



# Verification and Validation

# Objectives

- To introduce software **verification** and **validation** and to discuss the distinction between them
- To describe the **code inspection** process and its role in V & V

# Verification vs. Validation

## ■ Verification

"Are we building the product right?"

- The software should conform to its specification.

## ■ Validation

"Are we building the right product?"

- The software should do what the user really requires.

How could a system possibly pass verification, but not validation?

# The V&V Process

- Has two principal objectives
  - The discovery of defects in a system
  - The assessment of whether or not the system is usable in an operational situation
- Is a whole life-cycle process
  - Examples
    - Peer document reviews    Verification
    - Customer document reviews    Validation
    - SDD requirements matrix    Verification
    - Code inspections    Verification
    - Customer meetings    Validation
    - Prototyping    Verification and Validation

Mainly verification  
or validation? Or  
both?

# V&V Goals

- V&V should establish confidence that the software is fit for its purpose.
  - This does not mean completely free of defects.
  - Rather, it must be good enough for its intended use.

# V&V Confidence

Depends on:

- System purpose

- The level of confidence depends on how critical the software is to an organization (e.g. safety critical).

- User expectations

- Users may have low expectations of certain kinds of software.

- Marketing environment

- Getting a product to market early may be more important than finding defects in the program.

# Code Inspection

- Visually examine the source code
- Goals
  - To discover logical anomalies and defects. Examples:
    - uninitialized variables
    - unreachable code
    - infinite loops
  - To confirm compliance with coding and commenting conventions
- Intended for **defect detection**, not correction
- Very effective technique for discovering errors
- Saves time and money
  - The earlier in the development process an error is found, the better.

# Inspection Pros

- Many different defects may be discovered in a single inspection
  - With testing, one defect may mask another so that several executions/tests are required.
- Inspections reuse domain and programming knowledge
  - Reviewers are likely to have seen the types of errors that commonly arise.



# Inspection and Testing

- Inspection and testing are complementary techniques.
- Inspection can check conformance with a specification (verification), but **not** conformance with the customer's real requirements.
  - Testing can do this (validation).
- Inspections **cannot** check non-functional characteristics.

# Inspection Preparation

- A precise specification must be available.
- Team members must be familiar with the organization's coding and commenting standards.
- Syntactically correct code must be available.
- An error checklist should be prepared.
- Management must accept that inspection will increase costs early in the software process.

## Something to Consider ...

A manager decides to use the reports of program inspections as an input to the staff appraisal process. These reports show who made and who discovered program errors.

- What do you think about this practice?
- Might this make a difference in the inspection process itself?

# Inspection Procedure

- The inspection procedure is planned.
- A system overview is presented to the inspection team.
- Code and associated documents are distributed to the inspection team in advance.
- Inspection takes place and all discovered errors are noted.
- All modifications are made to repair discovered errors.
- Re-inspection may or may not be required.

# Inspection Teams

- Made up of:
  - **Author** of the code being inspected
  - **Inspector** who finds errors, omissions, and inconsistencies
  - **Reader** who reads the code to the team
  - **Moderator** who chairs the meeting
  - **Scribe** who makes detailed notes regarding errors
- Roles may vary from these (e.g., Reader).
- Multiple roles may be taken on by the same member.

# Inspection Checklist

- Checklist of common errors is used to drive the inspection
  - Is programming language dependent

How would a C or Python checklist differ from a Java checklist?

## Sample of a Partial Inspection Checklist

<b>Category</b>	<b>Inspection Check</b>
<b>Data</b>	<b>Are all variables initialized before they are used?</b> <b>Have all constants been named?</b>
<b>Control</b>	<b>For each conditional statement, is the condition correct?</b> <b>Will each loop terminate?</b> <b>In case statements, are all possible cases accounted for?</b>
<b>Input/output</b>	<b>Are all input variables used?</b> <b>Are all output variables assigned a value before they are output?</b>
<b>Interface</b>	<b>Do formal and actual parameters match in:</b> <ul style="list-style-type: none"><li><b>- number?</b></li><li><b>- data type?</b></li><li><b>- what they represent?</b></li></ul>
<b>Exception management</b>	<b>Have all possible error conditions been taken into account?</b>

# Automated Static Analysis

- **Static analyzers** are software tools for source text processing.
  - They parse the program text and try to discover potentially erroneous conditions.
  - They find many of the errors relevant to code inspection.
- Very effective as an aid to inspections. A supplement to, but not a replacement for, inspections.



# Sample Static Analysis Checks

<b>Fault Class</b>	<b>Static Analysis Check</b>
<b>Data</b>	<b>Undeclared variables</b> <b>Variables used before initialization</b> <b>Variables declared but never used</b> <b>Possible array bounds violations</b>
<b>Control</b>	<b>Unreachable code</b>
<b>Input/Output</b>	<b>Variables output twice with no intervening assignment</b>
<b>Interface</b>	<b>Parameter type mismatches</b> <b>Parameter number mismatches</b> <b>Non-usage of the results of functions</b> <b>Uncalled functions</b>
<b>Storage management</b>	<b>Unassigned pointers</b>

138% more lint\_ex.c

```
#include <stdio.h>
printarray (Anarray)
    int Anarray;
{
    printf(“%d”,Anarray);
}
main ()
{
    int Anarray[5]; int i; char c;
    printarray (Anarray, i, c);
    printarray (Anarray) ;
}
```

139% cc lint\_ex.c

140% lint lint\_ex.c

```
lint_ex.c(10): warning: c may be used before set
lint_ex.c(10): warning: i may be used before set
printarray: variable # of args. lint_ex.c(4) :: lint_ex.c(10)
printarray, arg. 1 used inconsistently lint_ex.c(4) ::
lint_ex.c(10)
printarray, arg. 1 used inconsistently lint_ex.c(4) ::
lint_ex.c(11)
printf returns value which is always ignored
```

CMSC 345, Version 1/11

## LINT Static Analysis Example

# References

- Sommerville, Ian, *Software Engineering*, 6th ed, 2000. New York: Addison Wesley.