

# A Proposed Test Path Generation Algorithm based on UML Activity Diagram

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## Abstract

Software testing is an activity of finding defects during execution time for a program so that non-defect software can be got. Software testing plays a vital role in developing software that is free from bugs and defects. Manual test is a cost and time consuming process although it may find many defects in a software application. If the testing process could be automated, the cost of developing software could be reduced obviously within a minimum amount of time. The most critical part of the testing process is generation of test paths. The paper proposes an approach for automatic Model-Based best test path generation. In this approach, all possible test paths are directly generated from XMI (XML Metadata Interchange)filebased on the activity diagram and a test path from these generated test paths is optimized. The proposed system will reduce the processing time, and choose the best test path without dependence on others.

## 1. Introduction

Software testing is an essential part of the software development life cycle (SDLC). Software testing is an activity that should be done throughout the whole development process. Software organizations spend nearly half of the total development time and cost of the software in testing related activities. Software testing should be performed efficiently and effectively, within the budgetary and scheduled limits. Testing can be performed on requirements; design and implementation phase in the software development life cycle. The most of disseminating errors can be eliminated and prevented before to the next phase if testing is performed in the initial phase in SDLC. The efficient and effective approaches are needed still although there are many existing automatic test case generation approaches.

The testing process consists of three parts: test case generation, test execution, and test evaluation. Comparing with the other two parts, test case generation is more challenging and difficult [2].

Generating test data from the high level design notations has several advantages over code-based test case design. Testing based on design models has the advantage that the test cases remain valid even when the code changes a little bit [8].

Several heuristic methods are available for effective generation of test cases. The heuristics can be mainly divided into two categories: Black box testing and White box testing. There are classified the testing techniques generally as shown in figure 1.

The rest of the paper is organized as follows: The next section discusses about Model based testing. The third section describes analysis of related works. Section 4 shows the proposed model for Model-Based test path generation. Section 5 presents a case study to demonstrate the use of our methodology with the Login Screen System and Online Banking System. The paper concludes with section 6.

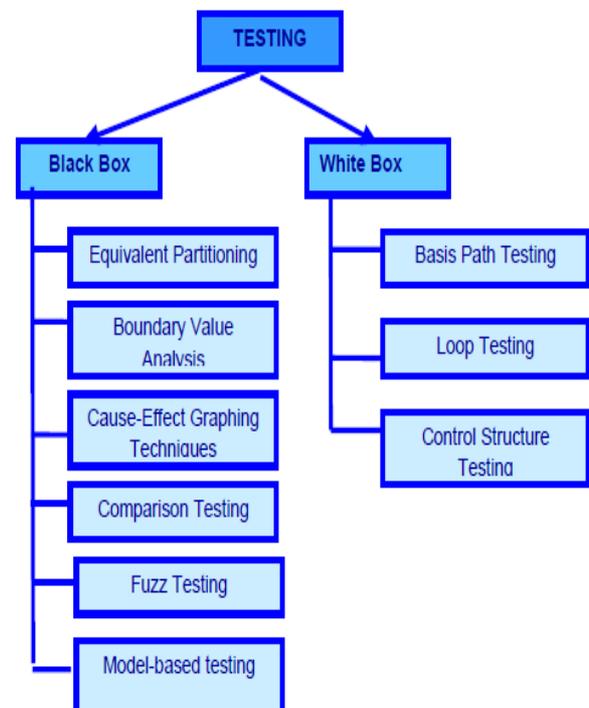


Figure 1. General Classification of Test Techniques

## 2. Model-Based Testing

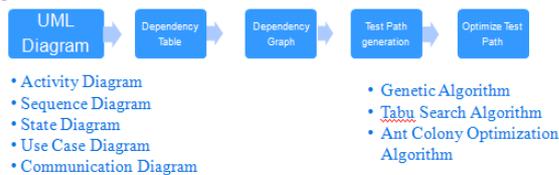
There are many testing strategy and among them, some are Model-Based Testing (MBT) that depends on extracting test cases from different models (requirements models, usage models, and models constructed from source code), Specification-based testing (or black-box testing) that depends on requirements models, and Program-based testing (or white-box testing) that uses source code as the underlying model [7].

In recent trend, Model-Based Testing becomes a more popular approach among many researchers. Model-Based Testing (MBT) is a type of testing strategy that depends on extracting test cases from different models (Requirement model, usage model and model constructed from source code) [4]. MBT promises (1)the detection of faults at an early stage in the development cycleand (2)reduces the maintenance effort of test scripts as the test cases human and cost effort are minimized. MBT is seen usually as one form of black-box testing. MBT is suited perfectly being used in system, acceptance, and regression testing [5]. MBT have three main key technologies:

- Notation used for the model
- The test generation Diagram
- The tools that generate supporting infrastructure for the tests [6].

In current, Model-Based test case attracts many researchers by using some data mining concept to produce an automated optimal test case.

Most of researchers have used the following architecture for generating the test paths as shown in Figure 2.



**Figure 2. System Flow of Model Based Test Path Generation**

One or more UML diagrams are used as an input, construct the dependency table based on these diagrams, and then create dependency graph according to the dependency table. Finally, generate all possible test paths. Some use data mining algorithm to optimize test path [3].

## 3. Related Works

In [1], Shantghi and Mohan Kumar proposed an approach for generating test cases for object oriented software that uses Tabu Search technique to design and

derive test cases. The Tabu search technique was applied to generate optimal test case.

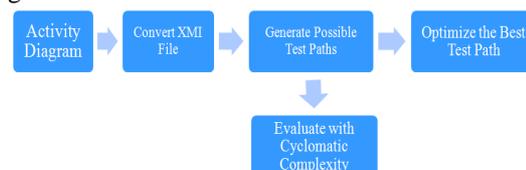
SaurabhSrivastava, Sarvesh Kumar and Ajeet Kumar Verma proposed a technique for optimal path sequencing in basis path testing. This approach is used to generate optimal paths using control flow graph (CFG) and Cyclomatic Complexity for finding the number of feasible paths. This paper applied ant colony optimization algorithm to prevent from selecting infeasible path and also prioritize the feasible paths i.e. which path is to be executed first to optimize time and complexity. With great ease of the ant colony optimization algorithm good results can be got and thus basis path testing can be improved, but there are areas where it can be extended such as if repetition of states or nodes can be controlled which have multiple paths. After execution of this algorithm, it automatically selects the best path sequence [9].

Model Based Test Case Generation Technique Using Genetic Algorithms presented by Mary Sumalatha and Raju based on UML activity diagram. Finding all paths genetic algorithm operations are applied to obtain the best test case [11]. In case study of their paper, the expected results should be accurately. As the above generated new individuals are not part of the generated paths, Path 1 is the best node that is selected. By really Path 4 that is covered the whole of system should be the best path.

Shanthi and Mohan Kumar [2] proposed a new model based approach for automated test cases for UML activity diagrams using genetic algorithm. With the help of ADT test path are generated, by applying the GA most prioritized test case are generated. For each node, the number of incoming nodes and the number of outgoing nodes are calculated and then evaluate fitness values. Next, the initial test data is selected by randomly. Lastly, the Prioritized test path is generated. The generated test cases apply the branch coverage criteria and the CyclomaticComplexity coverage.

## 4. The Proposed Model

In this section, figure 3 illustrates the flow of the automatic best test path generation by using the activity diagram.



**Figure 3. Architecture of the Proposed System**

The proposed system uses the activity diagram as an input for the automated algorithm of generating test paths. The Modelio Software has the option of exporting the UML diagram to XMI file. Figure 4 shows the proposed algorithm for automatic test path generation.

```

Input: XMI file for Activity Diagram.
Output: all possible test paths and the best test path.
begin
  k:=0;          j:=0;          countJoinIn:=0;
  countForkOut:=0;countDecision:=0;
  totalDecision:=total decision node of the AD;
  TPkj++ := source node of InitialEdge.
  myNode= target node of InitialEdge.
  SearchEdge( myNode, InitialEdge);
  OptimalTestPath().
end

```

**Figure 4. Algorithm for Automatic Best Test Path Generation**

Figure 5 and Figure 6 describe the functions that are used from the proposed algorithm. By using this algorithm, the proposed system generates all possible test paths based on the extracted information from XMI file according to figure 5. And then, the system optimizes the best test path among from these generated test paths by using the *OptimalTestPath* function as shown in figure 6. Finally, the generated test paths validate with Cyclomatic Complexity.

```

SearchEdge(Node s, Edge ee)
begin
  nodeType := type of s node;
  If (nodeType != FinalNode&&
      (k<=totalDecision*2))
  For each edge ei ∈ E // i=1,2,...,n
  sNode := source node of edge ei;
  tNode := target node of edge ei;
  if (sNode== s )
  if (nodeType==Action ||
      nodeType==Merge)
    Add s to TPkj++ ;
  else if (nodeType==Fork)
    countForkOut := s.getCountNode();
    countForkOut++;
    s.setCountNode(countForkOut);
    if (countForkOut ==1)
      Add s to TPkj++ ;
    endif
  else if (nodeType==Join)

```

```

    countJoinIn := s.getCountNode();
    countJoinIn++;
    s.setCountNode(countJoinIn);
    if (countJoinIn == s.getCountIn())
      Add s to TPkj++ ;
    endif
  else
    if(countDecision<=totalDecision*2)
      countDecision++;
      Add s to TPkj++ ;
    endif
  endif
  SearchEdge(tNode, ei);
endif
endfor
else
  Add s to TPkj++ ; k++;
  countDecision := 0;
  Set count for Fork node and Join node with 0;
endif
end

```

**Figure 5. Algorithm of function *SearchEdge***

```

OptimalTestPath()
begin
  maxControlNode:= total control node of TP0;
  maxTotalNode := total node of TP0 ;
  BestPath := TP0 ;
  for each test path TPi ∈ TP // i=1,2,...,n.
  curControlNode := total control node of TPi ;
  curTotalNode := total node of TPi ;
  if (curControlNode>maxControlNode )
    if (curTotalNode>= maxTotalNode)
      BestPath := TPi ;
      maxControlNode := curControlNode ;
      maxTotalNode := curTotalNode ;
    else
      BestPath := TPi ;
      maxControlNode := curControlNode ;
    endif
  endif
  if (curControlNode == maxControlNode )
    if ( curTotalNode>= maxTotalNode)
      BestPath := TPi ;
      maxControlNode := curControlNode ;
      maxTotalNode := curTotalNode ;
    endif
  endif
  Display BestPath as the optimal test path;
end

```

**Figure 6. Algorithm of function *OptimalTestPath***

## 5. Case Study

This section presents the case study of Login Screen System and Online Banking System. Problem statement for Login Screen System: Login screen initially displays a message “Login here using your Username and Password”. The user enters the username and password and the system checks if the entered username and password are valid or not. If they are valid it displays the main page if wrongly entered it checks the number of times login has been tried. If the number of times the login is less than the number of times feed in the system it displays “Invalid Login Please Try again” or it displays “Sorry you have exceeded the allowed number of login attempts”. The activity diagram for the above problem is as shown in Figure 7 which is created by modelio software.

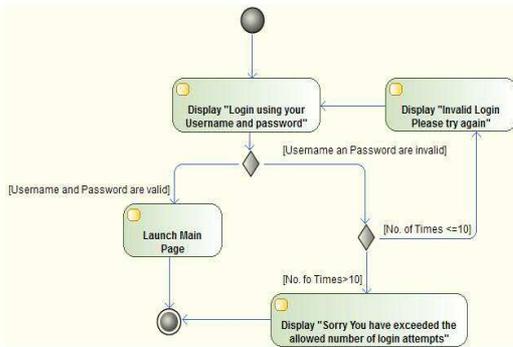


Figure 7. Activity Diagram for Login Screen

In figure 8, the nodes and edges information of the activity diagram is extracted from converted XMI file of the activity diagram.

```

<?xml version="1.0" encoding="UTF-8"?>
<uml:Model xmi:version="2.1" xmlns:xmi="http://schema.omg.org/spec/XMI/2.1"
xmlns:uml="http://www.eclipse.org/uml2/3.0.0/UML" xmi:id="vwWXjMjEeOHCpZRqSdW"
name="Login Screen">
<packagedElement xmi:type="uml:Activity" xmi:id="vwWXhSMjEeOHCpZRqSdW" name="Activity">
<node xmi:type="uml:InitialNode" xmi:id="vwWXjMjEeOHCpZRqSdW" name="Initial Node"
outgoing="vwWXjMjEeOHCpZRqSdW"/>
<node xmi:type="uml:OpenQueueAction" xmi:id="vwWXZMjEeOHCpZRqSdW" name="Display
&quot;Login using your Username and password&quot;" outgoing="vwWXpMjEeOHCpZRqSdW"
incoming="vwWXjMjEeOHCpZRqSdW vwWXmMjEeOHCpZRqSdW">
<body></body>
</node>
<edge xmi:type="uml:ControlFlow" xmi:id="vwWXlMjEeOHCpZRqSdW" name="ControlFlow"
source="vwWXjMjEeOHCpZRqSdW" target="vwWXZMjEeOHCpZRqSdW">
<weight xmi:type="uml:LiteralInteger" xmi:id="vwWXlZMjEeOHCpZRqSdW" value="1"/>
</edge>
    
```

Figure 8. Converted XMI file from Activity Diagram

Each node has node type, identity of node, node name, identity of incoming edges, and identity of outgoing edges. Each edge has edge type, identity of edge, edge name, identity of source node, and identity of target node. The number of node and edge, and detailed information are shown in Figure 9.

No of Node=8						
Id	Name	Incoming	Outgoing			
vwXlMEeOHCpZRqSdW	Initial Node		vwXZMEeOHCpZRqSdW			
vwXZMEeOHCpZRqSdW	Display "Login using your Username and password"	vwXlMEeOHCpZRqSdW_vwXpMEeOHCpZRqSdW	vwXmMEeOHCpZRqSdW			
vwXpMEeOHCpZRqSdW	Display "Invalid Login Please try again"	vwXZMEeOHCpZRqSdW	vwXZMEeOHCpZRqSdW			
vwXmMEeOHCpZRqSdW	Decision-Merge	vwXpMEeOHCpZRqSdW	vwXmMEeOHCpZRqSdW_vwXlMEeOHCpZRqSdW			
vwXlMEeOHCpZRqSdW	Decision-Merge1	vwXpMEeOHCpZRqSdW	vwXlMEeOHCpZRqSdW			
vwXpMEeOHCpZRqSdW	Launch Main Page	vwXZMEeOHCpZRqSdW	vwXpMEeOHCpZRqSdW			
vwXmMEeOHCpZRqSdW	Display "Sorry You have exceeded the allowed number of login attempts"	vwXpMEeOHCpZRqSdW	vwXpMEeOHCpZRqSdW			
vwXpMEeOHCpZRqSdW	Activity Final Node	vwXpMEeOHCpZRqSdW_vwXlMEeOHCpZRqSdW				

No of Edge=9						
Id	Name	Source Id	Source Name	Target Id	Target Name	
vwXlMEeOHCpZRqSdW	ControlFlow	vwXlMEeOHCpZRqSdW	Initial Node	vwXZMEeOHCpZRqSdW	Display "Login using your Username and password"	
vwXpMEeOHCpZRqSdW	ControlFlow	vwXZMEeOHCpZRqSdW	Display "Login using your Username and password"	vwXmMEeOHCpZRqSdW	Decision-Merge	
vwXmMEeOHCpZRqSdW	ControlFlow	vwXpMEeOHCpZRqSdW	Display "Invalid Login Please try again"	vwXZMEeOHCpZRqSdW	Display "Login using your Username and password"	
vwXZMEeOHCpZRqSdW	ControlFlow	vwXmMEeOHCpZRqSdW	Decision-Merge	vwXlMEeOHCpZRqSdW	Decision-Merge1	
vwXpMEeOHCpZRqSdW	ControlFlow	vwXZMEeOHCpZRqSdW	Decision-Merge1	vwXpMEeOHCpZRqSdW	Display "Invalid Login Please try again"	
vwXmMEeOHCpZRqSdW	ControlFlow	vwXlMEeOHCpZRqSdW	Decision-Merge1	vwXpMEeOHCpZRqSdW	Display "Sorry You have exceeded the allowed number of login attempts"	
vwXpMEeOHCpZRqSdW	ControlFlow	vwXZMEeOHCpZRqSdW	Launch Main Page	vwXpMEeOHCpZRqSdW	Activity Final Node	
vwXmMEeOHCpZRqSdW	ControlFlow	vwXpMEeOHCpZRqSdW	Display "Sorry You have exceeded the allowed number of login attempts"	vwXpMEeOHCpZRqSdW	Activity Final Node	

Figure 9. Extracted the information details of Activity Diagram

Based on these extracted information, all possible test paths are generated directly from XMI file by using the proposed algorithm. These generated test paths are shown in Figure 10.

P1: Initial Node → Display "Login using your Username and password" → Username and Password are valid? → Launch Main Page → Activity Final Node

P2: Initial Node → Display "Login using your Username and password" → Username and Password are valid? → No. of Times ≤ 10 → Display "Sorry You have exceeded the allowed number of login attempts" → Activity Final Node

P3: Initial Node → Display "Login using your Username and password" → Username and Password are valid? → No. of Times ≤ 10 → Display "Sorry You have exceeded the allowed number of login attempts" → Display "Invalid Login Please try again" → Display "Login using your Username and password" → Username and Password are valid? → Launch Main Page → Activity Final Node

P4: Initial Node → Display "Login using your Username and password" → Username and Password are valid? → No. of Times ≤ 10 → Display "Sorry You have exceeded the allowed number of login attempts" → Display "Invalid Login Please try again" → Display "Login using your Username and password" → Username and Password are valid? → No. of Times ≤ 10 → Display "Sorry You have exceeded the allowed number of login attempts" → Activity Final Node

Figure 10. All Possible Test Paths

And then the best test path is optimized depend on number of control nodes and number of total nodes of each test path according to the propose algorithm. The best test path is shown in Figure 11.

P4: Initial Node → Display "Login using your Username and password" → Username and Password are valid? → No. of Times ≤ 10 → Display "Sorry You have exceeded the allowed number of login attempts" → Display "Invalid Login Please try again" → Display "Login using your Username and password" → Username and Password are valid? → No. of Times ≤ 10 → Display "Sorry You have exceeded the allowed number of login attempts" → Activity Final Node

Figure 11. The Best Test Path

We can see that the number of predicates are three, edges E are 9 and nodes N are 8, then the will be as follows:

$$V = E - N + 2 = 9 - 8 + 2 = 3 \quad \text{testpaths}$$

Then the upper bound of test paths that ensures the full activity path coverage is 4 test paths which were produced by the proposed model. Since,

$$\text{Branch coverage} \leq \text{Cyclomatic complexity} \leq \text{no. of paths}$$

Therefore, the branch coverage criteria, and the Cyclomatic complexity coverage are applied by the generated test cases.

The proposed approach is also evaluated by the Activity diagram of Online Banking System shown in the appendix A. When the information is extracted from XMI file, the total node of the activity diagram is 51 nodes and the total edge is 59 edges. Finally, all possible test paths that total test paths are 31 test paths; and the best test path are generated.

The proposed system generates all test paths directly from the input file without redundant test paths. Compare the system of Suppandee Sandhu and Amardeep Singh, their system generate all possible test paths via the final state transition table that created from the input file for tax calculator activity diagram [10]. The proposed system spends less nearly threefold in execution time than the system of [10] for the same input activity diagram.

As the proposed approach can generate all possible test paths and the best test path for not only small system but also large complex system, the proposed approach is efficient and effective for any system. However, in concurrent activities, the proposed system also eliminates the redundant activities from each test path.

## 6. Conclusion

Quality is the main focus of any software engineering project. Software testing is an activity that is performed for evaluating software quality and also for improving it. Good software testers cannot avoid models. MBT has emerged as a useful and efficient testing method for realizing adequate test coverage of systems. The proposed system based on MBT develops more accurate all possible test paths due to generate directly from XMI file instead of using the dependency table and dependency graph. The generated test paths are validated with Cyclomatic Complexity. The proposed system saves time in choosing the best test path because other optimization algorithms spend time to calculate weight but the proposed approach does not need to evaluate weight. The proposed system is more

efficient and effective in the software development, because the human effort in finding bugs and errors, and the steps at the evolution of generated test paths are reduced.

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