

BACTERIO MUTATION TEST SYSTEM

a Mutation Tool for Multi-Class Java Systems



USER MANUAL



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1. WHAT IS MUTATION TESTING

1.2. Introduction

Mutation is a testing technique which relies in the capability of test cases to find faults on the system under test. Mutation has been developed by researchers and is also mainly applied by researchers. After 30 years of research, we consider that mutation is mature enough to be transferred to industry.

Being S the system under test, a mutant M_i of S is a copy of S which contains a change. Mutation is applied with mutation tools. From the system S , a mutation tool generates a set $M=\{M_1, M_2, \dots M_n\}$ of mutants of S . Each M_i contains one or more syntactic changes, most of which will be faults and should be discovered by a good test suite. Therefore, the original idea of mutation is to build a test suite that finds all the faults injected on the mutants.

Syntactic changes are seeded by “mutation operators”. Suppose we have a program with a *sum* function to add two integer numbers:

- Figure 1(a) shows the source code of the original program and of some mutants.
- Figure 1(b) presents the results obtained from executing some test cases on the different program versions.

The test case corresponding to the test data $(1, 1)$ produces different outputs on the original program (whose output is correct) and on Mutant 1: thus, this test case has found the fault introduced in the mutant, and it is said that the mutant is *killed* (moreover, this test case is “good”). On the other side, since all test cases offer the same output on the original program and on Mutant 4, it is said that Mutant 4 is *alive*. Moreover, this mutant will never be killed by any test case, since variable b is incremented after returning the result. Mutants like this one are called “functionally-equivalent mutants”, and may be considered as noise in the result analysis step, since they represent obstacles in knowing the quality of the test suite: they have a fault (actually, a syntactic change) with respect to the original source code that cannot be found though.

Version	Code
Original	int sum(int a, int b) { return a + b; }
Mutant 1	int sum(int a, int b) { return a - b; }
Mutant 2	int sum(int a, int b) { return a * b; }
Mutant 3	int sum(int a, int b) { return a / b; }
Mutant 4	int sum(int a, int b) { return a + b++; }

(a) Code of some mutants

		Test data (a,b)			
		(1, 1)	(0, 0)	(-1, 0)	(-1, -1)
Program versions	Original	2	0	-1	-2
	Mutant 1	0	0	-1	0
	Mutant 2	1	0	0	1
	Mutant 3	1	Error	Error	1
	Mutant 4	2	0	-1	-2

(b) Results with some test data

Figure 1. Code of some mutants and their results with some test data

In general, the process of mutation testing has three stages:

1. Mutant generation. By means of a tool, the tester generates a set of mutants. Usually, each mutant contains a simple change which is normally a fault. Depending on the mutation operators used, the number of equivalent mutants may vary, but can be around 20% of the total.
2. Test case execution. Also with a tool, the tester executes the test cases against the mutants and the original program.
3. Result analysis. The tester evaluates the *Mutation Score* that the test suite reaches on the program under test. The Mutation Score gives a measure of the test suite quality. Its value depends on the number of mutants killed, the total number of mutants and on the number of equivalent mutants (Figure 2). A test suite is *mutation-adequate* for a program when it reaches 100% as mutation score.

$$MS(P,T) = \frac{K}{(M - E)}, \text{ where:}$$

P : program under test

T : test suite

K : number of killed mutants

M : number of generated mutants

E : number of equivalent mutants

Figure 2. Mutation Score

Figure 3 summarizes a possible testing process based on mutation: starting from a program P and a test suite T , the tester executes T on order to find faults. If T finds faults on P , then P must be fixed until no errors are found. When T does not find any fault,

then the mutants of P can be generated. Test cases on T are executed against mutants: note that, when a mutant is killed (this is, when its fault is discovered), no more test cases should be executed against it for cost savings (ought to this, the square in the figure is labeled as “Run T on each alive mutant”). There will also be some ineffective test cases (this is, test cases which do not discover any faults, or which discovers the same faults than others). If the Mutation Score threshold is reached, then the testing can stop; otherwise, there are undiscovered faults which should be discovered by new test cases, which must be added to the test suite. These new test cases must be executed against P , the program under test, since maybe this one contains faults in unexplored areas of its code. Note, moreover, an additional task named “Remove equivalent mutants”. Actually, the detection of equivalent mutants is made by hand and may require a huge time. Thus, maybe the Mutation Score threshold (one of the stop conditions for the testing process; the other one is the non-discovering of faults on P) could be decreased down to 80%.

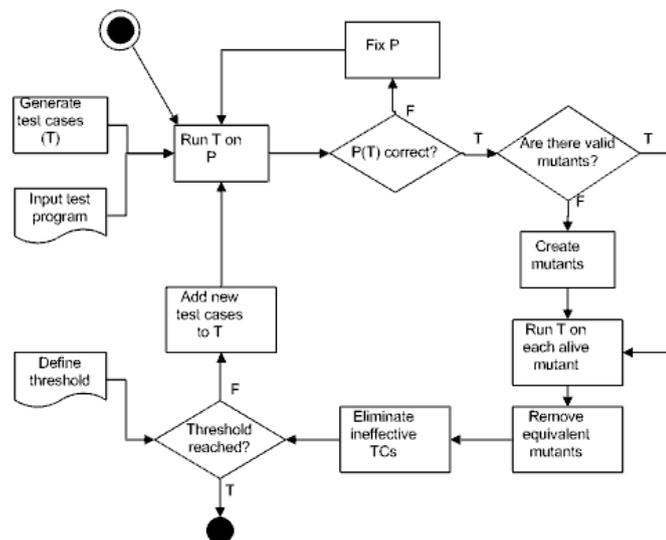


Figure 3. A possible mutation testing process

1.3. Mutation types

Test cases can find the faults inserted in the mutants in several ways. First of all, let’s remind that, in general, the structure of a test case consists in: (1) the execution of a set of steps to put the SUT in the required, initial state; (2) execution of services on the SUT to put it in the *expected* state; (3) comparison of the actual *obtained* state with the *expected* one. If the expected and the obtained states differ, then the test case has found an error on the SUT.

Suppose the code in the left side of Figure 4 (it is the *getType* function, included in a

TriTyp class, and determines the type of a triangle depending on the lengths of its sides), which is tested by the test cases in the right side. These ones are JUnit test cases. Each one builds an instance of the class under test (*TriTyp*), executes a set of services on this instance (*setI*, *setJ*, *setK*), try to lead the instance into a given state (call to *getType*) and, finally, includes an *oracle* to determine whether the instance of the CUT has or has not the expected behaviour: for example, the *testEQUILATERAL* test case checks whether the *TriTyp* program says that a triangle instance with sides of lengths 5, 5 and 5 is, in fact, an equilateral triangle.

<pre> /** * @return 1 if scalene; 2 if isosceles; * 3 if equilateral; 4 if not a triangle */ publicvoid getType() { if (i == j) { trityp = trityp + 1; } if (i == k) { trityp = trityp + 2; } if (j == k) { trityp = trityp + 3; } if (i<= 0 j<= 0 k<= 0) { trityp = TriTyp.NOT_A_TRIANGLE; return; } if (trityp == 0) { if (i + j<= k j + k<= i i + k<= j) { trityp = TriTyp.NOT_A_TRIANGLE; return; } else { trityp = TriTyp.SCALENE; return; } } (*) if (trityp> 3) { trityp = TriTyp.EQUILATERAL; } elseif (trityp == 1 &&i + j>k){ trityp = TriTyp.ISOSCELES; } elseif (trityp == 2 &&i + k>j) { trityp = TriTyp.ISOSCELES; } elseif (trityp == 3 &&j + k>i) { trityp = TriTyp.ISOSCELES; } else { trityp = TriTyp.NOT_A_TRIANGLE; } } </pre>	<pre> import junit.framework.TestCase; publicclass TriTypTest extends TestCase { publicvoid testEQUILATERAL() { TriTyp t=new TriTyp(); t.setI(5); t.setJ(5); t.setK(5); t.getType(); assertTrue(t.trityp==TriTyp.EQUILATERAL); } publicvoid testISOSCELES() { TriTyp t=new TriTyp(); .setI(5); t.setJ(5); t.setK(8); t.getType(); assertTrue(t.trityp==TriTyp.ISOSCELES); } publicvoid testSCALENE() { TriTyp t=new TriTyp(); t.setI(4); t.setJ(5); t.setK(8); t.getType(); assertTrue(t.trityp==TriTyp.SCALENE); } publicvoid testNOTRIANGLE() { TriTyp t=new TriTyp(); t.setI(4); t.setJ(5); t.setK(9); t.getType(); assertTrue(t.trityp==TriTyp.NOT_A_TRIANGLE); } } </pre>
--	---

Figure 4. A piece of code and some test cases

Suppose we change “>” by “==” on the line marked up with (*), and we leave it as follows: *if (trityp==3)*, which is the only branch in the function to decide about equilateral triangles. Therefore, the *testEQUILATERAL* test case will evidence a different behaviour on the original program and on the mutant, so killing it. In this case, the test case has found the error in the mutant.

In other mutation tools, such as MuJava, test cases are slightly different. The same *testEQUILATERAL* test case would be as in Figure 5.

```
Public int testEQUILATERAL() {  
    TriTyp t=new TriTyp();  
    t.setI(5);  
    t.setJ(5);  
    t.setK(5);  
    return t.getType();  
}
```

Figure 5. The *testEQUILATERAL* test case, in MuJava format

When the MuJava test case is executed on the original program, it returns 3 (the value of the *TriTyp.EQUILATERAL* constant); when executed against the mutant, it returns 4 (*NOT_A_TRIANGLE*). Thus, MuJava detects the fault and considers the mutant as killed.

This way of detecting the faults is called **Strong mutation**. Strong mutation requires the three *RIP* conditions to consider a test case kills a mutant:

- *Reachability*: the test case must reach the mutated statement.
- *Infection*: once the statement has been reached, the test case must cause an erroneous state on the mutant.
- *Propagation*: the erroneous state must be propagated to the output. In this way, the erroneous state will be observable from the test case's oracle.

If the erroneous state is not propagated until the output, then the oracle will not distinguish it and will consider the mutant as alive.

Actually, the detection of faults with JUnit-style oracles is a special type of strong mutation called **Functional Qualification**: in this case, the tester uses the JUnit oracle (*assert* and *fail* statements) for detecting the killed mutants. However, also the *RIP* conditions are required for this.

Weak Mutation is another type of mutation which only requires the first two conditions: in some place between the mutated statement and the program output, the mutation execution tool compares the states of both original program and of the mutant. If they differ, the mutant is killed; otherwise, is alive. There are several places where the tool can check the states' differences and, thus, there are several types of weak mutation:

- BB-Weak/1: Execution is stopped just after execution of the mutated statement and the state of the mutated system is compared with the state of the original system
- BB-Weak/n: Execution is stopped just after the execution of the mutated statement if it is not inside a loop. If it is, execution is stopped after the execution of the loop. At the point where the execution is stopped, the states of

the mutant and of the original system are compared

Recently, we have proposed **Flexible Weak Mutation** as a new technique for applying mutation at system level. With this mutation type, an execution engines almost continuously looks for differences between the original and the mutant systems.

Bacterio is the first tool supporting Flexible Weak Mutation, although it also supports Strong Mutation, Weak Mutation and Functional Qualification.

1.4. Killing matrixes

Supposing a tool that executes all test cases against all the mutants, the final result could be seen as a killing matrix. Let be P a program for which a mutation tool generates 7 mutants. Figure 6 shows the possible *Killing Matrix*: cells containing “X” denote that the corresponding test case has found the mutant in the row. $tc6$, for example, has found the faults inserted on $m3$ to $m7$, whereas $tc4$ has not found any fault and could be removed from the test suite.

Note, moreover, that $tc3$ kills a subset of mutants killed by $tc6$, and that $tc2$ kills the same mutants that $tc1$ and $tc5$. Therefore, the original test suite, composed by 6 test cases, could be reduced to a new test suite containing only 2 test cases.

		Test cases					
		tc1	tc2	tc3	tc4	tc5	tc6
Mutants	$m1$	X	X				
	$m2$	X	X			X	
	$m3$		X				X
	$m4$			X			X
	$m5$			X			X
	$m6$			X			X
	$m7$						X

Figure 6. Killing matrix for a supposed program and a supposed test suite

Obviously, the construction of the complete killing matrix requires the execution of all the test cases against all the mutants, what may require more execution time that the execution only on those mutants remaining alive (which is the proposal depicted in Figure 3). However, some times the complete execution can be interesting in order to do further reductions of the test suite, such as in this example: when the system evolves in the future, only $2 \cdot 7 = 14$ executions will be required for a complete regression test.

When killed mutants are no longer considered by the next test cases, the killing matrix can be filled-in in two ways more at least: by rows or by columns.

If we fill-in the matrix by rows, then *tc1* is executed against *m1*. As this mutant is killed, then *m1* is removed from the suite and the process continues executing *tc1* on *m2*, which is also killed. Then, *tc1* is executed against *m3*, which remains alive and forces the execution of *tc2* against *m3*. With this process, the killing matrix remains as in Figure 7. The test suite will consist of *tc1*, *tc2*, *tc3* and *tc6*. Coloured cells represent executions that are not performed since correspond to previously-killed mutants.

		Test cases					
		tc1	tc2	tc3	tc4	tc5	tc6
Mutants	<i>m1</i>	X					
	<i>m2</i>	X					
	<i>m3</i>		X				
	<i>m4</i>			X			
	<i>m5</i>			X			
	<i>m6</i>			X			
	<i>m7</i>						X

Figure 7. Killing matrix filled-in by rows

If the matrix is filled-in by columns, then each test case is executed against all the mutants remaining alive: *tc1* against *m1* (which is removed since it is killed), *tc1* against *m2*, etc. (Figure 8), but the final result is the same.

		Test cases					
		tc1	tc2	tc3	tc4	tc5	tc6
Mutants	<i>m1</i>	X					
	<i>m2</i>	X					
	<i>m3</i>		X				
	<i>m4</i>			X			
	<i>m5</i>			X			
	<i>m6</i>			X			
	<i>m7</i>						X

Figure 8. Killing matrix filled-in by columns

2. AN OVERVIEW OF BACTERIO

2.2. Bacterio in a nutshell

[Bacterio](#) is a tool for testing Java applications based on mutation. Mutation is applied at bytecode level.

Bacterio supports Strong mutation, BB-Weak/1, BB-Weak/N, Functional qualification and Flexible weak mutation.

This document explains how to test a system by means of Bacterio. To illustrate it, we will use a small Sudoku Solver system, which runs on a single, local machine. You can download it from [here](#).

2.3. Licensing

The tool has been developed by [Pedro Reales](#) and [Macario Polo](#) ([Alarcos Research Group](#), [University of Castilla-La Mancha](#), Spain), and is commercialized and distributed by Alarcos Quality Center (<http://www.alarcosqualitycenter.com/>).

Research and education institutions can ask for a free license of Bacterio: in this case, the tool is strictly licensed only for research and educational purposes.

Any other kind of use requires the acquisition of a license.

Please, contact <http://www.alarcosqualitycenter.com/index.php/productos/bacterio> to get a license.

2.4. Third party software.

Bacterio uses the following third-party software:

2.4.1. ASM.

ASM is an all purpose Java bytecode manipulation and analysis framework. It can be used to modify existing classes or dynamically generate classes, directly in binary form. Provided common transformations and analysis algorithms allow to easily assemble custom

complex transformations and code analysis tools. ASM offer similar functionality as other bytecode frameworks, but it is focused on simplicity of use and performance. Because it was designed and implemented to be as small and as fast as possible, it makes it very attractive for using in dynamic systems.

```
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```

Figure 9. ASM Project License

2.4.2. JODE: Java Optimize and Decompile Environment

JODE is a java package containing a decompiler and an optimizer for java. This package is freely available under the GNU GPL. New: The bytecode package and the core decompiler is now under GNU Lesser General Public License, so you can integrate it in your project.

The decompiler reads in class files and produces something similar to the original java file. Of course this can't be perfect: There is no way to produce the comments or the names of local variables (except when compiled with debugging).

```
JODE is Copyright © 1998-2000 by Jochen Hoenicke.  
This program is free software; you can redistribute it and/or  
modify it under the terms of the GNU General Public License  
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```

Figure 10. JODE license

2.4.3. A DOOM image

In order to animate the test case execution window, Bacterio makes use of an animated gif from famous the DOOM2 computer game, which is under GNU GPL license.

2.5. The testing process with Bacterio: an overview

Basically, the testing process with Bacterio is quite similar to that described on Chapter 1: in fact, it consists of a step of mutant generation, test case execution and result analysis.

An important difference of Bacterio with respect to other mutation tools is that Bacterio generates in just a single step all the mutants for all the classes in the SUT. Thus, if a system is composed by four classes *A*, *B*, *C* and *D*, Bacterio builds mutants for all of them. Suppose it builds *P* mutants from *A*, *Q* from *B*, *R* from *C* and *S* from *D*. Left side of Figure 11 shows these sets of mutants, grouped by the corresponding original class; right side shows the actual set of mutants that Bacterio considers: this is, all the class mutants together.

<i>Original system</i> ={A, B, C, D}	
$M_A=\{A_1, A_2, \dots, A_P\}$ $M_B=\{B_1, B_2, \dots, B_Q\}$ $M_C=\{C_1, C_2, \dots, C_R\}$ $M_D=\{D_1, D_2, \dots, D_S\}$	$M=\{A_1, A_2, \dots, A_P, B_1, B_2, \dots, B_Q, C_1, C_2, \dots, C_R, D_1, D_2, \dots, D_S\}$

Figure 11. Mutants generated by Bacterio for a supposed application

As Bacterio is focused on the testing of complete systems, another difference is also in the way of composing the mutated versions. Other tools put their focus on the class under test, whilst Bacterio puts it on the complete system under test. Thus, what Bacterio makes is to build mutant versions of the complete system: each mutated version contains at least a mutant class, although may have more. The *order of a mutant* references the number of faults it contains: Figure 12 illustrates this idea: 1st-order mutants contain one fault each; 2nd-order, two faults, etc.

<i>Original system</i> ={A, B, C, D}			
1 st -order mutants	2 nd -order mutants	3 rd -order mutants	4 th -order mutants
$M1=\{A_1, B, C, D\}$	$M1=\{A_1, B_1, C, D\}$	$M1=\{A_1, B_1, C_1, D\}$	$M1=\{A_1, B_1, C_1, D_1\}$
$M2=\{A_2, B, C, D\}$	$M2=\{A_1, B_2, C, D\}$	$M2=\{A_1, B_1, C_2, D\}$	$M2=\{A_1, B_1, C_1, D_2\}$
...
$Mj=\{A, B_Q, C, D\}$	$Mj=\{A, B_4, C_R, D\}$		
...	...		

Figure 12. Some mutants of different orders

At first glance, dealing with high-order mutants decreases the costs of test case execution (since there are less mutants), but it is relatively easy to discover just one of the n faults inserted in the system.

The testing process with Bacterio is summarized in the following subsections.

2.5.1. Mutant generation.

In this step, Bacterio generates faulty copies of the classes composing the application under test. Figure 13 represents a system composed of Z classes. After the first step, Bacterio gets a set of mutants for all of them.



Figure 13. Generation of class mutants in Bacterio

2.5.2. Mutant combination for producing mutant versions.

In a previous version, Bacterio built so many copies of the SUT as mutants there were. Due to the high space requirements of this approach, we modified it and, now, it loads at runtime the corresponding mutants of each version.

That primitive way of mounting the mutant versions is however valid to exemplify the results: consider that it works as in Figure 14, where 2nd-order mutant versions are mounted: version 1 contains a class mutant from *A* and another one from *Z*, whereas *B*, *C*, etc. are copies of the original ones; version 2 would contain any other two mutant classes, etc.

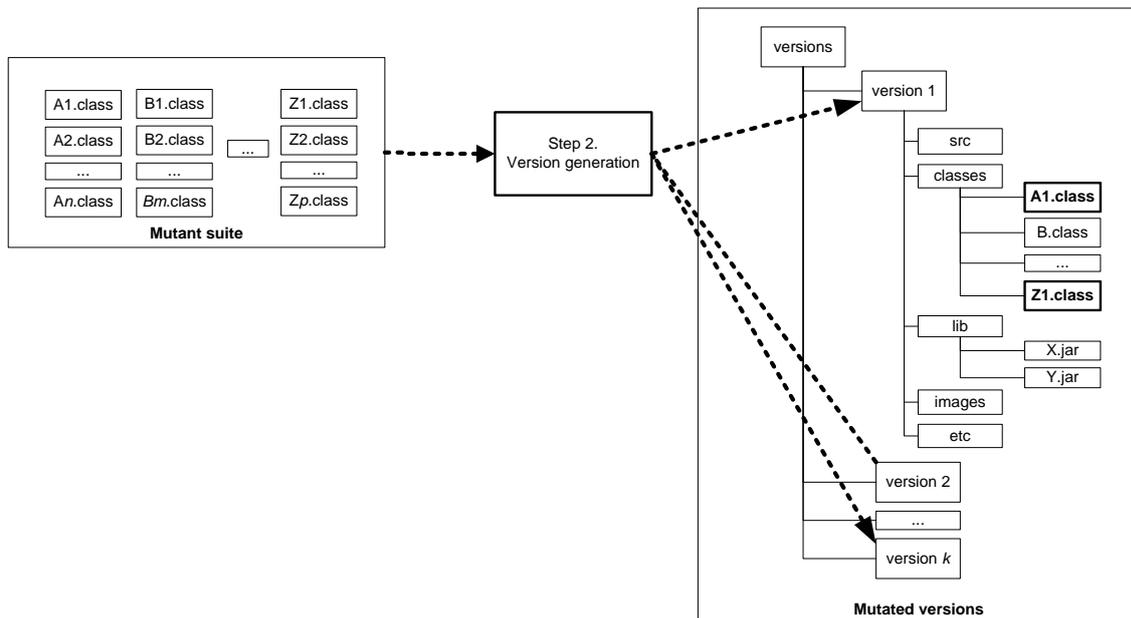


Figure 14. An schema of how Bacterio produces mutant versions

2.5.3. Test case execution.

Bacterio may execute different types of test cases and in several ways. It takes the test suite and launches its test cases to the original application and to the mutant versions. Depending on the mutation type selected (strong, weak, flexible weak or functional qualification), the results may have differences. Moreover, Bacterio also allows the execution of functional tests (interacting with the frames composing the original application): the events launched by the tester to the SUT can be saved and, later, reproduced on each mutant to find faults.

Figure 15 illustrates this double possibility.

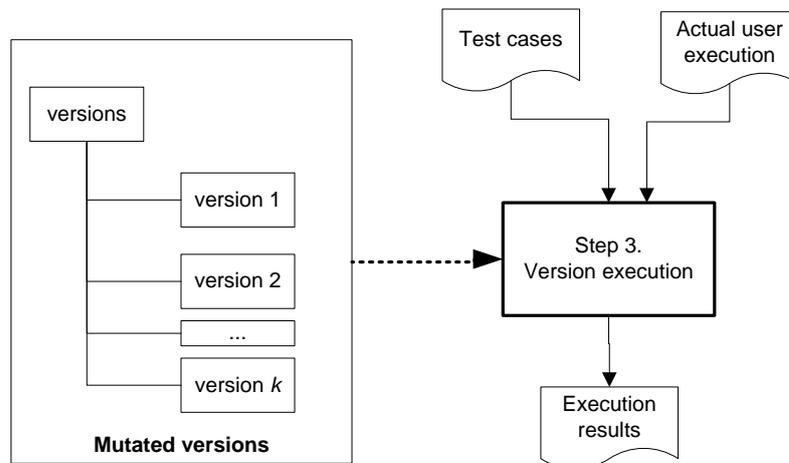


Figure 15. Test case execution

3. A FIRST EXECUTION

3.1. Initial execution and configuration

We have executed Bacterio with no problems on Windows, Linux and Mac OS systems. The examples in this chapter are executed on a MacBook Pro with Mac OS X.

For this section, we will use the SudokuSolver system which, in our computer, is saved on a *SudokuSolver* folder on the desktop. The application has the folder structure shown on Figure 16. Note the source code is under the *src* folder, whereas the compiled code is under *bin*. The remaining subfolders preserve the package structure of the application.

Note there is also a *tests* package containing a *Test1* class, which contains JUnit test cases.

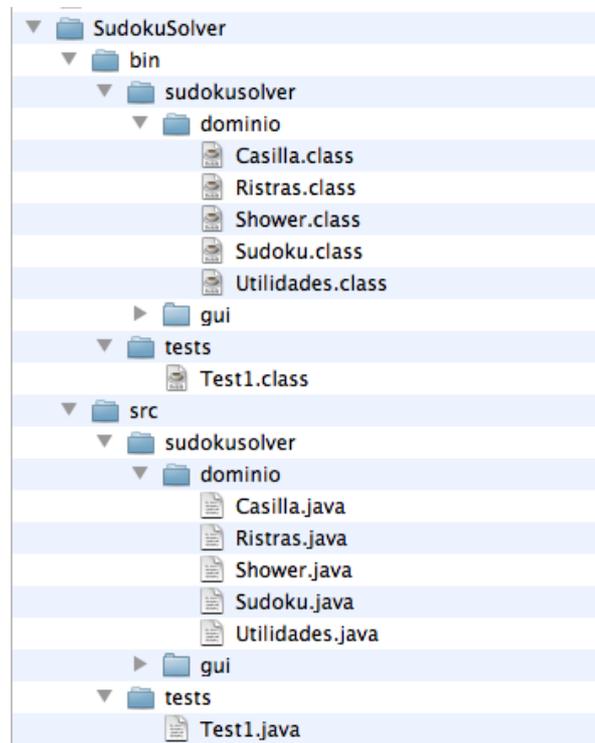


Figure 16. Folder structure of the SudokuSolver project

Bacterio is executed just launching the Bacterio.jar file. The main window of the tool appears (Figure 17).

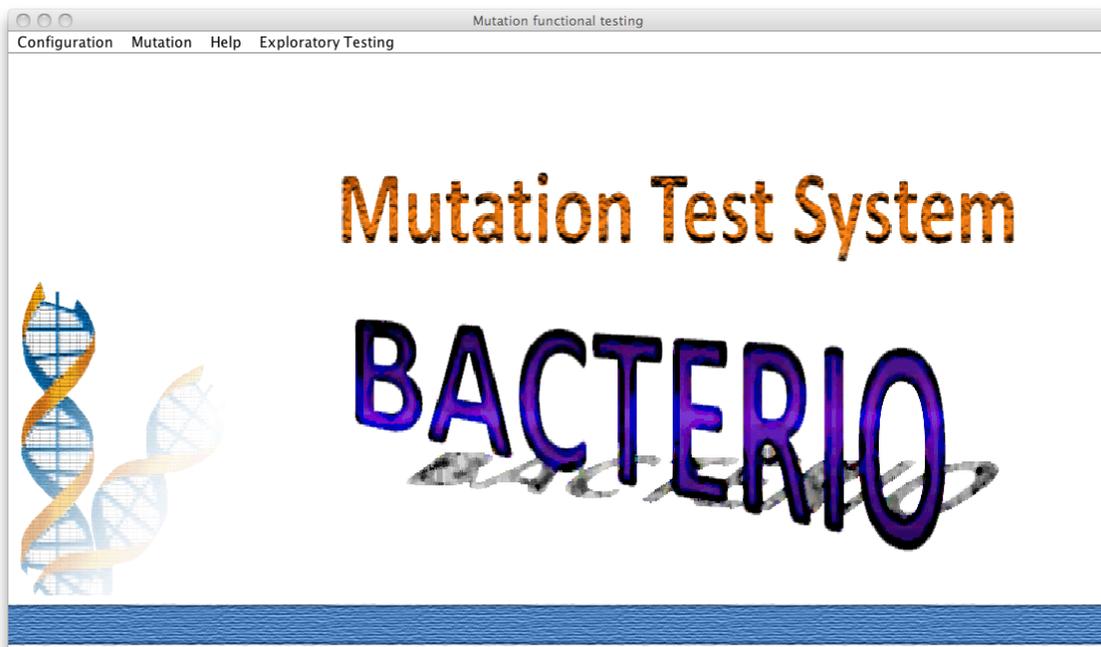


Figure 17. Main screen of Bacterio

3.2. Configuration of folders

Once we are in this window, the first to do is to configure the tool properly. For this, select Configuration in the menu and the window in Figure 18 appears.

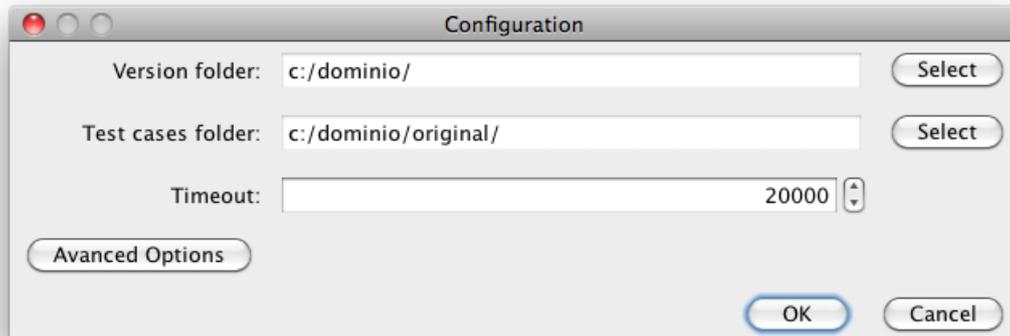


Figure 18. Configuration dialog before our setup

We'll establish the *Version folder* to a *version* folder we must create in any place (for example, on the desktop). The *Test case folder* must point to the root folder containing the compiled test cases. In this example, test cases are in *bin/tests/Test1.class* (Figure 16): the complete name of the *Test1.class* class is *tests.Test1.class*. Thus, the *Tests cases folder* will be *bin*, and the configuration remains as in Figure 19.

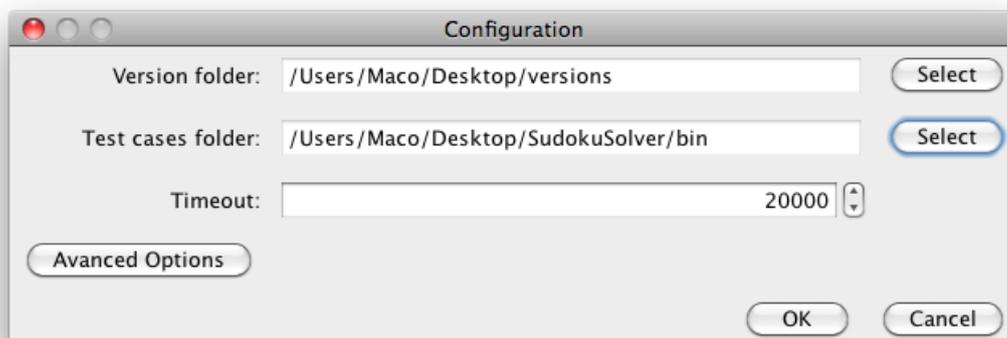


Figure 19. Configuration for this example

As you see, there is a **Timeout** field in the configuration dialog. Sometimes, the fault introduced in a mutant may lead the execution into an infinite loop (Figure 20). To consider a mutant as killed when it spends too much time under execution, you can configure the value of that field.

Original	Mutant
<pre>public void test1() { for (int i=0; i<100; i++) System.out.println(i); }</pre>	<pre>public void test1() { for (int i=0; i<100; i++) System.out.println(i--); (*) }</pre>

Figure 20. The mutant produces an infinite loop

The test cases in the *Test1.class* file are JUnit test cases, and are suitable to be executed with *Functional Qualification*. Then, let's press the **Advanced options** button and let's select **Functional Qualification** as our **Kind of mutation** (Figure 21).

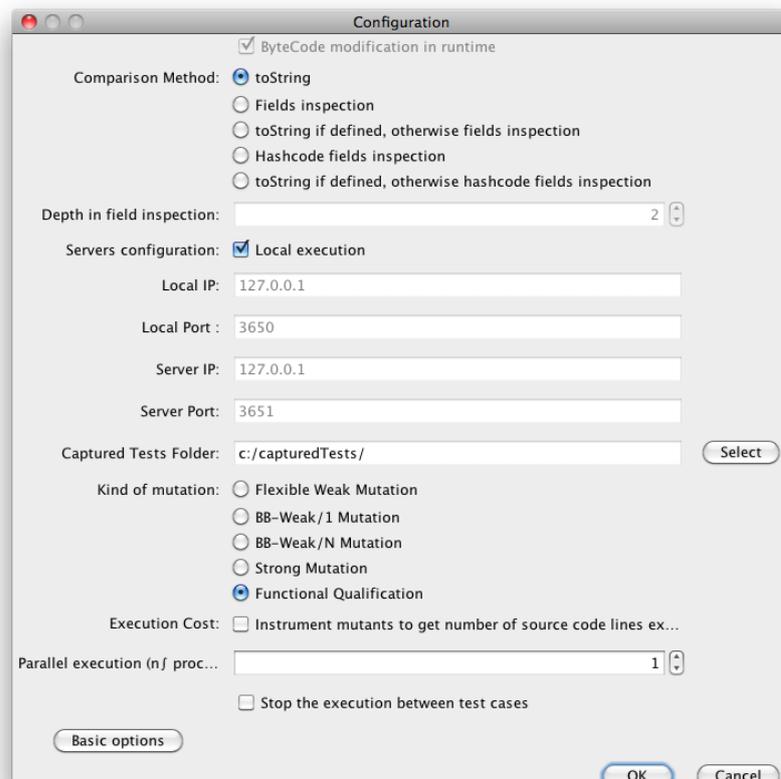


Figure 21. Advanced options

At this point, the tool is configured, thus let's press the *OK* button to save the configuration (if the *Cancel* button is clicked, all the configuration changes would be undone).

3.3. Mutant generation step

To generate mutants from the system under test, we select **Mutation, Generation** in the menu bar of Figure 17, so the window in Figure 22 appears.

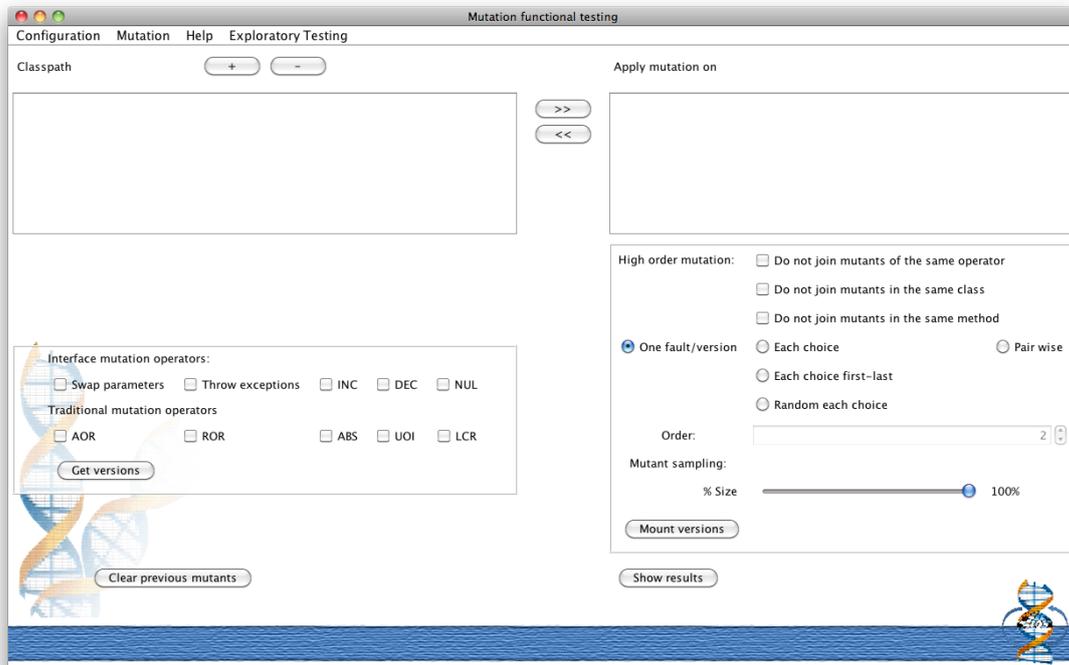


Figure 22. Window for mutant generation

3.3.1. Selecting the elements to mutate

Now, we must select the location of the system under test. In our case, all the required files are on `/Users/Maco/Desktop/SudokuSolver/bin`. We can add this path by pressing the button labelled “+” (left side of Figure 23). If the system is dispersed on several folders, requires libraries, etc., they should be added also pressing the “+” button. Then, the tester must select the folder containing the `.class` files which will be mutated. For this, s/he selects the location in the list of the left side and passes it to the right side pressing the “>>” button (right side of Figure 23).

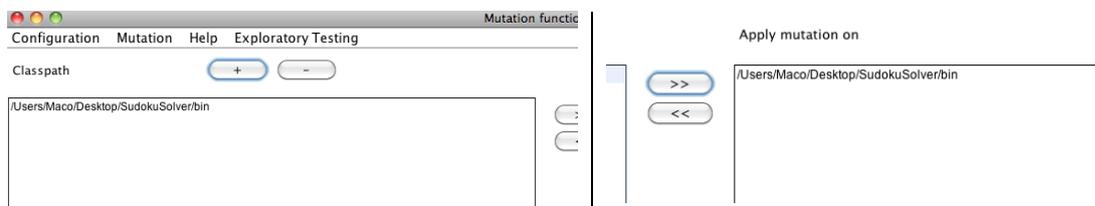


Figure 23. Selecting the SUT location (left) and selection of the location of the `.class` files to be mutated (right)

Note that, the left list (Figure 23-left) should include the elements that compose the classpath necessary to run the system correctly (`.jar` files and folders which contain `.class`

files).

3.3.2. Selection of mutation operators

Now, the tester needs to select the mutation operators to be applied. Bacterio implements 10 mutation operators:

- Five (Swap, Parameter increment, Parameter decrement, Nullify and Throw exceptions) proceed from or are inspired by the work of Ghosh and Mathur, who define a set of interface mutation operators for testing components from a black-box point of view:
 - *Swap* interchanges, in an operation, the values of two parameters of compatible types, by means of a modification of the operation signature: thus, if a class has the operation *foo(int a, int b, int c)*, mutants will be produced interchanging *a, b* and *c*: for example, *(b, a, c)* or *(c, a, b)*.
 - *Parameter increment* (INC) and *decrement* (DEC) proceed from the *Twiddle* operator. They modify the value of numeric parameters, respectively incrementing or decrementing the value in one when the method is entered.
 - *Nullifier* sets the value of an object parameter to null.
 - *Throw exceptions* is inspired by the Exception coverage criterion defined in the referenced work: "A test set is adequate with respect to exception coverage if it leads to 100% exception coverage". If a method throws *n* exceptions, this operator produces *n* mutants, each one replacing the original code of the method by a single statement which throws each of the *n* possible exceptions.
- The remaining five operators introduce small changes in the structure of the actual method body: AOR (arithmetic operator replacement), ROR (relational operator replacement), ABS (absolute value insertion), LCR (logical connector operator) and UOI (unary operator insertion) are classic mutation operators and are among the most significant and valuable operators, according to several studies on selective mutation.

Table 1 shows the changes introduced by these operators in a small fragment of Java Code. In order to make the example more illustrative, the table shows the Java source code translation corresponding to the actual changes introduced in the bytecode mutants.

Original code <code>int div(int a, int b) throws NaNException, ByZeroException { if (a==0 && b==0) throw new NaNException(); if (b==0) throw new ByZeroException(); return a/b; }</code>			
Operator	Changes introduced		
Swap	<code>int div(int b, int a)</code>		
INC	<code>int div(int a, int b) throws... { a++; if ... if ... return a/b; }</code>	<code>int div(int a, int b) throws ... { b++; if ... if ... return a/b; }</code>	
DEC	<code>int div(int a, int b) throws ... { a--; if ... if ... return a/b; }</code>	<code>int div(int a, int b) throws ... { b--; if ... if ... return a/b; }</code>	
Nullifier	<code>int div(int a, int b) throws ... { a=null; if ... if ... return a/b; }</code>	<code>int div(int a, int b) throws ... { b=null; /* Not applicable to int type. if ... // It is just an example. if ... */ return a/b; }</code>	
Throw exceptions	<code>int div(int a, int b) throws ... { throw new NaNException(); }</code>	<code>int div(int a, int b) throws ... { throw new ByZeroException (); }</code>	
AOR	<code>int div(int a, int b) throws...{ if ... if ... return a+b; }</code>	<code>int div(int a, int b) throws... { if ... if ... return a-b; }</code>	<code>int div(int a, int b) throws... { if ... if ... return a*b; }</code>
ROR	<code>int div(int a, int b) throws ... { if (a==0 b==0) throw new NaNException(); ... }</code>		
ABS	<code>int div(int a, int b) throws ... { if (Math.abs(a)==0 && b==0) throw ... if (b==0) throw new ByZeroException(); return a/b; }</code>	<code>int div(int a, int b) throws ... { if (a==0 &&Math.abs(b)==0) throw if (b==0) throw new ByZeroException(); return a/b; }</code>	
UOI	<code>int div(int a, int b) throws ...{ if (-a==0 && b==0) throw ... if (b==0) throw ... return a/b; }</code>	<code>int div(int a, int b) throws ...{ if (a==0 &&-b==0) throw ... if (b==0) throw ... return a/b; }</code>	
LCR	<code>int div(int a, int b) throws NaNException, ByZeroException { if (a==0 b==0) throw new NaNException(); if (b==0) throw new ByZeroException(); return a/b; }</code>		

Table 1. Source code representation of some changes introduced in a small piece of bytecode

For this example we'll select all of them excepting LCR (Figure 24).



Figure 24. Selection of mutation operators

3.3.3. Selecting options to generate versions

Suppose we have the system in Figure 25. It is composed by four classes *A*, *B*, *C*, *D* which respectively have produced 5, 4, 6 and 3 mutants.

Original system={*A*, *B*, *C*,
D}

Mutants={*A*₁, *A*₂, *A*₃, *A*₄, *A*₅,
*B*₁, *B*₂, *B*₃, *B*₄,
*C*₁, *C*₂, *C*₃, *C*₄, *C*₅, *C*₆,
*D*₁, *D*₂, *D*₃}

Figure 25. A system composed by four classes and its mutants

As Figure 26 shows, these class mutants can be combined into mutated versions applying two mutation techniques: **High Order Mutation** and **Mutant Sampling**.

The **High Order Mutation** technique combines more than one mutant in each version. This technique can be applied with several algorithms (**One fault/version**, three **Each choice** and **Pair wise**) and restrictions (**do not joint mutants in the same class, method** or with the **same mutation operator**) to combine errors and with different **orders** which can be determine to indicate how many mutants combine in each version.

The **Mutant sampling** bar appearing beneath allows to mount and to test only a percentage of the total number of versions, which are randomly selected. Some studies have shown that the Mutation Score got on a small random percentage of mutants is almost equivalent to the Mutation Score on the total number of mutants.

High order mutation: Do not join mutants of the same operator
 Do not join mutants in the same class
 Do not join mutants in the same method

One fault/version Each choice Pair wise
 Each choice first-last
 Random each choice

Order:

Mutant sampling:
 % Size 25%

Figure 26. Algorithms and options for class mutants combination into mutated versions

Depending on the algorithm, the number and properties of the mutated versions will be different. In all cases, the mutated versions will have four classes, but:

- **With One fault per version**, each mutated version will contain one mutated class and three original classes. Versions in this category are, for example: $\{A_1, B, C, D\}$, $\{A_5, B, C, D\}$, $\{A, B_3, C, D\}$, $\{A, B, C_6, D\}$, etc.
- **With Each Choice**, each mutated version will contain n mutants (being n the selected order). Each mutant will be introduced in at least a mutated version. The selection of the mutants to build the versions is sequential, starting at the beginning of the list of mutants.
- **With Each Choice first-last**, each mutated version will contain n mutants (being n the selected order). Each mutant will be introduced in at least a mutated version. The selection of the mutants to build the versions uses two sequences, from the beginning and from the end of the lists of mutants, selecting each time a mutant from a different sequence.
- **With Random Each Choice**, each mutated version will contain n mutants (being n the selected order). Each mutant will be introduced in at least one mutated version. The selection of the mutants to build the versions is random.
- **With Pair wise**, each pair of mutant classes proceeding from different classes will be introduced in at least a mutated version: consider there are 6 pair tables: (A, B) , (A, C) , (A, D) , (B, C) , (B, D) and (C, D) . Table (B, D) , for example, contains 12 pairs: (B_1, D_1) , (B_1, D_2) , (B_1, D_3) , (B_2, D_1) , (B_2, D_2) , (B_2, D_3) , (B_3, D_1) , (B_3, D_2) , (B_3, D_2) , (B_4, D_1) , (B_4, D_2) and (B_4, D_3) . The idea behind Pair wise is to generate versions visiting all the pairs in all the pair tables. Data

on Figure 27 represent 30 possible combinations of the mutant classes, which correspond to 30 possible mutant versions. In this case, they have been generated with **Order=4** (see Figure 26), what means that each mutant version may have up to 4 mutant classes.

1 {A1,B1,C1,D1}	7 {A2,B1,C2,D3}	13 {A3,B1,C3,D2}	19 {A4,B1,C4,D2}	25 {A5,B1,C3,D1}
2 {A1,B1,C6,D1}	8 {A2,B2,C1,D1}	14 {A3,B2,C4,D3}	20 {A4,B1,C5,D1}	26 {A5,B1,C4,D1}
3 {A1,B2,C2,D2}	9 {A2,B3,C4,D2}	15 {A3,B3,C2,D1}	21 {A4,B1,C6,D1}	27 {A5,B1,C5,D1}
4 {A1,B2,C5,D2}	10 {A2,B3,C5,D3}	16 {A3,B4,C1,D2}	22 {A4,B2,C3,D1}	28 {A5,B2,C6,D2}
5 {A1,B3,C3,D3}	11 {A2,B3,C6,D3}	17 {A3,B4,C5,D1}	23 {A4,B3,C1,D3}	29 {A5,B3,C1,D3}
6 {A1,B4,C4,D1}	12 {A2,B4,C3,D1}	18 {A3,B4,C6,D1}	24 {A4,B4,C2,D3}	30 {A5,B4,C2,D1}

Figure 27. Possible combinations with Pair wise and Order=4

3.3.4. Generation of mutant classes and mutant versions

For this example, we'll leave the options shown in Figure 26 (note the **Mutant sampling** was reduced to 25%). With all the mutation operators already selected (Figure 24), we can press the **Get versions** button. Bacterio allows us now to do a finest selection of the classes and methods to mutate (Figure 28): we'll leave out of the mutation the *tests* package, since it has no business code, but only test cases that must not be mutated.

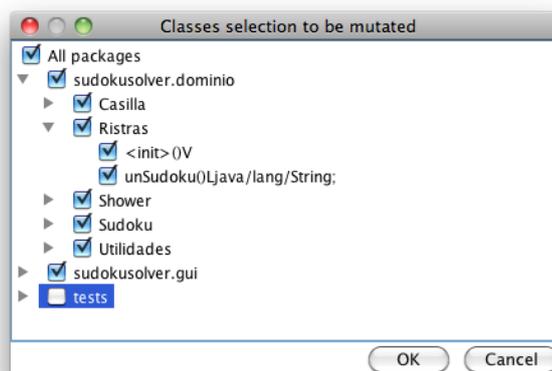


Figure 28. A fine selection of the classes to mutate

We press *Ok* and, after some moments, Bacterio says that it has finished of applying the last mutation operator (Figure 29).



Figure 29. The generation of class mutants has finished

Now, we can press the **Show results** button to see the locations of the changes introduced by Bacterio and what operator has been applied (Figure 30).

Total mutants									
Total Mutants	ror	inc	uoi	dec	swa	aor	nuf	tex	abs
2199	997	47	418	47	32	216	23	1	418

Mutants					
Mutant Name	Class	Method	Operator	Extra Info	
dec.sudokusolver.dominio.Sudoku.26_0_112	sudokusolver.dominio.Sudoku	columnasCubiertas(III)Z	dec	parameter 2	
dec.sudokusolver.dominio.Sudoku.27_0_113	sudokusolver.dominio.Sudoku	columnasCubiertas(III)Z	dec	parameter 3	
dec.sudokusolver.dominio.Sudoku.28_0_114	sudokusolver.dominio.Sudoku	columnasCubiertas(III)Z	dec	parameter 4	
dec.sudokusolver.dominio.Sudoku.29_0_115	sudokusolver.dominio.Sudoku	marcarProhibidosPorFila(II)V	dec	parameter 1	
dec.sudokusolver.dominio.Sudoku.2_0_88	sudokusolver.dominio.Sudoku	hayCerteza(III)Z	dec	parameter 2	
dec.sudokusolver.dominio.Sudoku.30_0_116	sudokusolver.dominio.Sudoku	marcarProhibidosPorFila(II)V	dec	parameter 2	

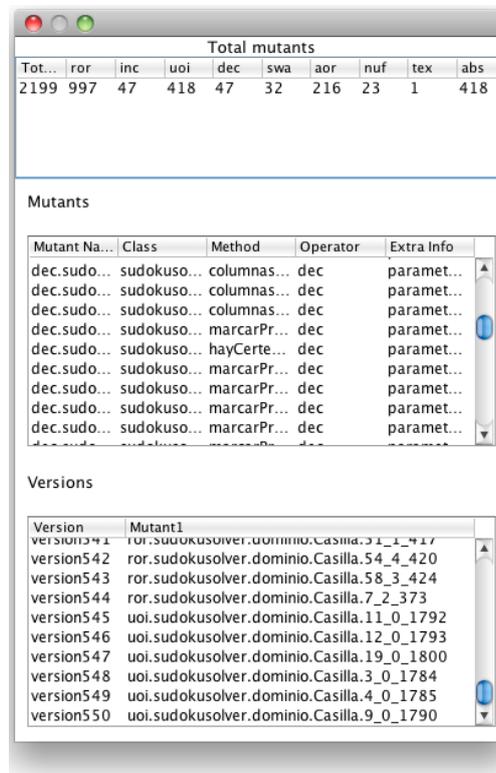
Versions	
Version	Mutant1
version541	ror.sudokusolver.dominio.Casilla.54_4_420
version542	ror.sudokusolver.dominio.Casilla.54_4_420
version543	ror.sudokusolver.dominio.Casilla.58_3_424
version544	ror.sudokusolver.dominio.Casilla.7_2_373
version545	uoi.sudokusolver.dominio.Casilla.11_0_1792
version546	uoi.sudokusolver.dominio.Casilla.12_0_1793

Total mutants									
Total Mutants	ror	inc	uoi	dec	swa	aor	nuf	tex	abs
2199	997	47	418	47	32	216	23	1	418

Mutants					
Mutant Name	Class	Method	Operator	Extra Info	
dec.sudokusolver.dominio.Sudoku.26_0_112	sudokusolver.dominio.Sudoku	columnasCubiertas(III)Z	dec	parameter 2	
dec.sudokusolver.dominio.Sudoku.27_0_113	sudokusolver.dominio.Sudoku	columnasCubiertas(III)Z	dec	parameter 3	
dec.sudokusolver.dominio.Sudoku.28_0_114	sudokusolver.dominio.Sudoku	columnasCubiertas(III)Z	dec	parameter 4	
dec.sudokusolver.dominio.Sudoku.29_0_115	sudokusolver.dominio.Sudoku	marcarProhibidosPorFila(II)V	dec	parameter 1	
dec.sudokusolver.dominio.Sudoku.2_0_88	sudokusolver.dominio.Sudoku	hayCerteza(III)Z	dec	parameter 2	
dec.sudokusolver.dominio.Sudoku.30_0_116	sudokusolver.dominio.Sudoku	marcarProhibidosPorFila(II)V	dec	parameter 2	

Figure 30. Location of the mutations

Now, we press the **Mount versions** button in order to leave Bacterio to combine the class mutants into mutant versions. Since the selected algorithm was **One fault/version**, Bacterio produces so many versions as mutants, which are saved in the *Versions folder* specified in the configuration dialog (Figure 19): *Desktop/versions* in this case. For this example there are 2,199 mutants. As we selected 25% of **Mutant sampling**, the tool generates 550 mutant versions randomly selected (Figure 31). As the **One fault/mutant** algorithm was selected, each version holds a mutant class. Also, Bacterio creates an empty folder for each version (Figure 32). Later, when test cases are executed, Bacterio will leave on them some data of the execution.



Total mutants									
Tot...	ror	inc	uoi	dec	swa	aor	nuf	tex	abs
2199	997	47	418	47	32	216	23	1	418

Mutant Na...	Class	Method	Operator	Extra Info
dec.sudo...	sudokuso...	columnas...	dec	paramet...
dec.sudo...	sudokuso...	columnas...	dec	paramet...
dec.sudo...	sudokuso...	columnas...	dec	paramet...
dec.sudo...	sudokuso...	marcarPr...	dec	paramet...
dec.sudo...	sudokuso...	hayCerte...	dec	paramet...
dec.sudo...	sudokuso...	marcarPr...	dec	paramet...
dec.sudo...	sudokuso...	marcarPr...	dec	paramet...
dec.sudo...	sudokuso...	marcarPr...	dec	paramet...
dec.sudo...	sudokuso...	marcarPr...	dec	paramet...
dec.sudo...	sudokuso...	marcarPr...	dec	paramet...

Version	Mutant1
version541	ror.sudokusolver.dominio.Casilla.51_1_417
version542	ror.sudokusolver.dominio.Casilla.54_4_420
version543	ror.sudokusolver.dominio.Casilla.58_3_424
version544	ror.sudokusolver.dominio.Casilla.7_2_373
version545	uoi.sudokusolver.dominio.Casilla.11_0_1792
version546	uoi.sudokusolver.dominio.Casilla.12_0_1793
version547	uoi.sudokusolver.dominio.Casilla.19_0_1800
version548	uoi.sudokusolver.dominio.Casilla.3_0_1784
version549	uoi.sudokusolver.dominio.Casilla.4_0_1785
version550	uoi.sudokusolver.dominio.Casilla.9_0_1790

Figure 31. Location of the mutant versions

Nombre	Fecha de modificación	Tamaño	Clase
2011.1.3.20.50.30.mutation.session.txt	Hoy, 20:50	295 KB	Texto normal
2011.1.3.20.50.43.generation.session.txt	Hoy, 20:50	147 KB	Texto normal
equivalentMutants	Hoy, 20:50	0 KB	Documento
original	Hoy, 20:50	--	Carpeta
version1	Hoy, 20:50	--	Carpeta
version2	Hoy, 20:50	--	Carpeta
version3	Hoy, 20:50	--	Carpeta
version4	Hoy, 20:50	--	Carpeta
version5	Hoy, 20:50	--	Carpeta
version6	Hoy, 20:50	--	Carpeta
version7	Hoy, 20:50	--	Carpeta
version8	Hoy, 20:50	--	Carpeta
version9	Hoy, 20:50	--	Carpeta
version10	Hoy, 20:50	--	Carpeta
version11	Hoy, 20:50	--	Carpeta
version12	Hoy, 20:50	--	Carpeta
version13	Hoy, 20:50	--	Carpeta
version14	Hoy, 20:50	--	Carpeta

Figure 32. Bacterio creates a folder for saving the results of each version

3.4. Test cases execution

At this moment, we have all we require to execute test cases against the original and the mutants:

- We have mutant versions of the system.
- We have test cases in *tests/Test1.class*.

In order to execute the test cases saved in *Test1.class*, we select **Mutation, Execution** on the menu bar of the main screen (Figure 17). The window in Figure 33 appears.

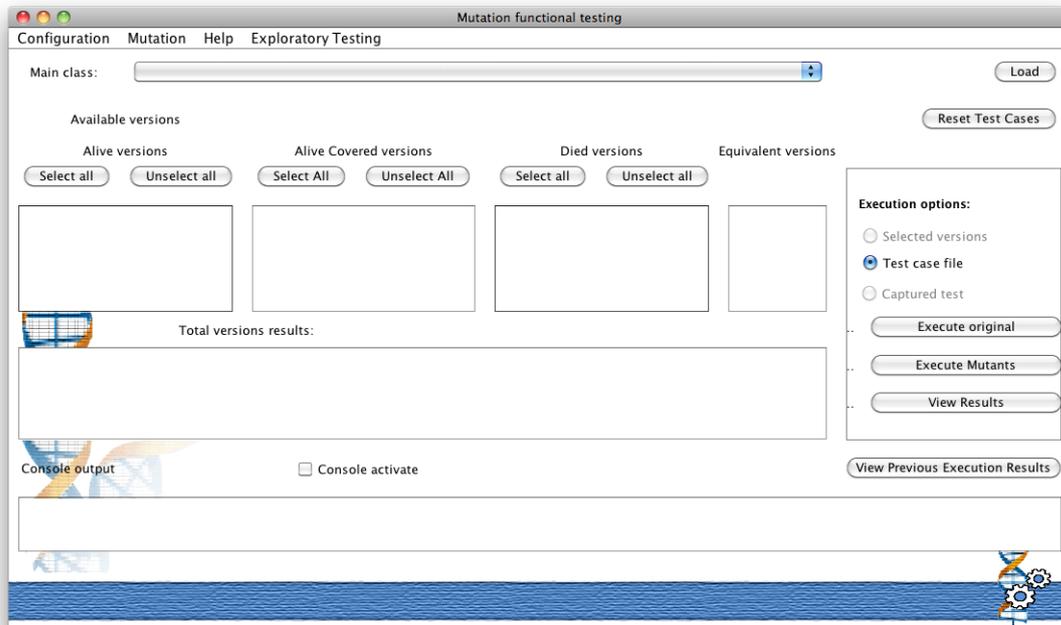


Figure 33. Mutant execution window

The first thing to do now is to load the mutant versions. For this, we press the **Load** button on the right side of the window and the **Alive versions** list is filled-in (Figure 34). This list is loaded because, in the configuration window (Figure 19), we specified that the versions would be saved on *Desktop/versions*.

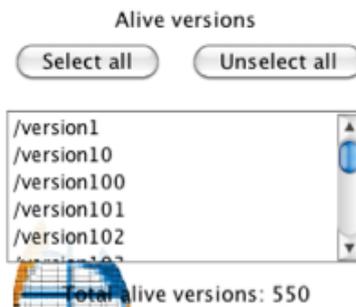
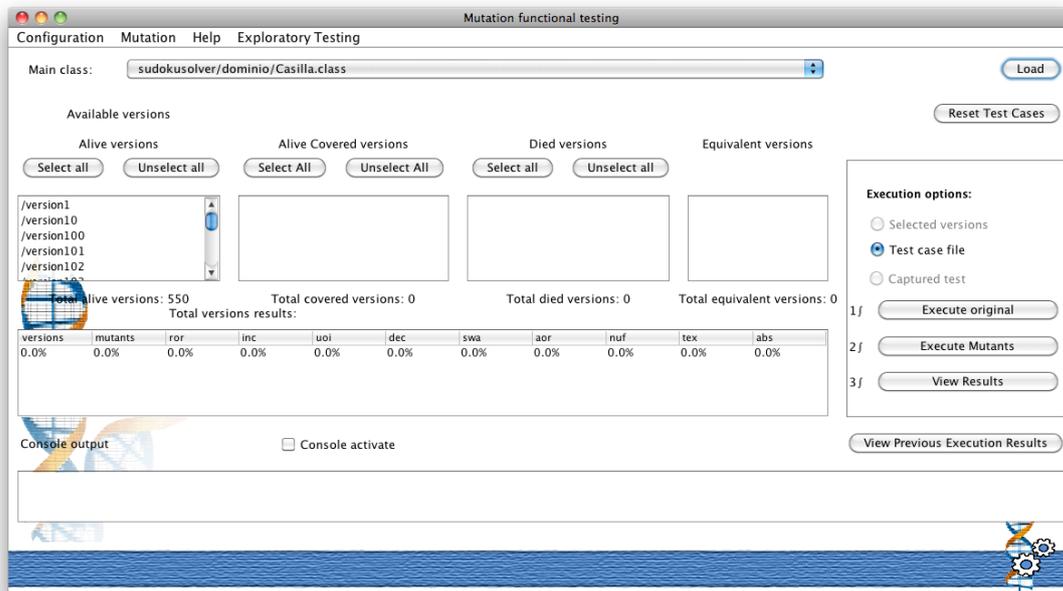


Figure 34. Bacterio loads and shows the alive versions (currently, none is killed)

Now, we select the versions we are interested in testing, which will be all of them. Then, we press the **Select all** button and, then, the **Execute mutants** button. Bacterio shows now a small dialog (Figure 35) to select the test cases contained in the test suites saved on the **Tests cases folder** we specified in the configuration window of Figure 19.

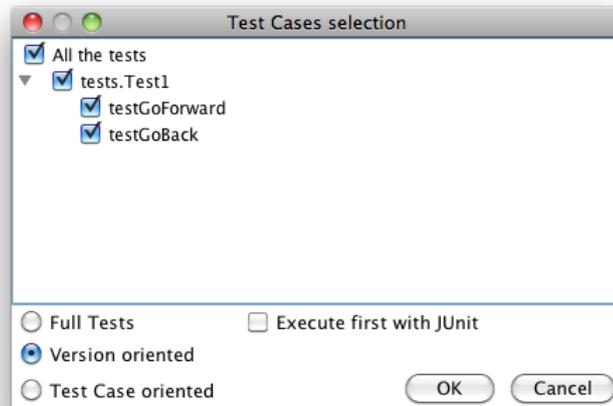


Figure 35. Selection of the test cases to execute

We leave the options as presented and press the **Ok** button to execute the test cases against the mutants (Figure 36):

1. In the first time, Bacterio executes twice the test cases against the original system. In this way, Bacterio is capable of detecting areas in the SUT whose behavior may depend on chance, which are marked and will not be taken into account during mutant execution.
2. Then, Bacterio launches the test cases against the mutant versions.

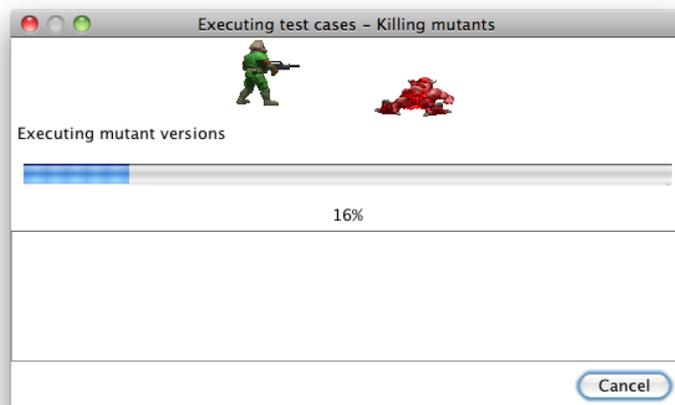


Figure 36. Bacterio, trying to execute and kill mutants

3.5. Result analysis

When all test cases have been executed, Bacterio shows the results in a window like that in Figure 37. This window shows relative results of the versions executed (for example, if we would generate 100 versions but we only execute 50, the results would be calculated taking into account only the 50 executed versions, thus if the test would kill the 50 versions this window would show 100% of mutation score, but for the complete mutation process we would obtain 50%, which is shown in the execution window, Figure 33, after this window is closed).

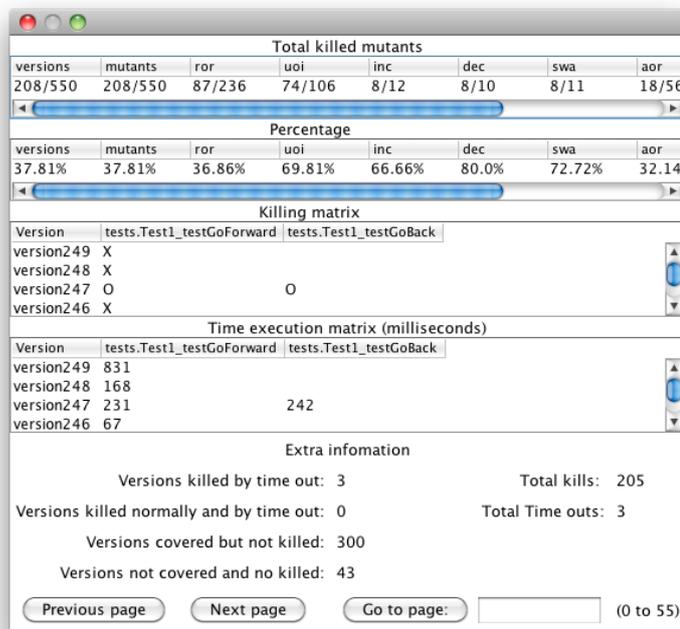


Figure 37. Results of the execution of the test cases

That window reports on:

1. In Figure 38, the total number of killed versions with respect to the number of versions executed, as well as the number of mutants proceeding from each mutation operator.

Total killed mutants										
versions	mutants	ror	uoi	inc	dec	swa	aor	nuf	abs	
208/550	208/550	87/236	74/106	8/12	8/10	8/11	18/56	3/10	2/109	

Figure 38. Total number of killed

2. In Figure 39, the percentages of killed versions.

Percentage									
versions	mutants	ror	uoi	inc	dec	swa	aor	nuf	abs
37.81%	37.81%	36.86%	69.81%	66.66%	80.0%	72.72%	32.14%	30.0%	1.83%

Figure 39. Percentage of killed

3. In Figure 40, the killing matrix: this is, what test cases have killed what versions:

- a. Killed mutants are marked with **X** (for example, *version200* is killed by the *testGoForward* test case).
- b. Killed mutants by **Timeout** (Figure 18) are marked with **X(T)**, such as *version166*.
- c. Alive mutants that, furthermore, have not been traversed by test cases, have no mark (*version28*, for example).
- d. With respect to other mutation tools, Bacterio includes a useful novelty: covered mutants remaining alive (this is, mutants whose mutated statement has been traversed by the test case, but with no discovering the change) are marked with "O". This is the case of *version167*.

Killing matrix		
Version	tests.Test1_testGoForward	tests.Test1_testGoBack
version28		
version168	O	O
version200	X	
version27		
version167	O	O
version26	X	
version166	X(T)	
version25	O	O
version165	O	O
version24	X	

Figure 40. Killing matrix

In the previous figure, *version200* was killed by *testGoForward* and there is no mark under *testGoBack*: with the execution algorithm we left selected as default (**Versions oriented**, Figure 35), if a test case kills a version, then no more test cases are executed against it (remind the Killing matrix section in **¡Error! No se encuentra el origen de la referencia.**). Therefore, the **Versions oriented** test case execution algorithm fills-in the killing matrix by rows.

4. In Figure 41, the times of execution of each test case against each version.

Time execution matrix (milliseconds)

Version	tests.Test1_testGoForward	tests.Test1_testGoBack
version28	2990	4327
version168	4808	5375
version200	1229	
version27	7495	9651
version167	11349	18318
version26	7	
version166	-1	
version25	2153	274
version165	223	244
version24	112	

Figure 41. Execution time matrix

5. Finally (Figure 42), it shows a summary of the results.



Figure 42. Summary of results

Additionally, when we close the results dialog and return to the **Execution window** (Figure 33), Bacterio updates its data: now, it reports (Figure 43) about the “completely alive” versions (those whose mutated statement have not been traversed by test cases), the alive but covered versions, the killed versions, the equivalent versions marked by the tester.



Figure 43. The execution window, updated with new information

Also, the information with the score achieved with all generated versions is updated (Figure 44).

Total versions results:

versions	mutants	ror	inc	uoi	dec	swa	aor	nuf	abs
37.81%	37.81%	36.86%	66.66%	69.81%	80.0%	72.72%	32.14%	30.0%	1.83%

Figure 44. Score mutation matrix with global results.

3.5.1. Random test cases

Sometimes, depending of the domain of the system under test, the test cases and the Bacterio configuration, Bacterio detects chance in the outputs of the original system. For example, when some values are randomly calculated or generated in the system, and they are considered part of the output or take effect in the output, like dice results. Chance has a dramatic effect in the mutants results, because all the mutants would be killed by a test case that produce a random output, because the output will be almost always different, thus all the mutants will produce a different output than the output of the original system and they will be killed.

Bacterio detects this randomness executing the original version twice, and applies a special treatment to the random outputs, discarding the random parts of the outputs. However, the random test cases suppose a risk and can produce deviations in the mutation scores. Thus, in addition to apply the special treatment, Bacterio calculates the risk of the random test cases detected and before the execution of the tests, Bacterio asks to the user if the test should be run or not with a window like Figure 46.

Suppose that we create a random test case, in the example *testRandom*, and we execute it (Figure 45).

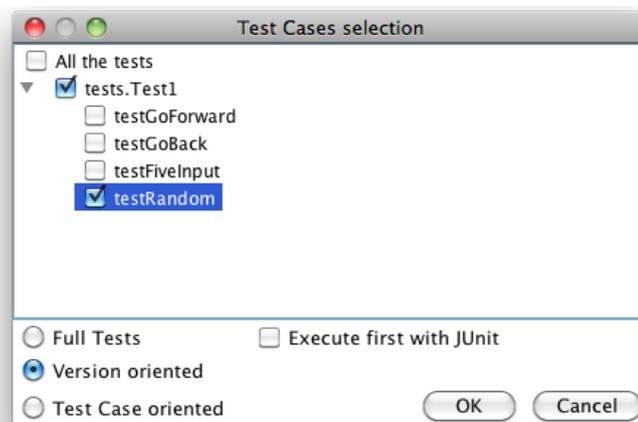


Figure 45. Executing a random test

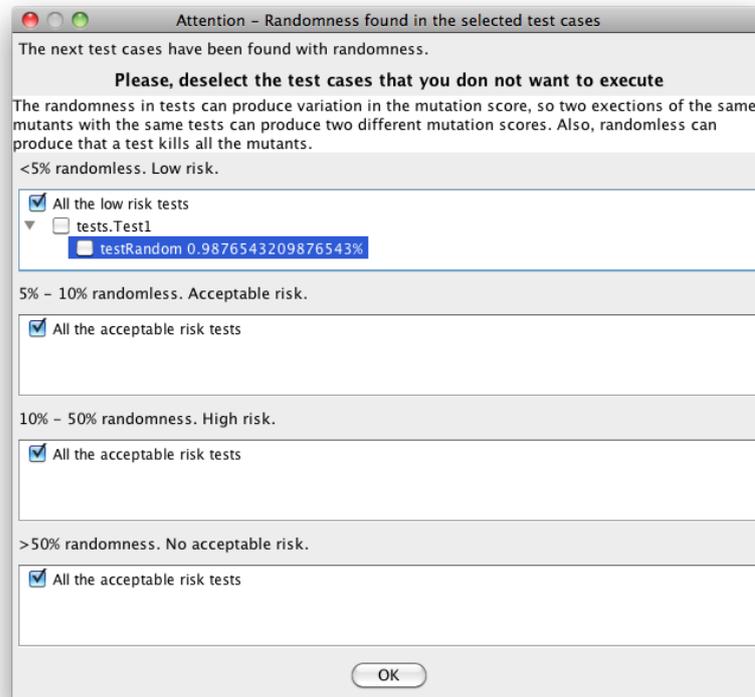


Figure 46. Randomness found window

After Bacterio executes the original system, the window of Figure 46 appears. In this window there are four kinds of risk.

1. Low risk: Less than 5% of the output of the system is random, so this is a very low risk and thanks to the special treatment of Bacterio, to execute the test is safety enough.
2. Acceptable risk: Between 5% and 10% of the output of the system is random, so this risk is acceptable and thanks to the special treatment of Bacterio, the mutation scores will not be affected.
3. High risk: Between 10% and 50% of the output of the system is random, so this risk is high and, even with the special treatment of Bacterio, the mutation scores can be affected.
4. No acceptable risk: More than 50% of the output of the system is random, so this risk is not acceptable and, even with the special treatment of Bacterio, the mutation scores will be affected.

Thus, after to study the possible risks, the tester can deselect those tests desired and they will not executed by Bacterio.

3.5.2. Enriching the test suite with more test cases

Since we are only killing 37.81% of mutants, we need to add new test cases to the test suite, in order to reach a higher mutation score. In particular, we'll put our focus on those versions whose mutations have not been traversed by test cases such as *version91*, *version92*, *version93* and *version94* in Figure 43.

In order to write a test case to kill *version91* (and, likely, other versions), we can decompile *version91* to inspect its source code and see the mutation done. Bacterio makes this thanks to the JODE Java decompiler (2, section 2.4.2). The resulting source code is not exactly the same written by the programmer, but can help the tester to define a test that could kill the mutant. Then, we locate *version91* in the left-side list of Figure 43 and make double click on it. Bacterio opens a window (Figure 47) which show the source code of the original version (Figure 47-left) and the mutated version (Figure 47-right) and highlights the mutated statement: the mutation operator has changed `>` by `<=` in the *validar* function of the *JTFCasilla* class.

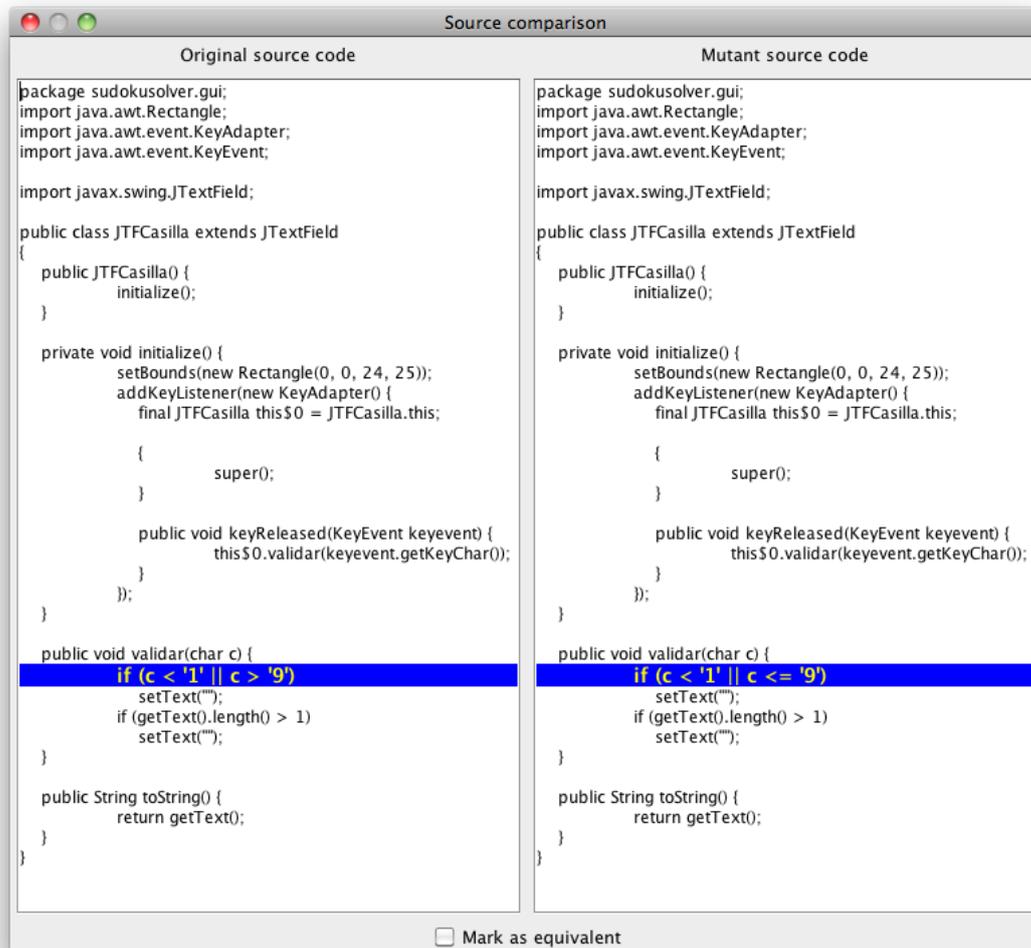


Figure 47. Source code of the original (left) and of the mutant (right)

The original conditional statement checks whether the value in a cell of the sudoku is between 1 and 9 in order to validate an input to the system, what means that the user can only insert a number between 1 and 9. However, the mutated version has a mutated condition which do not allows numbers lower 10. Thus the tester should design a test case that could execute that part of code with a 5 in the input for example, which will produce a different behavior of the system.

This new test case can be designed as a new test method in the same class that the other tests or in a new test class, but the new `.class` files created must be in the same classpath defined in the configuration window (Figure 19).

When a new test case has been added to the test suite, in the example `testFiveInput` test case, it can be executed with Bacterio. In order to execute this new test case, only the

lived versions must be selected (Figure 48), because there is not sense to execute again the dead versions.



Figure 48. Alive mutants selected

Then, we execute the selected versions normally. Figure 49 shows that now the new test case can be selected. Only this test is selected because the other two test cases have been already executed. The Figure 50 shows the results of the execution of the new test case. These results are relative to the executed versions and shows that the new test case have kill 5 versions that were alive.

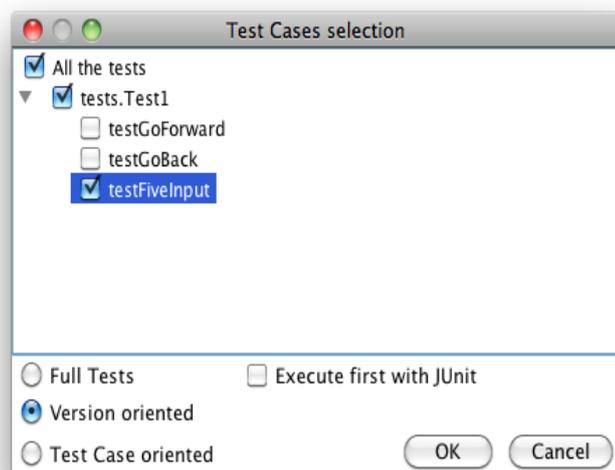


Figure 49. New test case selected

3.5.3. Detection of equivalent versions

In the process to enrich the test suite with more test cases, it is possible that some versions cannot be killed because they are equivalent mutants. For example, the Figure 52 shows the decompiled code of the *version517*. In the mutated code, the *absolute value* function has been applied to the variable *i* of the method *prohibidos* of *Casilla* class, before use this variable in a mathematic operation. However, as the code shows, this variable will never have a negative value, thus the absolute value function will not cause a different behavior of the system in any case, thus this version is equivalent to the original system.

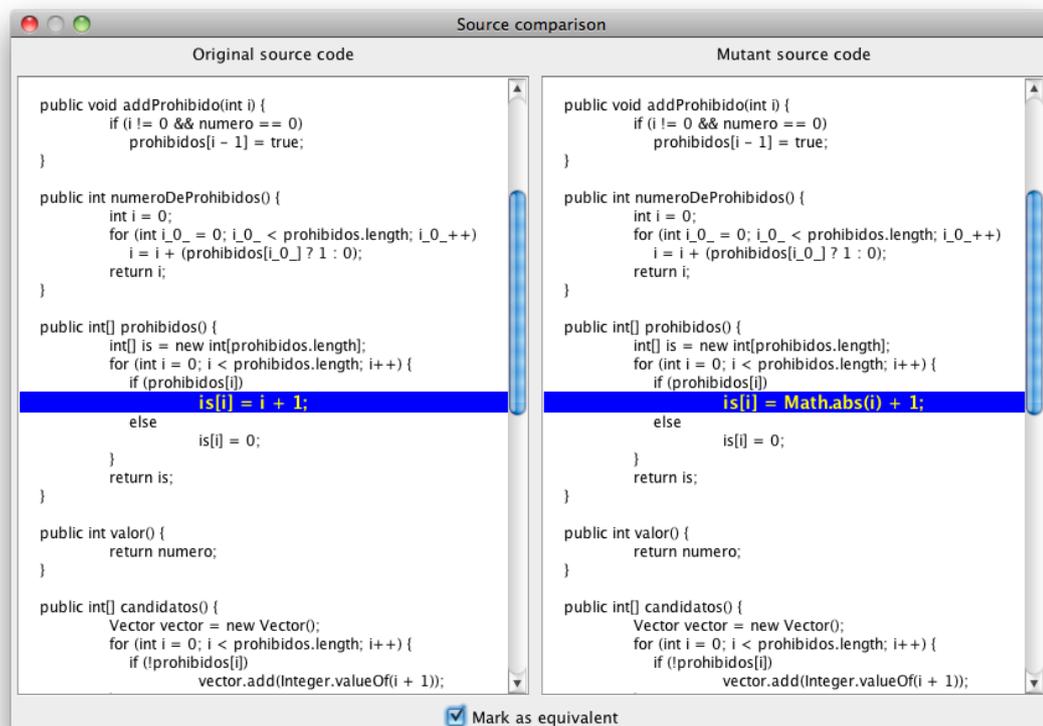


Figure 52. Decompiled code of *version517*

In this case, this version must be mark as equivalent, which can be done simply making click in *Mark as equivalent* check button in the bottom side of the window showed in Figure 52. Then, the mutant is mark as equivalent and the execution window is updated (Figure 53).



Figure 53. The *Equivalent versions* list updated

3.5.4. Exploratory test cases

Some applications are mainly based in graphical user interfaces, thus the designing of test cases could be hard and it is more useful to explore the system by hand. This exploratory testing usually is done by a tester who runs the system and interacts with the graphical user interfaces to execute functionalities. In order to apply mutation analysis to this GUI based systems, Bacterio can store the interactions of a user with the system and reproduce them with the mutant versions.

Exploratory test cases cannot be analyzed with *Functional Qualification* mutation kind, so first, we must to configurate the Bacterio properly. Figure 54 shows the configuration windows properly configured. In this case we have selected *Flexible Weak Mutation* kind, but we could select any other kind different from *Functional Qualification*. The remaining properties can be left as usual.

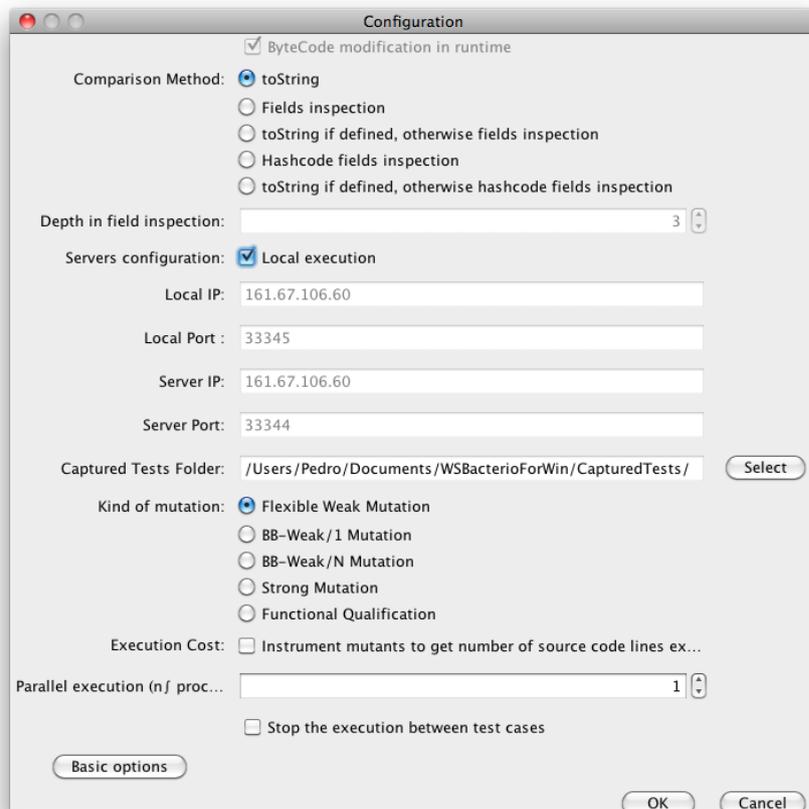


Figure 54. Configuration for exploratory execution

When Bacterio is properly configured, we can create an exploratory test case selecting *Exploratory Testing -> Capture* in the main windows (Figure 55). Then, the capture window appears.

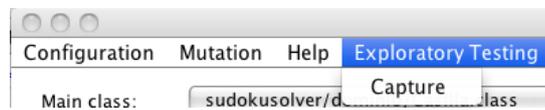


Figure 55. Go to *Capture exploratory tests* window

To create an exploratory test case, we must click on *Load* button to load all the classes of the system in the combobox. Then we select the main class in the combobox, *JFSudoku.class* in our case, and click on *Start Capturing* button (Figure 56).

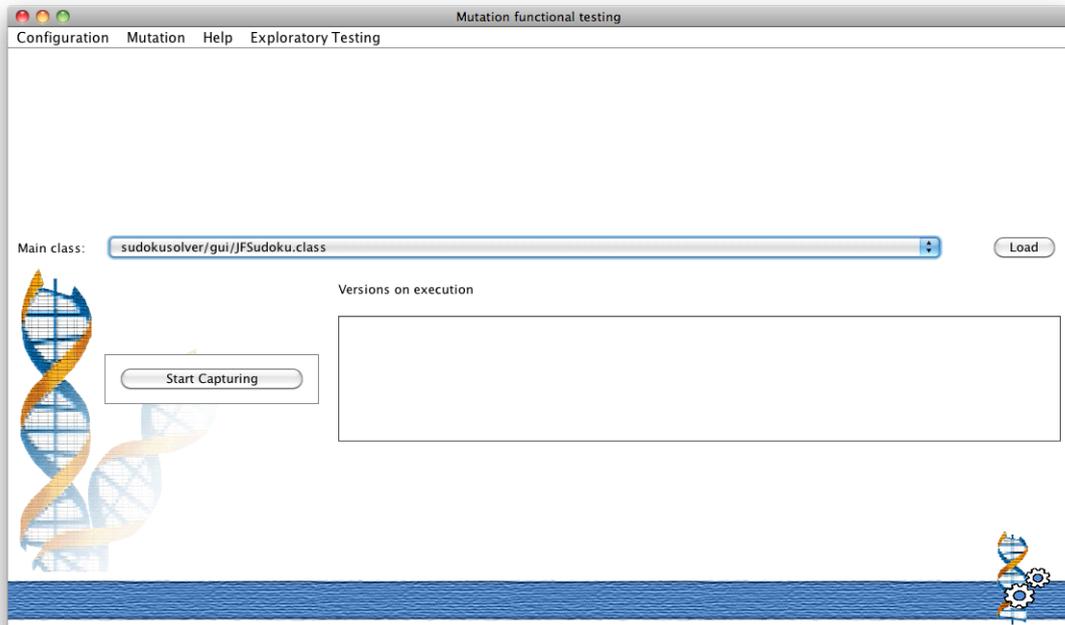


Figure 56. Capture exploratory tests window

When the *Start Capturing* Box is clicked, the execution console appears (Figure 57). Here we can insert arguments to the system and to the Java Virtual Machine. For the sudoku application no arguments are needed, thus we just need to click on *Run version* button. Then, the Sudoku application starts and all the interactions with it are store (Figure 58). When we close the application and the console window, Bacterio asks for the name of the test case (in the example *ExploratoryTestCase1*, see Figure 59), and after clicking the *Ok* button, the test case is stored with the Bacterio's format in the path configured.

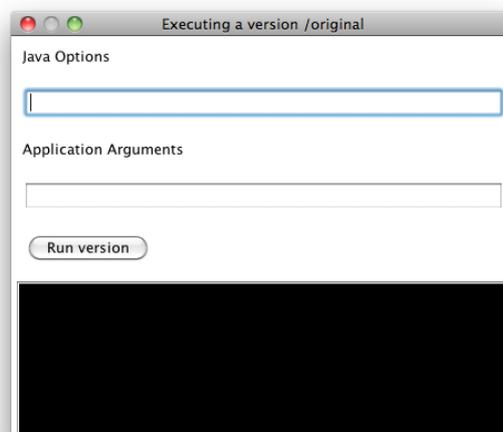


Figure 57. Execution console

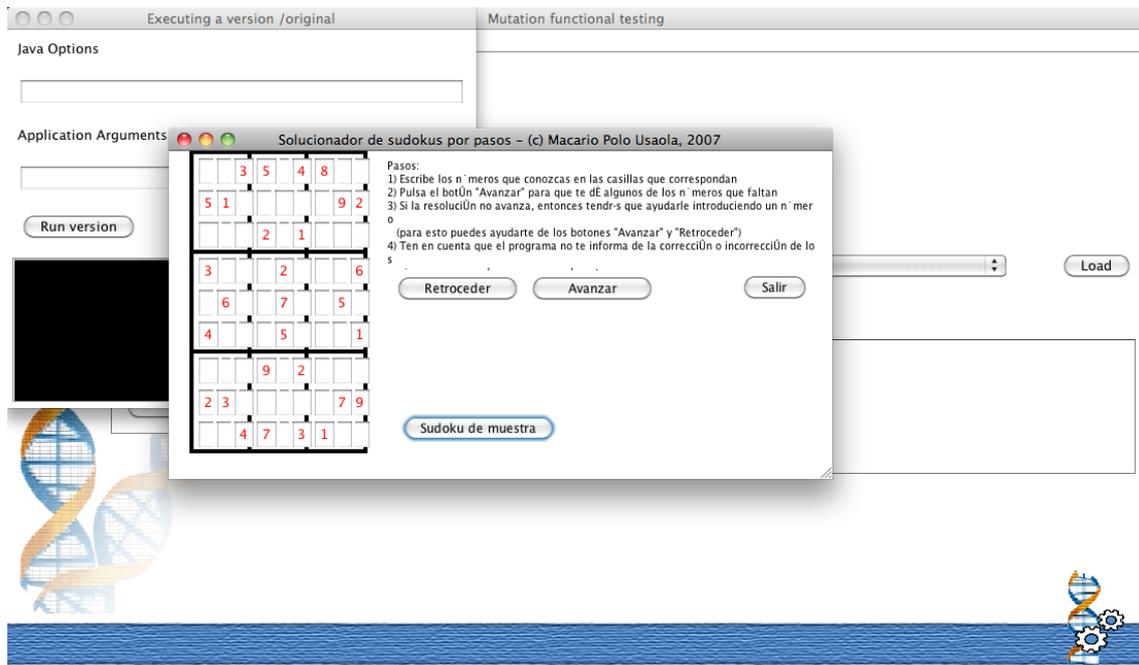


Figure 58. Sudoku application running



Figure 59. Saving an exploratory test case

Now, Bacterio can re-execute the captured test case with the mutant versions that we select. In the execution window we select *Captured Test* radio button (Figure 60) and click on Execute Mutants button. At this point, Bacterio give us a warning (Figure 61) because during the re-execution of captured tests, the user must not use the keyboard and mouse because Bacterio uses them to reexecute the tests (in fact, Bacterio move the mouse and create key and click events). If we accept, the window of Figure 62 appears, where we can select the captured tests to be run with the selected mutants.

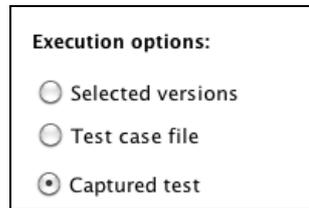


Figure 60. *Capture test* button selected

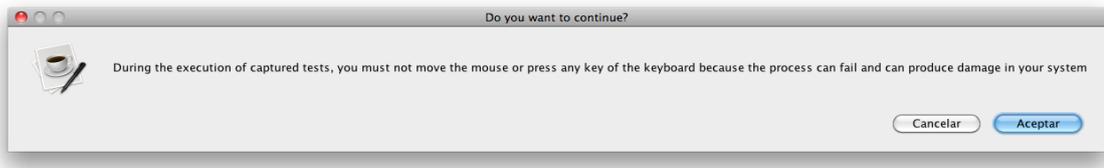


Figure 61. Warning message before to execute a exploratory test

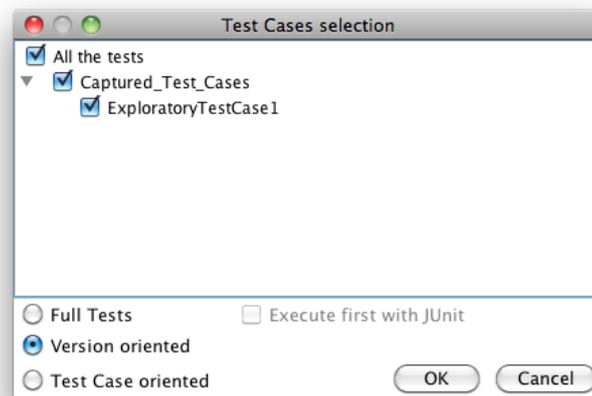


Figure 62. Exploratory test selected

3.5.5. Parallel Execution

Bacterio can run tests and mutants in parallel. The architecture used by Bacterio is in Figure 63. It is composed by three kinds of nodes: 1) *Local node*, 2) *Remote executor node* and 3) *Parallel facade node*.

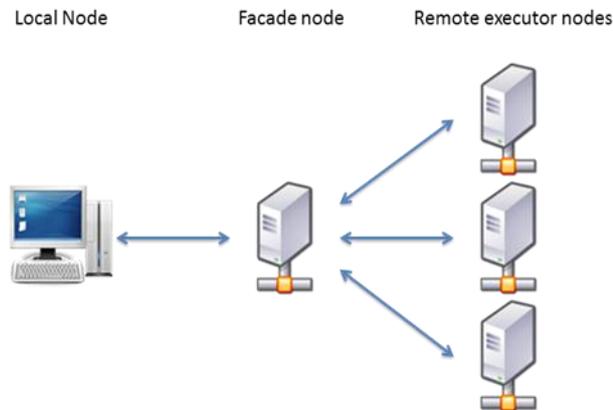


Figure 63. Parallel execution architecture

Each node of the architecture can be running in a different computer. In the local node, the user interacts with Bacterio to execute the functionalities described in this document: create mutants, execute mutants and view results. The mutant creation and the result calculation are done in the local node, only the execution of the test cases is done in parallel.

The remote executor nodes are in charge of running tests cases. These nodes receive tests and versions, execute that tests with the versions and send back the tests results.

The facade node is in charge of receiving from the local node all the selected versions and tests, and of their distribution between the remote executor nodes based on a distribution algorithm.

To configure the system to run in parallel, first we have to execute each remote executor node in a different computer using the command "`java -jar remoteExecutor.jar ip port tempFolder numberOfProcesses`" where *ip* is the ip of the computer, *port* an available port of the system, *tempFolder* is the path of a empty folder to store temporal data (test cases, versions, log files...) and *numberOfProcesses* is the number of cores of the processor of the computer (this parameter can be set as 1 by default). The Figure 64 shows an example of how to run a remote executor node.

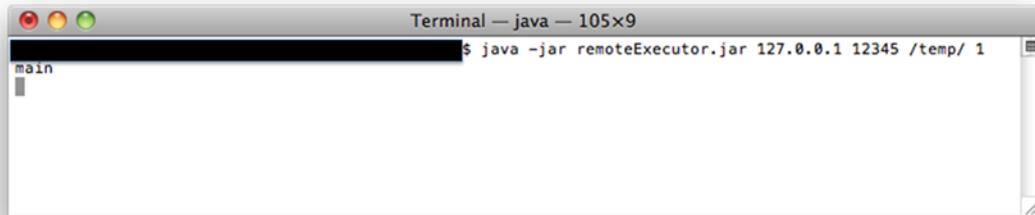


Figure 64. Start a remote executor node

When all the remote executor nodes are running, we must execute the facade node. This node is contained in the jar file facadeNode.jar. When we run this jar file the window of the Figure 65 appears. Here we can configurate the facade node.

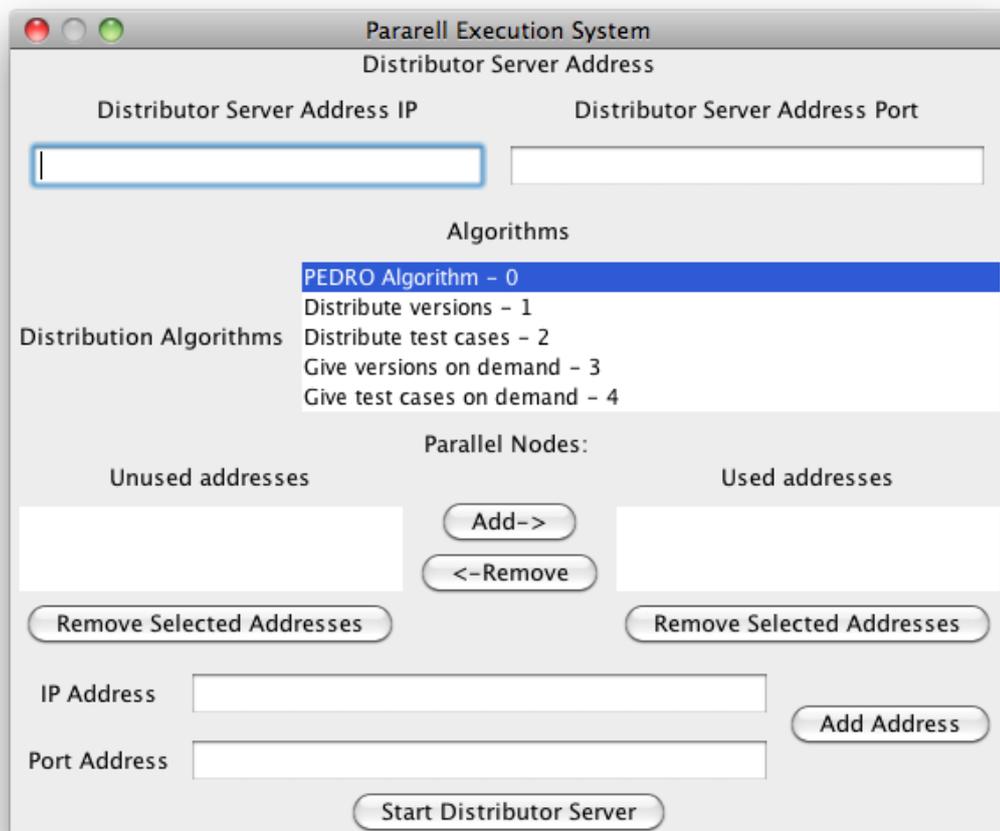


Figure 65. Start a facade node

The first two parameters to configurate are the ip address and port of the facade node. Then we must select one of the 5 distribution algorithms implemented in Bacterio:

1. PEDRO Algorithm (Parallel Execution with Dynamic Ranking and Ordering Algorithm): this algorithm distributes workloads dynamically, giving in each moment a different amount of load depending in the execution times or the previously workloads executed by the remote executor nodes.
2. Distribute versions: this algorithm splits the number of selected versions by the number of remote executor nodes, and gives to each node all the test cases with a part of the versions.
3. Distribute test cases: this algorithm splits the number of selected test cases by the number of remote executor nodes, and gives to each node all the selected versions with a part of the selected test cases.
4. Give versions on demand: this algorithm gives to each remote executor node all the selected test cases and one version. When a remote executor finishes, the facade node gives to that remote executor node another version, until all selected versions have been executed.
5. Give test cases on demand: this algorithm gives to each remote executor node all the selected versions and one test case. When a remote executor finishes, the facade node gives to that remote executor node another test case, until all selected test cases have been executed.

To configure the facade node we select PEDRO Algorithm.

The last necessary configuration information is the ip:port addresses of the remote executor nodes. This addresses can be added with the *Ip address* and *Port address* fields and the *add Address* button. Then with the buttons *add->* and *<-Remove* we can select the address that we want to connect. Finally, to start the face node we click on *Start Distributor Server* (Figure 66).

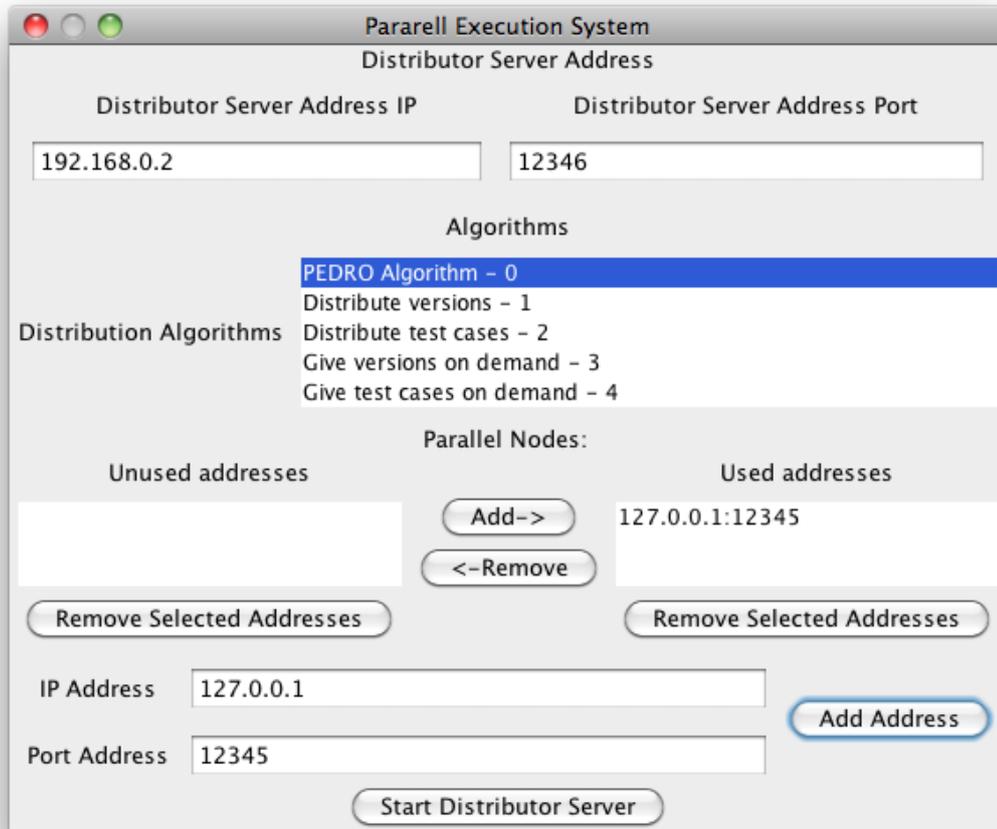


Figure 66. Facade node configured

When the remote executor nodes and the facade node are running, we can configure the local node. In the advanced configuration window, we de-select *local execution* check button and fill the fields *Local IP*, *Local Port*, *Server IP* and *Server Port* (Figure 67). Server IP and Server Port are the address of the facade node. Now all the executions are done in parallel.

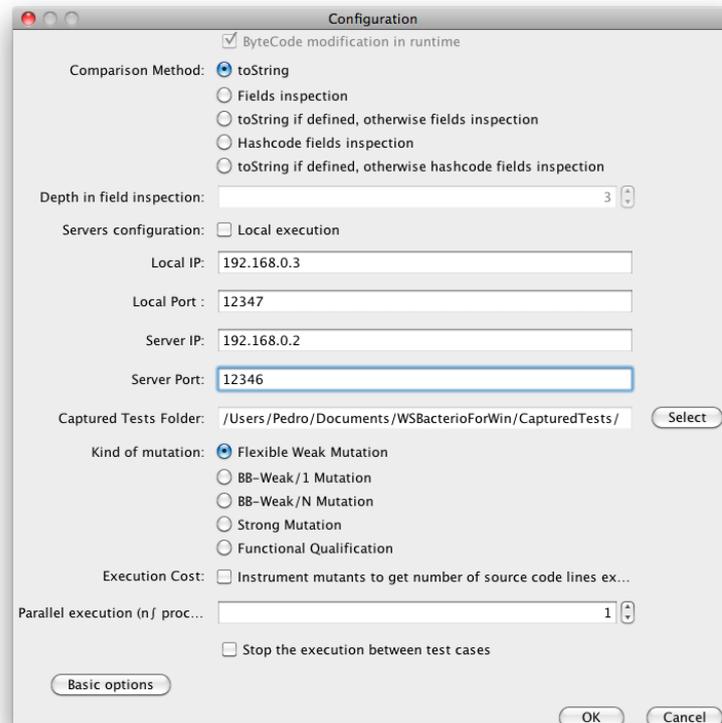


Figure 67. Local node configured to execute in parallel

3.5.6. Exploring the remaining options of Bacterio

This section briefly describes all the options in Bacterio.

3.5.6.1. Configuration windows

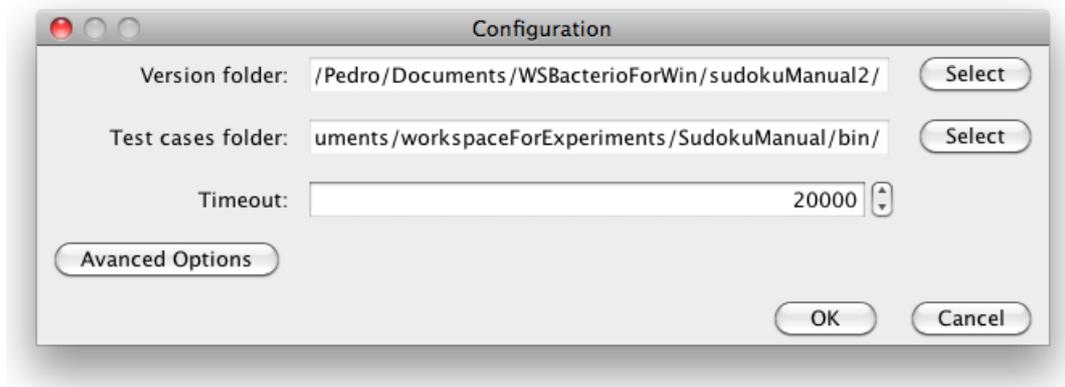


Figure 68. Basic configuration window

- **Version folder:** Path of a folder to store temporal files.
- **Test cases folder:** Path where the `.class` files of the test cases are.

- **Timeout:** Maximum time that a mutant version can be executing. After this time the version is considered dead. This parameter is used to stop infinite loop produced by the mutations.

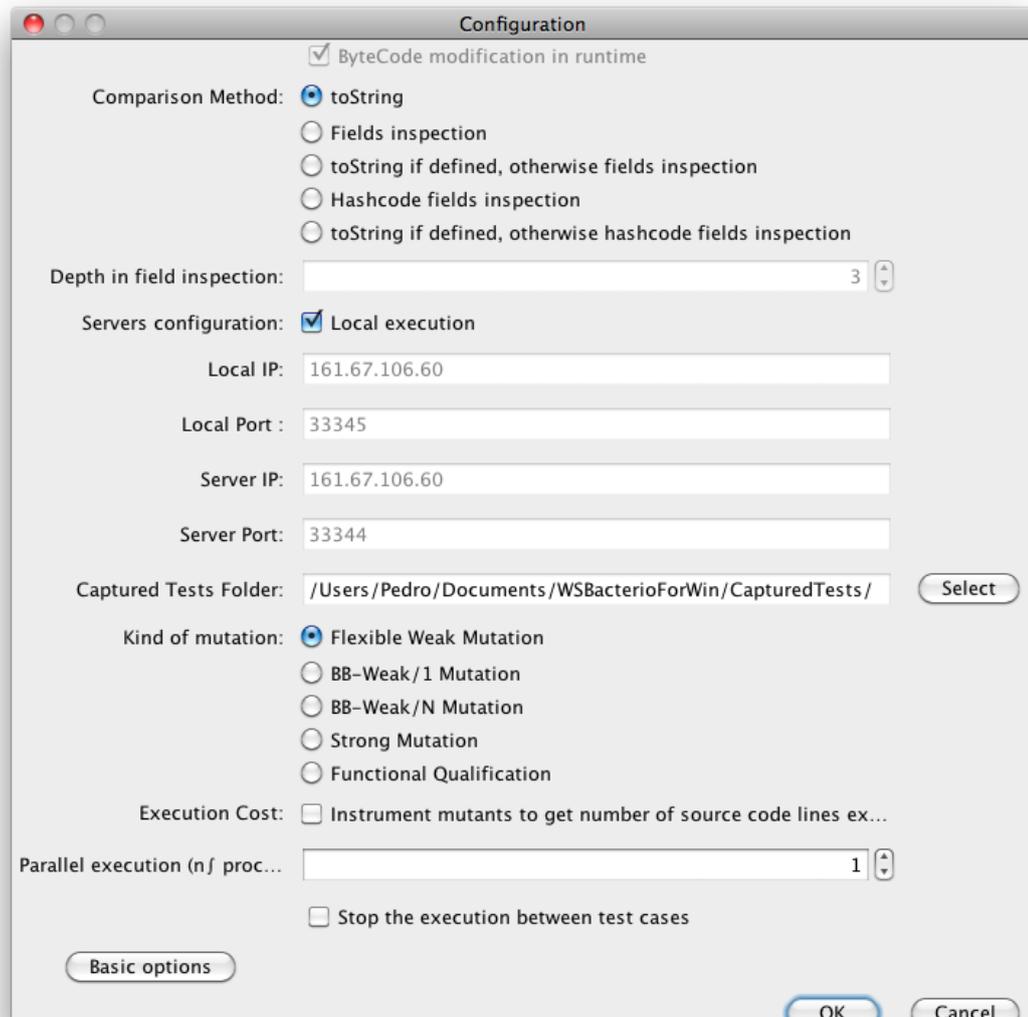


Figure 69. Advanced configuration window

- **Comparison Method:** Method used to determine the outputs of the system and for detecting the killed mutants. There are four comparison methods. They may have influence on the execution time. The quickest comparison method is **Hash code fields inspection**.
 - **toString:** Using the toString declared methods.
 - **Field inspection:** Inspecting the fields of the objects.

- **toString/Field inspection:** Using the toString declared methods, and for the objects that do not have a declared toString, inspecting the fields of the object.
 - **Hash code fields inspection:** Calculating a hash code with the values of the fields of the objects.
 - **toString/Hash code:** Using the toString declared methods, and for the objects that do not have a declared toString, calculating a hash code with the values of the fields of the object.
-
- **Depth in field inspection:** Number to references to a complex object used when field inspection or hash code field inspections is used. This parameter solves the problem due to loops in the references (for example, Object1.field = Object2, Object2.field = Object3 and Object3.field = Object1).
 - **Local execution:** Indicates if the system is configured to execute in remote/parallel or in local.
 - **Local IP:** Ip of the local computer. Used in remote/parallel execution.
 - **Local Port:** Port in the local machine. Used in remote/parallel execution.
 - **Server IP:** Ip of the server executor. Used in remote/parallel execution.
 - **Server Port:** Port in the server executor. Used in remote/parallel execution.
 - **Capture tests folder:** Path where the captured test files are stored.
 - **Kind of mutation:** Mutation technique used to determine when a mutant version must be compared with the original versions. There are five options:
 - **Flexible Weak Mutation:** The mutants are compared with the original version at the beginning and at the end the each method, and the execution is not stopped until a difference is found.
 - **BB-Weak/1 Mutation:** The mutants are compared with the original version after the execution of the basic block of code with the mutation and the execution is stopped in that point.
 - **BB-Weak/N Mutation:** The mutants are compared with the original version after the execution of the basic block of code with the mutation and the execution is stopped in that point. In the case that the basic block in into a loop, the execution is not stopped until the end of the loop.
 - **String mutation:** The mutants are compared with the original version at the end of the execution.

- **Functional Qualification:** The mutants are compared with the original version at the end of the execution only taking into account the test verdicts (pass or fail).
- **Execution costs:** This option can be selected to instrument the system under test in order to obtain the number of execute lines by the test cases.
- **Parallel execution (nº processes):** This option is used to determine how many process are launched in parallel in the same computer to run test cases. This is useful when the computer has more than one processor. It is not used when the parallel execution is done remotely.

3.5.6.2. Mutant generation window



Figure 70. Generation mutants window – Classpaths

- **Classpath:** This box is used to include the classpath of the system under test (classes folders and .jar files). These elements can be added and removed with the buttons “+” and “-”.
- **Apply mutation on:** This box is used to specify the folders that contain the classes to be mutated. This folders can be added or removed with the buttons “>>” and “<<”.

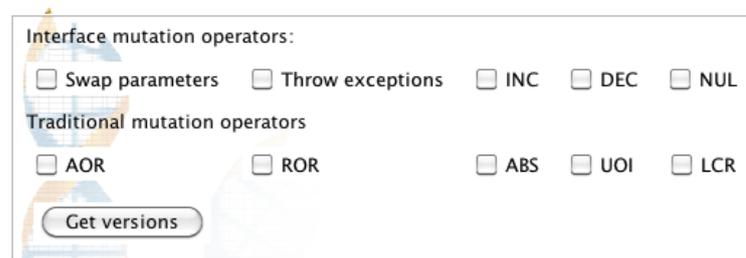


Figure 71. Genertaion mutants window - mutation operators

- **Interface Mutation operators:** Mutations operators for interfaces that can be selected (Swap, TEX, INC, DEC, NUL).
- **Traditional mutation operators:** Traditional mutation operators that can be selected (AOR, ROR, ABS, UOI, LCR).
- **Get versions:** Button used to apply the mutation operators.



Figure 72. Generation mutants window - Clear previous mutants button

- **Clear previous mutants:** Button used to remove all the temporal files (mutants, versions, log files...) excepting results files.

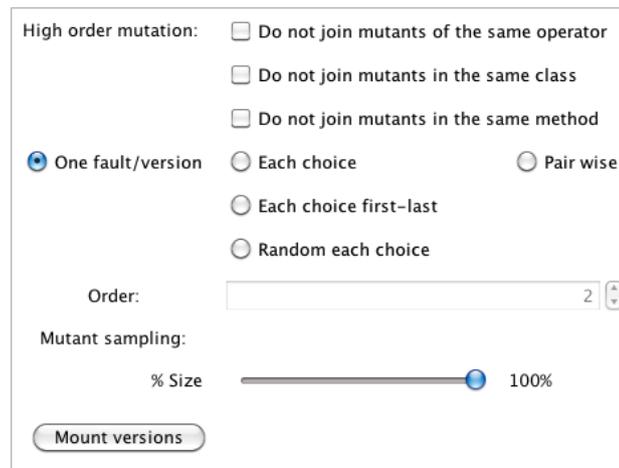


Figure 73. Generation mutants window - Versions generation

- **High order mutation:** Technique implemented in Bacterio to create mutant versions with more than one fault. This technique has several options:
 - **Do not join mutants of the same operator:** Restriction applied during the combination of mutants that implies that two mutants created with the same mutation operator cannot be joint.
 - **Do not join mutants in the same:** Restriction applied during the combination of mutants that implies that two mutants which are in the same class cannot be joint.
 - **Do not join mutants of the same operator:** Restriction applied during the combination of mutants that implies that two mutants which are in the same method cannot be joint.
 - **Each choice:** Option to select the each choice algorithm to combine mutants.
 - **Each choice first-last:** Option to select the each choice first-last algorithm to combine mutants.
 - **Each choice random:** Option to select the each choice random algorithm to combine mutants.
 - **Pairwise:** Option to select the pairwise algorithm to combine mutants.

- **One/fault version:** Option to create versions with only one fault. This option must be selected if we want not use the high order mutation technique.
- **Order:** Number of mutants that will be insert into each version.
- **Mutant sampling:** Technique implemented in Bacterio to create versions with a randomly selected sample of the total set of mutants. This technique has one option:
 - **Size:** Size of the sample.



Figure 74. Generation mutants window - Show results button

- **Show results:** Button used to show the generated mutants and versions.

3.5.6.3. Mutant Execution window



Figure 75. Execution mutants window - Load button

- **Load:** This button is used to load all the versions generated and the executions results obtained previously.

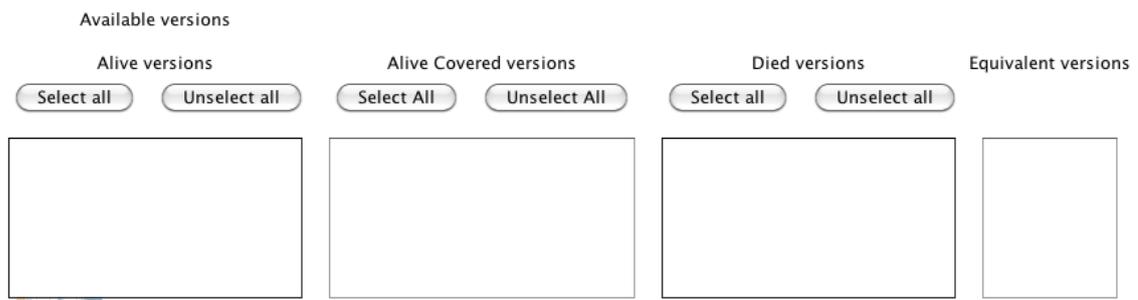


Figure 76. Execution mutants window - Available versions

- **Available versions:** Four lists that show the mutant versions generated.
 - **Alive versions:** Versions that the mutated parts have not been reached by the executed test. If any test has not been executed, only this list contains versions.

- **Alive Covered versions:** Versions that the mutated parts have been reached by at list one of the executed tests, but the output of the version is equals to the output of the original version.
- **Died versions:** Versions that have been killed.
- **Equivalent versions:** Versions marked as equivalent.

Total versions results:

versions	mutants	ror	inc	uoi	dec	swa	aor	nuf	abs
38.97%	38.97%	38.13%	66.66%	70.75%	80.0%	72.72%	32.14%	40.0%	2.77%

Figure 77. Execution mutants window - Total results

- **Total versions results:** Table that shows the mutation scores relative to all the generated versions and mutants.



Figure 78. Execution mutants window - Console output

- **Console output:** Box that shows the standard output of the test cases. It has one option:
 - **Console activated:** This option can be selected to capture the standard output of the test and show it in the box. If this check button is not selected the standard output is not captured.

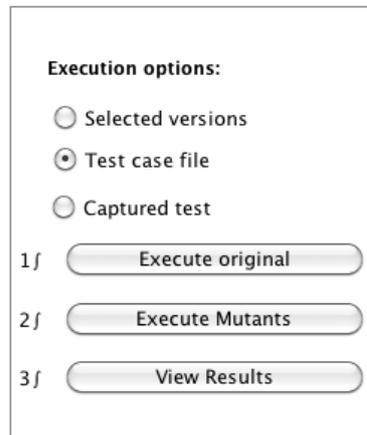


Figure 79. Execution mutants window - Execution options

- **Execution options:** This radio buttons are used to define which kind of execution will be done. There are three options:
 - **Selected versions:** This option executes each versions directly, thus the user can interact directly with the mutated versions of the system under test.
 - **Test case file:** This option executes test cases in JUnit or UISpect4J format.
 - **Captured test:** This option executes exploratory tests previously captured with Bacterio.

- **Execute original:** This button is used to execute only the original version of the system under tests. This option is useful when we make changes in a test case that can be executed previously.
- **Execute mutants:** this button is used to execute all the selected versions and the original version (The original version is only executed if it was not executed before).
- **View results:** This button is used to view the results of the executions.



Figure 80. Execution mutants window - Main class

- **Main class:** Combobox used to select the main class of the system. Used only when the options “Selected versions” is selected.

Reset Test Cases

Figure 81. Execution mutants window - Reset Test Cases button

- **Reset Test Cases:** Button used to reset the execution results of a set of tests cases. When the buttons is clicked, a windows apperas where we can select the test cases that we want to reset.

View Previous Execution Results

Figure 82. Execution mutants window - View Previous Execution Results button

- **View Previous Execution Results:** Button used to see previous executions that are store in the temporal folder configured.

3.5.6.4. Test cases selection window

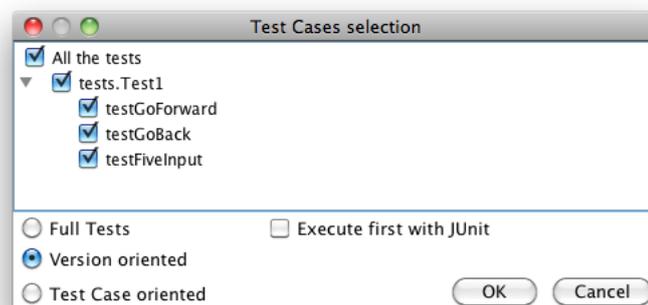


Figure 83. Test cases selection window

- **Full tests:** This option is used to fill the killing matrix completely.
- **Version oriented:** This option is used to fill the killing matrix by rows.
- **Test case oriented:** This option is used to fill the killing matrix by columns.
- **Execute first with JUnit:** This option is used to execute first the test cases and the original version with the JUnit framework in order to see if the test find errors.

3.6. The Mutation Process With Baterio: Reducing the effort of testers.

The mutation process presented in Figure 84 is a generic process that could be used

with any tool. However, in order to improve the process and reduce human effort, the process has been adapted to Bacterio tool, taking advantage of the features of the tool. The “Bacterio’s mutation process” is shown in Figure 84. This is the process that a tester should follow to test a system using mutation and he Bacterio tool. At the end of the process, the user will have a set of mutate adequate test cases and all the bugs found by the tests fixed.

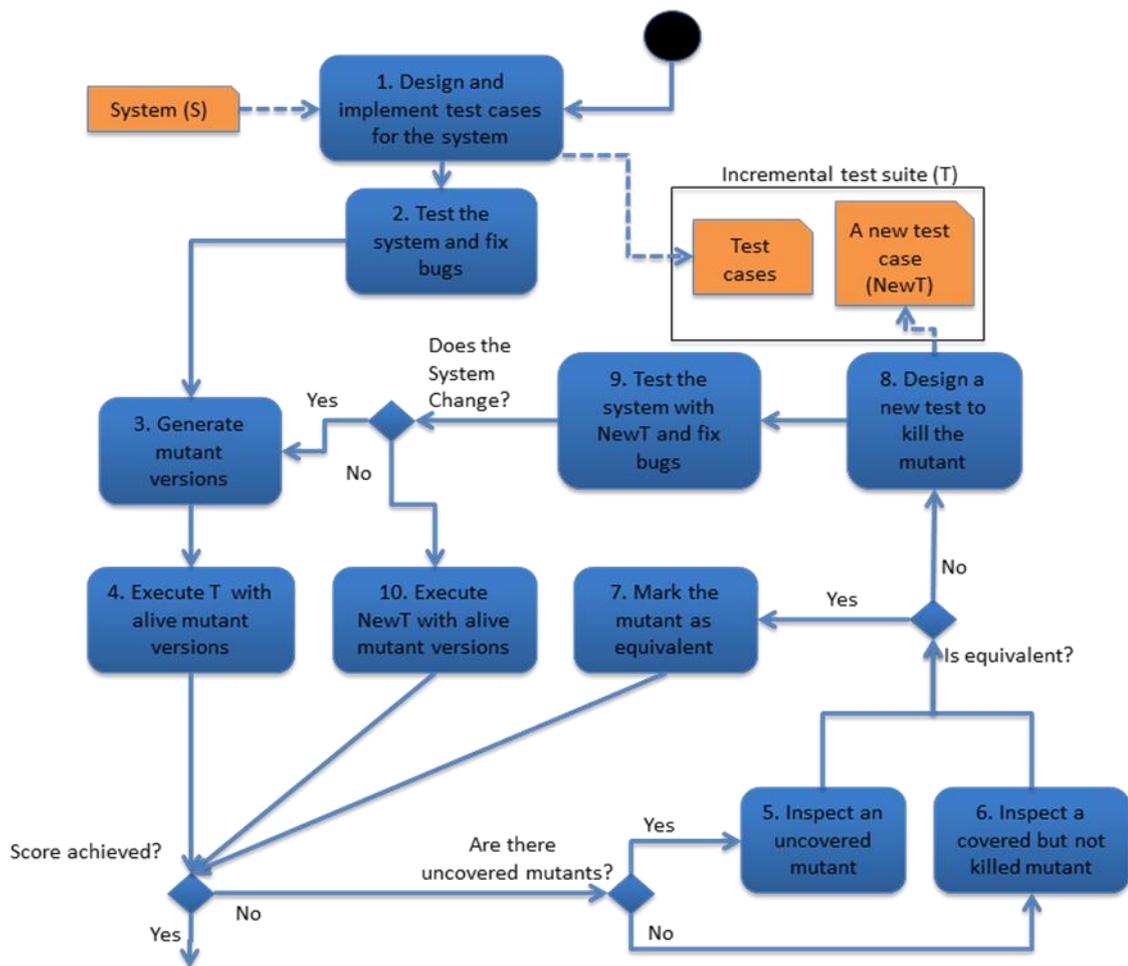


Figure 84. Mutation process adapted to Bacterio tool

The inputs of the process are the system under test, the desired mutation score to reach and the mutation techniques desired (mutation operators, high order mutation, etc...) that are supported by Bacterio.

In the **state 1** the tester has to design test cases for the system. Any method can be used to design tests, thus the tester can use the most comfortable for him/her (functionalities

coverage, code coverage, input data partition,...). When the tests are made, in the **state 2**, the tester has to test the system and fix any bug found by the test cases. Then tester goes to the **state 3**. Here, the tester uses Bacterio. In this state the tester has to create mutant versions of the system with the correct configuration specified by the inputs of the process. When the versions are prepared, in the **state 4**, the tester has to run all the test cases (T) with all alive versions (in this case all versions). Then, the tester checks the mutation score reached, if it is equal or higher than the mutation score desired, the process finish.

Otherwise, the tester must check is there are uncovered mutant versions (in other words, mutants versions that its mutant part has no be reached by the test cases). In that case, in **state 5**, the tester has to select one, decompile it and inspect it to know how is the mutation done and how to kill that version. If there are not uncovered versions, in **state 6**, the tester has to select a covered but no killed versions and inspect that in the same way.

If the inspected mutant version is equivalent, in **state 7**, the tester has to mark the version as equivalent and check again the mutation score reached. If the version is not equivalent, in **state 8**, the tester has to design and implement a new test case in order to kill the mutant version inspected in states 5 or 6, and add the new test case to the test suite.

In **state 9**, the tester has to test the system with the new test case and fix any bug found by the new test case. If there were bugs and the system had to be change to fix they, the tester goes to the state 3 because it is necessary to create new versions of the system. During the creation of this new mutant versions, Bacterio analyze and compare them with the information stored about equivalent mutants detected until now. If a new mutant version has mutations previously defined as equivalent, the new mutant version is mark equivalent automatically in order to do not lose previous work done (this process takes into account the modification of the system, thus the equivalent mutations done in modified parts are removed from the base of knowledge of Bacterio).

If there were no bugs, the tester goes to **state 10**. Here, the tester has to execute all alive versions (uncovered and covered but not killed) with the new test. It has not sense re-execute the complete test suite because the old test cases would not kill any alive version. Then, the tester has to check the mutation score reached again.

This process finish when the tester checks the mutation scores reached, and are equal or higher than the mutation scores desired.