

Project 4

Search Based Testing

Flipping Bits

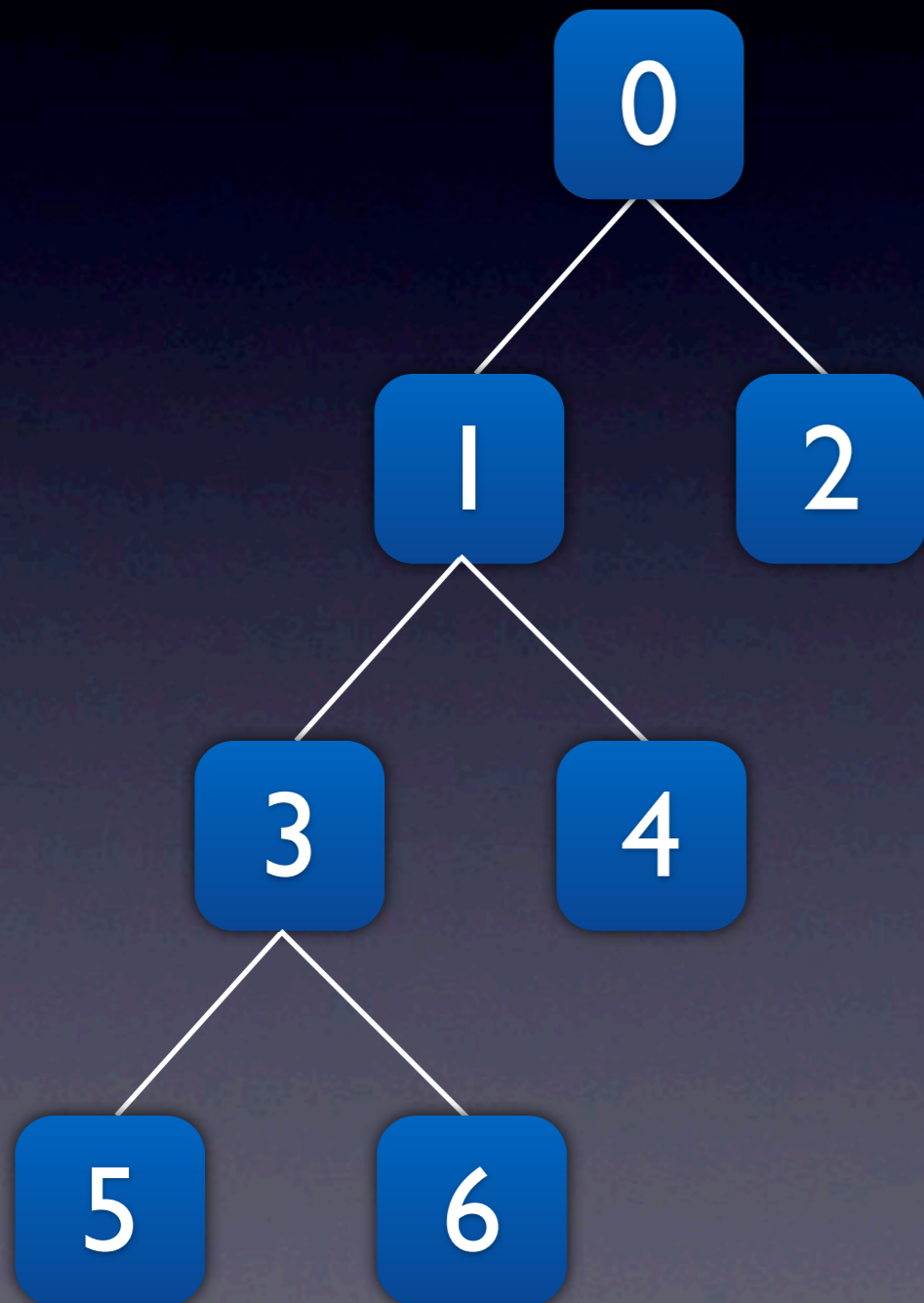
- Might cause trouble when a value >0 is needed.
- Algorithm approaches from negative side.
- Every positive value is disregarded because of its fitness.
- Depends on parameters.
- Possible solution: Multiply with -1 instead of flipping most significant bit.

Dependencies

```
m l (int a,int b)
if(a > 10){
  if(b > 20){
    if(a + b > 50){
    }
  }
}
```

Expression	TRUE	FALSE
if(a > 10)	1	2
if(b > 20)	3	4
if(a + b > 50)	5	6

Dependencies



Expression	TRUE	FALSE
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Secret Tests

```
boolean a=true;
boolean b=true;
if (a && b) {
...
}
```

- Not covered by public tests
- Boolean variables
- Methods that return booleans
- Boolean literals

Boolean Expressions

Table 1: Distance metrics

Construct	Metric
$a = b$	$a - b = 0 ? 0 : \text{abs}(a - b) + k$
$a \neq b$	$a - b \neq 0 ? 0 : k$
$a < b$	$a - b < 0 ? 0 : (a - b) + k$
$a \leq b$	$a - b \leq 0 ? 0 : (a - b) + k$
$a > b$	$b - a < 0 ? 0 : (b - a) + k$
$a \geq b$	$b - a \leq 0 ? 0 : (b - a) + k$
boolean	$\text{true} ? 0 : k$
$a \ \&\& \ b$	$\text{distance}(a) + \text{distance}(b)$
$a \ \ b$	$\min(\text{distance}(a), \text{distance}(b))$
$!a$	Move inward and propagate, e.g $!(a > b)$ becomes $a \leq b$ and $!(a \ \&\& \ b)$ becomes $!a \ \ !b$.

distance for a && b

$$\text{distance} = ((a) ? 1 : 0) + ((b) ? 1 : 0)$$

Secret Tests

```
boolean a=true;  
boolean b=true;  
boolean c=i > 6;  
if (a && b && c) {  
    ...  
}
```

- Extended Operants.

Pitfalls

$1 + 2$

vs.

$1 + 2 + 3$

Pitfalls

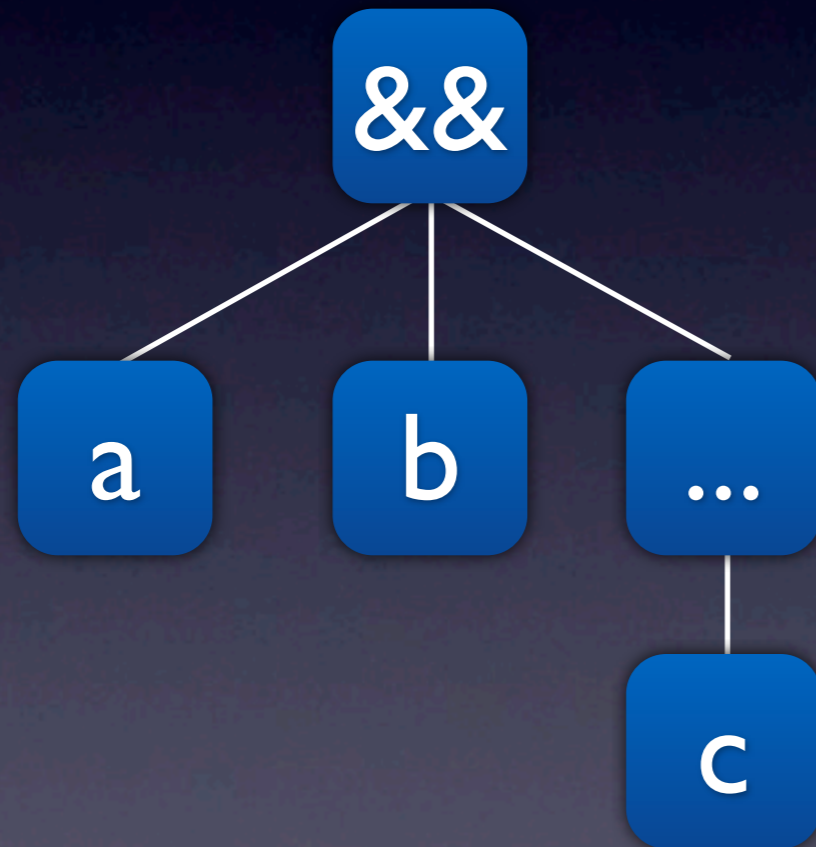
a && b

vs.

a && b && c

Pitfalls

AST



`a && b`

`a && b && c`

Pitfalls

a && b

vs.

a && b && c

- AstParser handles these expressions differently.
- See `node.extendedOperands()`