

# **TD 7**

## **Test Structurel**

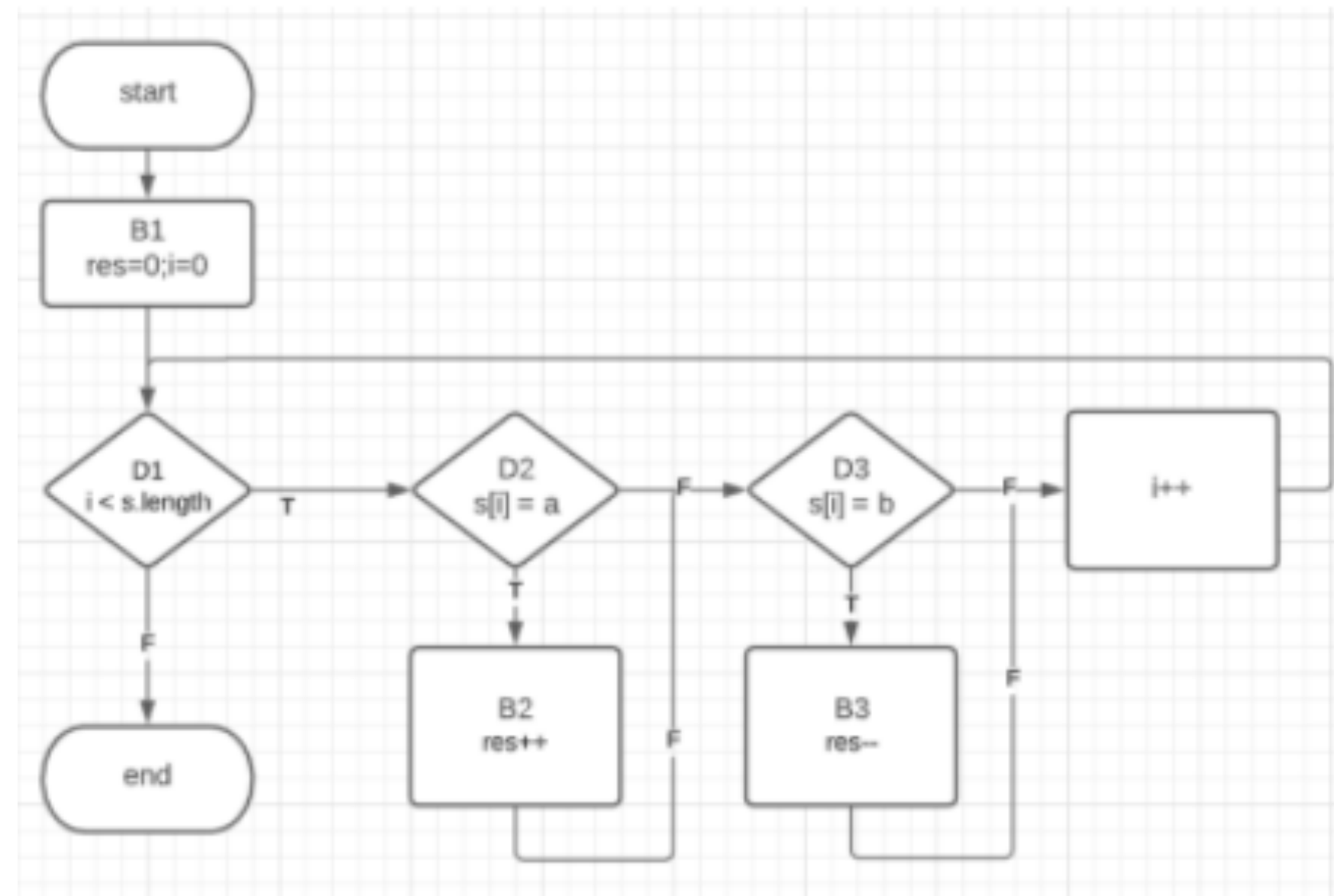
**Bu 26.11.20**

- Exo 1:
  - Code

```
boolean comp_occurrences(char s[], char a, char b) {  
    int res = 0;  
    int i = 0;  
    while(i < s.length) {  
        if(s[i] == a) { res++; }  
        if(s[i] == b) { res--; }  
        i++;  
    }  
    return (res > 0);  
}
```

**Figure 1:** Code comp\_occurrences

- CFG



**Figure 2:** CFG comp-resoccurrences

- Exo 1:

- Specification:

$\text{pre}(s,a,b) \equiv \text{true}$

$\text{post}(s,a,b,\text{result}) \equiv ( |[x : s \mid x = a]| > |[x : s \mid x = b]| )$

- Coverage Criterion:

AllInstructions(CFG) =  
 { [start, B1, D1,D2,B2,D3,B3,B4,D1, end ] }

- Exec Symbolique:

		s	a	b	res	i
start,	true	$s_0$	$a_0$	$b_0$	$res_0$	$i_0$
B1,	true	$s_0$	$a_0$	$b_0$	0	0
D1,	$(i < s.length)[i \mapsto 0, s \mapsto s_0]$		"			
D2,	$0 < s_0.length \wedge (s[0] = a)$ [i $\mapsto$ 0, s $\mapsto$ $s_0$ ]		"			
B2,	$0 < s_0.length \wedge (s_0[0] = a_0)$	$s_0$	$a_0$	$b_0$	1	0
D3,	$0 < s_0.length \wedge s_0[0] = a_0 \wedge s_0[0] = b_0$					
B3,	"	$s_0$	$a_0$	$b_0$	0	0
B4,	"	$s_0$	$a_0$	$b_0$	0	1
D1,	" $\wedge 1 \geq s_0.length$		"			
end	"		"			

result = false

- Exo 1:

- Condition de Chemin:  $0 < s_0.length \wedge s_0[0] = a_0 \wedge s_0[0] = b_0 \wedge 1 \geq s_0.length$

Faisable ? Oui si  $a = b$

- Jeu de Test:  $s = ['z']$  ,  $a = 'z'$  ,  $b = 'z'$  resultat attendu : false

- Verdikt: resultat du programme: false, ce qui correspond a la spec.  
Donc programme correct pour ce cas.

- Exo 2:
  - Programme:

```
boolean palindrome(char[] s, int n) {
    int i = 0;
    boolean b = true;
    while (i < (n div 2) && b) {
        if (s[i] == s[n-i-1]) {
            i = i+1;
        } else {
            b = false;
        }
    }
    return b;
}
```

**Figure 3:** code "palindrome"

- Specification:

```
definition prepalindrome(s, a) ≡ n ≤ s.length || valid(s,n)
definition postpalindrome(s, a, r) ≡ (r = (∀ i . i ≤ s.length / 2 → s[i] = s[s.length-i-1]))
```

- Exo 1:
- CFG

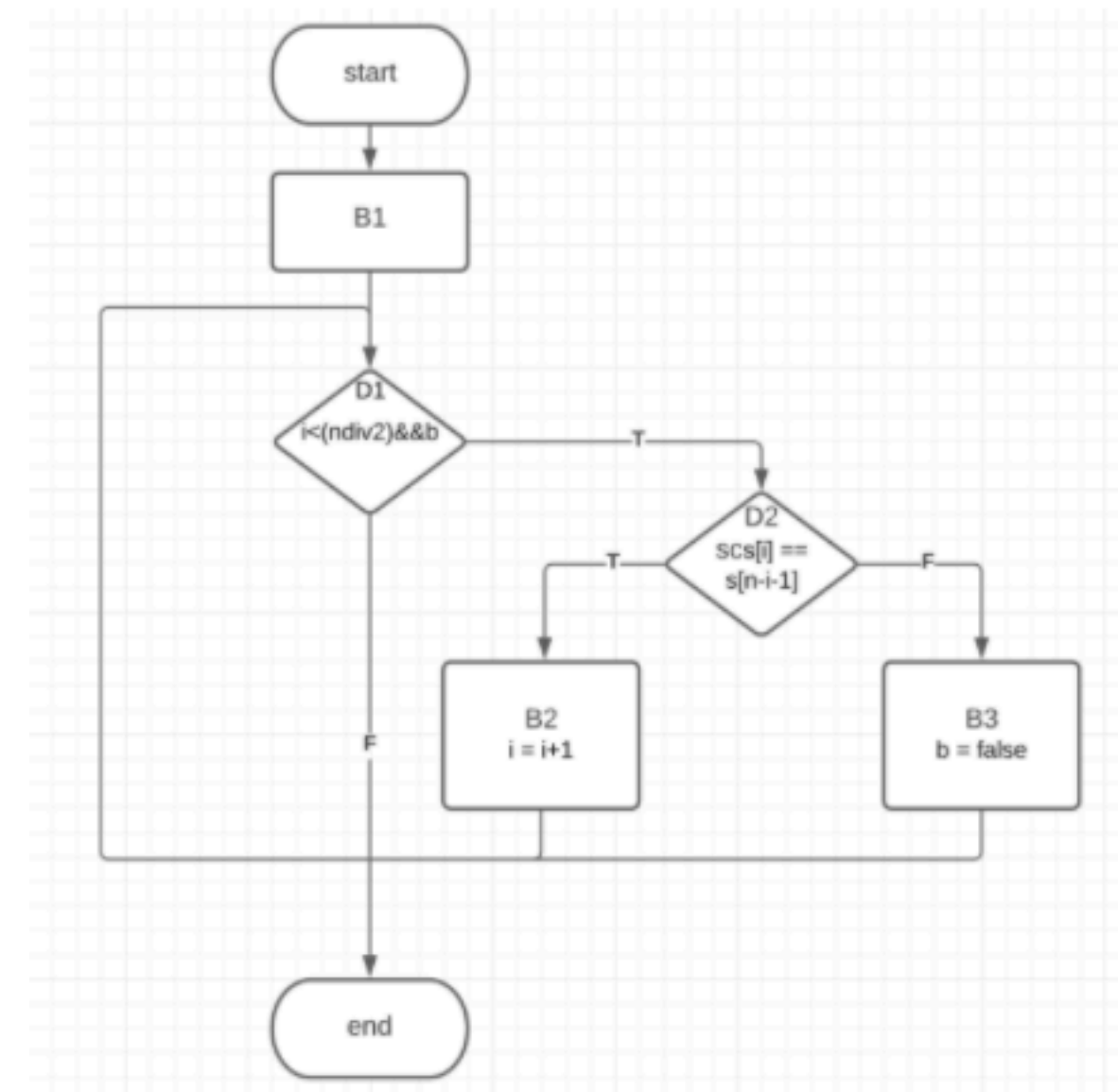


Figure 4: CFG palindrome

- Dailleurs:

- Combien de chemins est-ce qu'il y a dans AllPath(2)(CFG),  
donc  $|AllPath(2)(CFG)| = ???$  (réponse:  $1+2+4$ )
- Combien des chemins dans le cas générale: (réponse:  $2^{(n+1)}-1$ )

- Exo 1:
  - Execution symbolique de [Start, B1, D1, D2, B3, D1, D2, B2, D1, End]

	CondChemin	i	b	result
Start	$n \leq s.length$	$i_0$	$b_0$	$result_0$
B1	"	0	true	"
D1	" $\wedge 0 < (n_0 \text{ div } 2)$	"	"	"
D2	" $\wedge s_0[0] <> s_0[n_0-1]$	"	"	"
B3	"	"	false	"
D1	" $\wedge i_0 < (n_0 \text{ div } 2) \&\& false$	"	"	"
D2	false	....		
...	false			
...	false			

- La condition de chemin va etre: false. Cela veut dire: le chemin est infaisable. Donc il n'y a pas de tests pour ce cas (le cas est "vide").
- On cherche un autre chemin pour AllTransitions, faisable cette fois ci.

- Exo 1:

- Execution symbolique de [Start, B1, D1, D2, B2, D1, D2, B3, D1, End]

	CondChemin	i	b	result
Start	$n_0 \leq s_0.length$	$i_0$	$b_0$	$result_0$
B1	"	0	true	"
D1	" $\wedge$ $0 < (n_0 \text{ div } 2)$	"	"	"
D2	" $\wedge$ $s_0[0] = s_0[n_0-1]$	"	"	"
B2	"	1	"	"
D1	" $\wedge$ $1 < (n_0 \text{ div } 2)$	"	"	"
D2	" $\wedge$ $s_0[1] \neq s_0[n_0-2]$	"	"	"
B3	"	"	false	"
D1	" $\wedge$ $\neg(1 < (n_0 \text{ div } 2) \wedge false)$	"	"	"
end				

- Condition de Chemin:

$$n_0 \leq s_0.length \wedge 0 < (n_0 \text{ div } 2) \wedge s_0[0] = s_0[n_0-1] \wedge$$

$$1 < (n_0 \text{ div } 2) \wedge s_0[1] \neq s_0[n_0-2] \wedge \neg(1 < (n_0 \text{ div } 2) \wedge false)$$

- Faisable cette fois ci.



- Exo 1:

- Jeu de test:

`n = 4`

`s = ['a', '1', '2', 'a']`

`result expected false,`

On note que  $n=4$ ,  $s=['a', '1', '2', 'a', 'x', 'y']$  est également possible est a le meme chemin. (Pourquoi ?)

- Verdikt: Le programme est conforme a la spec dans le cas:

`[start,B1,D1,D2,B2,D1,D2,B3,D1,end]`