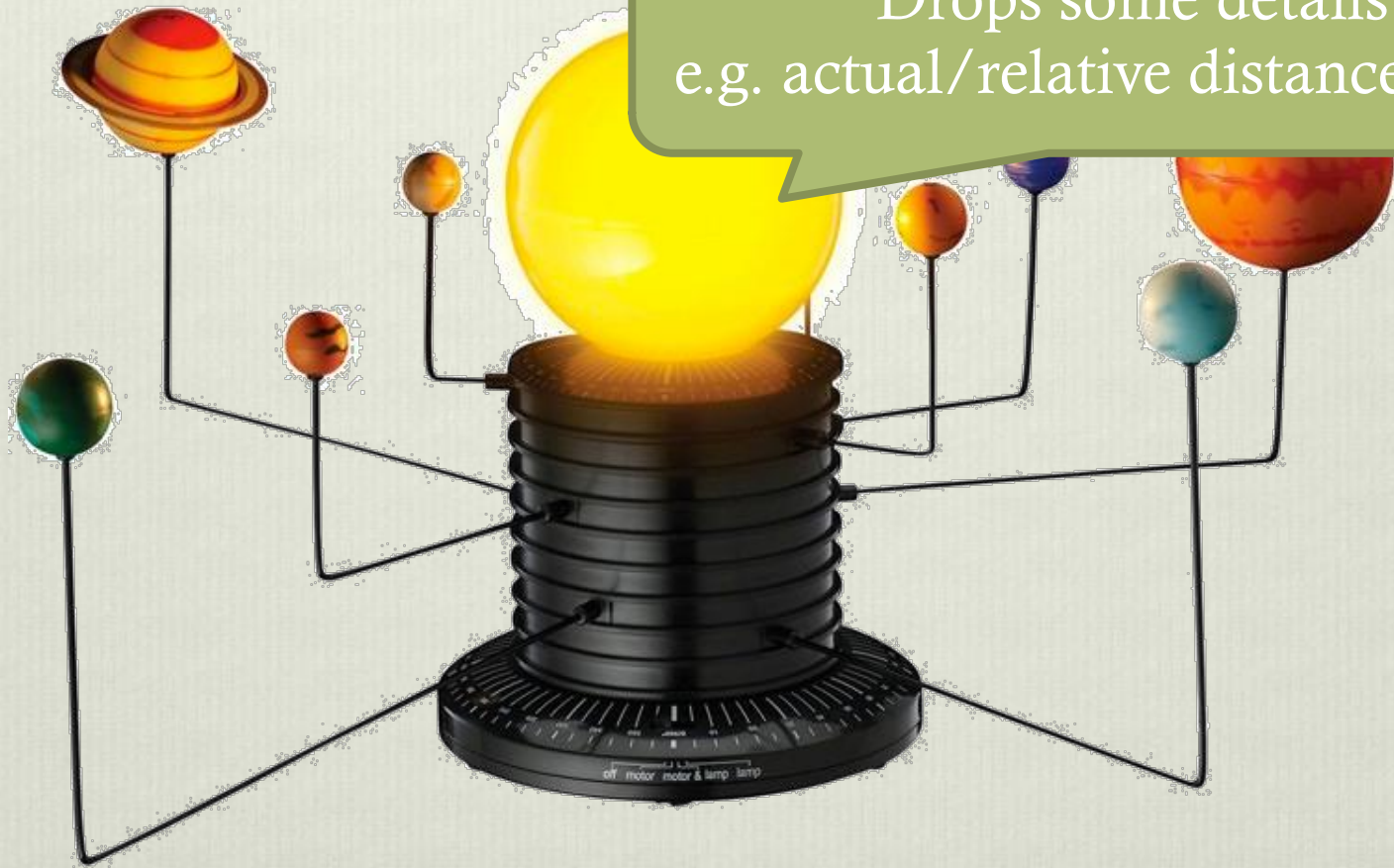
Christian Colombo

What is a model?



What is a model?

Drops some details
e.g. actual/relative distances/sizes



What is a model?



Drops some details
e.g. actual/relative distances/sizes

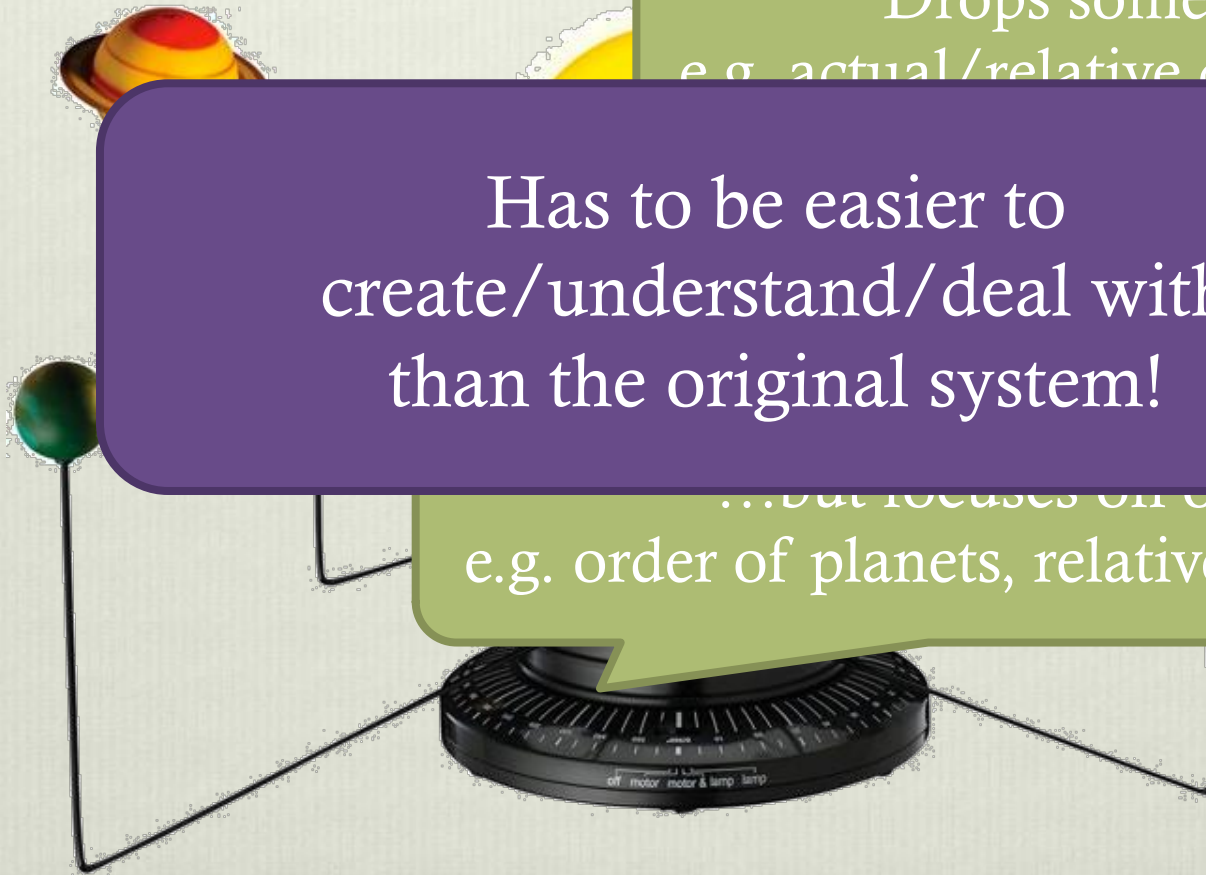
...but focuses on others
e.g. order of planets, relative positions, etc

What is a model?

Drops some details
e.g. actual/relative distances/sizes

Has to be easier to
create/understand/deal with
than the original system!

...but focuses on others
e.g. order of planets, relative positions, etc



What to model in S/W?

- ❖ Expected order of actions
- ❖ Return values
- ❖ Timing

Example

Home | Contact Us | Help Order Status | Wishlist | Sign in/Join


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Free delivery worldwide

€ Euro 0,00 € 0 items


Bestsellers | Coming soon | Highlights | Bargain Shop

- Art & Photography
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- Crime & Thriller
- Dictionaries & Languages
- Entertainment
- Fiction
- Food & Drink
- Graphic Novels, Anime & Manga
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- History & Archaeology
- Home & Garden
- Humour




[view books](#)

New releases and in the news




25% off

Harry Potter and the Cursed Child - JK Rowling




10% off

Lean in 15: the Shape Plan - Joe Wicks




13% off

The BFG - Roald Dahl




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Super Food Family Classics - Jamie Oliver




23% off

Go Set a Watchman - Harper Lee



13% off

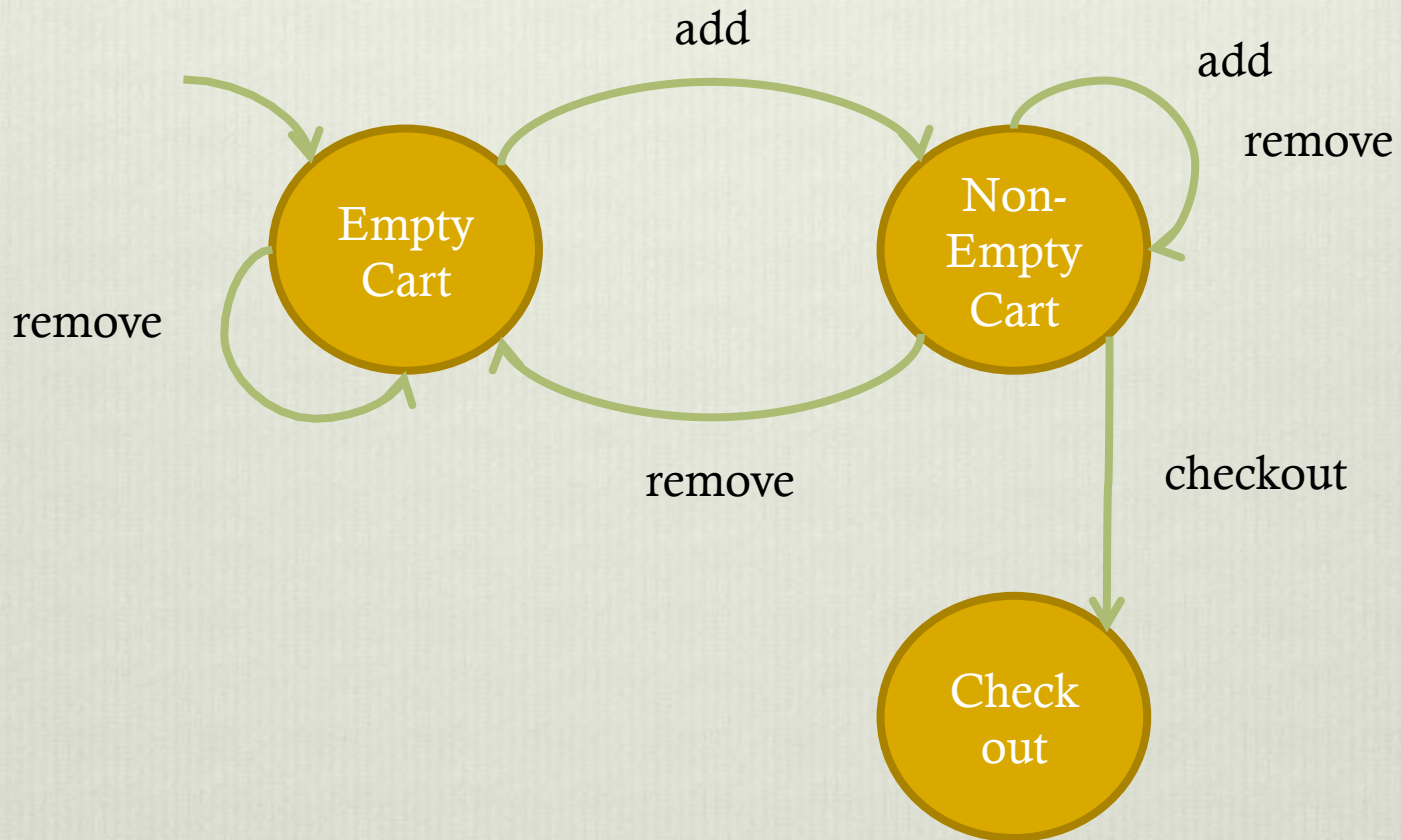
Harry Potter - The Artifact Vault - J.K. Rowling



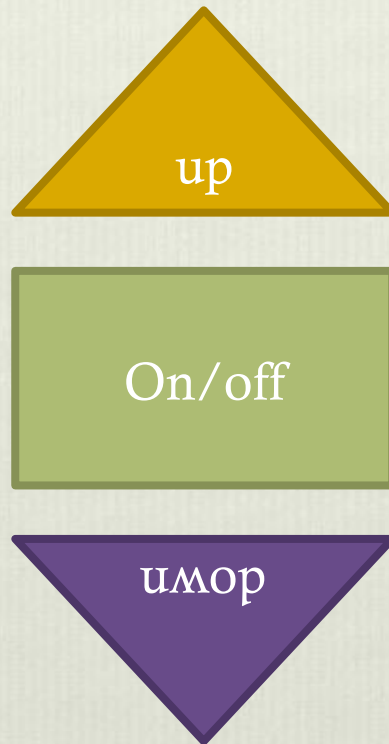
13% off

The Glorious Heresies - Lisa McInerney

Example



Light switch example



How is the model useful?

Test automation

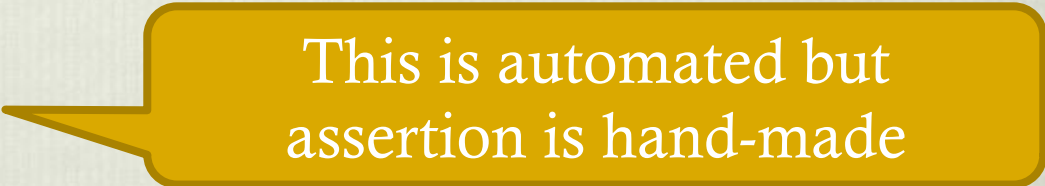
- ❖ Testcase generation
- ❖ Testcase execution
- ❖ Testcase pass/fail



This is usually automated

Test automation

- ❖ Testcase generation
- ❖ Testcase execution
- ❖ Testcase pass/fail

A yellow callout box with a black border and a pointer pointing towards the 'Testcase pass/fail' item in the list above. It contains the text 'This is automated but assertion is hand-made' in white serif font.

This is automated but
assertion is hand-made

Test automation

- ❖ Testcase generation
- ❖ Testcase execution
- ❖ Testcase pass/fail



This is hand-made

Test automation

- ❖ Testcase generation
- ❖ Testcase execution
- ❖ Testcase pass/fail

MBT can automate them all!

Test automation

- ❖ Testcase generation
- ❖ Testcase execution
- ❖ Testcase pass/fail

MBT can automate them all!
(once you have the model)

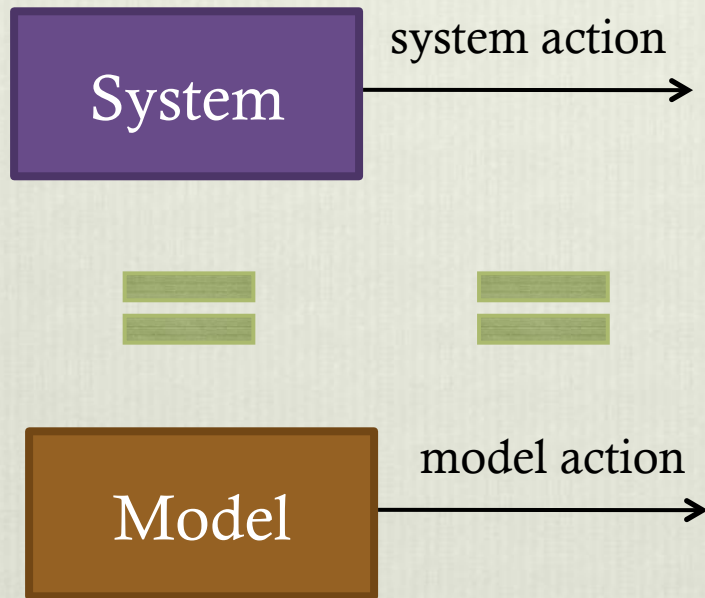
Model-Based Testing

System

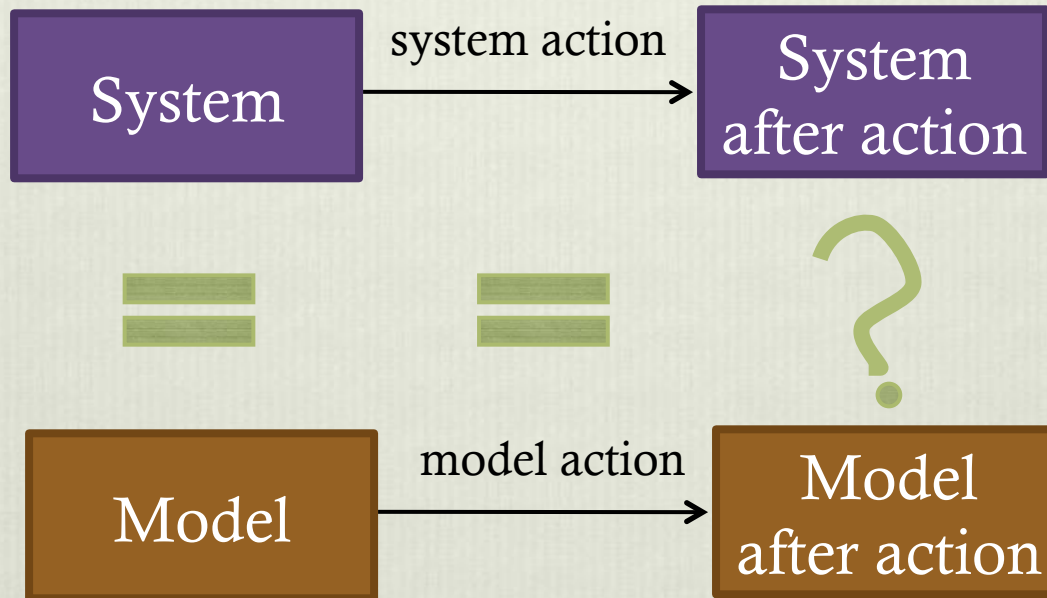
=

Model

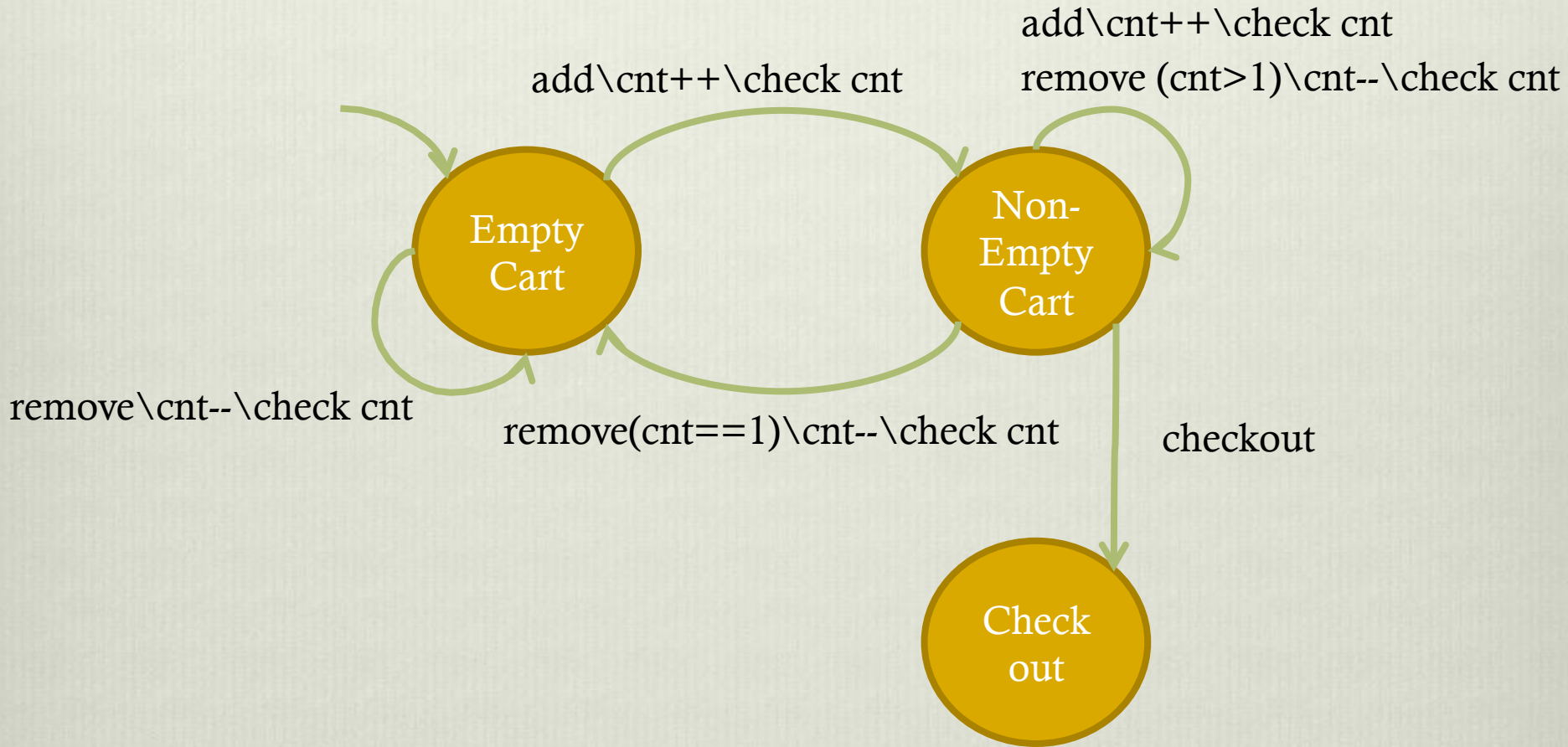
Model-Based Testing



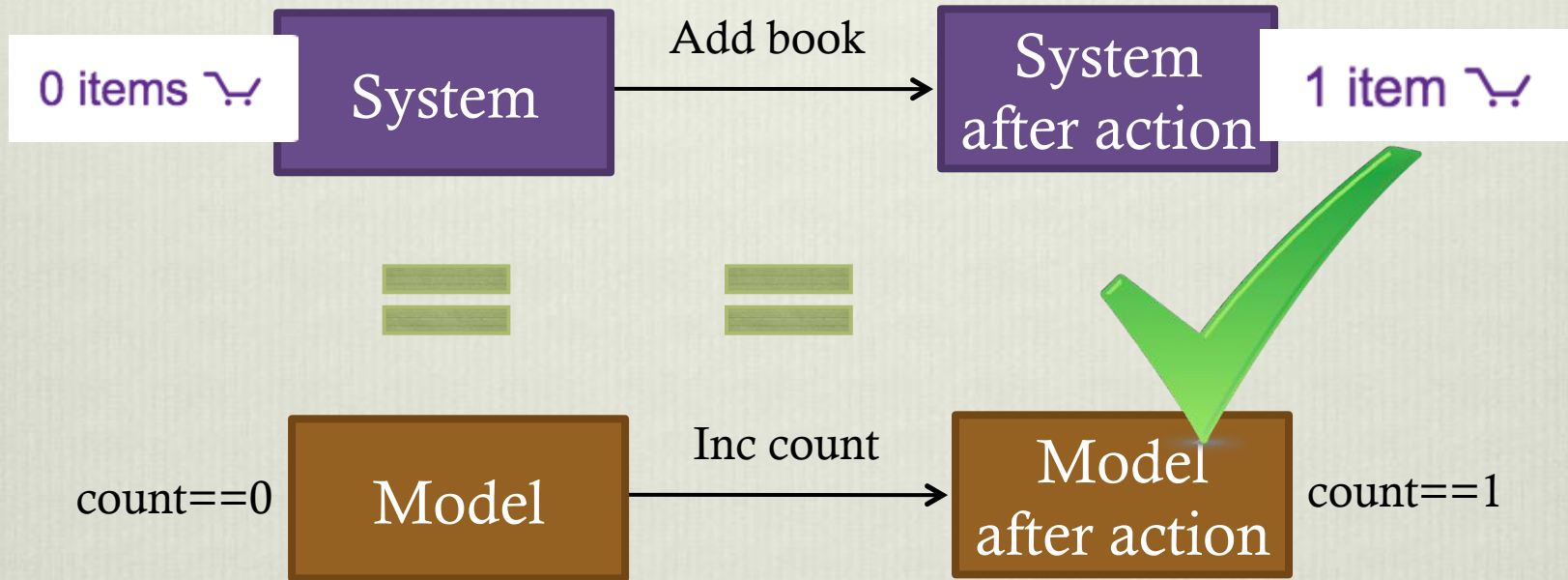
Model-Based Testing



Example



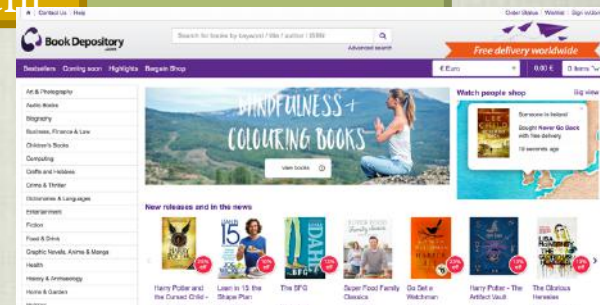
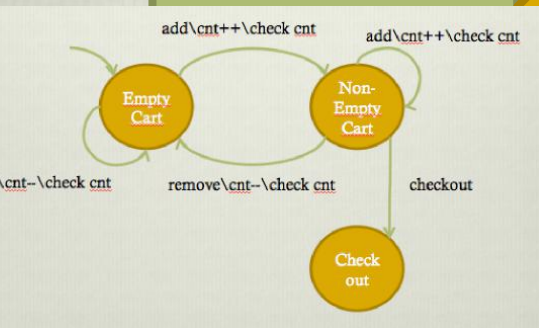
Model-Based Testing



UI example



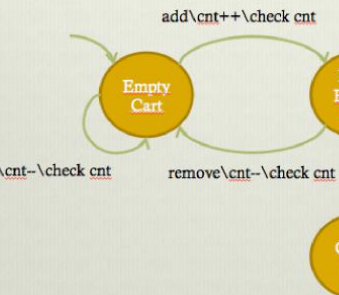
UI example



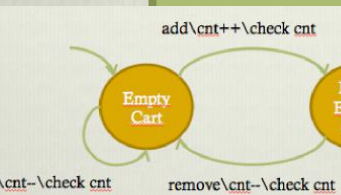
UI example



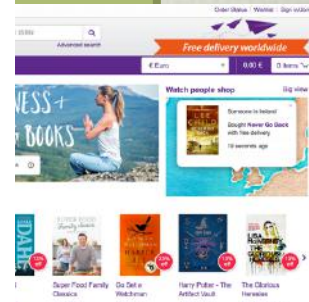
```
public void init() {  
    driver = new FirefoxDriver();  
    driver.get(shoppingCartURL);  
    searchPage = new Search(driver);  
}  
  
public void addItem() {  
    searchPage.searchAndAddToCart(null);  
}
```



UI example



```
public void init() {  
    driver = new FirefoxDriver();  
    driver.get(shoppingCartURL);  
    searchPage = new Search(driver);
```



How do you code the model?

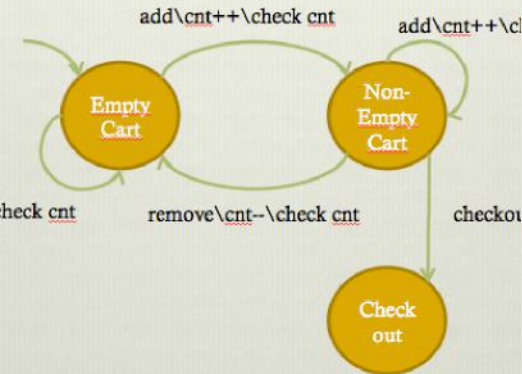
```
addItem() {  
    searchPage.searchAndAddToCart(null);  
}
```


Tools for MBT

- ❖ ModelJUnit (free)
- ❖ MaTeLo (commercial)
- ❖ Spec Explorer (comes with Visual Studio)

http://mit.bme.hu/~micskeiz/pages/modelbased_testing.html

ModelJUnit - States



```
//States  
public enum WebsiteState {  
    EMPTY_CART,  
    NON_EMPTY_CART,  
    CHECKOUT,  
    ERROR_STATE  
}
```

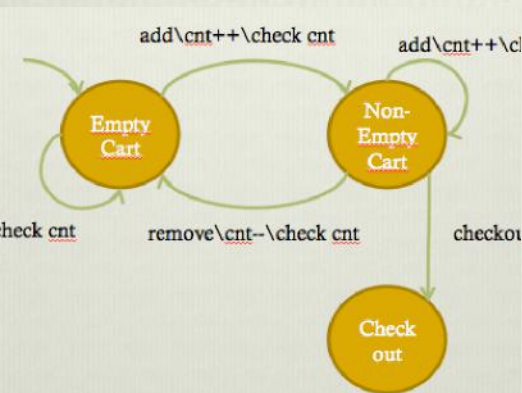
The state names

```
// State variables  
private int cartSize = 0;  
private boolean checkedOut = false;
```

Variables

```
// Define the states the FSA may be in  
@Override  
public WebsiteState getState() {  
  
    if (checkedOut)  
        return WebsiteState.CHECKOUT;  
  
    if (cartSize==0)  
        return WebsiteState.EMPTY_CART;  
  
    else if (cartSize>0)  
        return WebsiteState.NON_EMPTY_CART;  
  
    return WebsiteState.ERROR_STATE;  
}
```

ModelJUnit - States



```
//States
public enum WebsiteState {
    EMPTY_CART,
    NON_EMPTY_CART,
    CHECKOUT,
    ERROR_STATE
}

// State variables
private int cartSize = 0;
private boolean checkedOut = false;

// Define the states the FSA may be in
@Override
public WebsiteState getState() {

    if (checkedOut)
        return WebsiteState.CHECKOUT;

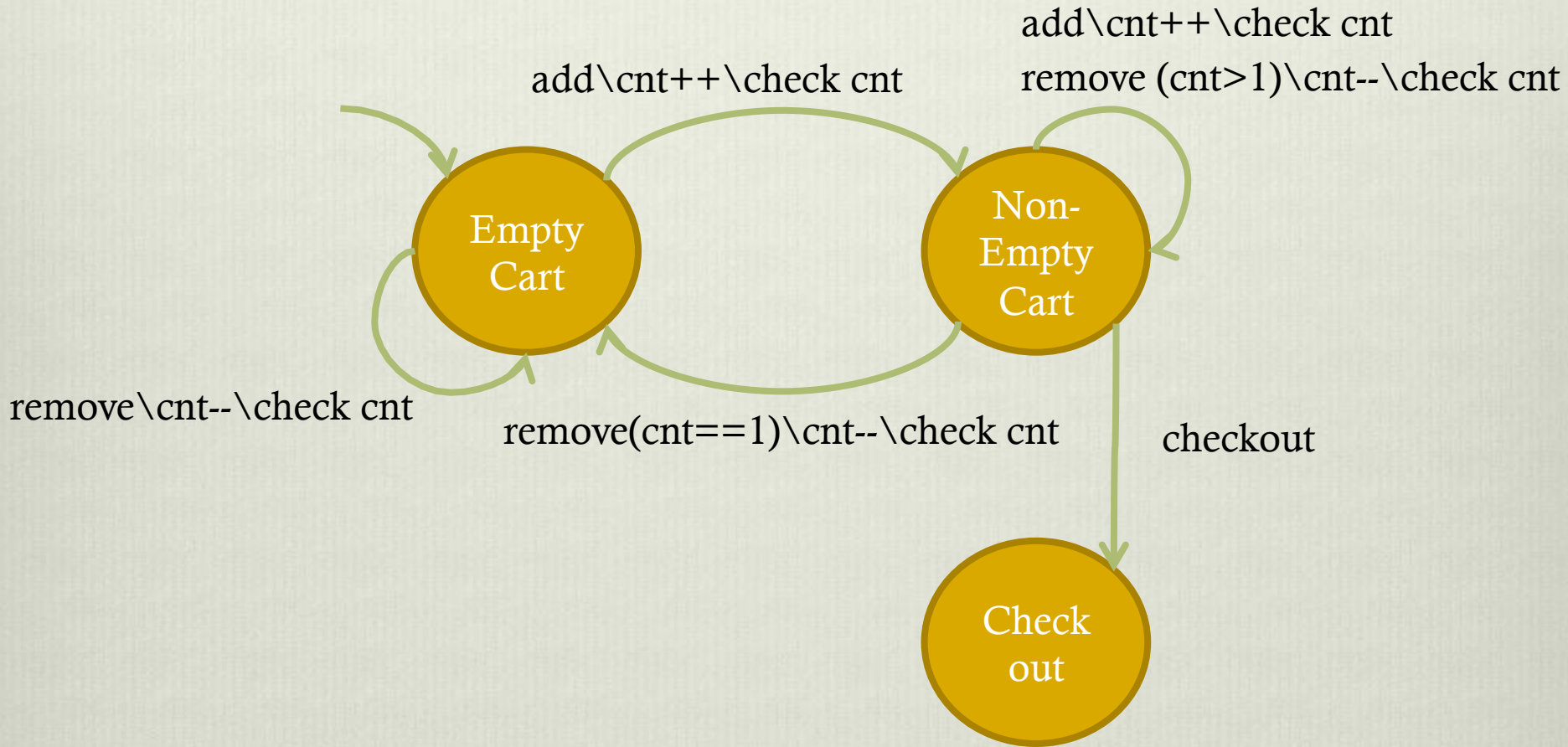
    if (cartSize==0)
        return WebsiteState.EMPTY_CART;

    else if (cartSize>0)
        return WebsiteState.NON_EMPTY_CART;

    return WebsiteState.ERROR_STATE;
}
```

Variables to States

Reminder



ModelJUnit - Transitions

```
public boolean addItemGuard() {
    return !getState().equals(WebsiteState.CHECKOUT)
        && !getState().equals(WebsiteState.ERROR_STATE);
}
public @Action void addItem() {

    //update SUT
    sut.addItem();

    //update model
    cartSize++;

    //check correspondence
    assertEquals(cartSize, sut.getNumItems());
}
```

Demo

❖ With help from Mark Micallef

More advanced stuff

- ❖ Exploring the model in different ways
 - ❖ Random
 - ❖ Greedy
 - ❖ Lookahead

More advanced stuff

- ❖ Exploring the model in different ways
 - ❖ Random
 - ❖ Greedy
 - ❖ Lookahead

More intelligent ways to
cover the model

More advanced stuff

- ❖ Exploring the model in different ways
 - ❖ Random
 - ❖ Greedy
 - ❖ Lookahead
- ❖ Biasing choice of transitions with probabilities
 - ❖ Take more likely transitions more frequently

More advanced stuff

- ❖ Exploring the model in different ways
 - ❖ Random
 - ❖ Greedy
 - ❖ Lookahead
- ❖ Biasing choice of transitions with probabilities
 - ❖ Take more likely transitions more frequently

For example reducing
probability of taking
Checkout transition

More advanced stuff

- ❖ Exploring the model in different ways
 - ❖ Random
 - ❖ Greedy
 - ❖ Lookahead
- ❖ Biasing choice of transitions with probabilities
 - ❖ Take more likely transitions more frequently

Any ideas of how you
would modify the model?

More advanced stuff

- ❖ Exploring the model in different ways
 - ❖ Random
 - ❖ Greedy
 - ❖ Lookahead
- ❖ Biasing choice of transitions with probabilities
 - ❖ Take more likely transitions more frequently
- ❖ Timing
 - ❖ Timeouts
 - ❖ Manipulate timing

More advanced stuff

- ❖ Exploring the model in different ways
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 - ❖ Lookahead
- ❖ Biasing choice of transitions with probabilities
 - ❖ Take more likely transitions more frequently
- ❖ Timing
 - ❖ Timeouts
 - ❖ Manipulate timing

E.g.: Check website
responsiveness

More advanced stuff

- ❖ Exploring the model in different ways
 - ❖ Random
 - ❖ Greedy
 - ❖ Lookahead
- ❖ Biasing choice of transitions with probabilities
 - ❖ Take more likely transitions more frequently
- ❖ Timing
 - ❖ Timeouts
 - ❖ Manipulate timing

E.g.: Vary delay between adding books to cart

Summarising

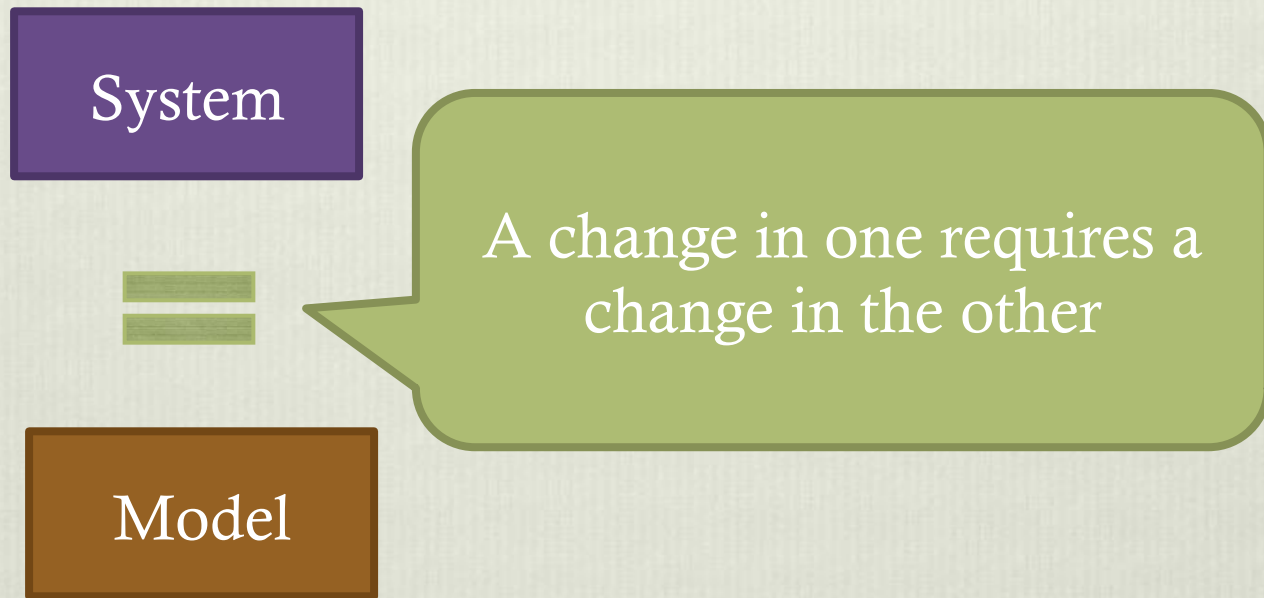
Benefits of MBT

- ❖ Automatic generation of test cases
- ❖ Automatic verification of tests

Challenges of MBT

- ❖ Writing the model
- ❖ Some learning curve

Maintaining the correspondence



The End

❖ Questions