

TESTING OBJECT-ORIENTED SYSTEMS

MODELS, PATTERNS, AND TOOLS

VOLUME 2

ROBERT V. BINDER

Foreword by Boris Beizer



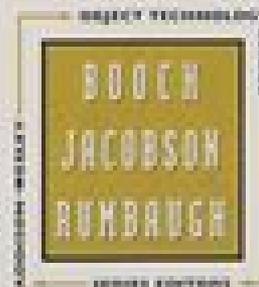
TESTING OBJECT-ORIENTED SYSTEMS

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VOLUME 1

ROBERT V. BINDER

Foreword by Boris Beizer



Testing Object Oriented Systems Models Patterns And Tools

Hans-Georg Beyer



Testing Object Oriented Systems Models Patterns And Tools:

Testing Object-oriented Systems Robert Binder,2000 More than ever mission critical and business critical applications depend on object oriented OO software Testing techniques tailored to the unique challenges of OO technology are necessary to achieve high reliability and quality Testing Object Oriented Systems Models Patterns and Tools is an authoritative guide to designing and automating test suites for OO applications This comprehensive book explains why testing must be model based and provides in depth coverage of techniques to develop testable models from state machines combinational logic and the Unified Modeling Language UML It introduces the test design pattern and presents 37 patterns that explain how to design responsibility based test suites how to tailor integration and regression testing for OO code how to test reusable components and frameworks and how to develop highly effective test suites from use cases Effective testing must be automated and must leverage object technology The author describes how to design and code specification based assertions to offset testability losses due to inheritance and polymorphism Fifteen micro patterns present oracle strategies practical solutions for one of the hardest problems in test design Seventeen design patterns explain how to automate your test suites with a coherent OO test harness framework The author provides thorough coverage of testing issues such as The bug hazards of OO programming and differences from testing procedural code How to design responsibility based tests for classes clusters and subsystems using class invariants interface data flow models hierarchic state machines class associations and scenario analysis How to support reuse by effective testing of abstract classes generic classes components and frameworks How to choose an integration strategy that supports iterative and incremental development How to achieve comprehensive system testing with testable use cases How to choose a regression test approach How to develop expected test results and evaluate the post test state of an object How to automate testing with assertions OO test drivers stubs and test frameworks Real world experience world class best practices and the latest research in object oriented testing are included Practical examples illustrate test design and test automation for Ada 95 C Eiffel Java Objective C and Smalltalk The UML is used throughout but the test design patterns apply to systems developed with any OO language or methodology 0201809389B04062001

Testing Object-oriented Systems Robert V Binder,2000 *Model-Based Testing for Embedded Systems* Justyna Zander,Ina Schieferdecker,Pieter J. Mosterman,2017-12-19 What the experts have to say about Model Based Testing for Embedded Systems This book is exactly what is needed at the exact right time in this fast growing area From its beginnings over 10 years ago of deriving tests from UML statecharts model based testing has matured into a topic with both breadth and depth Testing embedded systems is a natural application of MBT and this book hits the nail exactly on the head Numerous topics are presented clearly thoroughly and concisely in this cutting edge book The authors are world class leading experts in this area and teach us well used and validated techniques along with new ideas for solving hard problems It is rare that a book can take recent research advances and present them in a form ready for practical use but this book accomplishes that and

more I am anxious to recommend this in my consulting and to teach a new class to my students Dr Jeff Offutt professor of software engineering George Mason University Fairfax Virginia USA This handbook is the best resource I am aware of on the automated testing of embedded systems It is thorough comprehensive and authoritative It covers all important technical and scientific aspects but also provides highly interesting insights into the state of practice of model based testing for embedded systems Dr Lionel C Briand IEEE Fellow Simula Research Laboratory Lysaker Norway and professor at the University of Oslo Norway As model based testing is entering the mainstream such a comprehensive and intelligible book is a must read for anyone looking for more information about improved testing methods for embedded systems Illustrated with numerous aspects of these techniques from many contributors it gives a clear picture of what the state of the art is today Dr Bruno Legard CTO of Smartesting professor of Software Engineering at the University of Franche Comt Besan on France and co author of Practical Model Based Testing

Model Driven Engineering Languages and Systems Jon Whittle, Tony Clark, Thomas Kühne, 2011-10-12 This book constitutes the refereed proceedings of the 14th International Conference on Model Driven Engineering Languages and Systems MODELS 2011 held in Wellington New Zealand in October 2011 The papers address a wide range of topics in research foundations track and practice applications track For the first time a new category of research papers vision papers are included presenting outside the box thinking The foundations track received 167 full paper submissions of which 34 were selected for presentation Out of these 3 papers were vision papers The application track received 27 submissions of which 13 papers were selected for presentation The papers are organized in topical sections on model transformation model complexity aspect oriented modeling analysis and comprehension of models domain specific modeling models for embedded systems model synchronization model based resource management analysis of class diagrams verification and validation refactoring models modeling visions logics and modeling development methods and model integration and collaboration

Testing of Communicating Systems XIV Ina Schieferdecker, Hartmut König, Adam Wolisz, 2013-06-05 Testing of Communicating Systems XIV presents the latest international results in both the theory and industrial practice of the testing of communicating systems ranging from tools and techniques for testing to test standards frameworks notations algorithms fundamentals of testing and industrial experiences and issues The tools and techniques discussed apply to conformance testing interoperability testing performance testing Internet protocols and applications and multimedia and distributed systems in general

Object Modeling and User Interface Design Mark Van Harmelen, 2001 Object Modeling and User Interface Design merges theories with practical techniques to create methods for the design to today s systems By reading this book you will gain an understanding of the benefits of integrating object oriented analysis approaches with human computer interaction design and learn how to systematically design interactive systems for their human users

BOOK JACKET

Designing Software Product Lines with UML Hassan Gomaa, 2005 Designing Software Product Lines with UML is well written informative and addresses a very important topic It is a valuable

contribution to the literature in this area and offers practical guidance for software architects and engineers Alan Brown Distinguished Engineer Rational Software IBM Software Group Goma's process and UML extensions allow development teams to focus on feature oriented development and provide a basis for improving the level of reuse across multiple software development efforts This book will be valuable to any software development professional who needs to manage across projects and wants to focus on creating software that is consistent reusable and modular in nature Jeffrey S Hammond Group Marketing Manager Rational Software IBM Software Group This book brings together a good range of concepts for understanding software product lines and provides an organized method for developing product lines using object oriented techniques with the UML Once again Hassan has done an excellent job in balancing the needs of both experienced and novice software engineers Robert G Pettit IV Ph D Adjunct Professor of Software Engineering George Mason University This breakthrough book provides a comprehensive step by step approach on how to develop software product lines which is of great strategic benefit to industry The development of software product lines enables significant reuse of software architectures Practitioners will benefit from the well defined PLUS process and rich case studies Hurley V Blankenship II Program Manager Justice and Public Safety Science Applications International Corporation The Product Line UML based Software engineering PLUS is leading edge With the author's wide experience and deep knowledge PLUS is well harmonized with architectural and design pattern technologies Michael Shin Assistant Professor Texas Tech University Long a standard practice in traditional manufacturing the concept of product lines is quickly earning recognition in the software industry A software product line is a family of systems that shares a common set of core technical assets with preplanned extensions and variations to address the needs of specific customers or market segments When skillfully implemented a product line strategy can yield enormous gains in productivity quality and time to market Studies indicate that if three or more systems with a degree of common functionality are to be developed a product line approach is significantly more cost effective To model and design families of systems the analysis and design concepts for single product systems need to be extended to support product lines Designing Software Product Lines with UML shows how to employ the latest version of the industry standard Unified Modeling Language UML 2.0 to reuse software requirements and architectures rather than starting the development of each new system from scratch Through real world case studies the book illustrates the fundamental concepts and technologies used in the design and implementation of software product lines This book describes a new UML based software design method for product lines called PLUS Product Line UML based Software engineering PLUS provides a set of concepts and techniques to extend UML based design methods and processes for single systems in a new dimension to address software product lines Using PLUS the objective is to explicitly model the commonality and variability in a software product line Hassan Goma explores how each of the UML modeling views use case static state machine and interaction modeling can be extended to address software product families He also discusses how software architectural patterns can be

used to develop a reusable component based architecture for a product line and how to express this architecture as a UML platform independent model that can then be mapped to a platform specific model Key topics include Software product line engineering process which extends the Unified Development Software Process to address software product lines Use case modeling including modeling the common and variable functionality of a product line Incorporating feature modeling into UML for modeling common optional and alternative product line features Static modeling including modeling the boundary of the product line and information intensive entity classes Dynamic modeling including using interaction modeling to address use case variability State machines for modeling state dependent variability Modeling class variability using inheritance and parameterization Software architectural patterns for product lines Component based distributed design using the new UML 2.0 capability for modeling components connectors ports and provided and required interfaces Detailed case studies giving a step by step solution to real world product line problems Designing Software Product Lines with UML is an invaluable resource for all designers and developers in this growing field The information technology and case studies presented here show how to harness the promise of software product lines and the practicality of the UML to take software design quality and efficiency to the next level An enhanced online index allows readers to quickly and easily search the entire text for specific topics

Вычислительные Машины И Искусственный Интеллект, 2000 **33rd International Conference on Very Large Data Bases**, 2007 *Object-oriented Methods* Ian Graham, Alan O'Callaghan, Alan Cameron Wills, 2001

Since the previous edition of this popular and comprehensive book was published there have been massive changes in the field of object technology This book has been fully revised and updated to reflect the newest technologies and methodologies including extensive coverage of middleware components Java UML If you are a developer or manager needing to succeed with objects this book will give you a full understanding of the key concepts benefits and pitfalls plus what technologies and tools are available and how to evaluate them It offers invaluable insights into the philosophy and real world practice of today's leading object oriented techniques and products Major features of this edition detailed chapter covering middleware and migration strategies chapter describing best practice for analysis and design with in depth focus on architecture and patterns plus a concise presentation of the Catalysis method for component based development revised coverage of requirements featuring detailed description of the SOMA approach coverage of Java in addition to other object oriented programming languages Plus significantly revised coverage of object oriented databases to address new and increasingly mature products review of processes and project management including RUP and OPEN Process and guidance on testing and UI design new appendices summarizing the UML notation and background survey of 50 object oriented methods self test questions and model answers on accompanying web site www.trireme.com **Software Metrics** IEEE Computer Society, 2002 The latest incarnation of the conference on empirical software engineering and software quality attracted papers on project prediction measuring object oriented systems maintenance and evolution inspections web and network technology models and

abstractions fault prediction and methodological **Genetic and Evolutionary Computation Conference** Hans-Georg Beyer,2005 Software Paradigms Stephen H. Kaisler,2005-03-17 Publisher Description *GMD Report* ,2000

Systems Analysis and Design in a Changing World John W. Satzinger,Robert B. Jackson,Stephen D. Burd,Richard Johnson,2004 Systems analysis and design in a changing world Rapid J2EE Development Alan Monnox,2005 The J2EE developer s practical introduction and cookbook to cost saving software engineering solutions Introducing Software Testing Louise Tamres,2002 Introducing Software Testing introduces practical ideas for a software tester to jump start the testing effort Strategies presented tackle the common obstacles of testing in order to meet time critical deadlines The examples included walk the tester through the concepts presented including how to design tests for products that have insufficient requirements Documentation is essential to the success of testing software and recording accurate results Risk analysis is covered to help the tester identify the most relevant tests to address the most important features ATL Internals Chris Tavares,2007 The Active Template Library ATL is a set of small efficient and flexible classes created by Microsoft that facilitate the creation of interoperable components for developing Windows applications The latest version of ATL is version 8 released with Visual Studio 2005 While NET has been getting all the attention recently there is still a huge base of installed COM ATL code Many programmers are dealing with difficult issues adding new NET code to that installed base At the same time there are many instances where ATL is still the superior choice for new applications applications that have to run fast and efficiently on Windows where the CPU doesn t have the memory or bandwidth to run NET This book will be a godsend to developers in both of those situations As one tech reviewer put it Any programmer needing to transition ATL code to NET will need this book The first edition was widely praised and sold close to 20 000 units While ATL is no longer the cutting edge of Microsoft developer tools there should still be a strong market for authoritative complete deep coverage of the newest version of this standard tool Metadata Solutions Adrienne Tannenbaum,2002 Introduces concepts for organizing data within a company to make it more accessible and meaningful The author explains where databases went wrong in the 1990s describes metadata based technologies and standards and illustrates the various implementation options by depicting five distinct metadata solutions for the same problem *Modeling XML Applications with UML* David Carlson,2001 XML is rapidly becoming the standard platform for delivering e Business information and integrating e Business systems XML developers desperately need mature software development processes and tools for developing effective applications David Carlson fills the gap showing exactly how to leverage the worldwide UML standard for modeling complex systems in advanced XML development In *Modeling XML Applications with UML* he presents the first comprehensive framework for modeling communications in any B2B software system Carlson presents in depth coverage of UML based analysis design and modeling of XML content within e Business environments The book includes detailed coverage of using UML to support the creation of new XML based B2B vocabularies and industry portals that reflect the

requirements of several key stakeholder communities including consumers business analysts web application specialists system integration specialists and content developers Carlson presents several B2B use cases and then decomposes them into scenarios illustrated with class diagrams sequence diagrams and activity diagrams showing how XML fits into an overall e Business solution Each chapter concludes with steps for success that distill UML s general principles into specific recommendations for action

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