

# **Static techniques**

**Software Testing: INF3121 / INF4121**

# Summary

## **Static** techniques and the test process

What is static analysis / testing?

## **Review** types

Informal review / Walkthrough / Technical review / Inspection

Varying degree of formality

## **Static analysis** by tools

Typical defects detected



# **Part I: Close-ended questions**

# Question 1

Which of the following **artefacts** can be **examined** by using **review** techniques?

- a. Software code
- b. Requirements specification
- c. Test designs
- d. All of the above



# Question 2

**A static analysis tool gives quality information about the code without executing it.**

- a. True
- b. False



# Question 3

**Which is **not** a type of **review**?**

- a. Walkthrough
- b. Inspection
- c. Informal review
- d. Management approval



# Question 4

Which **statement** about **reviews** is **true**?

- a. Inspections are led by a trained moderator, whereas technical reviews are not necessarily
- b. Technical reviews are led by a trained leader, inspections are not
- c. In a walkthrough, the author does not attend
- d. Participants for a walkthrough always need to be thoroughly trained



# Question 5

**What is the main difference between a walkthrough and an inspection?**

- a. An inspection is led by authors, whilst a review is led by a trained moderator
- b. An inspection has a trained leader, whilst a walkthrough has no leader
- c. Authors are not present during inspections, whilst they are during walkthroughs
- d. A walkthrough is led by the author, whilst an inspection is led by a trained moderator

# Question 6

**What statement about **static analysis** is true?**

- a. With static analysis, defects can be found that are difficult to find with dynamic testing
- b. Compiling is not a form of static analysis
- c. When properly performed, static analysis makes functional testing redundant
- d. Static analysis finds all faults



# Question 7

**Which of the following statements about **early test design** are **true** and which are **false**?**

1. Defects found during early test design are more expensive to fix
2. Early test design can find defects
3. Early test design can cause changes to the requirements
4. Early test design takes more effort

- a. 1 and 3 are true. 2 and 4 are false.
- b. 2 is true. 1, 3 and 4 are false.
- c. 2 and 3 are true. 1 and 4 are false.
- d. 2, 3 and 4 are true. 1 is false.

# Question 8

**Static code analysis typically identifies all but one of the following problems. Which is it?**

- a. Unreachable code
- b. Undeclared variables
- c. Faults in the requirements
- d. Too few comments



# Question 9

The \_\_\_\_\_ of a **review** process is related to the following factors:

- The **maturity** of the development process
- Any **legal requirements** for the software product/project
- The **need** for an **audit trail**



# Question 10

Pair the following **review activities** with their **description**:

1. Planning	A. The moderator distributes to all the participants the doc to be reviewed.
2. Kick-off	B. Each participant reads their part of the document and notes the defects found
3. Individual preparation	C. The author of the reviewed doc fixes the defects found and reported in the review meeting
4. Review meeting	D. A moderator selects who is going to attend the review activity and assigns roles in the review process
5. Rework	E. The moderator checks if the defects have been fixed
6. Follow-up	F. Meeting in which each participant lists the defects they have found. The author takes notes. The moderator moderates the discussion.

# **Part II: Exercises and Open-ended questions**

# Exercise: Video

Watch video on “**Clean Code**”

By Robert Cecil Martin (Uncle Bob)

[www.youtube.com/watch?v=QHnLmvDxGTY&feature=youtu.be&list=PL0t9k9FIHnTki4D06nfKTfO9aw0xaElwx&t=760](https://www.youtube.com/watch?v=QHnLmvDxGTY&feature=youtu.be&list=PL0t9k9FIHnTki4D06nfKTfO9aw0xaElwx&t=760)



# Open-Ended Questions

**Why do you think it is **important** to have **clean code**?**

**Why is it important to **keep it clean**?**

**Do you think it is **good** to **impose coding conventions** to a team?**

For example: Naming conventions, tabs, complexity of methods, interfaces, API, etc.



# Importance of Clean Code

Clean Code: **Aspects** to consider

Rigidity / Dependencies

Coupling

Maintainability / Portability

Robustness

Is **clean code** more **important** than **efficient** code?

Back in the day → Important to write efficient code

Maximise functionality packed into each kilobyte of storage

How tightly it compiled / How much RAM it used

Perhaps no longer such marginal restrictions?



# Coding Conventions

Guidelines for **specific** programming **language**

Improve software **quality**

Readability / Maintainability of source code

Limit **complexity**

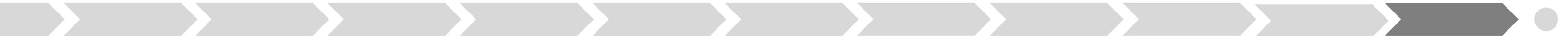
**Recommendations** for ...

Programming **style**

Such as comment conventions / Indentation / Line length / Naming conventions

**Practices** and **methods**

**Not** enforced by **compilers!**



# The End

## **Assignments**

2-4 people in each group

Alt. I: Register as an individual. We form the groups

Alt. II: Register the entire group at once.

## **Next week:**

Work with the first compulsory assignment



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