



Mutation Testing to the rescue of your tests

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IT.A.K.E.
Unconference

2016

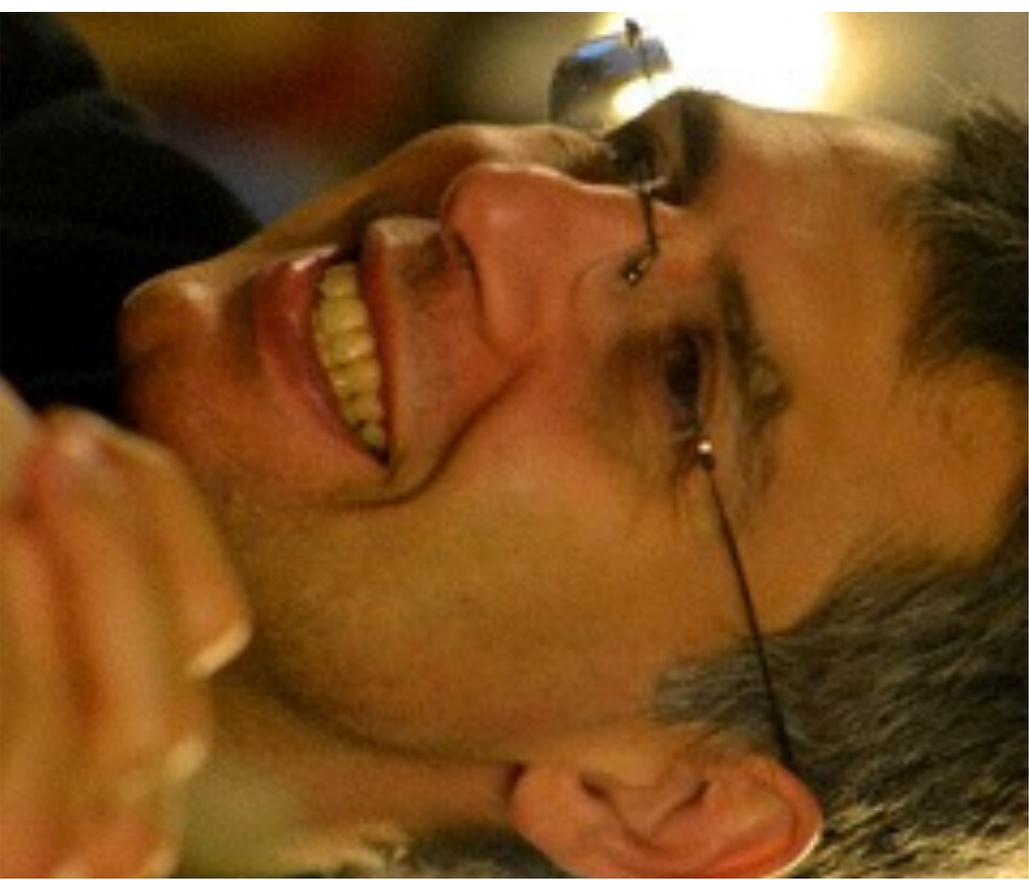
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Mosaic Works
Think. Design. Work smart.

Me, Myself and I

- By day
 - Hybris consultant
- By night
 - Teacher/trainer
 - Book Author: Vaadin, Integration Testing
 - Blogger: <https://blog.frankel.ch/>
- Speaker



Many kinds of testing

- Unit Testing
- Integration Testing
- End-to-end Testing
- Performance Testing
- Penetration Testing
- Exploratory Testing
- etc.



Their only single goal

- Ensure the Quality of the production code
- How to check the Quality of the testing code?



Code Coverage

- “Code coverage is a measure used to describe the degree to which the source code of a program is tested”
- --Wikipedia
http://en.wikipedia.org/wiki/Code_coverage

	# Classes	Line Coverage	Branch Cov
	6	89% 50/56	81%
	15	75% 45/60	N/A
	28	67% 197/295	60%
	7	67% 286/426	40%
	28	61% 156/254	39%
	50	52% 327/634	37%
	5	52% 39/63	46%
	18	51% 133/259	37%
	5	50% 27/54	17%
	27	50% 343/684	32%
	125	49% 1393/2820	43%
	303	48% 3602/7534	39%
	68	46% 623/1363	32%
	84	45% 529/1172	28%
	17	43% 218/511	36%
	79	43% 894/2055	32%
	167	35% 1030/2907	29%
	83	35% 754/2150	25%
	10	34% 159/473	24%
	3	31% 12/39	7%
	37	29% 167/579	19%
	15	19% 54/288	6%
	20	8% 16/200	2%
	6	8% 13/172	4%
	10	6% 13/226	5%
	4	3% 4/123	0%
	11	2% 6/252	2%
	20	0% 0/157	0%
	3	0% 0/39	0%
	8	0% 0/402	0%
defs.cvslib	1	0% 0/246	0%
defs	5	0% 0/39	0%

Measuring Code Coverage

- Check whether a source code line is executed during a test
- Or Branch Coverage



Computing Code Coverage

- CC: Code Coverage (in percent)
- L_{executed} : Number of executed lines of code
- L_{total} : Number of total lines of code

$$CC = \frac{L_{\text{executed}}}{L_{\text{total}}} * 100$$

100% Code Coverage?

“Is 100% code coverage realistic? Of course it is. If you can write a line of code, you can write another that tests it.”

Robert Martin (Uncle Bob)

[https://twitter.com/](https://twitter.com/unclebobmartin/status/559666205096667328)

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Assert-less testing

```
@Test
```

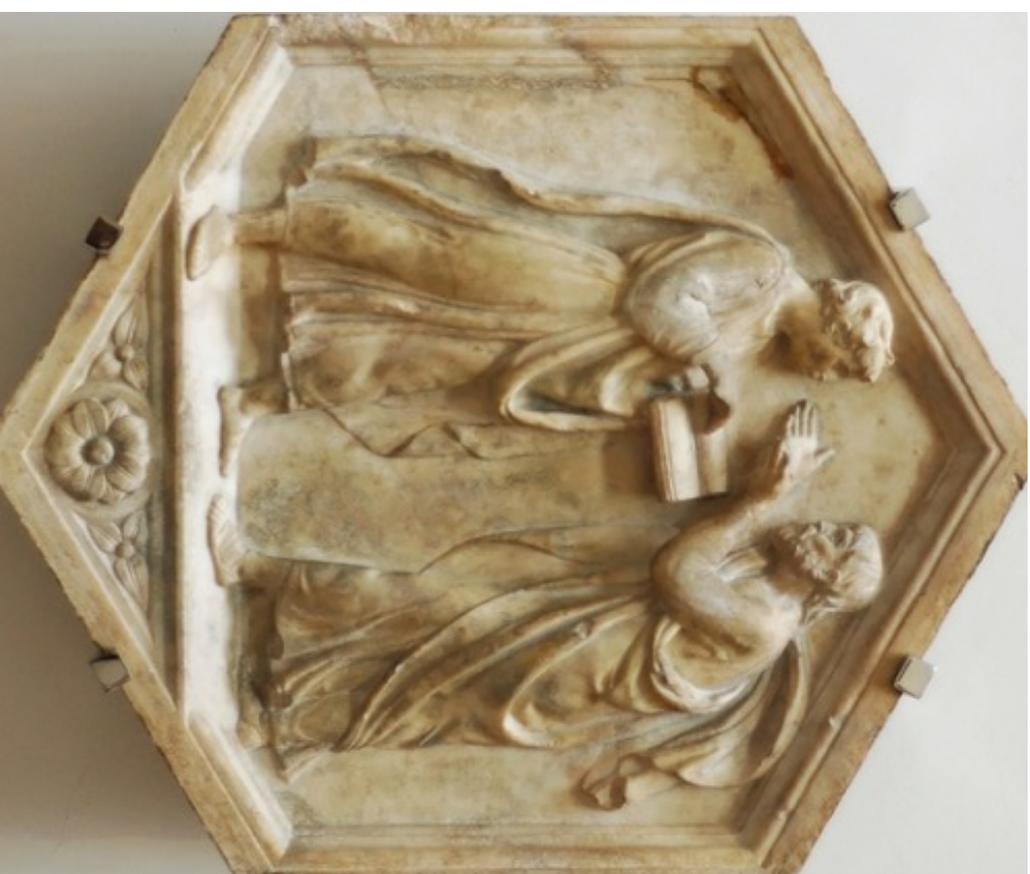
```
public void add_should_add() {  
    new Math().add(1, 1);  
}
```

But, where is the assert?

As long as the Code Coverage is OK...

Code coverage as a measure of test quality

- Any metric can be gamed!
- Code coverage is a metric...
- ⇒ Code coverage can be gamed
 - On purpose
 - Or by accident



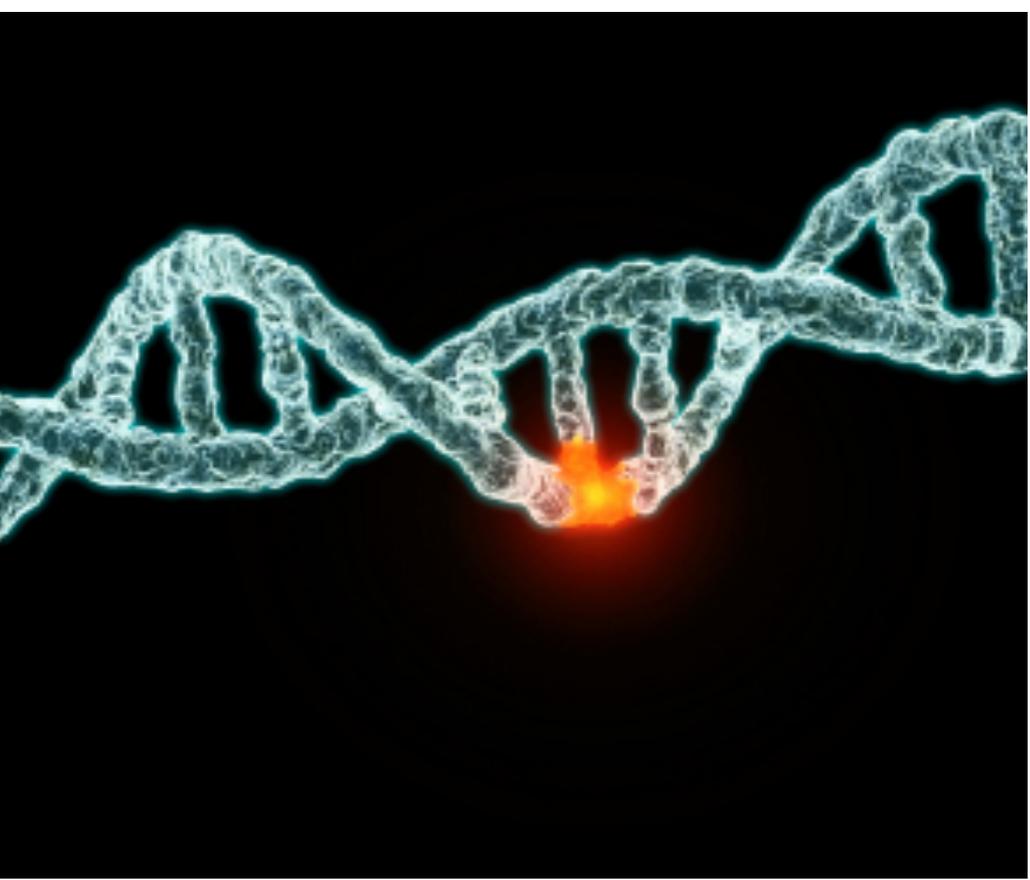
Code coverage as a measure of test quality

- Code Coverage lulls you into a false sense of security...



The problem still stands

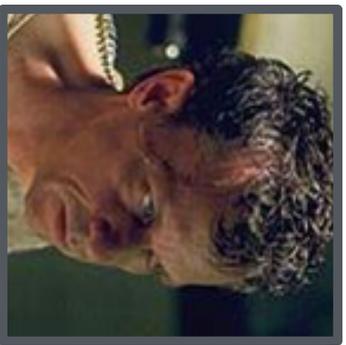
- Code coverage cannot ensure test quality
- Is there another way?



The Cast



Original Source Code



Modified Source Code
a.k.a “The Mutant”

Standard testing



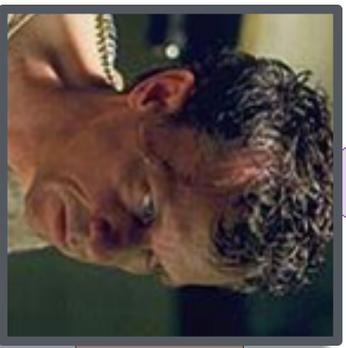
Execute Test



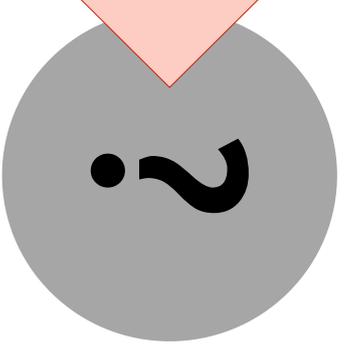
Mutation testing



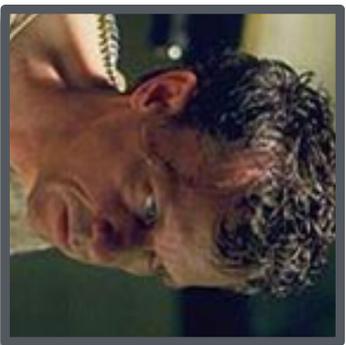
MUTATION



Execute SAME Test

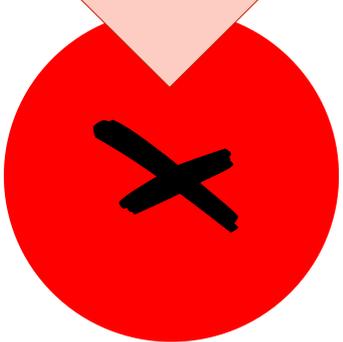


Mutation testing



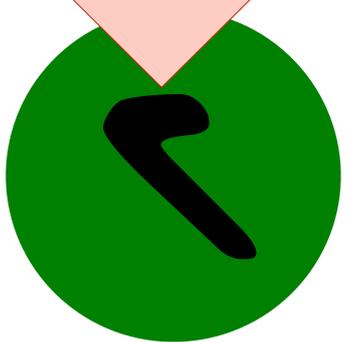
Execute SAME Test

Mutant Killed



Execute SAME Test

Mutant Survived

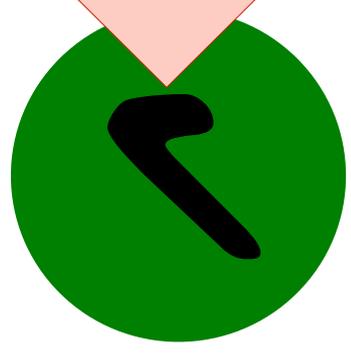


Test the code



```
public class Math {  
    public int add(int i1, int i2) {  
        return i1 + i2;  
    }  
}
```

Execute Test



@Test

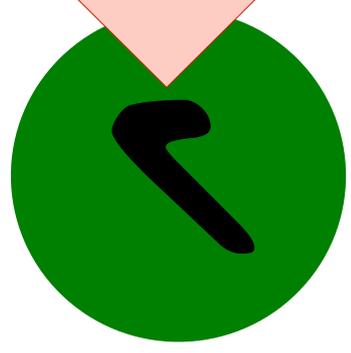
```
public void add_should_add() {  
    new Math().add(1, 1);  
}
```

Surviving mutant



```
public class Math {  
    public int add(int i1, int i2) {  
        return i1 - i2;  
    }  
}
```

Execute SAME Test



@Test

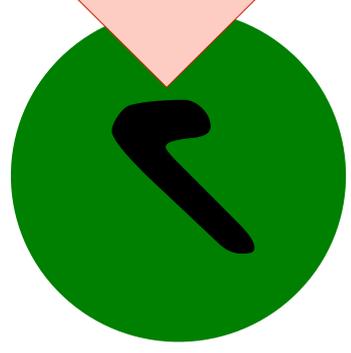
```
public void add_should_add() {  
    new Math().add(1, 1);  
}
```

Test the code



```
public class Math {  
    public int add(int i1, int i2) {  
        return i1 + i2;  
    }  
}
```

Execute Test



@Test

```
public void add_should_add() {  
    new Math().add(1, 1);  
    Assert.assertEquals(sum, 2);  
}
```

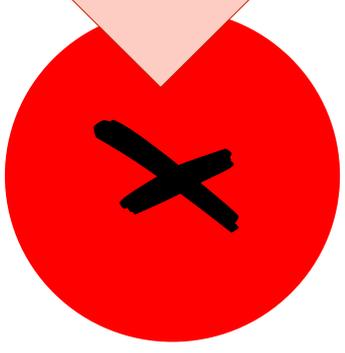


Killed mutant



```
public class Math {  
    public int add(int i1, int i2) {  
        return i1 - i2;  
    }  
}
```

Execute SAME Test



@Test

```
public void add_should_add() {  
    new Math().add(1, 1);  
    Assert.assertEquals(sum, 2);  
}
```

Mutation Testing in Java

- PIT is a tool for Mutation testing
- Available as
 - Command-line tool
 - Ant target
 - Maven plugin



pitest.org

Mutators

- Mutators are patterns applied to source code to produce mutations



PIT mutators sample

Name	Example source	Result
Conditionals Boundary	<code>></code>	<code>>=</code>
Negate Conditionals	<code>==</code>	<code>!=</code>
Remove Conditionals	<code>foo == bar</code>	<code>true</code>
Math	<code>+</code>	<code>-</code>
Increments	<code>foo++</code>	<code>foo--</code>
Invert Negatives	<code>-foo</code>	<code>foo</code>
Inline local variable	<code>int foo = 42</code>	<code>int foo = 43</code>
Return Values	<code>return true</code>	<code>return false</code>
Void Method Call	<code>System.out.println("foo")</code>	
Non Void Method Call	<code>long t = System.currentTimeMillis()</code>	<code>long t = 0</code>
Constructor Call	<code>Date d = new Date()</code>	<code>Date d = null;</code>

Enough talk!



Drawbacks

- Slow
- Sluggish
- Crawling
- Sulky
- Lethargic
- etc.



Metrics (kind of)

- *On joda-money*
- `mvn clean test-compile`
- `mvn surefire:test`
- Total time: 2.181 s
- `mvn pit-test...`
- Total time: 48.634 s



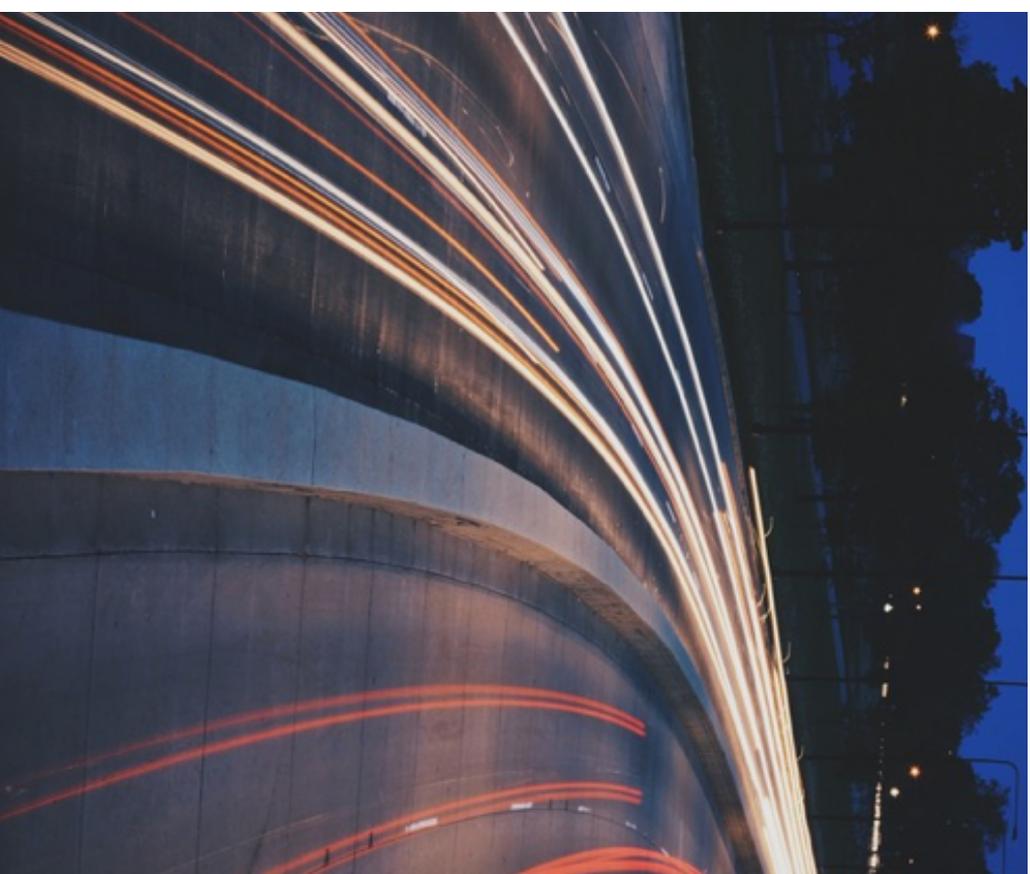
Why SO SLOW?

- Analyze test code
- For each class under test
 - For each mutator
 - Create mutation
 - For each mutation
 - Run test
 - Analyze result
- Aggregate results



Workarounds

- Increase number of threads → 😊
- Set a limited a set of mutators
- Limit scope of target classes
- Limit number of tests
- Limit dependency distance
- Don't bind to the test phase → 😊
- Use scmMutationCoverage
- Use incremental analysis → 😊



Incremental analysis

- Metadata stored between runs
- During each following run mutant will not be checked again, if the last time it:
 - timed out, and class has not changed
 - was killed, and neither class nor test have changed
 - survived, and there are no new/changed tests for it



False positives

- Mutation Testing is not 100% bulletproof
- Might return false positives
- Be cautious!



Pit is imperfect

```
if (p < 0)
...
// changed condition boundary
// -> survived:
if (p > 0)
...
return 0;
```

Pit might be dangerous

```
void reboot () throws IOException {  
    // removed method call:  
    checkUserPermissions ();  
    Runtime.getRuntime ()  
        .exec ("reboot");  
}
```

Testing is about ROI

- Don't test to achieve 100% coverage
- Test because it saves money in the long run
- Prioritize:
 - Business-critical code
 - Complex code



Q&A

- <https://git.io/vznQK>
- <http://blog.frankel.ch/>
- @nicolas_frankel
- <https://leanpub.com/integrationtest/>

