DETECTING ANOMALIES DURING MULTIPLE INHERITANCE

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Abstract: Object oriented software is developed with iterative and recursive increments. Object oriented software testing starts modules with unit testing in which each module is tested first then modules are integrated that forms integration testing and then they are collaborated to make a system which begins with system testing. In multiple inheritance, while collaborating various base classes to a derived class, there comes static and dynamic anomalies i.e. objects and the values assigned to the objects vary. So an approach is discussed to detect such anomalies. And one of the major challenges in software testing is the generation of test cases. Here we generating test cases firstly with unit testing approach, then integration and then with system testing approach. By testing in this way it improves the quality of software assure the high reliability of software. In this paper, our focus is on classes, objects, inheritance, method overriding, and polymorphism

Keywords: Generation of test cases, integration testing, Multiple inheritance, Object oriented testing, Software testing, Static and dynamic anomalies, system testing, unit testing.

INTRODUCTION

Object oriented system has concept of classes and objects. Object oriented systems have interaction among classes and objects. Classes are the containers of data members and member functions. Objects are the run time entities which are associated with various classes and they can call their data members and member functions with which they are associated. Objects keeps the track of various member function and data members and retain their value in object only.

Testing of classes can be done at three levels - unit testing, integration testing and system testing. Unit testing is testing each module of a class with the object created by the class itself. Integration testing is the merging of two units or classes. In object oriented systems, one of the simplest ways of integrating two classes is using inheritance in which the parent class is the base class and child class is inheriting the features of parent class known as derived class. Initially suppose we have two classes. So their will be two objects. But with integration, there is an increase in classes and objects which complicate testing and the chances of bugs and anomalies increase. Minimum number of objects gives better results with accuracy.

System testing comes after unit testing and integration testing. After merging units i.e. classes, we will get a bigger unit. System testing is testing the whole program. A number of classes are integrated together apart from inheritance to make a system. Calling various class objects with only correct functions is a challenge for system testing.

For all type of testing, the documentation part of the behavior of the program in different situations like desired and wrong function call or sequence call is called a test case. A test case tells in which cases the software will pass or fail. Pass means it will succeed giving the desired results. A failed test case means a failure in execution of that test path. The failure of a test case indicates that either it is an error or an anomaly.

LITERATURE SURVEY

Inheritance and polymorphism provide simplest ways of reuse in object oriented systems. Various issues and problems associated with testing polymorphic behavior of classes is discussed by Saini [11]. His approach is based on single inheritance. Various problems and issues on multilevel inheritance are reported by Alexander and Offutt [7]. Stroustrup, believed that multiple inheritance complicates a programming language significantly, is hard to implement, and is expensive to run [13]. Christian focuses on object oriented systems with integration testing as object oriented...
technology is too complex and it is a recursive and iterative process from analysis, design, implementation and testing view. There are many modules have interactions which increases the complexity and makes integration testing difficult and creates problem with generation of test cases[2]. Alexander describes the syntactic patterns for each object oriented fault type saying that the software contains an anomaly and possibly a fault [9]. Rountev present a general approach for adapting whole program class analysis to operate on program fragments in polymorphism [1]. Pressman suggests that integration of the system as a whole and then testing is a big bang approach in which all the units are taken together and tested together which is doomed to failure. So always use incremental integration i.e. collaborate two units and then apply integration testing. Fault based testing is discussed by him which identifies the method calls, objects which has high likelihood of uncovering plausible faults [6].

There have been some conflicts in ideas, concepts, and opinions among researchers regarding object oriented programming [12]. Robert V. Binder focuses on test case design - heuristic and formal techniques to develop test cases from object-oriented representations and implementations, testability - factors in controllability and observability [10].

In our earlier paper, an approach to identify anomalies in multilevel inheritance is discussed [3]. We are going to enhance this work on multiple inheritance in this paper. There are two approaches proposed here. First is based on detecting anomalies during and static and dynamic binding in multiple inheritance. Second is detecting anomalies during using unit, integration and system testing.

MULTIPLE INHERITANCE

Multiple inheritance is the ability of a class to have more than one base class (super class) as shown in Figure.1.

![Figure 1: Multiple Inheritance](image)

TYPES OF ANOMALIES

- **Static anomaly**: when two or more base classes have same function and the derived class gets confused to which function it should call if required as shown in Figure.2.

![Figure 2: Static Anomaly in multiple inheritance](image)

- **Dynamic anomaly**: when we are getting wrong or garbage values at run time. In this case anomaly occurs with wrong calling of object if there exists same or similar function name in multiple classes. Figure.3 summarizes this all.

![Figure 3: Dynamic anomaly in multiple inheritance](image)

ALGORITHMS FOR ANOMALY DETECTION IN MULTIPLE INHERITANCE

An algorithm is designed for detecting the anomalies in multiple inheritance. For this various definitions used in the algorithm are discussed

**Some Definitions**

- **Type Family (TF)**: It is a set of classes that share a common behavior with respect to a base class A (we call it family (A)). Each descendent of A is a member B of A’s family. If B is in A’s family, polymorphism means that any instance of B may be freely used wherever an instance of A is expected. Every class A defines a type family, and that type family includes at least A [11].

  Let A is a class in some type family.

  - **Used by**: A state variable v ε A is used by some method A if v is used in some expression in m.

  - **Defined by**: A state variable v ε A is defined by some method m ε A if m assigns first legal value to v.

  - **Dependency of Methods**: Two methods m,n ε A, we say that m is dependent on n if m uses a state variable v ε A which is defined by n.

**Algorithm for static anomaly detection**

1. **initialize** result=false
2. **for** every class ε TF do


Algorithm for dynamic anomaly detection

1. initialize result=false
2. for every class ε TF do
3. for all methods m_i ε A and A is the child class or leaf node do
4. if there exists multiple parents for some p between 2 to n of child class then
5. if each parent class is publicly inherited then
6. and if method m_o of parent class is also defined by some other parent class ε TF and child is the descendent of parent but the child does not contain the method m_i and there exists a call from child class object to method of m_i parent class then
7. result=true
8. end for
9. end for
10. end for
11. if there exists a call to method with the object specified with the class name then
12. return result

Explanation: Let’s suppose initially there is no error in the program. So, for that we initialized result is false. Then we are checking for every class that belongs to the same type family starting from child class. To check for all the methods defined in the child class. Here child class is the leaf node. If there exists multiple parents (2 or more than 2) of that child class then there can be the chances of ambiguity if both the parents have the same method present in both the classes but not defined in the child class. If child class also has the same method name defined then there will be no ambiguity at all because the call will go only to the method present in the child class. Other case is to check whether the parent’s classes are publicly inherited or not. If the all parent classes are publicly inherited then there will be the chance of an error. Suppose there are two parent classes of one child class. One class is publicly inherited and other is privately inherited then in that case there will be no error but in that case there can occur the problem of dynamic anomaly that if inherited the parent class privately and we are using its data members in the child class then instead of inheriting the original value the garbage value will be taken. Now we are checking for the case of ambiguity. For this firstly we check for the existence of multiple parents and if those are publicly inherited. Then checking for the methods if they are present in all the parent classes but not in the child class. And child is the descendent of parent and we are calling the method of parent class with the object of child class. Then we can say there exists the static ambiguity which is a compile time error. And the result changes from false to true that there is an ambiguity. If the method is called with the specified object with the class name and method then there will be no ambiguity if same method name is defined in the other parent classes.
The correct sequence call of methods is indicated in Figure 5.

**Unit Testing** First we will start with unit testing. At unit testing we will test each class with its object itself. In unit testing, all the classes are tested with their own objects. All classes are getting pass status because we are initializing them and displaying them in the same class. The case of display() function in student class (which is derived of the get and get1 base classes). It is displaying the correct result of sname (i.e. student name) and other parameters as garbage because will be inheriting their features in the later part.

<table>
<thead>
<tr>
<th>Test case ID</th>
<th>Sequence call</th>
<th>Expected value</th>
<th>Actual value</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1.get()</td>
<td>bid=1,rno=22</td>
<td>bid=1,rno=22</td>
<td>pass</td>
</tr>
<tr>
<td>2</td>
<td>c.get1()</td>
<td>messid=20,m.eats=bread</td>
<td>messid=20,m.eats=bread</td>
<td>pass</td>
</tr>
<tr>
<td>3</td>
<td>s.display()</td>
<td>Rno=gy,sname=anu,messid=gy,bid=1</td>
<td>Rno=gy,sname=anu,messid=gy,bid=1</td>
<td>pass</td>
</tr>
</tbody>
</table>

Table 1: Test cases of Unit testing in Multiple Inheritance

**Integration Testing** : Here we are testing base classes with derived classes and objects of both.

In this only two cases are passing out of six where we are calling them in correct sequence. Other are the incorrect sequence calls which will give garbage value. Example we are calling display() function first and get() function later then it gives a garbage value. But in case if we are handling large project in that case detecting such a mistake can be the difficult task.

<table>
<thead>
<tr>
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<th>Expected value</th>
<th>Actual value</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1.get()</td>
<td>bid=1,rno=22</td>
<td>bid=1,rno=22,rno=gy,sname=gy,messid=gy,bid=1</td>
<td>fail</td>
</tr>
<tr>
<td>2</td>
<td>c.get1()</td>
<td>messid=20,m.eats=bread,sname=anu,rno=22,messid=gy,bid=1</td>
<td>messid=20,m.eats=bread,rno=22,sname=anu,messid=gy,bid=1</td>
<td>fail</td>
</tr>
<tr>
<td>3</td>
<td>s.display()</td>
<td>Rno=gy,sname=anu,messid=gy,bid=1</td>
<td>Rno=gy,sname=gy,messid=gy,bid=1</td>
<td>fail</td>
</tr>
<tr>
<td>4</td>
<td>s.display()</td>
<td>Rno=22,sname=anu,messid=gy,bid=1</td>
<td>Rno=gy,sname=anu,messid=gy,bid=1</td>
<td>fail</td>
</tr>
<tr>
<td>5</td>
<td>s.display()</td>
<td>Rno=22,sname=anu,messid=gy,bid=1</td>
<td>Rno=gy,sname=anu,messid=gy,bid=1</td>
<td>fail</td>
</tr>
<tr>
<td>6</td>
<td>s.display()</td>
<td>messid=20,m.eats=bread,sname=anu,rno=22,messid=gy,bid=1</td>
<td>messid=20,m.eats=bread,sname=anu,rno=22,messid=gy,bid=1</td>
<td>pass</td>
</tr>
</tbody>
</table>
Table 2: Test cases of Integration testing in Multiple Inheritance

System Testing: Here all the classes are tested with all the objects in all possible sequence.

<table>
<thead>
<tr>
<th>Test case ID</th>
<th>Sequence call</th>
<th>Expected value</th>
<th>Actual value</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>s.get() -&gt; s.get() -&gt; s.display()</td>
<td>bid=1, rno=22, bid=1, rno=22, name=anu, mssid=4, meal=bread, bid=1, rno=22, name=anu, mssid=4, meal=bread</td>
<td>bid=1, rno=22, bid=1, rno=22, name=anu, mssid=4, meal=bread, bid=1, rno=22, name=anu, mssid=4, meal=bread</td>
<td>pass</td>
</tr>
<tr>
<td>2</td>
<td>s.get() -&gt; s.get() -&gt; s.display()</td>
<td>mssid=4, meal=bread, bid=1, rno=22, bid=1, rno=22, bid=1, rno=22, name=anu, mssid=4, bid=1</td>
<td>bid=1, rno=22, bid=1, rno=22, name=anu, mssid=4, meal=bread, bid=1, rno=22, name=anu, mssid=4, meal=bread</td>
<td>pass</td>
</tr>
<tr>
<td>3</td>
<td>s.display() -&gt; s.get() -&gt; s.get()</td>
<td>mssid=4, meal=bread, bid=1, rno=22, bid=1, rno=22, bid=1, rno=22, name=anu, mssid=4, bid=1</td>
<td>bid=1, rno=22, bid=1, rno=22, name=anu, mssid=4, meal=bread, bid=1, rno=22, name=anu, mssid=4, meal=bread</td>
<td>fail</td>
</tr>
<tr>
<td>4</td>
<td>s.display() -&gt; s.get() -&gt; s.get()</td>
<td>mssid=4, meal=bread, bid=1, rno=22, bid=1, rno=22, bid=1, rno=22, name=anu, mssid=4, bid=1</td>
<td>bid=1, rno=22, bid=1, rno=22, name=anu, mssid=4, meal=bread, bid=1, rno=22, name=anu, mssid=4, meal=bread</td>
<td>fail</td>
</tr>
<tr>
<td>5</td>
<td>s.display() -&gt; s.get() -&gt; s.get()</td>
<td>mssid=4, meal=bread, bid=1, rno=22, bid=1, rno=22, bid=1, rno=22, name=anu, mssid=4, bid=1</td>
<td>bid=1, rno=22, bid=1, rno=22, name=anu, mssid=4, meal=bread, bid=1, rno=22, name=anu, mssid=4, meal=bread</td>
<td>fail</td>
</tr>
<tr>
<td>6</td>
<td>s.get() -&gt; s.display() -&gt; s.get()</td>
<td>mssid=4, meal=bread, bid=1, rno=22, bid=1, rno=22, bid=1, rno=22, name=anu, mssid=4, bid=1</td>
<td>bid=1, rno=22, bid=1, rno=22, name=anu, mssid=4, meal=bread, bid=1, rno=22, name=anu, mssid=4, meal=bread</td>
<td>fail</td>
</tr>
</tbody>
</table>

Table 3: Test cases of System testing in Multiple Inheritance

Here we are discussing common anomalies identified from above test cases:

- An error comes in integration testing that we are calling an object with base class object and then using other function with derived class object. Example is shown in Figure 6.

- Figure 7 shows a case in which base class does not calls a derived class but a derived class can always call a base class.

- When a base class calls other base class in multiple inheritance, an anomaly occurs (Figure 8).
CONCLUSION

In this paper, static and dynamic anomalies of multiple inheritance are discussed. Algorithms are presented with which can detect static and dynamic anomalies. They are verified using unit, integration and system testing. So to make system error free, unit, integration and system testing is applied. These algorithms trap all the static and dynamic errors. The test cases are shown which tells testing done in unit, integration and system testing that in which cases the code will fail and pass.

REFERENCES