

论文

基于事件权重的GUI测试路径生成方法

江琴,刘琳岚,苏曦,蔡轲

南昌航空大学

摘要:

针对GUI事件驱动特性产生无限多个测试路径的问题,提出在事件流图中考虑事件权重的GUI测试路径生成方法。分析了事件流图模型,采用层次分析法计算事件的权重,通过遍历事件流图生成GUI测试路径。该方法减少了测试路径的数目,生成的测试路径更具有效性,提高了测试效率。

关键词: GUI测试 测试路径 事件权重 事件流图 GUI testing test path event weight event-flow graph

Test path generation approach for GUI based on event weight

Abstract:

Focusing on the problem of infinite paths created by the events for GUI, the author presented a test path generation approach for GUI based on event weight in an event-flow graph (EFG). The event-flow graph model was analyzed, and Analytic Hierarchy Process (AHP) method was adopted to compute event weight. Test paths were generated by traversing event-flow graph on the basis of event weight. This approach simplifies the test paths to a certain extent, makes the test paths become more effective, and improves the GUI testing efficiency.

Keywords:

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通讯作者: 江琴

作者简介:

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