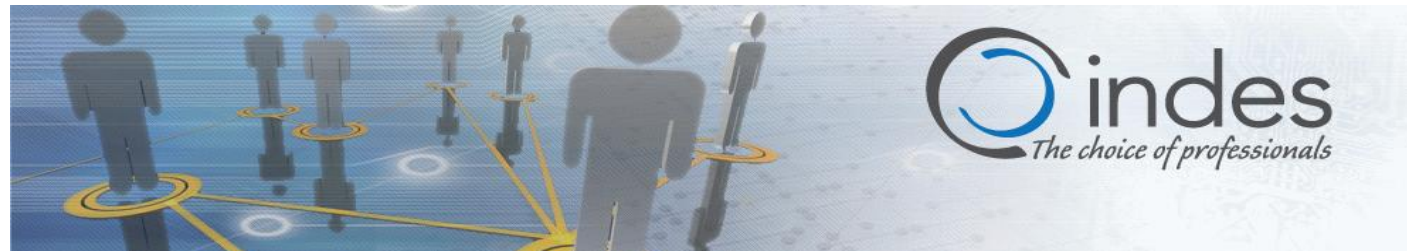


Testen van Embedded Systemen

Gerard Fianen



INDES-IDS BV - Embedded Software Development



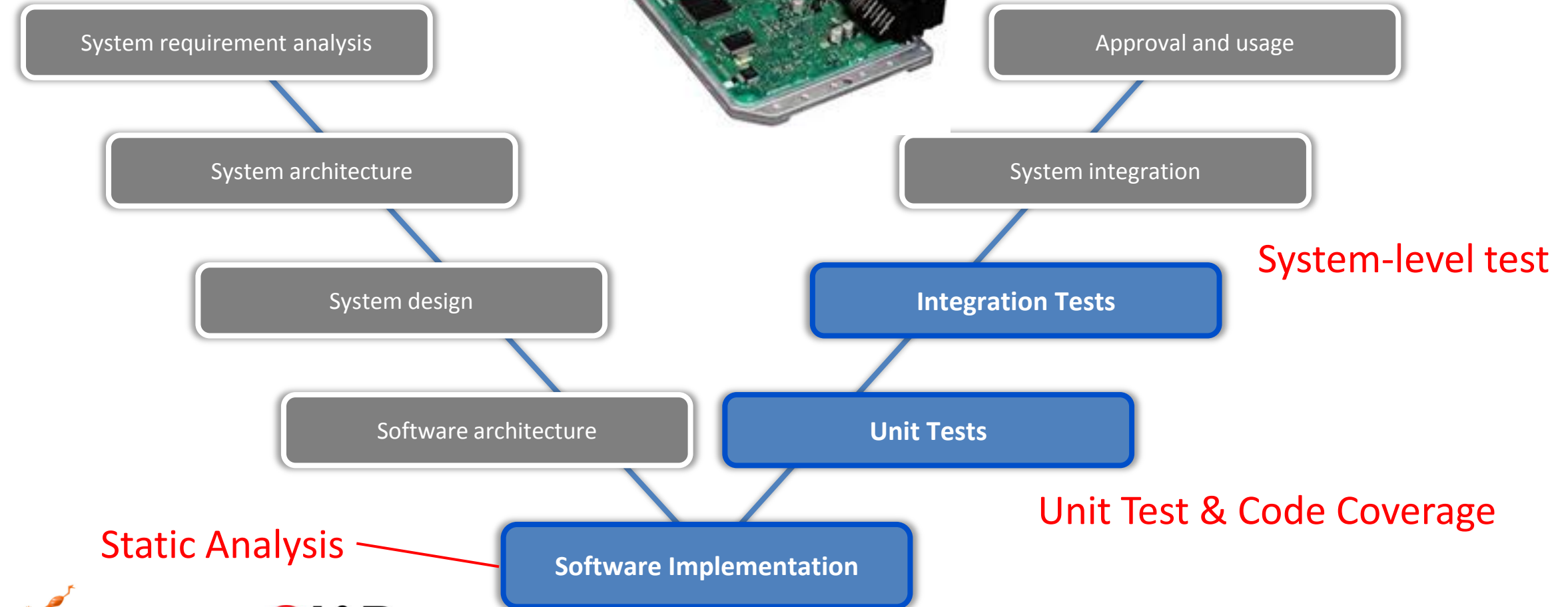
“The choice of professionals”

info@indes.com

www.indes.com/embedded

Tel: 0345 - 545.535

Test : The V-Model

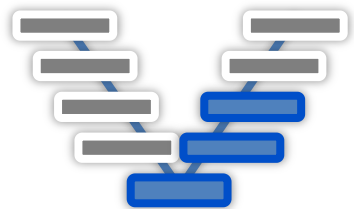


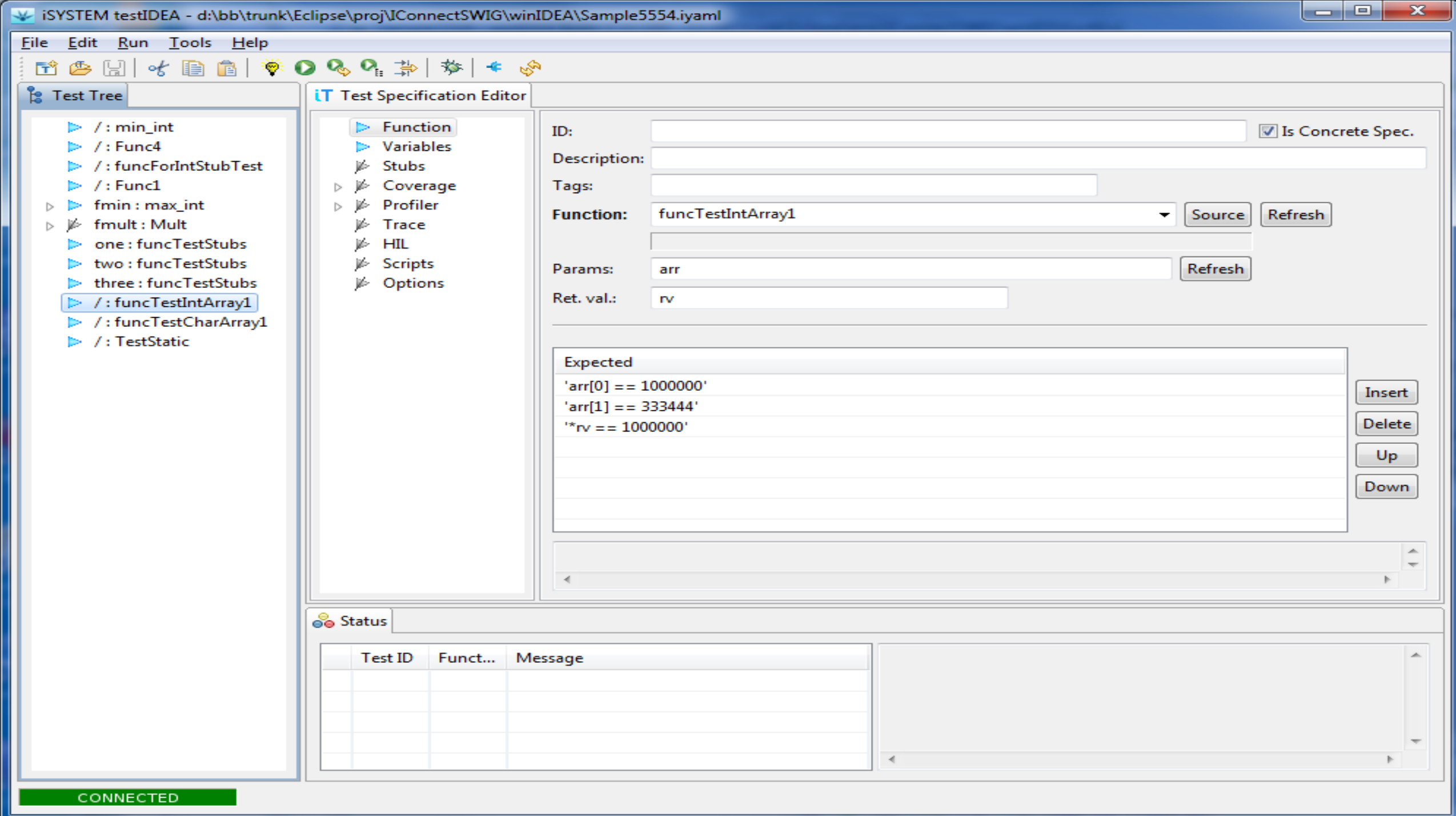
goanna

IAR
SYSTEMS

Unit Test & Code Coverage

- What is Unit Test ?





Unit Test & Code Coverage

- What is Code Coverage ?
 - SC (Statement Coverage)
 - BC / DC (Branch / Decision Coverage)
 - CC (Condition Coverage)
 - MCDC (Modified Control Decision Coverage)
- Build an automatic regression Testsuite

Unit Test & Code Coverage

Coverage Criteria	Statement Coverage	Decision Coverage	Condition Coverage	Condition/ Decision Coverage	MC/DC	Multiple Condition Coverage
Every point of entry and exit in the program has been invoked at least once		•	•	•	•	•
Every statement in the program has been invoked at least once	•					
Every decision in the program has taken all possible outcomes at least once		•		•	•	•
Every condition in a decision in the program has taken all possible outcomes at least once			•	•	•	•
Every condition in a decision has been shown to independently affect that decision's outcome					•	• ⁸
Every combination of condition outcomes within a decision has been invoked at least once						•

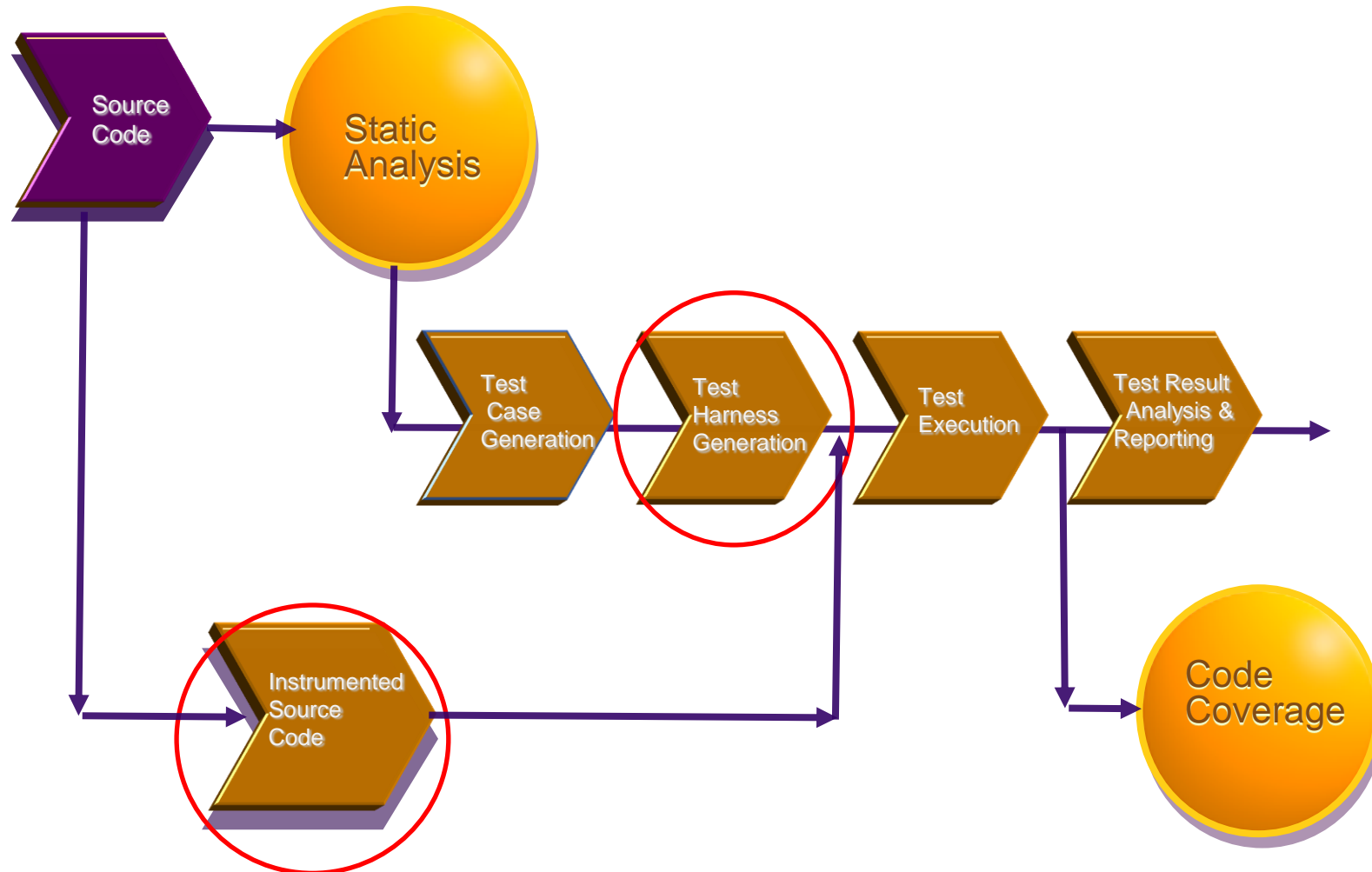
Unit Test & Code Coverage

for embedded systems

- On-Host testing versus On-Target Testing
- Real-Time versus non_Real-Time

Unit Test & Code Coverage

Traditional workflow



```
static void countProducts(void)
{
    struct CountedProduct * currentCountedProduct;
    uint32_t iProduct = 0U;
    const struct Product * currentProduct;

    ProductDatabase_resetCountedProducts();
    /* iterate over each product that has been scanned */
    while (iProduct < scannedProducts) {
        currentProduct = ShoppingBasket[iProduct];
        if ( currentProduct != NULL_POINTER )
        {
            currentCountedProduct = ProductDatabase_getCountedProduct(currentProduct);
            if (currentCountedProduct != NULL_POINTER)
            {
                (currentCountedProduct->count)++;
            }
        }
        iProduct++;
    }
}
```

```
met instrumentatie:
static void countProducts ( void)
{
    int iCashregister_7zzqqzz = Cashregister_7zzqqzz ( 6 ) ; /
    /* 37 */
    struct CountedProduct * currentCountedProduct ;
    uint32_t iProduct = 0U ;
    const struct Product * currentProduct ;
    ProductDatabase_resetCountedProducts () ;
    /* iterate over each product that has been scanned */
    while ( iProduct < scannedProducts )
    {
        /* 32 */
        currentProduct = ShoppingBasket [ iProduct ] ;
        if ( currentProduct != ( ( void * ) 0 ) )
        {
            {
                currentCountedProduct =
ProductDatabase_getCountedProduct ( currentProduct ) ;
                if ( currentCountedProduct != ( ( void * ) 0 ) )
                {
                    ( currentCountedProduct -> count ) ++ ;
                }
            }
        }
        else
        {
            Cashregister_7zzqqzz ( 7 ) ; /* 4 */
        }
    }
    else
    {
        Cashregister_7zzqqzz ( 8 ) ; /* 4 */
        iProduct ++ ;
        Cashregister_7zzqqzz ( 9 ) ; /* 6 */
    }
    Cashregister_7zzqqzz ( 10 ) ; /* 5 */
    Cashregister_7zzqqzz ( 11 ) ; /* 30 */
}
```

Unit Test & Code Coverage

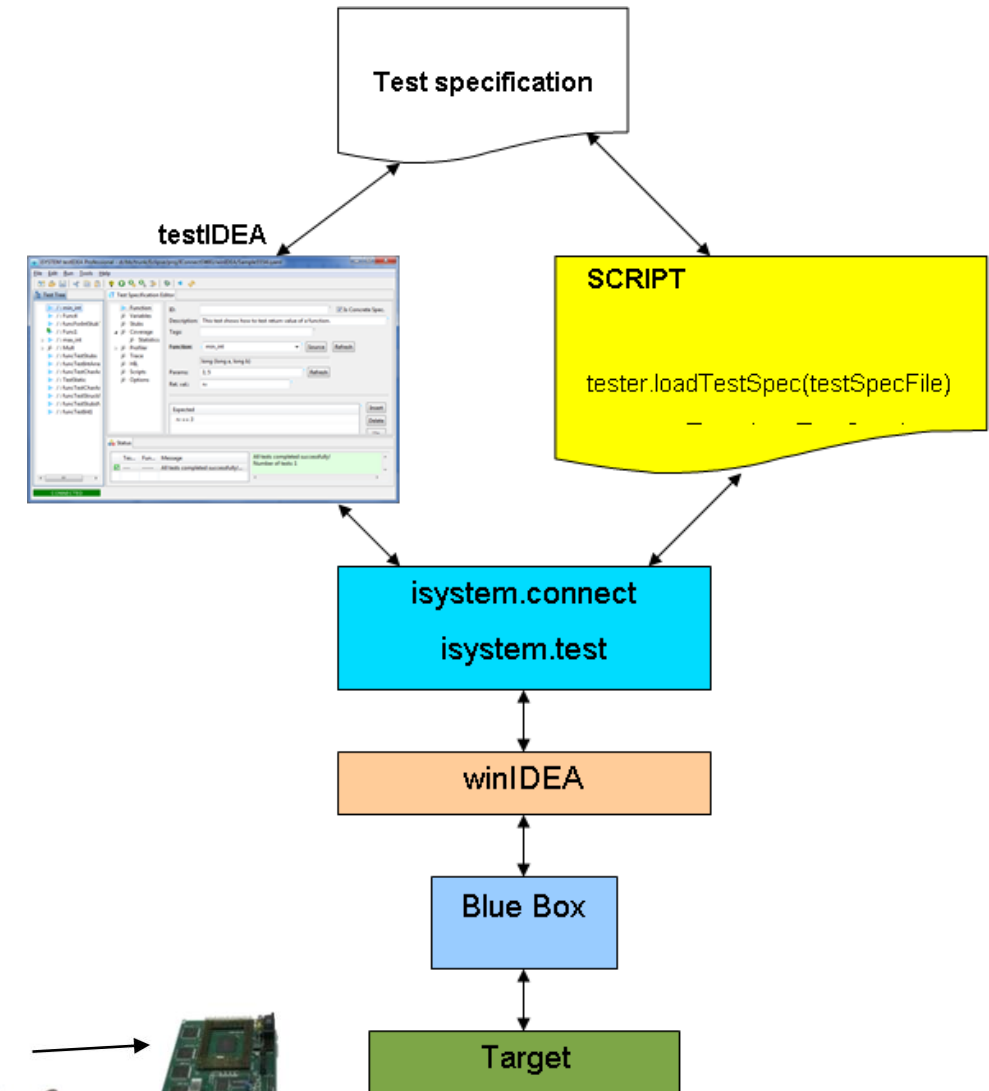
Problems with instrumentation

- Often tricky to integrate into the build process
- Code size increases
- Execution times are different
- Not all functions can be tested (drivers)
- Certification of the instrumenter (more complex TQP)

Unit Test & Code Coverage

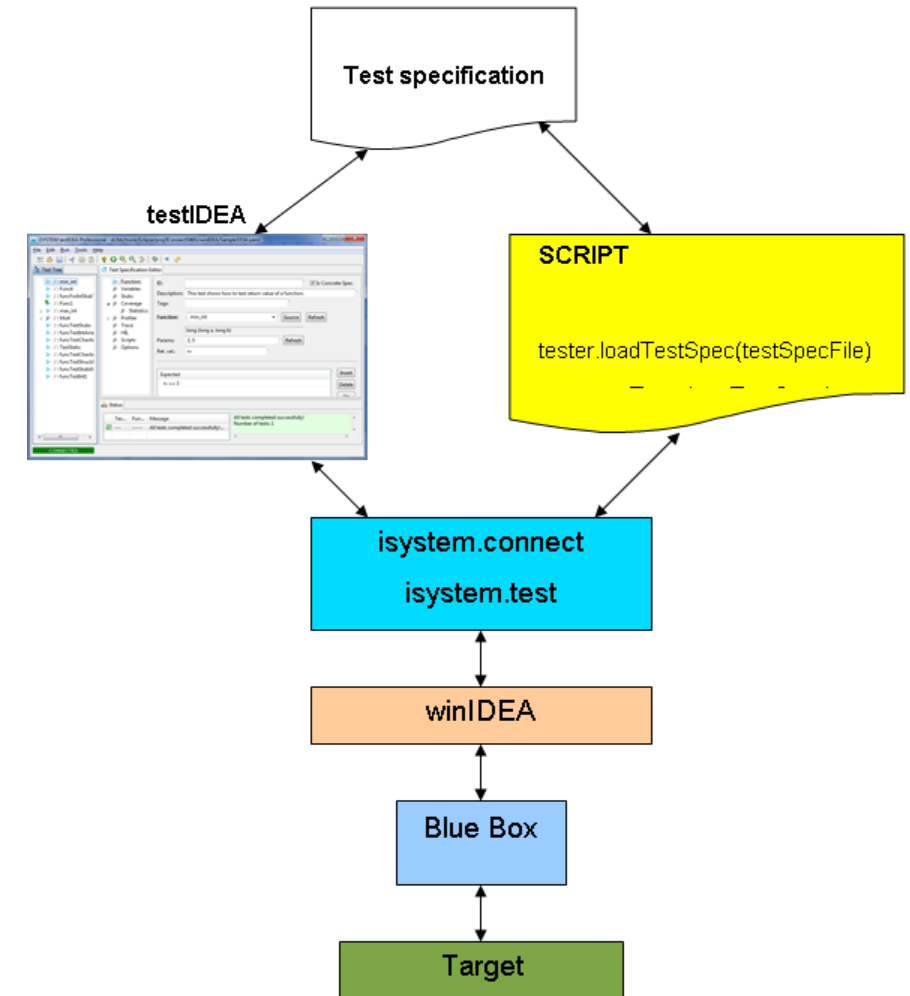
Alternative approach

- Integrate with the debugger
 - Full open API to all debugger functions
 - Fully integrated Unit Test creation
- Automate the process
- For coverage : Use Real-Time Trace
 - ETM, Nexus, Aurora, Full ICE



Benefits

- No instrumenter in the build process
- Test execution on the target system
- Test execution on the production code
 - on Machine code level
 - Cross compiler v.s. host-compiler
- No test driver / test harness needed
- Continuous code coverage Code coverage
- Fully integrated with Development process
 - Development engineer can develop the tests



Examples of advanced features

- Compare 'golden' with current Real-Time Execution trace
- Combine trace, performance analysis, code coverage and I/O stimuli with test runs
- Technology may be used for unit, integration and system test

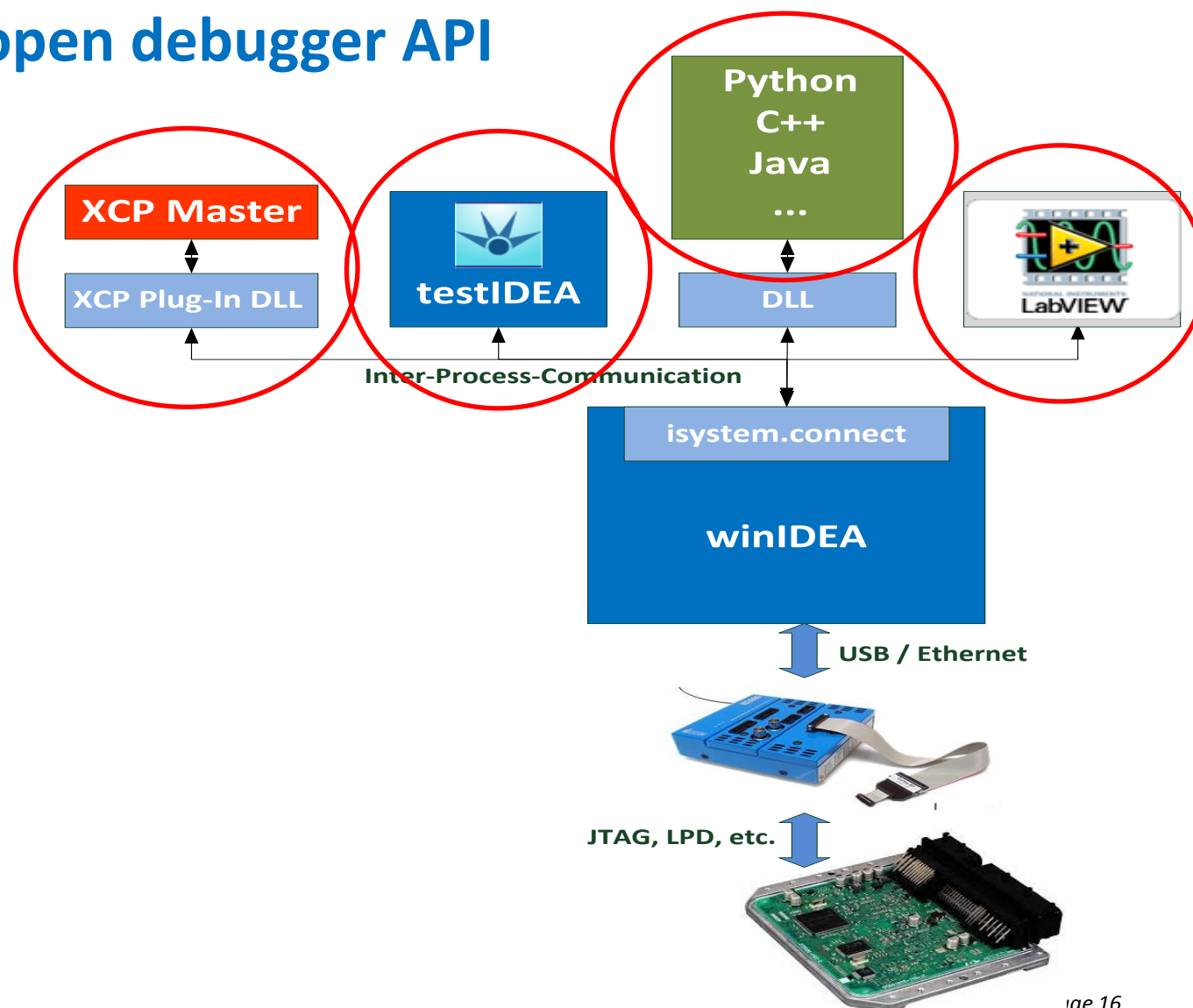


System test

take advantage of the open debugger API

Available Features:

- Debugging:
Download, Run/Stop, Break
Symbol Information
Read/Write Data Access
- Analysis:
Trace
Coverage
Profiling
- IDE and Build System
- All testcases are parametric



Sample - winIDEA - [D:\RegressionTests\trunk\sample\common\debug.c]

File Coverage View Project Hardware Debug Test Plugins Tools Window Help

Project Workspace

Filter

Functions

Address_DifferentFunctionParameters()
Address_GlobalVariables()
Address_TestScopes()
CPU_Init()
CPU_Recursion()
CoverageA()
CoverageC()
DelayForProfiler()
Factorial(long i)
Func1(long i)
Func2(long i, char c, long pY)
Func3(long * pY)
Func4(float f, char * pC, long pY)
Mult(long x, long y)
ProfilerC(long nLoops)
ProfilerC_1()
ProfilerC_2()
ProfilerC_Interrupt()
ResetStrX(strX * pS, long pY)
TestStatic()
Type_Arrays()
Type_Bitfields()
Type_Enum()
Type_FunctionPointer()
Type_Mixed()

Statistics View

StatPane

Symbols

43/578 (7%)
41/374 (11%)
28/39 (72%)
20/28 (71%)
6/9 (67%)
0/1 (0%)
0/1 (0%)
0/1 (0%)
1/1 (100%)
1/1 (100%)
1/1 (100%)
1/1 (100%)
1/1 (100%)
1/1 (100%)
2/2 (100%)
8/189 (4%)
0/95 (0%)
5/19 (26%)
0/32 (0%)
0/68 (0%)

profilerWInterrupts_RTR.trd

main.c

profilerC.c

debug.c

proje

Disassembly

Address

Data

Disassembly

Registers

Func4((float)1.1, c, (long)100, (float)5);
e_lis r3,3F8C
e_or2i r3,CCCC
e_add16i r4,r1,14
se_li r5,#64
e_lis r6,40A0
se_b1 2666
++iCounter;
e_lwz r3,-7FD0(r13)
e_add16i r0,r3,01
e_stw r0,-7FD0(r13)
se_lwz r31,#2C(r1)
se_lwz r30,#28(r1)
se_lwz r29,#24(r1)
se_lwz r0,#34(r1)
se_mtlr r1,r1,30
Address_DifferentFunctionParameters()
dummyFunction

Variables

Context: void Address_DifferentFunctionParameters()

Name

Value

Type

Address

c "" char [5] (R1+14)
f 3.14 float R29
pY Ptr (0x40001FB0) long * R31
x 15 long R30

Memory

Area: Virtual

Address:

HEX

00000000 01 5A 00 00 00 00 2D 28 FF FF FF FF FF FF FF FF
00000010 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00000020 D0 24 70 80 E0 00 1C 84 3A 50 D0 43 00 04 00 00
00000030 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00000040 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00000050 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00000060 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00000070 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00000080 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00000090 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000000A0 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000000B0 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000000C0 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000000D0 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000000E0 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000000F0 FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF

Trace

Number

Address

Data

Content

Time

D% AUX

620.7 000020DC 182106E0 {
ProfilerC_1
182106E0 e_stwu
Instruction
620.8 000020E0 0080D901 0080 se_mflr r0
Instruction
620.9 000020E2 D901D7F1 D901 se_stw r0,
Instruction

Statistics

Code [All]

Count

Net Time

CoverageC 0 0.00% 0 ns 0.00%
main 0 0.00% 0 ns 0.00%
ProfilerC 1 0.07% 2.655610 ms 6.38%
ProfilerC_1 1000 66.62% 35.917568 ms 86.29%
ProfilerC_2 500 33.31% 3.048782 ms 7.32%
ProfilerC_Interr: 0 0.00% 0 ns 0.00%

Watch

Name

Value

Type

Address

SFRs

Name

Value

Values

e200z4, xPC564xBC
e200z4 L1 Cache
Processor Control
Debug
Exception Handling Registers
General

Timeline

Code [All]

Value

History

CoverageC
main
ProfilerC
ProfilerC_1
ProfilerC_2
ProfilerC_Interrupt

Ready

A: 00000000

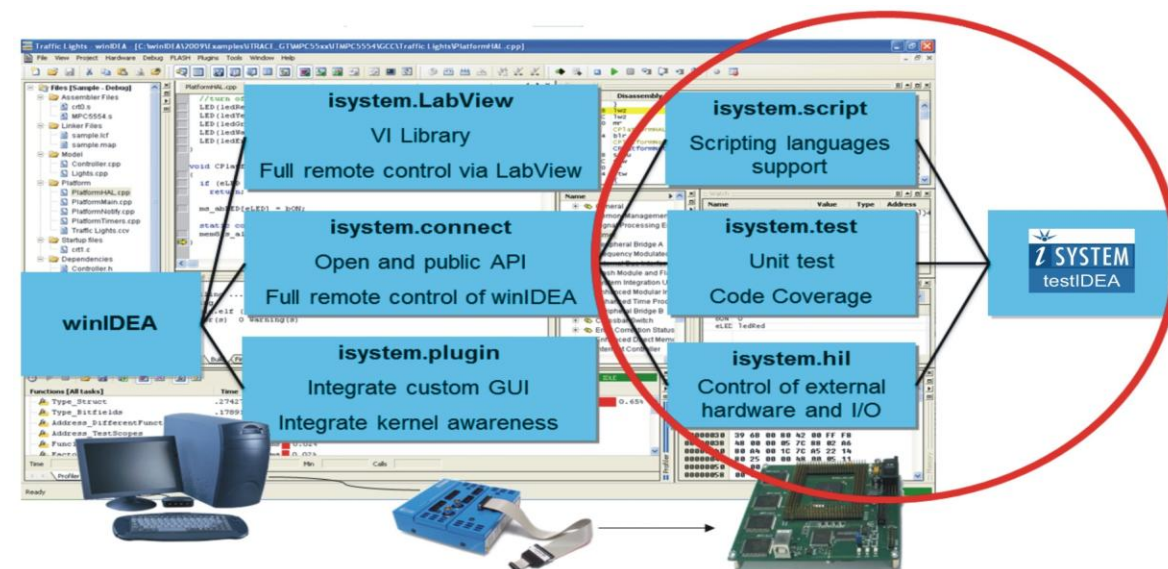
OVR

STOP

System test

Benefit of using debugger API

- Very easy to do complex tests
 - Debugger knows 'everything'
 - Real-time access to memory, registers, variables, peripherals
 - All during Real-Time execution
- Simplifies System test fixtures
- All test cases are parametric
- Easy reuse of test cases



iSystem Test Results

Test Configuration	
Attribute	Value
report file	D:\winIDEA\2011\Examples\OnChip\PowerPC\MPC55xx\ITMPC5554\GCC\IntRAM\ErolsersterReport.xml
tester	Erol
date	20.06.2011
time	16:58:15
software	SW
hardware	HW
description	Desc
testSpecificationFile	D:\winIDEA\2011\Examples\OnChip\PowerPC\MPC55xx\ITMPC5554\GCC\IntRAM\PPC5554 ITMPC5554 GCC Int RAM.ivam!
wiWorkspacePath	D:\winIDEA\2011\Examples\OnChip\PowerPC\MPC55xx\ITMPC5554\GCC\IntRAM

Test ID	Function	Result
StubTest	Address_DifferentFunctionParameters	Pass
Tags	Description	
	Stub Test	
Test Specification		
<pre>id: 'StubTest' desc: 'Stub Test' init: iCounter: 0 func: [Address_DifferentFunctionParameters] stubs: - func: - Func2 - retV assign: retV: 2 expect: - iCounter == 1</pre>		

Test ID	Function	Result
GlobalVariableTest	Address_DifferentFunctionParameters	Pass
Tags	Description	
	Global Variable Test	
Test Specification		
<pre>id: 'GlobalVariableTest' desc: 'Global Variable Test' init: iCounter: 0 func: [Address_DifferentFunctionParameters] expect: - iCounter == 1</pre>		

Save Test Report

Report contents:

☒ Full report ☐ Errors only

Output format:

☒ XML ☐ YAML ☐ CSV ☐ XLS ☐ XLSX

Output format configuration

XSLT: <built-in> itestResult.blue.xslt

Browse

Output File:

D:\isystem.test\IDEA\TestResults\PPC554 ITMPC554 GCC int RAM Test Report.xml

Browse

☒ Include test specifications

☒ Open default browser after save

Tester:

Werner

☐ Use custom date and time

Date: 21.03.2014 Time: 17:57:24

Test Environment

Software: SW

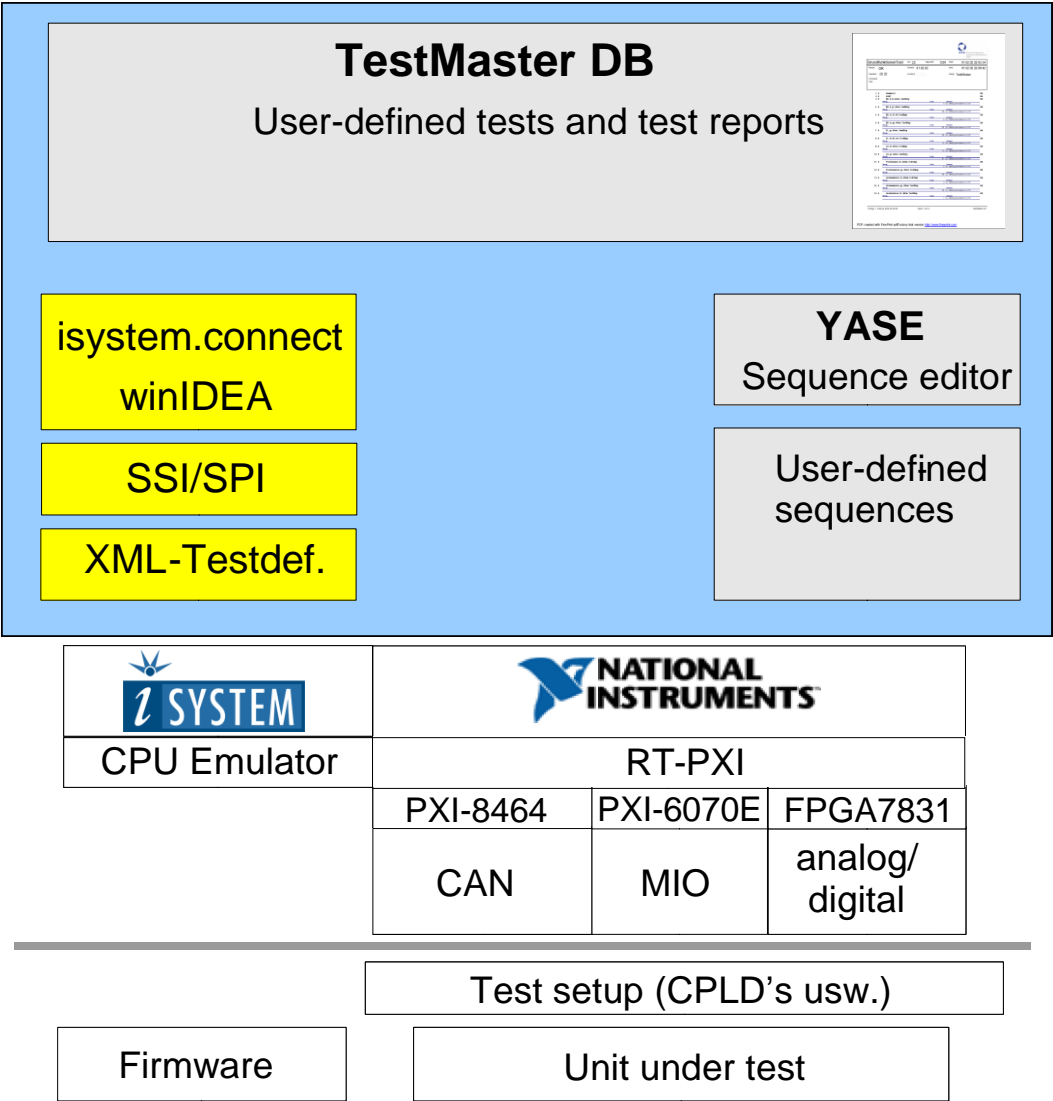
Hardware: HW

Description: Desc

OK

Cancel

Example: Hella (part of CASA@HELLA)



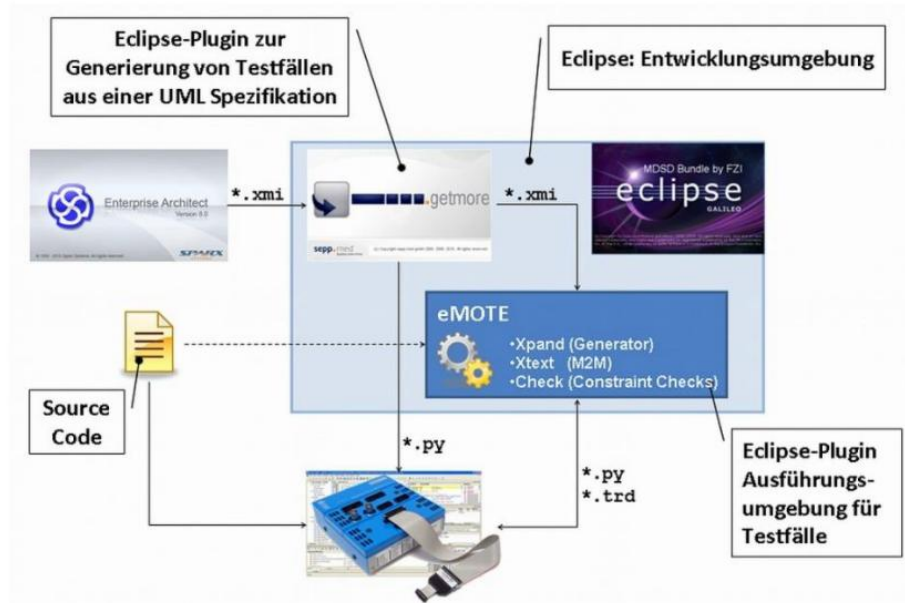
Configuration
Test definition

Measurement
system

FIT Hardware

Advanced example:

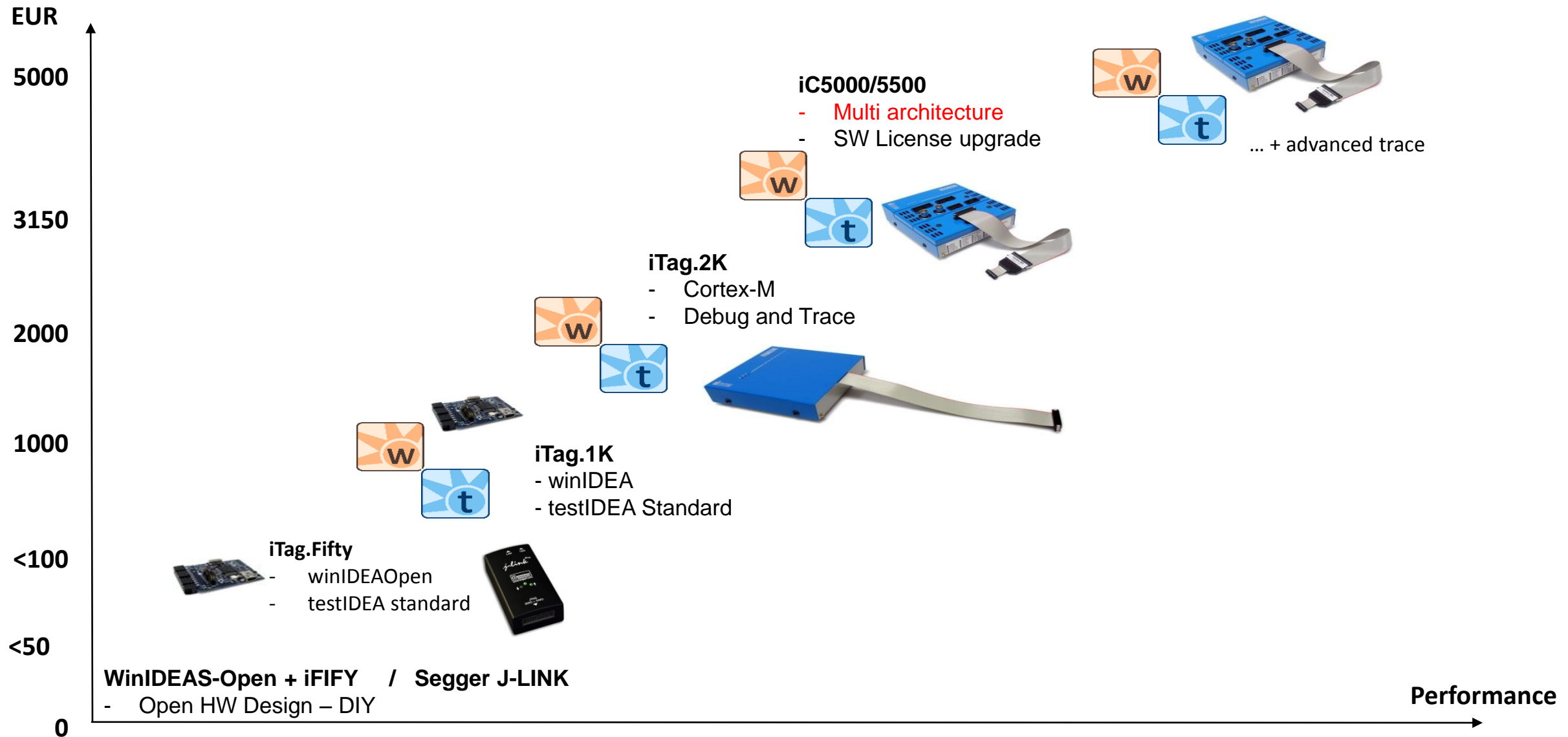
eMOTE: *E*mbedded *Mo*del-based *Te*sting



- Funded by BMWi Germany
- Project partners: FZI Karlsruhe, sepp.med GmbH
- Project Number: KF2076903SS9



Wat kost dat ?



Download WinIDEA-OPEN at : <http://isystem.com/index.php/download/winideaopen>

WinIDEA Open

experience the environment yourself

Free Cortex-M software development and test platform supporting iSYSTEM's Cortex Tool [iTAG](#), different 3rd party debug hardware (e.g., [SEGGER J-Link](#), [ST-LINK](#), CMSIS-DAP) and a large number of evaluation boards. winIDEA Open supports all major compilers and imposes no code size restrictions when used with the GNU toolchain (32K others) and is provided with no support. Therefore it is recommended to use winIDEA Open for evaluation and non-critical projects only.

Overall software features (no time or code size limitations):

Full GNU GCC toolchain 4.7 included

Unlimited code size with GCC compiler

Full featured winIDEA platform:

- Editor & build manager
- Flash programming
- HW and SW breakpoints
- Low and high-level debugging
- Device register view (SFRs)
- Python scripting
- Test tool [testIDEA](#) standard included (Unit Test / Code Coverage)
- RTOS aware debugging
- Interoperable with a wide range of tools through [isystem.connect API](#)

Optional upgrade to commercial winIDEA build (all compilers supported, full technical support, regular winIDEA updates, support for new microcontrollers, new winIDEA functionalities, ...). To upgrade, please INDES-IDS BV.

WinIDEA Open

Download WinIDEA-OPEN at : <http://isystem.com/index.php/download/winideaopen>

winIDEA Open currently supports the [iSYSTEM iTAG.ZERO](#) and [iTAG.FIFTY](#) as well as various third party debug hardware such as the [SEGGER J-Link](#) , [ST-LINK](#) and CMSIS-DAP in conjunction with many evaluation boards, see <http://isystem.com/index.php/products/software/winidea-open>

Voor meer informatie :

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gerard@indes.com

Tel : 0345 – 545.535

www.indes.com/embedded



Supporting slides

More detailed information on Unit Test

- Debugger knows 'everything'

- Real-time access to memory, registers, variables, peripherals

- All during Real-Time execution

More detailed information on Code Coverage using trace

More on Certification

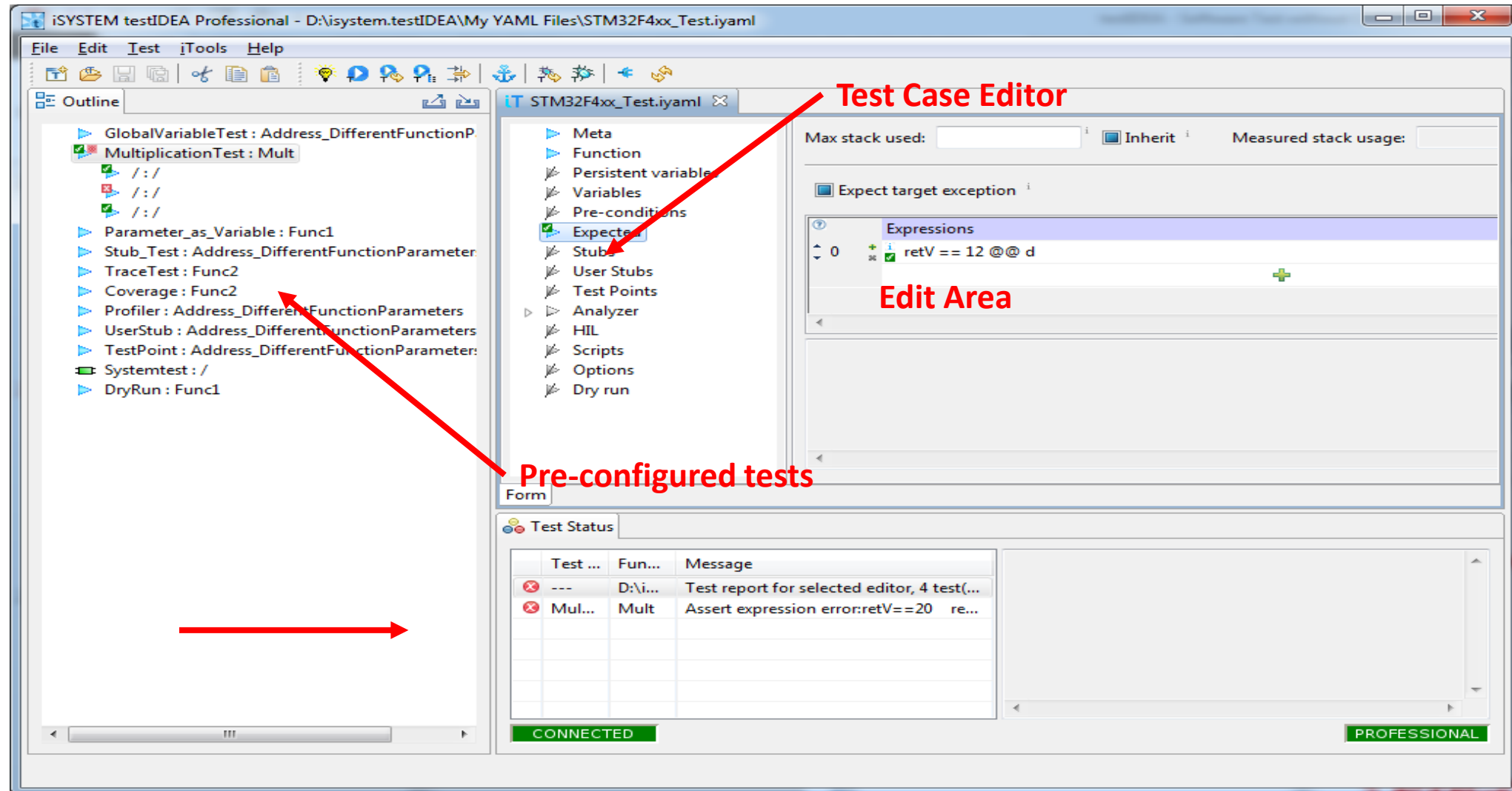
iSYSTEM Test Possibilities



EMBEDDED TOOLS FOR SINGLE AND MULTI-CORE

Software Development, Analysis, Test Automation and Certification

testIDEA in conjunction with winIDEA

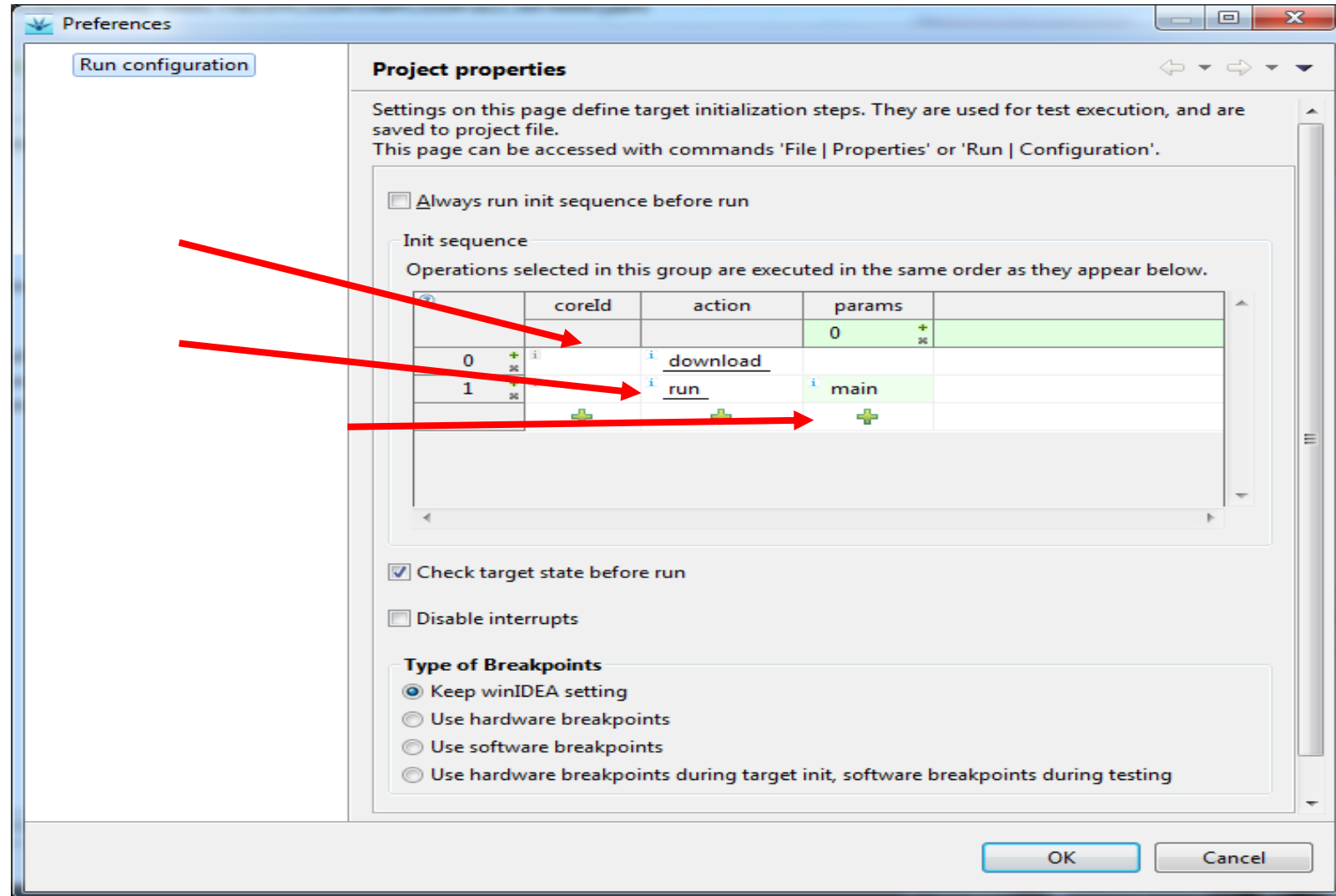


testIDEA Basic Configuration

Which core?

What to do?

Which parameter?

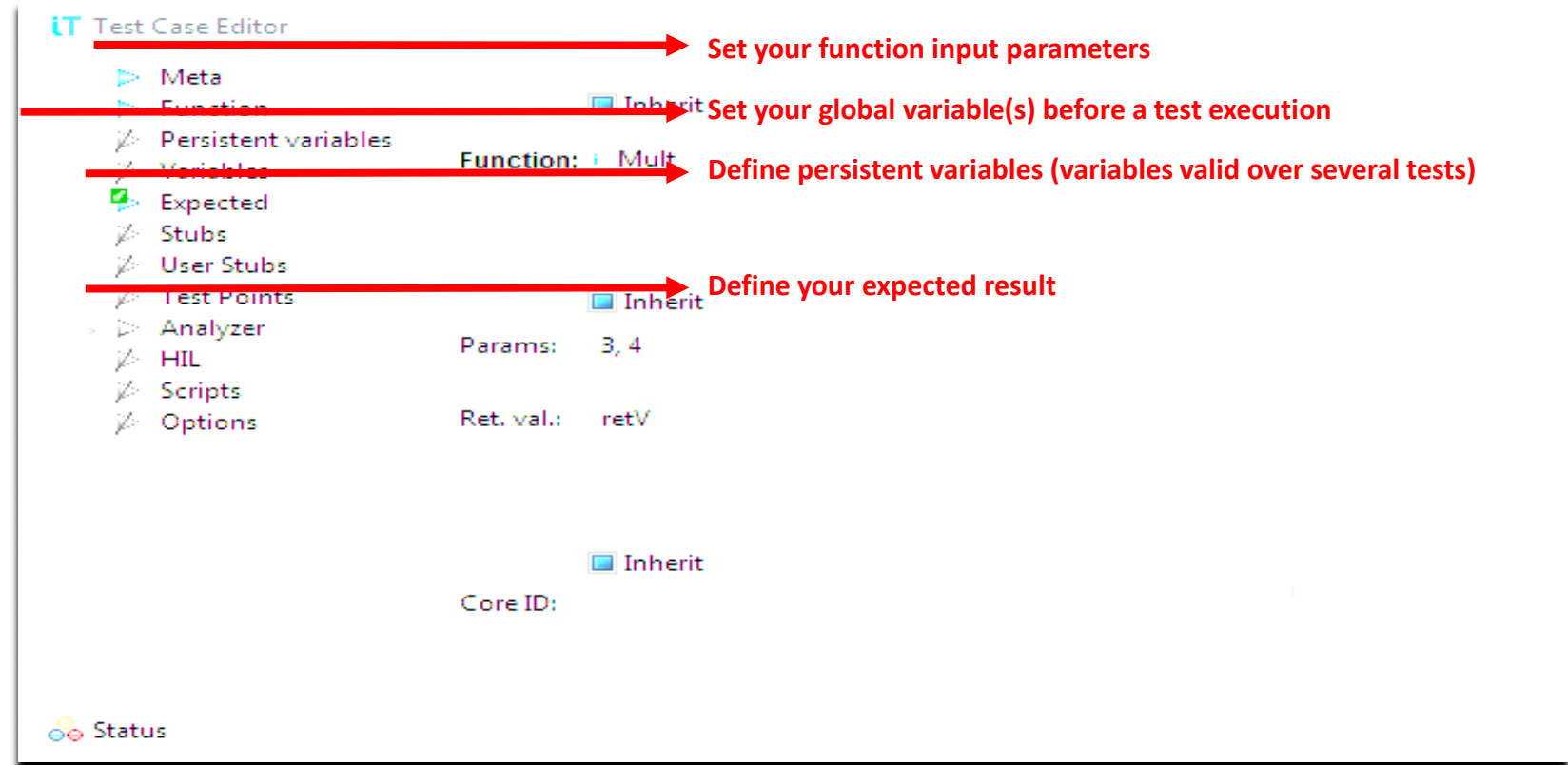


Input Parameters / Expected Return Values

Input Parameters can be

- Function Parameters
- Global Variables
- Persistent Variables

Expected Return Value

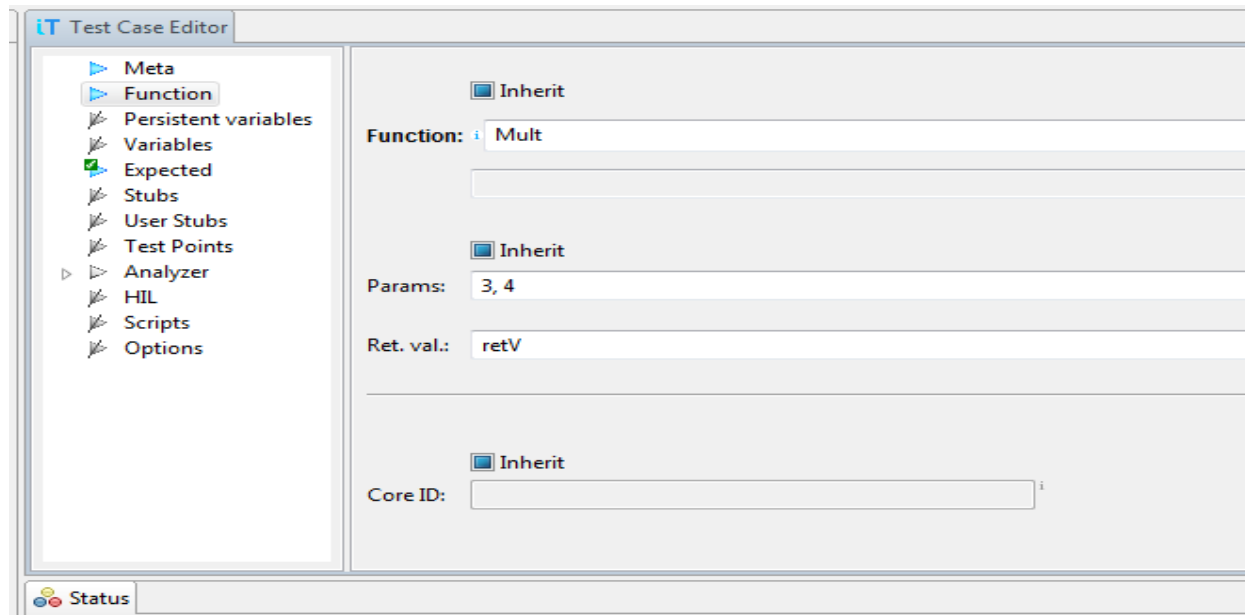


Input Parameters / Expected Return Values

Input Parameters can be

- Function Parameters
- Global Variables
- Persistent Variables

Expected Return Value



Test Specification as text:

- id: FunctionTest

desc: |-

My Function Test

init:

iCounter: 0

func: [Mult, [3, 4], retV]

expect:

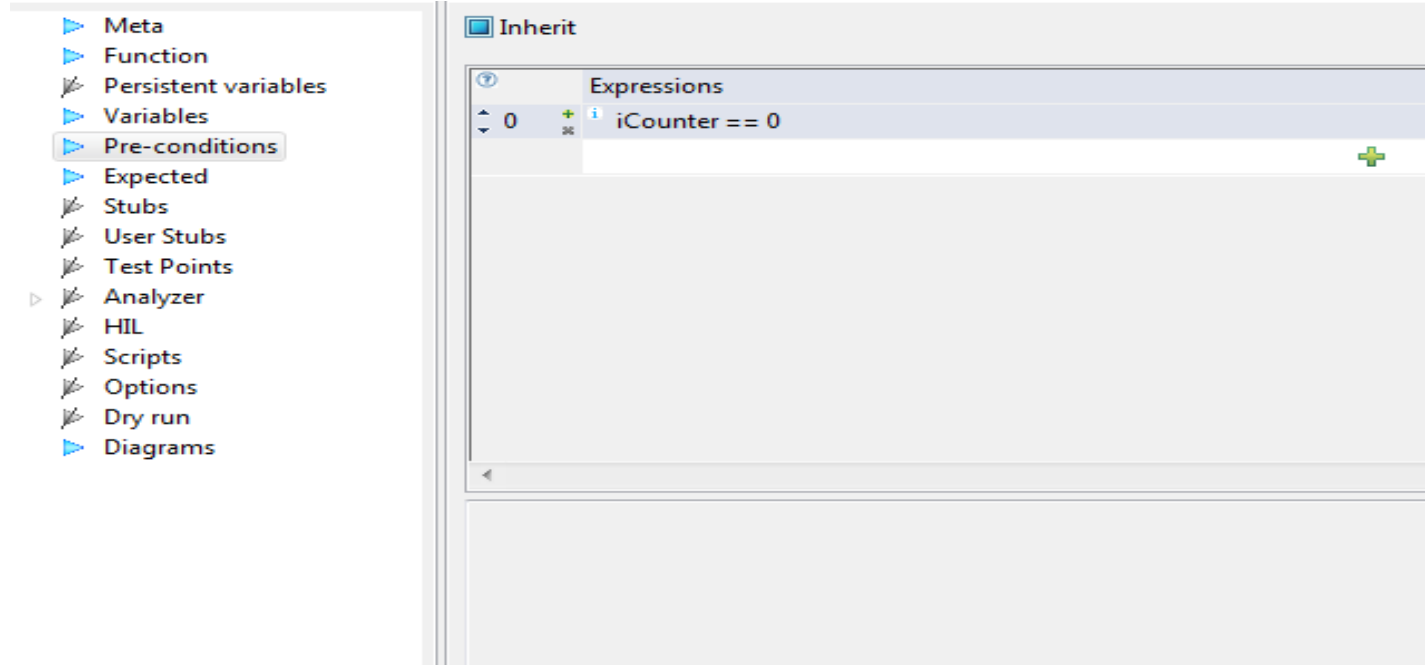
- 'retV == 12'

Pre-Conditions

This section contains expressions, which are evaluated before test case execution is started.

This functionality can be used, when certain global variables or hardware input values must match some criteria for test to succeed.

If we detect error early, it is easier to find the reason for test failure.



Stubs

Method stub (From Wikipedia)

A method stub or simply stub in software development **is a piece of code used to stand in for some other programming functionality**. A stub may simulate the behavior of existing code (such as a procedure on a remote machine) or be a temporary substitute for yet-to-be-developed code. **Stubs are therefore most useful in** porting, distributed computing as well as general software development and **testing**.

Typical Use Cases in testIDEA:

1. Replace a function call with a return value -> the function is not called, the return value is set (not real time)
2. Do nothing – a function call is simply ignored (real time)
3. A function call is replaced with another function call (real time). The replaced function is already a part of the downloaded code.

Stubs

IT Test Case Editor

- ▶ Meta
- ▶ Function
- ▶ Persistent variables
- ▶ Variables
- ▶ Expected
- ▶ Stubs
- ▶ **User Stubs**
- ▶ Test Points
- ▶ Analyzer
- ▶ HIL
- ▶ Scripts
- ▶ Options

☒ Inherit ⁱ

User Stubs
Func1

Stubbed func.: ⁱ Func1

Is active: ☐ No ☐ Yes ☒ Default (Yes) ⁱ

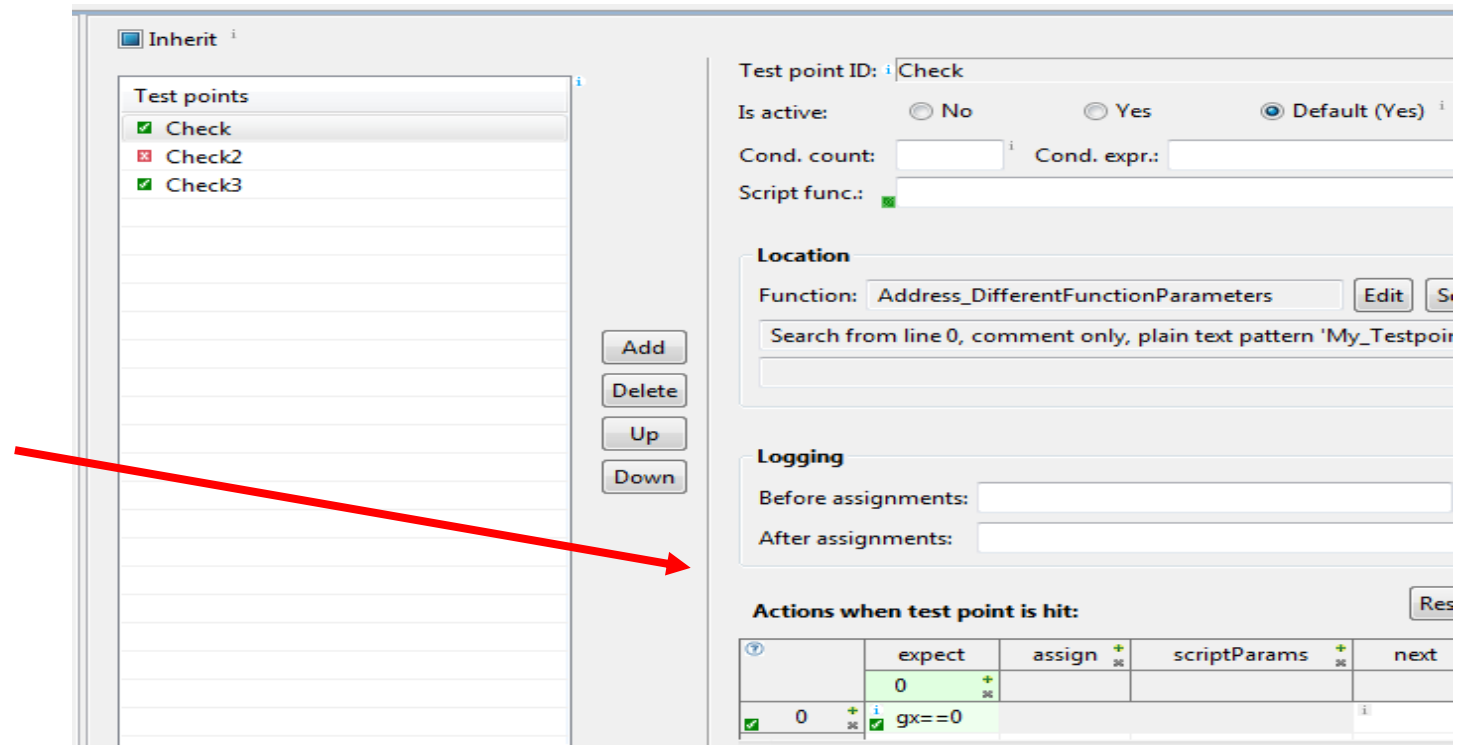
Stub type: ☒ Call target function ☐ Skip stub

Replacement f.: Func2 ⁱ

Test points

Test points pause test execution at any location in the tested code and perform a certain action. This could be

- Anything you can do with a debugger like read/write Memory, etc.
- Modify Variables, Function Calls (-> Fault Injection)
- Logging
- Use a script for modification



Test points

Where to stop?

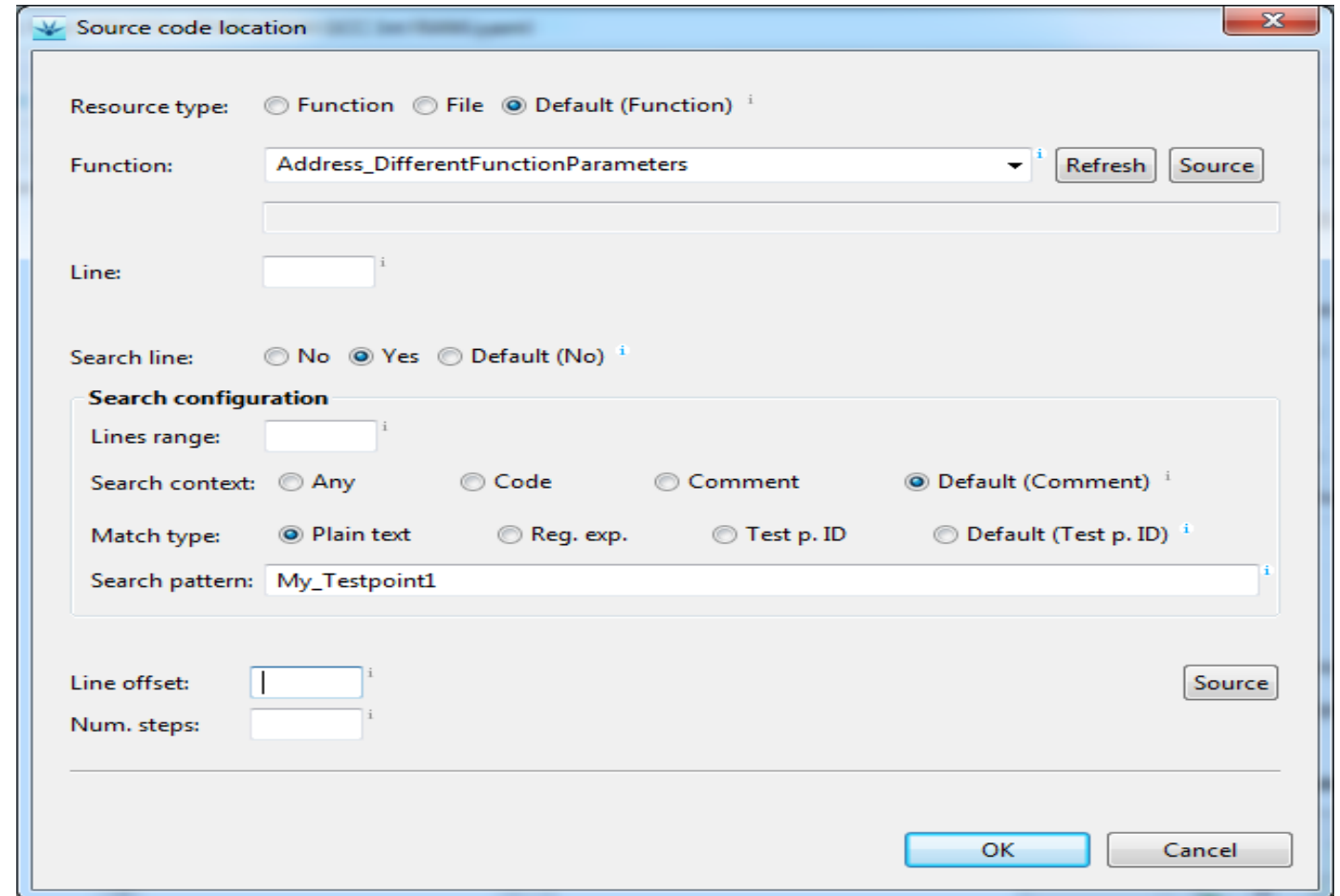
Base could be a file name (module.c) or a function name.

- Line Number (not recommended because they could change after a rebuild)
- Search Pattern
- Test ID

```

337 x=Func1(5); //+c[1];
338 gx=x;      //My_Testpoint1
339
340 v=Func2(1,2,3); //My_Testp

```



Source code location

Resource type: ☐ Function ☐ File ☒ Default (Function)

Function:

Line:

Search line: ☐ No ☒ Yes ☐ Default (No)

Search configuration

Lines range:

Search context: ☐ Any ☐ Code ☐ Comment ☒ Default (Comment)

Match type: ☒ Plain text ☐ Reg. exp. ☐ Test p. ID ☐ Default (Test p. ID)

Search pattern:

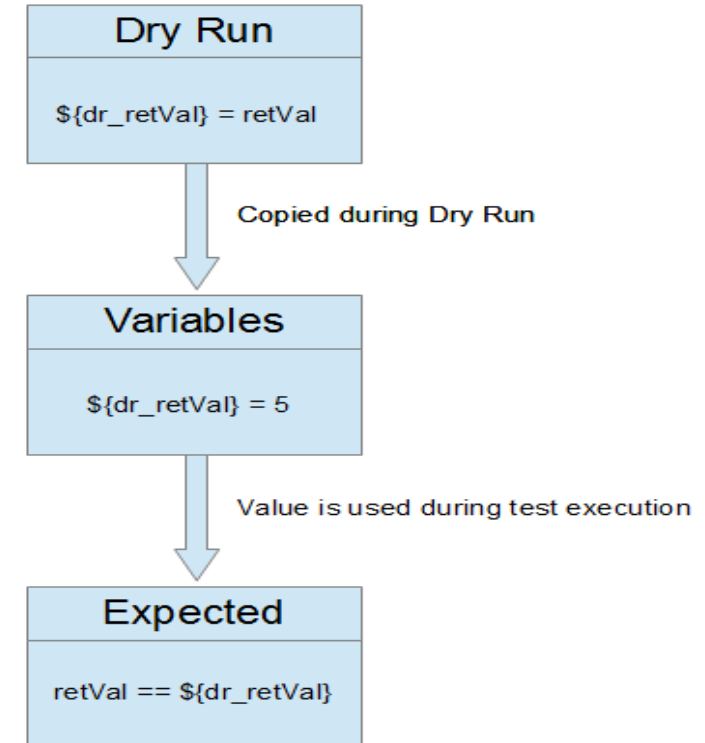
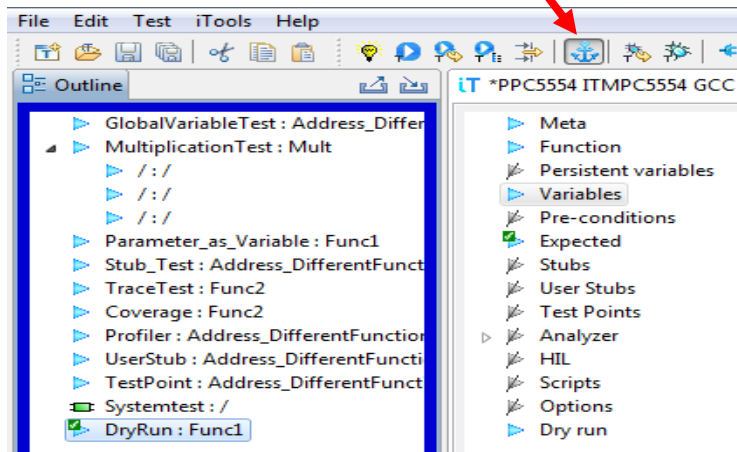
Line offset:

Num. steps:

Dry Run

This functionality can be used to record behavior of existing and tested target code and use the result for the next test run.

Dry Run Mode



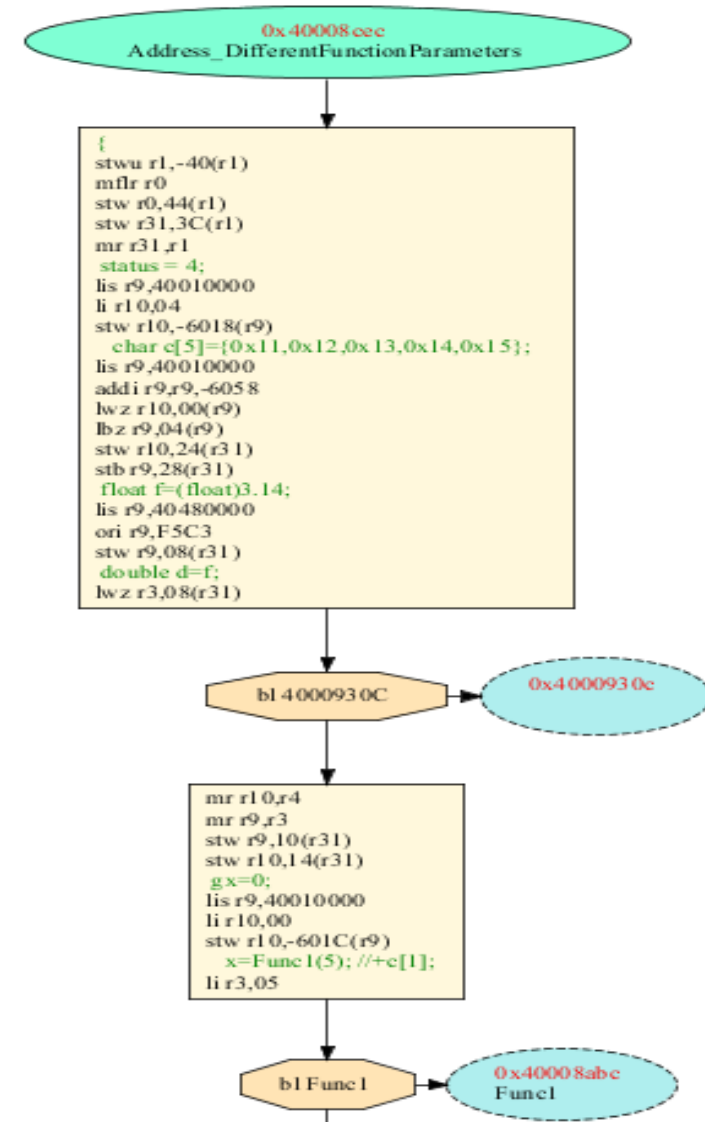
Charts

Flow Chart

A flowchart is a type of diagram that represents the program flow of the function under test.

The information is based on the downloaded code, not on the executed code.

In general flowcharts are used in analyzing, designing, documenting or managing a process or program in various fields.

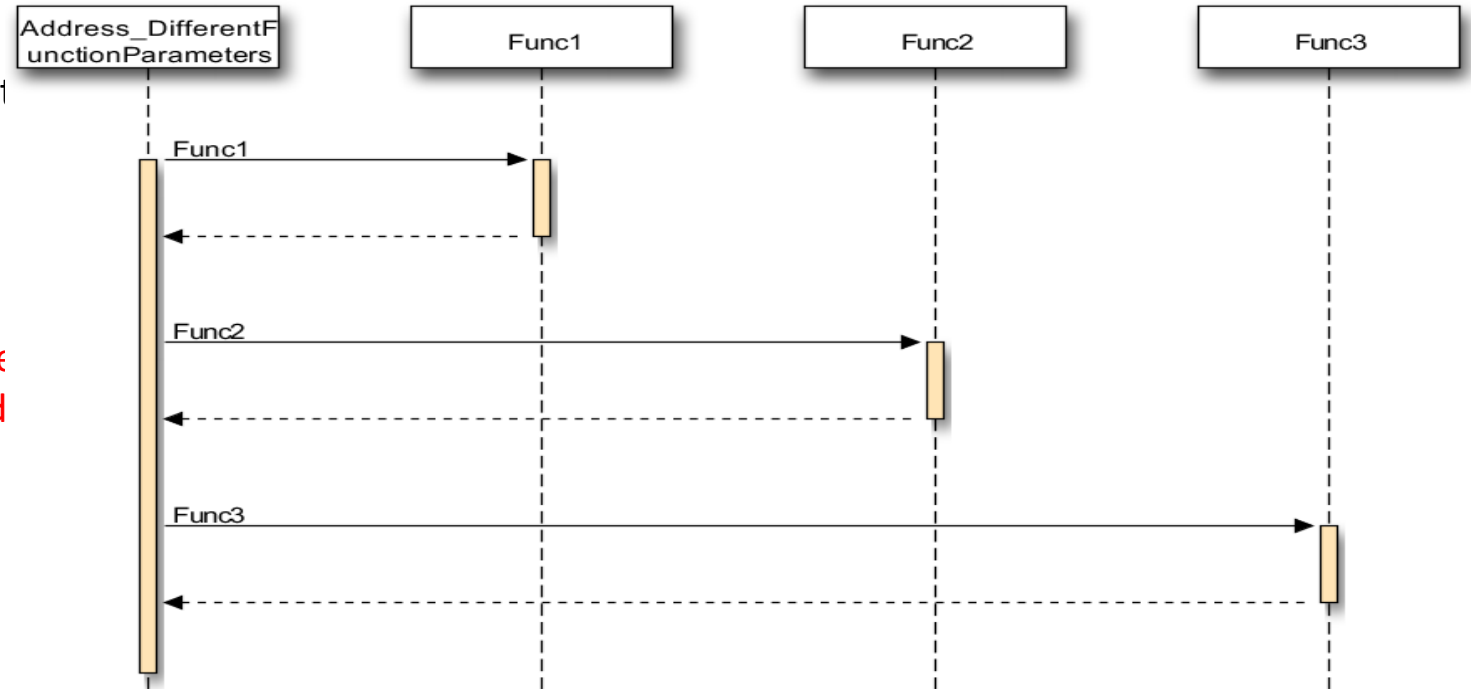


Charts

Sequence Diagram

A Sequence diagram is an interaction diagram that shows how processes operate with one another and what is their order. A sequence diagram shows object interactions arranged in time sequence.

The information is based on the profiled data(time measurement) and shows what was executed and when during the test execution.



Sequence diagrams are typically associated with use case realizations in the Logical View of the system under development. Sequence diagrams are sometimes called event diagrams or event scenarios.

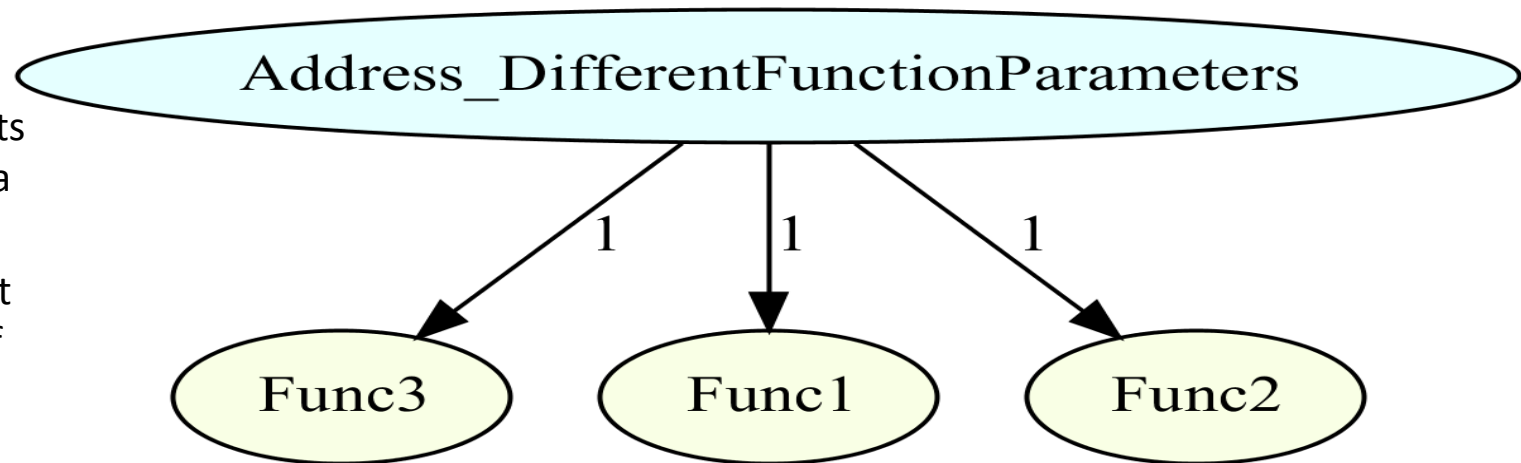
Charts

Call Graph

A call graph is a directed graph that represents calling relationships between subroutines in a computer program.

Call graphs are a basic program analysis result that can be used for human understanding of programs, or as a basis for further analyses, such as an analysis that tracks the flow of values between procedures.

One simple application of call graphs is finding procedures that are never called.



Call graphs can be dynamic or static. A dynamic call graph is a record of an execution of the program, e.g., as output by a profiler. Thus, a dynamic call graph can be exact, but only describes one run of the program.

In our case the information is based on the profiled data / executed code.

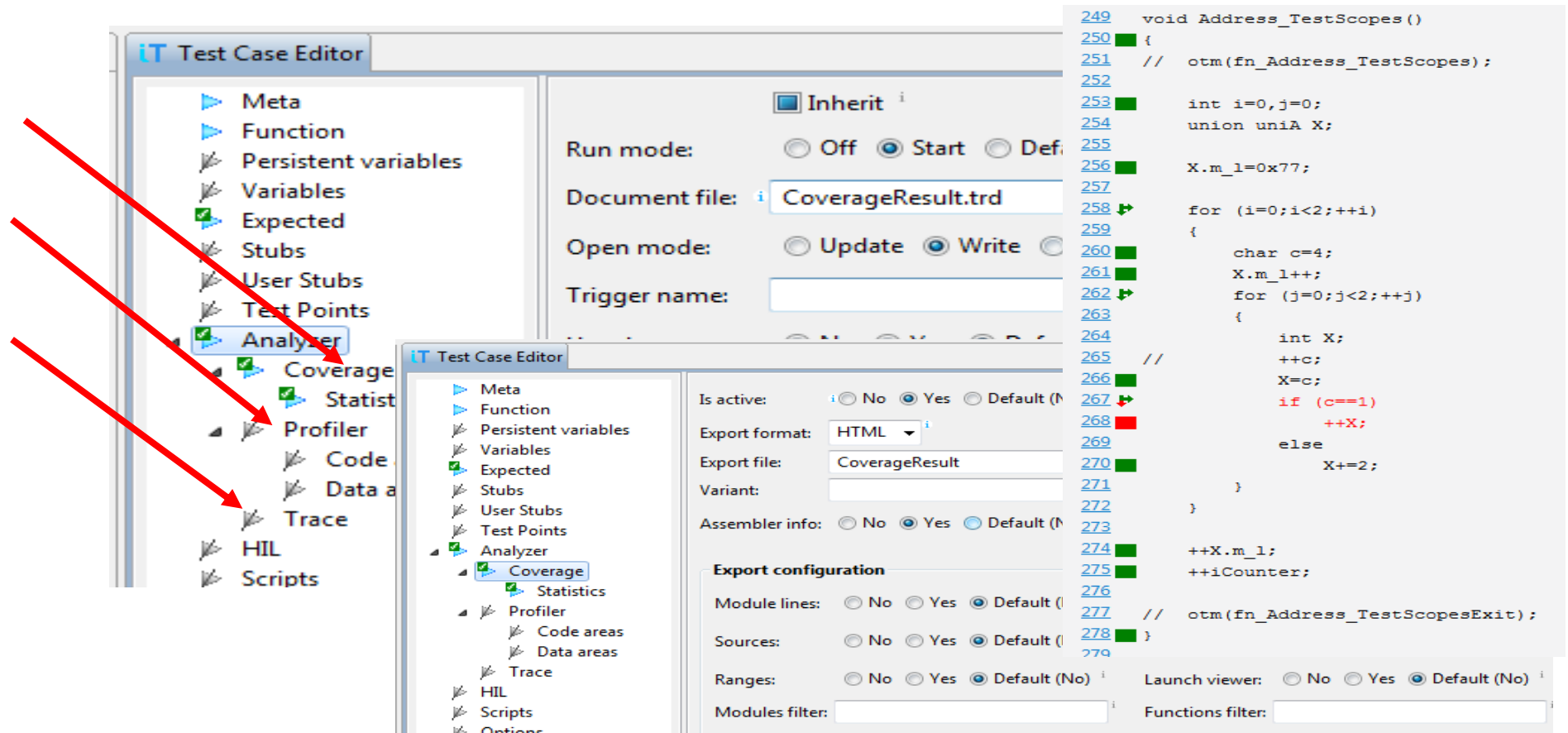
Analyzer

Any test action in testIDEA can be combined with analyzer functionality:

Coverage

Profiler

Trace



The screenshot displays the 'Test Case Editor' interface. On the left, a tree view shows the 'Analyzer' category expanded, with sub-items like 'Coverage', 'Profiler', and 'Trace'. Red arrows point from the labels 'Coverage', 'Profiler', and 'Trace' to these respective sub-items. The main configuration panel on the right shows the 'Document file' set to 'CoverageResult.trd' and the 'Export format' set to 'HTML'. Below this, the 'Export configuration' section includes options for 'Module lines', 'Sources', 'Ranges', 'Modules filter', 'Launch viewer', and 'Functions filter'. On the far right, a code editor shows a C function named 'Address_TestScopes' with various annotations and line numbers.

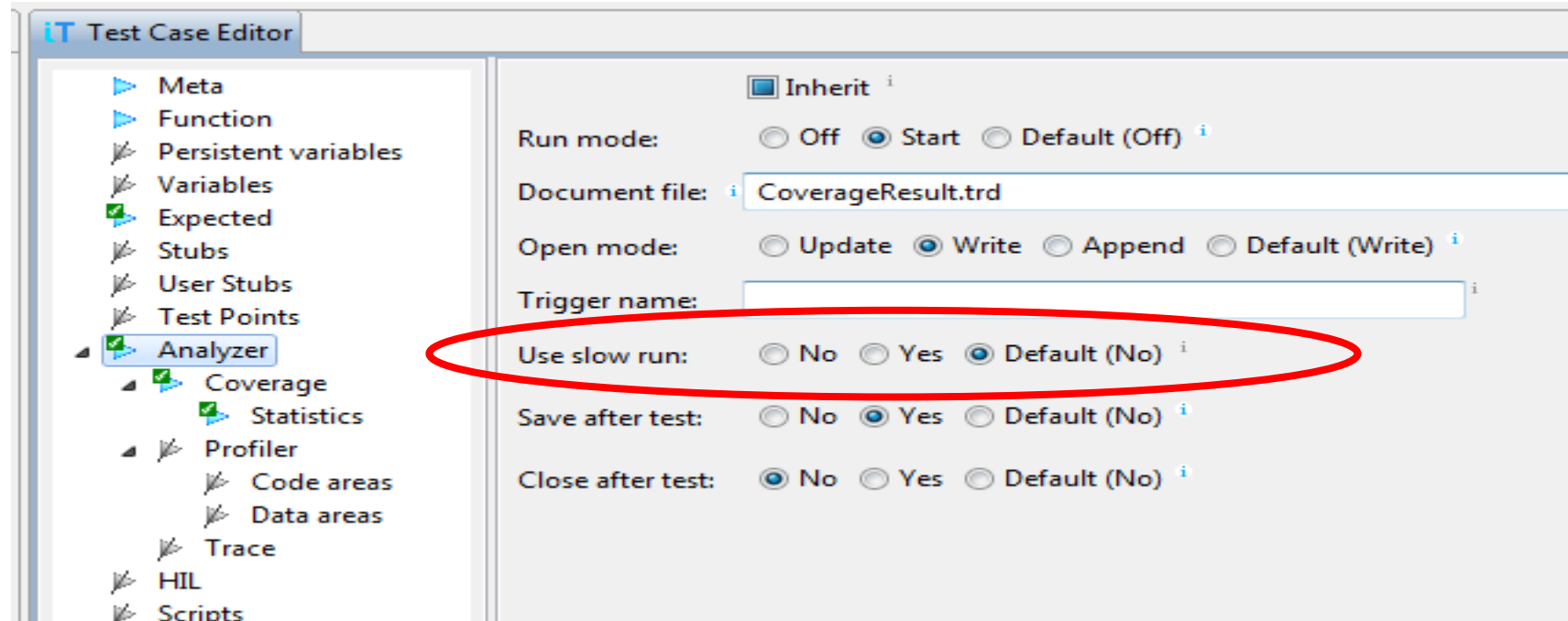
```

249 void Address_TestScopes ()
250 {
251     // otm(fn_Address_TestScopes);
252
253     int i=0,j=0;
254     union uniA X;
255
256     X.m_1=0x77;
257
258     for (i=0;i<2;++i)
259     {
260         char c=4;
261         X.m_1++;
262         for (j=0;j<2;++j)
263         {
264             int X;
265             ++c;
266             X=c;
267             if (c==1)
268                 ++X;
269             else
270                 X+=2;
271         }
272     }
273
274     ++X.m_1;
275     ++iCounter;
276
277     // otm(fn_Address_TestScopesExit);
278 }
279
  
```

e.g. Nexus @ Power Architecture, ETM @ ARM, ICE

Analyzer

Even without trace possibility on the microcontroller, you still have analyzer possibilities:



e.g. S08, S12, ..

Code Coverage Functionality



EMBEDDED TOOLS FOR SINGLE AND MULTI-CORE

Software Development, Analysis, Test Automation and Certification

Today

On-Chip Trace

- ETB / OTB = Embedded / Onchip Trace Buffer
 - Limited buffer size (4KB to 1 MB)
 - Limited length of recording
- Trace Port (ETM, Nexus, Aurora)
 - Limitation depends on external hardware
 - Long term recording
 - Bandwidth (4-32Bit, LVDS signaling)

Sampling Information in the Trace Buffer I

- A good trace system requires
 - An (emulation/umbrella) controller that provides visibility of the internal memory bus to the outside world (via dedicated trace bus or message port)
 - A trace buffer onchip or inside the debug system that stores the information from the controller and other sources in real-time and for a long time
 - A trigger that starts recording at dedicated conditions
 - A qualifier / filter that starts / stops recording in certain memory areas
 - Store the information in a file for documentation capabilities

Sampling Information in the Trace Buffer II

Same technique and buffer is used for different purposes

- Trace: Record complete instruction flow
- Profiling: Record complete instruction flow and show function timing
mixed with data
- Coverage: Record complete instruction flow and check against source code and determine for every instruction if executed or not

What is Code Coverage?

Code Coverage is a measure used in software testing.

You measure


























































- The quality of your code
- The size of executed code by a set of test cases
- The quality of your test cases

All Coverage Results at iSYSTEM are based on executed object code!




















































Types of Coverage

- Statement Coverage
 - marks statements or instructions as executed or not executed based on lines and based on object code size

CoverageStatistic	Statement (lines)	Statement (object)
+  Type_FunctionPointer	6/6 (100%) 	0x9C/0x9C (100%) 
+  Type_Mixed	7/7 (100%) 	0x74/0x74 (100%) 
+  Address_GlobalVariables	5/5 (100%) 	0x48/0x48 (100%) 
-  Address_TestScopes	14/15 (93%) 	0xE4/0xF4 (93%) 
+  {		0xC/0xC (100%) 
+  int i=0,j=0;		0x10/0x10 (100%) 
+  X.m_l=0x77;		0x8/0x8 (100%) 
+  for (i=0;i<2;++i)		0x24/0x24 (100%) 
+  char c=4;		0x8/0x8 (100%) 
+  X.m_l++;		0xC/0xC (100%) 
+  for (j=0;j<2;++j)		0x24/0x24 (100%) 
+  ++c;		0xC/0xC (100%) 
+  X=c;		0xC/0xC (100%) 
+  if (c==1)		0x10/0x10 (100%) 
+  ++X;		
+  X+=2;		0xC/0xC (100%) 
+  ++X.m_l;		0xC/0xC (100%) 
+  ++iCounter;		0x14/0x14 (100%) 
+  }		0x10/0x10 (100%) 














































Types of Coverage

- Condition Coverage
 - Marks conditional branch instructions or conditional statements as
 - Executed
 - branch taken
 - branch not taken
 - both paths covered

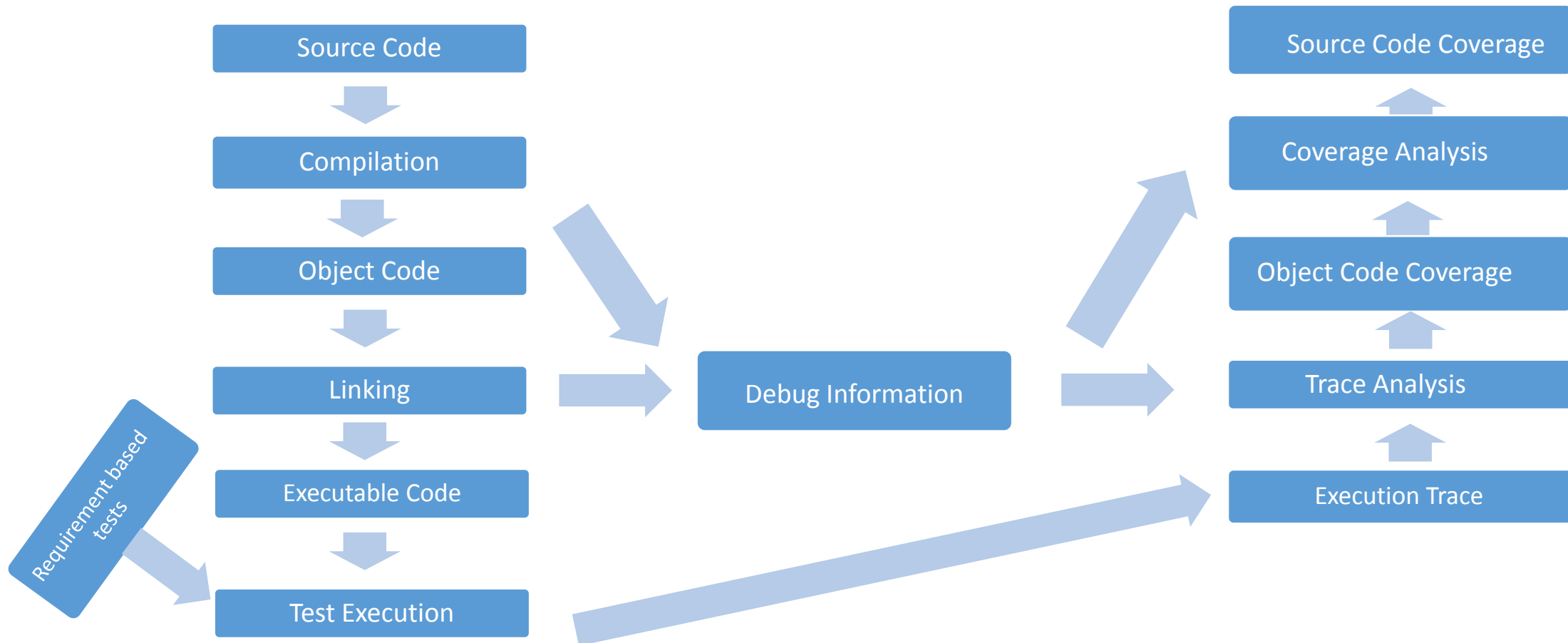
CoverageStatistic	Statement (lines)	Statement (object)	Condition coverage outcomes
[-] Type_FunctionPointer	6/6 (100%) 	0x9C/0x9C (100%) 	
[-] Type_Mixed	7/7 (100%) 	0x74/0x74 (100%) 	
[-] Address_GlobalVariables	5/5 (100%) 	0x48/0x48 (100%) 	
[-] Address_TestScopes	14/15 (93%) 	0xE4/0xF4 (93%) 	(1t,0f,2b)/3 (83%) 
[-] {		0xC/0xC (100%) 	
[-] int i=0,j=0;		0x10/0x10 (100%) 	
[-] X.m_l=0x77;		0x8/0x8 (100%) 	
[-] for (i=0;i<2;++i)		0x24/0x24 (100%) 	(0t,0f,1b)/1 (100%) 
[-] char c=4;		0x8/0x8 (100%) 	
[-] X.m_l++;		0xC/0xC (100%) 	
[-] for (j=0;j<2;++j)		0x24/0x24 (100%) 	(0t,0f,1b)/1 (100%) 
[-] ++c;		0xC/0xC (100%) 	
[-] X=c;		0xC/0xC (100%) 	
[-] if (c==1)		0x10/0x10 (100%) 	(1t,0f,0b)/1 (50%) 
[-]  lbz r9,10(r31)		0x4/0x4 (100%) 	
[-]  rlwinm r9,r9,0,24,31		0x4/0x4 (100%) 	
[-]  cmpi 7,0,r9,01		0x4/0x4 (100%) 	
[-]  bc 04,1E,"test.c"::271 (40008984)		0x4/0x4 (100%) 	(1t,0f,0b)/1 (50%) 
[-] ++X;			
[-] X+=2;		0xC/0xC (100%) 	

Types of Coverage

- Call Coverage
 - Each (function) call is reported

CoverageStatistic	Statement (lines)	Statement (object)	Calls
[-] Address_DifferentFunctionParameters	14/14 (100%) 	0xE0/0xE0 (100%) 	4/4 (100%) 
{		0x14/0x14 (100%) 	
status = 4;		0xC/0xC (100%) 	
char c[5]={0x11,0x12,0x13,0x14,0x15}		0x18/0x18 (100%) 	
float f=(float)3.14;		0xC/0xC (100%) 	
double d=f;		0x18/0x18 (100%) 	1/1 (100%) 
gx=0;		0xC/0xC (100%) 	
x=Func1(5); //+c[1];		0xC/0xC (100%) 	1/1 (100%) 
gx=x; //My_Testpoint1		0xC/0xC (100%) 	
y=Func2(1,2,3); //My_Testpoint2		0x18/0x18 (100%) 	1/1 (100%) 
gy = y;		0xC/0xC (100%) 	
pY=&y;		0x8/0x8 (100%) 	
Func3(pY); //My_Testpoint3		0x8/0x8 (100%) 	1/1 (100%) 
++iCounter;		0x14/0x14 (100%) 	
}		0x18/0x18 (100%) 	

How is Code Coverage executed?



How is Code Coverage executed?

In Words:

program execution + iSYSTEM tools
= program trace

program trace + disassembler information
= object code coverage

object code coverage + debug information
= source code coverage

		Instruction	
5.0	40008B3C	D0FF2194	{
			Func2
		9421FFD0 stwu	r1,-30
		Instruction	
5.1	40008B40	2C00E193	93E1002C stw
			r31,2C
			Instruction
5.2	40008B44	780B3F7C	7C3F0B78 mr
			r31,r1
			Instruction
5.3	40008B48	18007F90	907F0018 stw
			r3,18(r1)
			45.715 us

		Func2	
		{	
40008B3C	9421FFD0	stwu	r1,-30(r1)
40008B40	93E1002C	stw	r31,2C(r1)
40008B44	7C3F0B78	mr	r31,r1
40008B48	907F0018	stw	r3,18(r31)
40008B4C	7C892378	mr	r9,r4
40008B50	90BF0020	stw	r5,20(r31)
40008B54	993F001C	stb	r9,1C(r31)
		int x=0;	

```

297 long Func2(int i, char c, long l)
298 {
299     int x=0;
300     long y=0;
301
302     for (;x<10;++x)

```

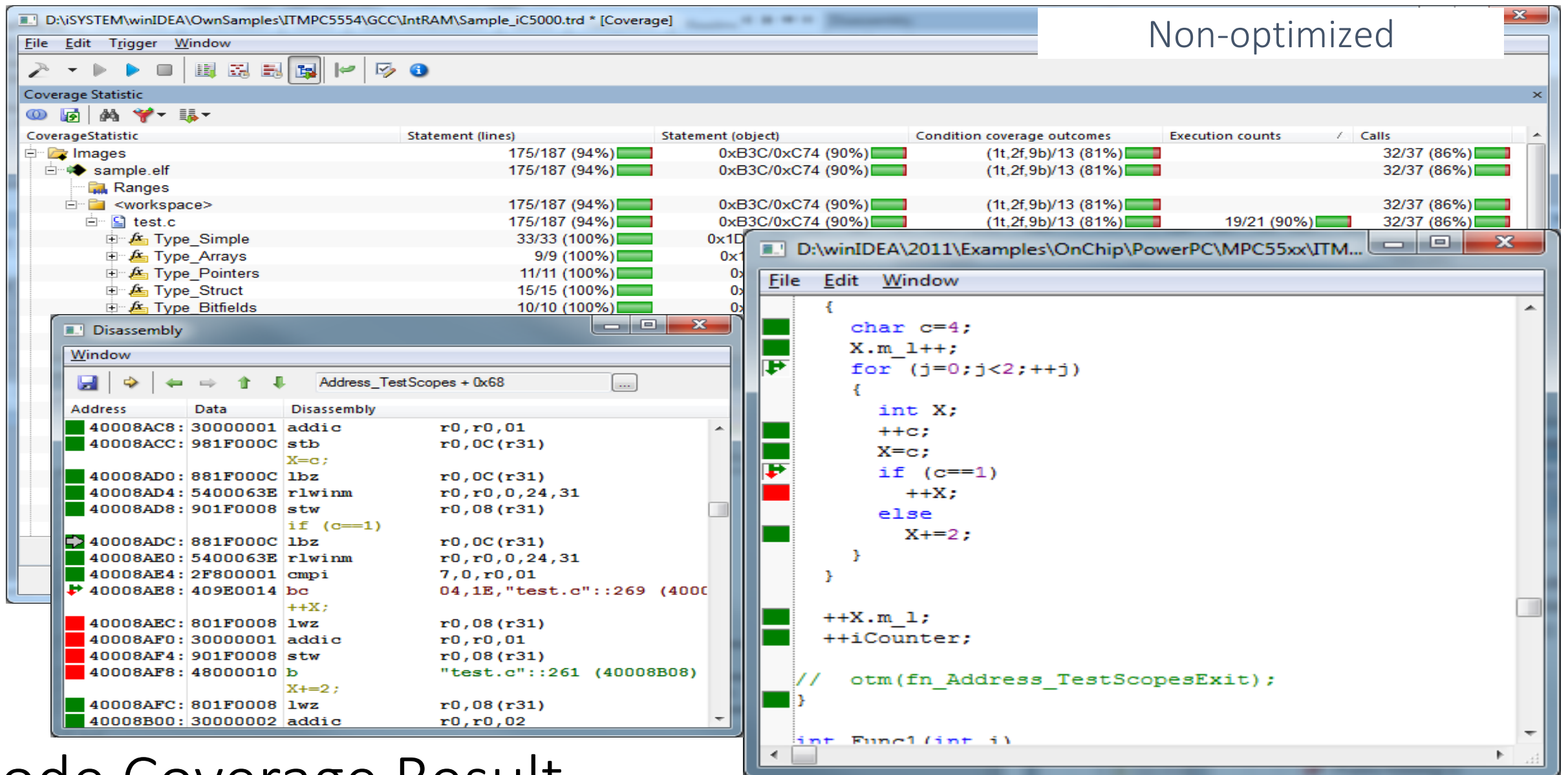
Code Coverage in practice

- The amount of time a coverage session can run depends on
 - The trace buffer size
 - Trace port or onchip trace buffer
 - The upload speed to the PC
 - Upload while sampling possibility
 - CPU speed / Trace Port Speed
- Object code level results are mostly conclusive, except
 - Arithmetic op-codes are used instead of logical ones
 - > the conditional outcomes are undetectable (at least in real-time trace)
- Possible Limitations of Source Code Coverage

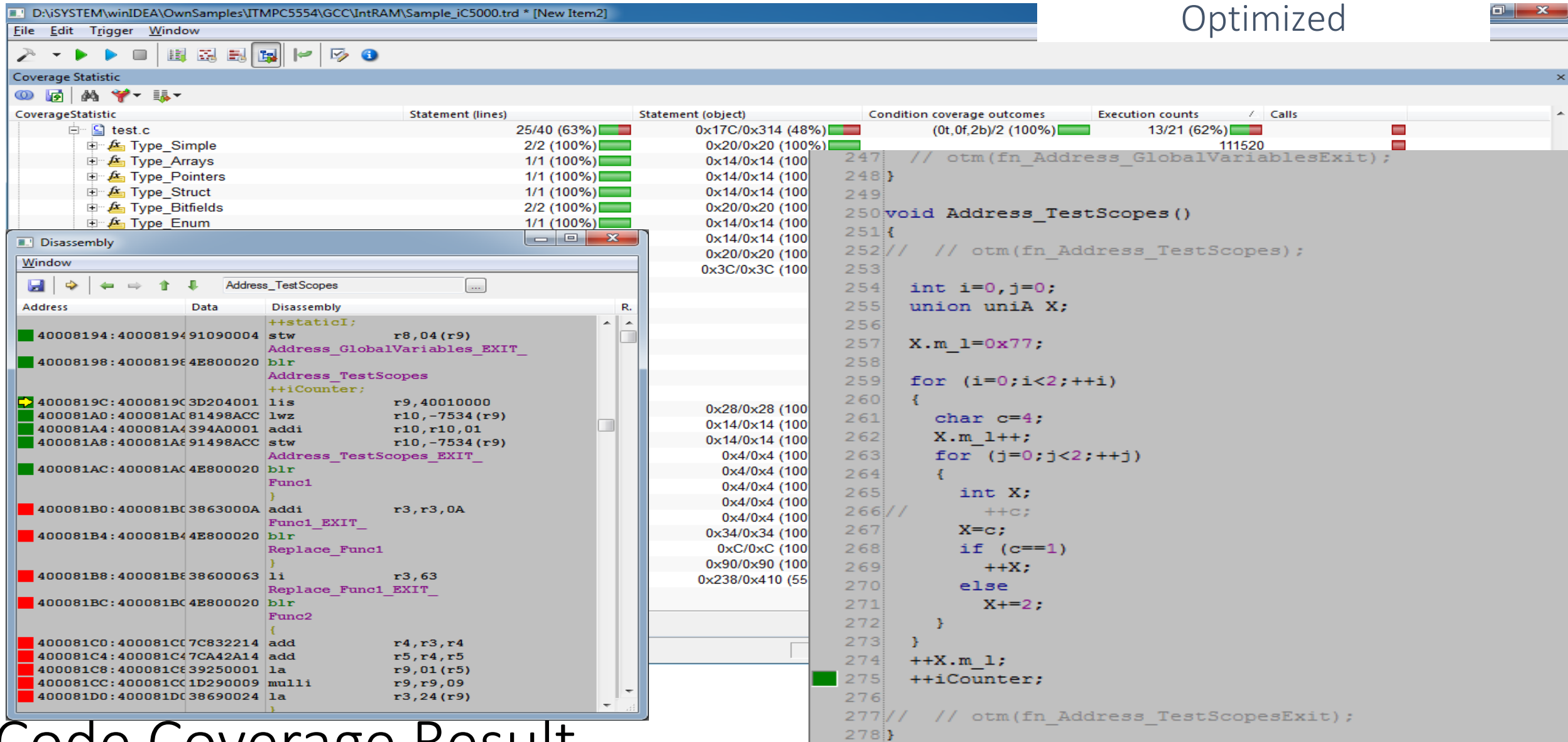
Object code does not correspond to the source code because of

 - Compiler optimization
 - Complex conditions
 - Libraries
 - Conversion





Optimized



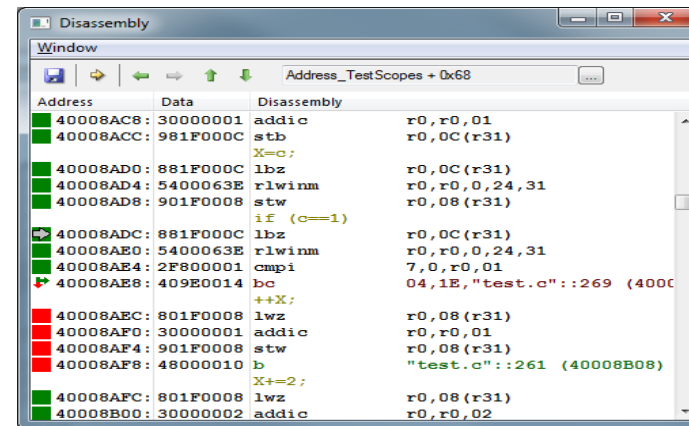
Code Coverage Result

Code Coverage Execution

- Setup is a typical debug scenario
 - winIDEA (debug IDE)
 - Blue Box for debugging
 - Target
- Trace is mandatory
 - Needed for coverage

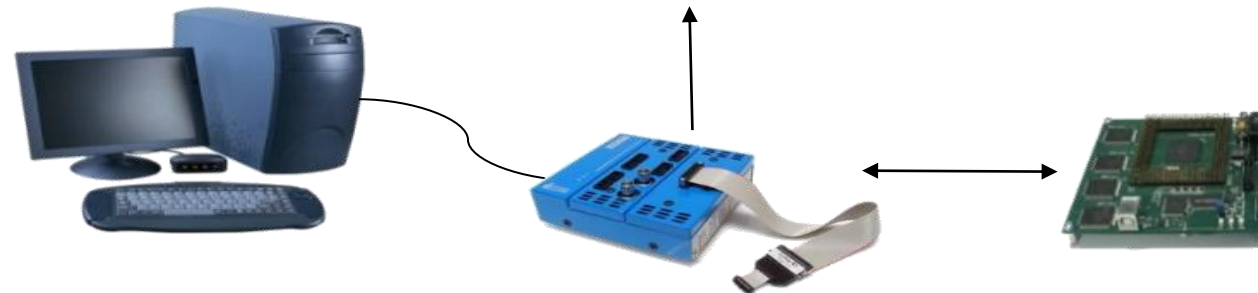
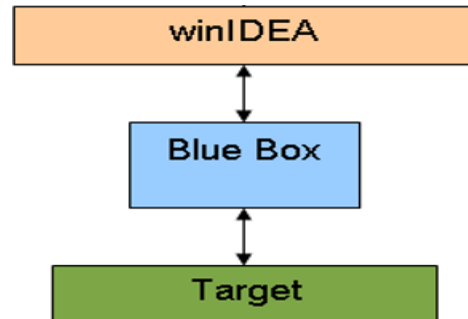
Code Coverage based on executed Op-Code

Source Code Coverage



Address	Data	Disassembly
40008AC8	30000001	addic r0, r0, 01
40008ACC	981F000C	stb r0, 0C(r31)
		X=c;
40008AD0	881F000C	lbz r0, 0C(r31)
40008AD4	5400063E	rlwinm r0, r0, 0, 24, 31
40008AD8	901F0008	stw r0, 08(r31)
		if (c==1)
40008ADC	881F000C	lbz r0, 0C(r31)
40008AE0	5400063E	rlwinm r0, r0, 0, 24, 31
40008AE4	2F800001	cmpi 7, 0, r0, 01
40008AE8	409E0014	bc 04, 1E, "test.c": :269 (40008B08)
		++X;
40008AEC	801F0008	lwz r0, 08(r31)
40008AF0	30000001	addic r0, r0, 01
40008AF4	901F0008	stw r0, 08(r31)
40008AF8	48000010	b "test.c": :261 (40008B08)
		X+=2;
40008AFC	801F0008	lwz r0, 08(r31)
40008B00	30000002	addic r0, r0, 02

Debug Information



Summary

Code Coverage

- Features
 - Analysis of the trace buffer and comparison to the source code, specifically for all addresses executed while application is running (execution coverage)
 - Creates reports to be used for certification documents
- Usage
 - Statement coverage (executed / not executed)
 - Condition coverage (analysis of conditional branch instructions and statements)
 - Call Coverage (analysis of call instructions)
 - Off-line operation mode (analysis after recording)
- Benefits
 - Coverage of NON-INSTRUMENTED and optimized code over a long period of time
 - Identify “dead” code
 - Save, and RESTART or CONTINUE coverage sessions
 - Report/Export format: HTML, XML, text
 - Remote control and automate coverage sessions with iSYSTEM’s API

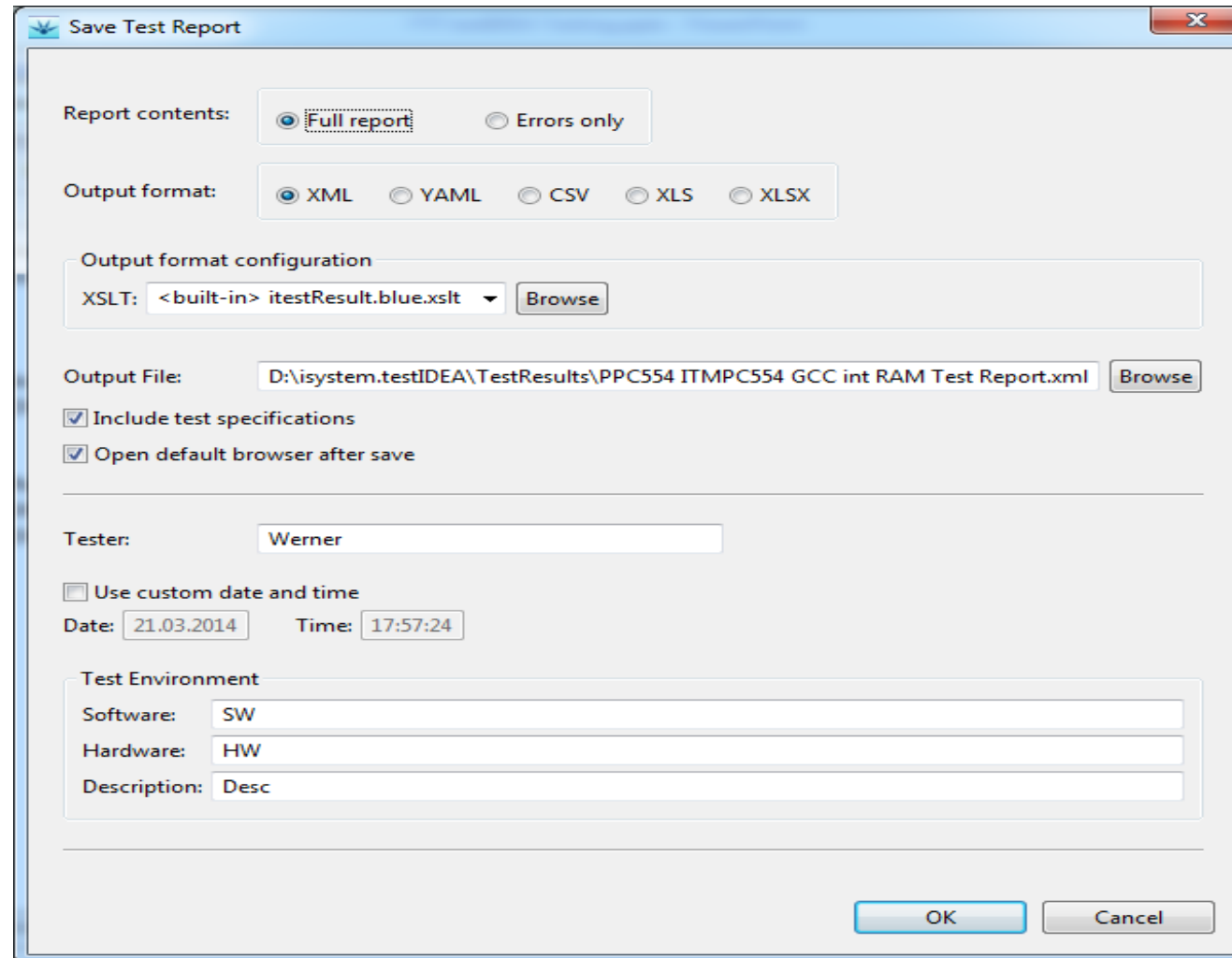
Test Report Generation



EMBEDDED TOOLS FOR SINGLE AND MULTI-CORE

Software Development, Analysis, Test Automation and Certification

Test Report Generation



Save Test Report

Report contents: ☒ Full report ☐ Errors only

Output format: ☒ XML ☐ YAML ☐ CSV ☐ XLS ☐ XLSX

Output format configuration

XSLT: <built-in> itestResult.blue.xslt

Output File: D:\system.testIDEA\TestResults\PPC554 ITMPC554 GCC int RAM Test Report.xml

☒ Include test specifications

☒ Open default browser after save

Tester: Werner

☐ Use custom date and time

Date: 21.03.2014 Time: 17:57:24

Test Environment

Software: SW

Hardware: HW

Description: Desc

Page 60

Test Report – Individual Results

Test Cases With Failures and Errors		
Test ID	Function	Failure/Error
MultiplicationTest	Mult	Expression,
UserStub	Address_DifferentFunctionParameters	Expression,
TestPoint	Address_DifferentFunctionParameters	Test point,

Test ID	Function	Result
GlobalVariableTest	Address_DifferentFunctionParameters	Pass
Description		
My Global Variable Test		
Test Specification		
<pre> id: GlobalVariableTest desc: - My Global Variable Test init: iCounter: 0 func: {func: Address_DifferentFunctionParameters} expect: - iCounter == 1 </pre>		



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Do not hesitate to contact us for more information.

Unit Test with Code Coverage



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