


UML与面向对象设计影印丛书

对象软件测试 全程策略

A PRACTICAL GUIDE
TO TESTING
OBJECT-ORIENTED
SOFTWARE

(美) JOHN D. McGREGOR 编著
DAVID A. SYKES



 科学出版社
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OBJECT TECHNOLOGY
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ADDISON-WESLEY
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Object-Oriented Testing in a Product Line Environment

A Practical Guide to Testing Object-Oriented Software focuses on the real-world issues that arise in planning and implementing effective testing for object-oriented and component-based software development. It shows how testing object-oriented software differs from testing procedural software and highlights the unique challenges and opportunities inherent in object-oriented software testing.

The authors reveal how object-oriented software development allows testing to be integrated into each stage of the process—from defining requirements to system integration—resulting in a smoother development process and a higher end quality. As they follow this process, they describe what to test at each stage as well as offer experienced-based testing techniques.

You will find information on such important topics as:

- Testing analysis and design models, including selecting test cases to guide design inspections
- Testing components, frameworks, and product lines
- The testing challenges of inheritance and polymorphism
- How to devise an effective testing strategy
- Testing classes, including constructing a test driver and test suites
- Testing object interactions, covering sampling test cases, off-the-shelf components, protocol testing, and test patterns
- Testing class hierarchies, featuring subclass test requirements
- Testing systems, with information on stress, life cycle, and performance testing

One comprehensive example runs throughout the book to demonstrate testing techniques for each stage of development. In addition, the book highlights important questions that testers should ask when faced with specific testing tasks.

The authors acknowledge that testing is often viewed as a necessary evil, and that resources allocated to testing are often limited. With that in mind, they present a valuable repertoire of testing techniques from which you can choose those that fit your budget, schedule, and needs.

Dr. John D. McGregor is a senior partner in Korson-McGregor and an associate professor of computer science at Clemson University. Dr. McGregor is coauthor, with David A. Sykes, of *Object-Oriented Software Development: Engineering Software for Reuse* published by Van Nostrand Reinhold. He writes a column on testing and quality for the *Journal of Object-Oriented Programming (JOOP)* published by SIGS/101communications Publishing. Currently he serves on the editorial board of two journals: *Journal for Software Testing Professionals (JSTP)* and the *International Journal of Computer and Information Sciences (IJCIS)*.

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仅限于中华人民共和国境内（不包括中国香港、澳门特别行政区和中国台湾地区）销售发行。

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ADDISON-WESLEY
Pearson Education
<http://www.PearsonEd.com>

科学出版社 技术分社
<http://www.abook.cn>

ISBN 7-03-011914-2



9 787030 119148 >

ISBN 7-03-011914-2
定价: 45.00 元

对象软件测试

全程策略

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(美) John D. McGregor 编著
David A. Sykes

科学出版社

北京

图字: 01-2003-4434

内 容 简 介

软件测试是确保软件产品质量的必需过程和手段。在开发面向对象软件和基于组件的软件时,同样必须设计并实施有效的测试。本书明确指出了面向对象软件和面向过程软件测试任务的不同之处,论述了面向对象软件测试所面临的机遇和挑战。书中介绍了如何将测试工作整合进软件开发的各个阶段,以及各阶段的具体测试内容是什么。本书注重结合实例来讲解对象软件测试的过程和技巧,因而具有很强的实践性和指导意义。

本书内容完整,结构合理,适合软件开发测试领域的技术人员和项目管理人员阅读,也可作为软件学院的教材。

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Original English language title: A Practical Guide to Testing Object-Oriented Software by John D. McGregor and David A. Sykes, Copyright©2001

ISBN 0-201-32564-0

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Published by arrangement with the original publisher, Pearson Education, Inc., publishing as Addison-Wesley Publishing Company, Inc.

For sale and distribution in the People's Republic of China exclusively (except Taiwan, Hong Kong SAR and Macao SAR).

仅限于中华人民共和国境内(不包括中国香港、澳门特别行政区和中国台湾地区)销售发行。

本书封面贴有 Pearson Education(培生教育出版集团)激光防伪标签。无标签者不得销售。

图书在版编目(CIP)数据

对象软件测试全程策略(美)麦格雷戈(McGregor, G. D.)(美)西科斯(Sykes, D. A.)编著。

—影印本。—北京:科学出版社,2003

(UML与面向对象设计影印丛书)

ISBN 7-03-011914-2

I.对... II.①麦...②西... III.软件—测试—英文 IV.TP311.5

中国版本图书馆CIP数据核字(2003)第062353号

策划编辑:李佩乾/责任编辑:李佩乾

责任印制:吕春珉/封面制作:东方人华平面设计室

科学出版社 出版

北京东黄城根北街16号

邮政编码:100717

<http://www.sciencep.com>

双青印刷厂 印刷

科学出版社发行 各地新华书店经销

*

2003年8月第一版 开本:787×960 1/16

2003年8月第一次印刷 印张:25 1/2

印数:1—2 500 字数:612 000

定价:45.00元

(如有印装质量问题,我社负责调换〈环伟〉)

影印前言

随着计算机硬件性能的迅速提高和价格的持续下降，其应用范围也在不断扩大。交给计算机解决的问题也越来越难，越来越复杂。这就使得计算机软件变得越来越复杂和庞大。20 世纪 60 年代的软件危机使人们清醒地认识到按照工程化的方法组织软件开发的必要性。于是软件开发方法从 60 年代毫无工程性可言的手工作坊式开发，过渡到 70 年代结构化的分析设计方法、80 年代初的实体关系开发方法，直到面向对象的开发方法。

面向对象的软件开发方法是在结构化开发范型和实体关系开发范型的基础上发展而来的，它运用分类、封装、继承、消息等人类自然的思维机制，允许软件开发处理更为复杂的问题域和其支持技术，在很大程度上缓解了软件危机。面向对象技术发端于程序设计语言，以后又向软件开发的早期阶段延伸，形成了面向对象的分析和设计。

20 世纪 80 年代末 90 年代初，先后出现了几十种面向对象的分析设计方法。其中，Booch, Coad/Yourdon、OMT 和 Jacobson 等方法得到了面向对象软件开发界的广泛认可。各种方法对许多面向对象的观念的理解不尽相同，即便概念相同，各自技术上的表示法也不同。通过 90 年代不同方法流派之间的争论，人们逐渐认识到不同的方法既有其容易解决的问题，又有其不容易解决的问题，彼此之间需要进行融合和借鉴；并且各种方法的表示也有很大的差异，不利于进一步的交流与协作。在这种情况下，统一建模语言(UML)于 90 年代中期应运而生。

UML 的产生离不开三位面向对象的方法论专家 G. Booch、J. Rumbaugh 和 I. Jacobson 的通力合作。他们从多种方法中吸收了大量有用的建模概念，使 UML 的概念和表示法在规模上超过了以往任何一种方法，并且提供了允许用户对语言做进一步扩展的机制。UML 使不同厂商开发的系统模型能够基于共同的概念，使用相同的表示法，呈现彼此一致的模型风格。1997 年 11 月 UML 被 OMG 组织正式采纳为标准的建模语言，并在随后的几年中迅速地发展为事实上的建模语言国际标准。

UML 在语法和语义的定义方面也做了大量的工作。以往各种关于面向对象方法的著作通常是以比较简单的方式定义其建模概念，而以主要篇幅给出过程指导，论述如何运用这些概念来进行开发。UML 则以一种建模语言的姿态出现，使用语言学中的一些技术来定义。尽管真正从语言学的角度看它还有许多缺陷，但它在这方面所做的努力却是以往的各种建模方法无法比拟的。

从 UML 的早期版本开始，便受到了计算机产业界的重视，OMG 的采纳和大公司的支持把它推上了实际上的工业标准的地位，使它拥有越来越多的用户。它被广泛地用

于应用领域和多种类型的系统建模,如管理信息系统、通信与控制系统、嵌入式实时系统、分布式系统、系统软件等。近几年还被运用于软件再工程、质量管理、过程管理、配置管理等方面。而且它的应用不仅仅限于计算机软件,还可用于非软件系统,例如硬件设计、业务处理流程、企业或事业单位的结构与行为建模,等等。

在 UML 陆续发布的几个版本中,逐步修正了前一个版本中的缺陷和错误。即将发布的 UML2.0 版本将是对 UML 的又一次重大的改进。将来的 UML 将向着语言家族化、可执行化、精确化等理念迈进,为软件产业的工程化提供更有力的支撑。

本丛书收录了与面向对象技术和 UML 有关的 12 本书,反映了面向对象技术最新的发展趋势以及 UML 的新的研究动态。其中涉及对面向对象建模理论与实践的有这样几本书:《面向对象系统架构及设计》主要讨论了面向对象的基本概念、静态设计、永久对象、动态设计、设计模式以及体系结构等近几年来面向对象技术领域中的新的理论知识与方法;《用 UML 进行用况对象建模》主要介绍了面向对象的需求阶段、分析阶段、设计阶段中用况模型的建立方法与技术;《高级用况建模》介绍了在建立用况模型中需要注意的高级的问题与技术;《UML 面向对象设计基础》则侧重于经典的面向对象理论知识的阐述。

涉及 UML 在特定领域的运用的有这样几本:《UML 实时系统开发》讨论了进行实时系统开发时需要扩展的技术;《用 UML 构建 Web 应用程序》讨论了运用 UML 进行 Web 应用建模所应该注意的技术与方法;《面向对象系统测试:模型、视图与工具》介绍了将 UML 应用于面向对象的测试领域所应掌握的方法与工具;《对象、构件、框架与 UML 应用》讨论了如何运用 UML 对面向对象的新技术——构件-框架技术建模的方法策略。《UML 与 Visual Basic 应用程序开发》主要讨论了从 UML 模型到 Visual Basic 程序的建模与映射方法。

介绍面向对象编程技术的有两本书:《COM 高手心经》和《ATL 技术内幕》,深入探讨了面向对象的编程新技术——COM 和 ATL 技术的使用技巧与技术内幕。

还有一本《Executable UML 技术内幕》,这本书介绍了可执行 UML 的理念与其支持技术,使得模型的验证与模拟以及代码的自动生成成为可能,也代表着将来软件开发的一种新的模式。

总之,这套书所涉及的内容包含了对软件生命周期的全过程建模的方法与技术,同时也对近年来的热点领域建模技术、新型编程技术作了深入的介绍,有些内容已经涉及到了前沿领域。可以说,每一本都很经典。

有鉴于此,特向软件领域中不同程度的读者推荐这套书,供大家阅读、学习和研究。

Preface

Testing software is a very important and challenging activity. This is a book for people who test software during its development. Our focus is on object-oriented and component-based software, but you can apply many of the techniques discussed in this book regardless of the development paradigm. We assume our reader is familiar with testing procedural software—that is, software written in the procedural paradigm using languages such as C, Ada, Fortran, or COBOL. We also assume our reader is familiar and somewhat experienced in developing software using object-oriented and component-based technologies. Our focus is on describing *what* to test in object-oriented development efforts as well as on describing techniques for *how* to test object-oriented software, and how testing software built with these newer technologies differs from testing procedural software.

What is software testing? To us, testing is the evaluation of the work products created during a software development effort. This is more general than just checking part or all of a software system to see if it meets its specifications. Testing software is a difficult process, in general, and sufficient resources are seldom available for testing. From our standpoint, testing is done throughout a development effort and is not just an activity tacked on at the end of a development phase to see how well the developers did. We see testing as part of the process that puts quality into a software system. As a result, we address the testing of all development products (models) even before any code is written.

We do not necessarily believe that you will apply everything we describe in this book. There are seldom enough resources available to a development effort to do all the levels and kinds of testing we would like. We hope you will find a number of approaches and techniques that will prove useful to and affordable for your project.

In this book we describe a set of testing techniques. All of the techniques we describe have been applied in practice. Many of these techniques have been used in a wide variety of industries and on projects of vastly different sizes. In Chapter 3, we will consider the impact of some of these variables on the types of testing that are routinely performed.

To describe these techniques, we rely in many cases on one or more examples to illustrate their application. We hope from these examples and from our explanations that you can apply the same techniques to your project software in a straightforward manner. The complete code for these examples, test code, and other resources can be obtained from <http://cseng.aw.com/book/0.3828.0201325640.00.html>.

In order to make this book as useful as possible, we will provide two major organizational threads. The physical layout of the book will follow the usual sequence of events as they happen on a project. Model testing will be addressed earlier than component or code testing, for example. We will also include a set of questions that a tester might ask when he or she is faced with specific testing tasks on a project. This testing FAQ will be tied into the main body of the text with citations.

We have included alternative techniques and ways of adapting techniques for varying the amount of testing. Testing life-critical or mission-critical software requires more effort than testing an arcade game. The summary sections of each chapter should make these choices clear.

This book is the result of many years of research, teaching, and consulting both in the university and in companies. We would like to thank the sponsors of our research, including COMSOFT, IBM, and AT&T for their support of our academic research. Thanks to the students who assisted in the research and those who sat through many hours of class and provided valuable feedback on early versions of the text. The consultants working for Korson-McGregor, formerly Software Architects, made many suggestions and worked with early versions of the techniques while still satisfying client needs. The employees of numerous consulting clients helped us perfect the techniques by providing real problems to be solved and valuable feedback. A special thanks to Melissa L. Russ (formerly Major) who helped teach several tutorials and made her usual insightful comments to improve the material.

Most of all, we wish to thank our families for enduring our mental and physical absences and for the necessary time to produce this work: Gayle and Mary Frances McGregor; Susan, Aaron, Perry, and Nolan Sykes.

JDM
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