Testing object Interactions
Grüner, A.

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Part II

Testing Multi-threaded Components
In the previous part of this thesis we presented a formal framework for testing object-oriented components in a sequential setting. That is, the language allowed for a single-threaded flow of control, only. In the following part, we suggest an extension of the framework regarding multi-threaded components. In particular, we will extend the underlying programming language with the notion of threads. In languages like Java and C♯ objects are passive entities residing in the heap of the program – instantiated from classes that serve as “generators of state”; the active part of the program is represented by threads. Indeed, in a multi-threaded setting, there is also a mechanism for “generating new activity”, i.e., for creating new threads. Thus, we extend our previous work by thread instantiation from thread classes, meaning that new activities can be dynamically spawned from “templates”.

Correspondingly, we have to adapt the test specification language. The underlying idea is that we cope with multi-threading by providing a specification statement for each thread. Hence, only the order of interactions which belong to the same thread is specified.

Finally, we sketch how the code generation algorithm of the single-threaded setting can be modified in order to generate test programs also for multi-threaded components.