TTCN-3 COURSE

PRESENTATION MATERIAL

ERICSSON TEST SOLUTIONS AND COMPETENCE CENTER
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I. PROTOCOLS AND TESTING

WHAT IS A “PROTOCOL”? DEFINITIONS

PROTOCOL VERIFICATION, TESTING AND VALIDATION

CONTENTS
• Protocol is a set of rules that controls the communication
  • syntactical rules (static part):
    • define format (layout) of messages
  • semantical rules (dynamic part):
    • describe behavior (how messages are exchanged) and meaning of messages
Protocol Technology

- Informal specification
- Formal specification
- Implementation
- Test cases

- Ambiguous
- Not complete
- ASN.1, TTCN-3, ...
- UML, SDL, MSC, ...
- Verification, validation
- Conformance tests
Black box testing
- Implementation/System Under Test
- Point of Control and Observation

Not possible to test all the situations
- Test Purposes

Verdict:
- pass,
- fail,
- inconclusive
• Verification:
  – Check correctness of formal model

• Testing (black-box):
  – Check if Implementation Under Test (IUT) conforms to its specification
  – Experiments programmed into Test Cases

• Validation:
  – Ensure correctness of test cases of ATS
TEST TYPES

• Conformance testing
  – Function tests
  – System tests
  – Regression tests

• Interoperability testing

• Performance (Load) testing
TEST CASES IN BLACK-BOX TEST

- Implementation of Test Purpose (TP)
  - TP defines an experiment
- Focus on a single requirement
- Returns verdict (pass, fail, inconclusive)
- Typically a sequence of action-observation-verdict update:
  - Action (stimulus): non-blocking (e.g. transmit PDU, start timer)
  - Observation (event): takes care of multiple alternative events (e.g. expected PDU, unexpected PDU, timeout)
INDEPENDENCE AND STRUCTURE OF ABSTRACT TEST CASES

- **Abstract test cases** should contain
  - **preamble**: sequence of test events to drive IUT into initial testing state from the starting stable testing state
  - **test body**: sequence of test events to achieve the test purpose
  - **postamble**: sequence of test events which drive IUT into a finishing stable testing state

- Preamble/postamble may be absent

- **Starting stable testing state** and **finishing stable testing state** are the idle state in TTCN-3
PHASES OF BLACK-BOX (FUNCTIONAL) TESTING

• Test purpose definition
  – Formally or informally

• TTCN-3 Abstract Test Suite (ATS)
  – design or generation

• Executable Test Suite (ETS) implementation
  – using the Means of Testing (MoT)

• Test execution against the Implementation Under Test (IUT)
  – with MoT

• Analysis of test results
  – verdicts, logs (validation)
ABSTRACT TEST SUITE DESIGN

• Manual design:
  - Identify *test purposes* from protocol specification based on the test requirements
  - Implement *abstract test cases* from *test purposes* using a standardized test notation (TTCN-3)

• Automatic design:
  - Generate *test purposes* and *abstract test cases* directly from formal protocol specification in e.g. UML, SDL, ASN.1
  - Requires formal protocol specification
  - Computer Aided Test Generation (CATG) is an open problem
  - Model Based Testing (MBT)
TEST EXECUTION

• Realize *Executable Test Suite* (ETS) from Abstract Test Suite (ATS) using the chosen *Means of Testing* (MoT)
  – MoT = TITAN
  – ATS->ETS = build project

• Execute the *ETS* on the *test system* against the IUT
  – execute in TITAN

• Observe the verdict of executed test cases
  – pass, fail, inconclusive (none, error)
II. INTRODUCTION TO TTCN-3

HISTORY OF TTCN
TTCN-2 TO TTCN-3 MIGRATION
TTCN-3 CAPABILITIES, APPLICATION AREAS
PRESENTATION FORMATS
STANDARD DOCUMENTS

CONTENTS
HISTORY OF TTCN

• Originally: Tree and Tabular Combined Notation
• Designed for testing of protocol implementations based on the OSI Basic Reference Model in the scope of Conformance Testing Methodology and Framework (CTMF)
• Versions 1 and 2 developed by ISO (1984 - 1997) as part of the widely-used ISO/IEC 9646 conformance testing standard
• TTCN-2 (ISO/IEC 9646-3 == ITU-T X.292) adopted by ETSI
  – Updates/maintenance by ETSI in TR 101 666 (TTCN-2++)
• Informal notation: Independent of Test System and SUT/IUT
• Complemented by ASN.1 (Abstract Syntax Notation One)
  – Used for representing data structures
• Supports automatic test execution (e.g. SCS)
• Requires expensive tools (e.g. ITEX for editing)
TEST TREE - ALTERNATIVES

Possible event sequences

Behaviour tree

Alternatives

!A  !A  !A
  |    |    
  |    |    
!C  !C
  |    |    
?D  ?F
  |    |    
!E  !E

!A
  |    |
?B  ?F
  |    |
!C
  |    |
?D  ?F
  |    |
!E

!A
  |    |
?B  ?F
  |    |
!C
  |    |
?D  ?F
  |    |
!E

!A
  |    |
?B  ?F
  |    |
!C
  |    |
?D  ?F
  |    |
!E
TTCN-2 TO TTCN-3 MIGRATION

• TTCN-2 was getting used in other areas than Conformance Test (e.g. Integration, Performance or System Test)
• TTCN-2 was too restrictive to cope with new challenges (OSI)
• The language was redesigned to get a general-purpose test description language for testing of communicating systems
  – Breaks up close relation to Open Systems Interconnections model
  – TTCN’s tabular graphical representation format (TTCN.GR) is getting obsolete by TTCN-3 Core Language
  – Some concepts (e.g. snapshot semantics) are preserved, others (abstract data type) reconsidered while some are omitted (ASP, PDU)
  – TTCN-3 is not backward compatible

• Name changed: Testing and Test Control Notation
TTCN-3 STANDARD DOCUMENTS

• Multi-part ETSI Standard
  – **ES 201 873-1: TTCN-3 Core Language**
  – ES 201 873-2: Tabular Presentation Format (TFT)
  – ES 201 873-3: Graphical format for TTCN-3 (GFT)
  – ES 201 873-4: Operational Semantics
  – ES 201 873-5: TTCN-3 Runtime Interface (TRI)
  – ES 201 873-6: TTCN-3 Control Interface (TCI)
  – ES 201 873-7: Using ASN.1 with TTCN-3 (old Annex D)
  – ES 201 873-8: TTCN-3: The IDL to TTCN-3 Mapping
  – ES 201 873-9: Using XML schema with TTCN-3
  – ES 201 873-10: Documentation Comment Specification

• Available for download at: [http://www.ttcn-3.org/](http://www.ttcn-3.org/)
• Core Language
  – is the textual common interchange format between applications
  – can be edited as text or accessed via GUIs offered by various presentation formats

• Tabular Presentation Format (TFT)
  – Table proformas for language elements
  – conformance testing

• Graphical Presentation Format (GFT)
• User defined proprietary formats
function PO49901(integer FL) runs on MyMTC
{
    L0.send(A_RL3(FL, CREF1, 16));
    TAC.start;
    alt {
        [] L0.receive(A_RC1((FL+1) mod 2)) {
            TAC.stop;
            setverdict(pass);
        }
        [] TAC.timeout {
            setverdict(inconc);
        }
        [] any port.receive {
            setverdict(fail);
        }
    }
    END_PTC1();     // postamble as function call
}
## Example in Tabular Format

<table>
<thead>
<tr>
<th>Function Name</th>
<th>MyFunction(integer para1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Group</td>
<td>MyComponentType</td>
</tr>
<tr>
<td>Runs On</td>
<td>boolean</td>
</tr>
<tr>
<td>Return Type</td>
<td>boolean</td>
</tr>
<tr>
<td>Comments</td>
<td>example function definition</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Local Def Name</th>
<th>Type</th>
<th>Initial Value</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>MyLocalVar</td>
<td>boolean</td>
<td>false</td>
<td>local variable</td>
</tr>
<tr>
<td>MyLocalConst</td>
<td>const float</td>
<td>60</td>
<td>local constant</td>
</tr>
<tr>
<td>MyLocalTimer</td>
<td>timer</td>
<td>15 * MyLocalConst</td>
<td>local timer</td>
</tr>
</tbody>
</table>

### Behaviour

```java
if (para1 == 21) {
    MyLocalVar := true;
}
if (MyLocalVar) {
    MyLocalTimer.start;
    MyLocalTimer.timeout;
}
return (MyLocalVar);
```

### Detailed Comments

detailed comments
```java
function newGuest(float eatingTime) runs on MtcType {
    var SeatAssignmentType aSeat;
    var GuestType newPTC := null;
    timer T1 := maxWaitingTime;
    var default def := activate(StandardDefault());
    // Request for a seat
    P1.send(standardSeatRequest);
    T1.start;
    alt {
        P1.receive(SeatAssignmentType:? -> value aSeat {
            newPTC := GuestType.create;
            connect(self:CP, newPTC:CP);
            map(newPTC:P1, system:gPCO[aSeat.number]);
            newPTC.start(aGuest(1200.0));
            activePTCs := activePTCs + 1; // Update MTC variables
            createdPTCs := createdPTCs + 1;
        }
        SeatRejectType
    }
    T1.timeout { // No answer on seat request
        setverdict(inconc);
    }
    return;
}
```
INTERWORKING WITH OTHER LANGUAGES

- TTCN can be integrated with other 'type and value' systems
- Fully harmonized with ASN.1 (version 2002 except XML specific ASN.1 features)
- C/C++ functions and constants can be used
- Harmonization possible with other type and value systems (possibly from proprietary languages) when required

---

ASN.1 Types & values

C/C++ functions and constants

IDL

XML schema (XSD) & XML document

Other types & values

TTCN-3 Core Language
TTCN-3 IS A PROCEDURAL LANGUAGE
(LIKE MOST OF THE PROGRAMMING LANGUAGES)

TTCN-3 = C-like control structures and operators, plus
+ Abstract Data Types
+ Templates and powerful matching mechanisms
+ Event handling
+ Timer management
+ Verdict management
+ Abstract (asynchronous and synchronous) communication
+ Concurrency
+ Test-specific constructions: alt, interleave, default, altstep
TEST ARRANGEMENT AND ITS TTCN-3 MODEL

Test System

SUT

IUT

ASPs

ASPs

PCO

Network

Network

SUT

IUT

ASPs

MTC

Port

System

Test Port

SAP
III. TTCN-3 MODULE STRUCTURE

SYNTACTICAL RULES
MODULE
MODULE DEFINITIONS PART
MODULE CONTROL PART
GENERAL SYNTAX RULES
MODULE PARAMETERS

CONTENTS
TTCN-3 SYNTACTICAL RULES AND NOTATIONAL CONVENTIONS

• Keywords always use lower case letters e.g.: `testcase`
• Identifiers e.g.: `Tinky_Winky`
  – consist of alphanumerical characters and underscore
  – case sensitive
  – must begin with a letter
• Comment delimiters: like in C/C++
  – C-style “Block” comments e.g.: `/* enclosed comment */`
  – Block comments must not be nested
  – C++-style line comments e.g.: `// lasts until EOL`
• Statement separator is the semicolon
  – Mandatory except before or after `}` character, where it is optional
    
    ```
    > } = ;};
    e.g.: { f1(); log("Hello World!") }
    ```
• In this material:
  – Red letters or red frames: erroneous examples
TTCN-3 MODULES

- Module – Top-level unit of TTCN-3
- A test suite consists of one or more modules
- A module contains a module definitions and an (optional) module control part.
- Modules can have run-time parameters → module parameters
- Modules can have attributes
Definitions in module definitions part are globally visible within the module

- **Module parameters** are external parameters, which can be set at test execution
- **Data Type definitions** are based on the TTCN-3 predefined types
- **Constants, Templates and Signatures** define the test data
- **Ports and Components** are used to set up Test Configurations
- **Functions, Altsteps and Test Cases** describe dynamic behaviour of the tests
• The main function of a TTCN-3 module: the main module’s control part is started when executing a Test Suite

• Local definitions, such as variables and timers may be in the control part

• Test Cases are usually executed from the module control part

• Basic programming statements may be used to select and control the execution of the test cases
**Modules can import definitions from other modules**

```plaintext
module M1
{
    type integer I;
    type set S {
        I f1,
        I f2
    }
    ... 

testcase tc() runs on CT
{
    ... 
}

control { ... }
}

module M2
{
    import from M1 all;

    type record R {
        S f1,
        I f2
    }
    const I one := 1;

    control {
        execute(tc())
    }
}
```
IMPORTING DEFINITIONS

// Importing all definitions
import from MyModule all;  // planned to be the only form

// Importing definitions of a given type
import from MyModule { template all };  

// Importing a single definition
import from MyModule { template t_MyTemplate }; 

// To avoid ambiguities, the imported definition may be
// prefixed with the identifier of the source module
MyModule.t_MyTemplate  // means the imported template
 t_MyTemplate // means the local template
VERSION INFORMATION

• Specifies if the TTCN-3 module requires a minimum version of another TTCN-3 module or a minimum version of TITAN.

```plaintext
module supplier {
  ...
}
with {
  extension "version R1A";
}
```

- module’s own version information can be specified in an extension attribute

```plaintext
module X {
  ...
}
with {
  extension "requires TITAN R8C";
}
```

- module X has to be compiled with TITAN R8C or later.

```plaintext
module importer {
  import from supplier all;
}
with {
  extension "requires supplier R2A";
}
```

- minimum version of an imported module can be specified
module MyExample {
    type port PCOType_PT message {
        inout charstring;
    }
    type component MTCType_CT {
        port PCOType_PT My_PCO;
    }
    testcase tc_HelloW () runs on MTCType_CT system MTCType_CT {
        map(mtc:My_PCO, system:My_PCO);
        My_PCO.send ( "Hello, world!" );
        setverdict ( pass );
    }
    control {
        execute ( tc_HelloW() );
    }
}
IV. TYPE SYSTEM

OVERVIEW
BASIC AND STRUCTURED TYPES
VALUE NOTATIONS
SUB-TYPING

CONTENTS
TTCN-3 TYPE SYSTEM

• Predefined basic types
  – well-defined value domains and useful operators

• User-defined structured types
  – built from predefined and/or other structured types

• Sub-typing constructions
  – Restrict the value domain of the parent type

• Aliasing

• Type compatibility

• Forward referencing permitted in module definitions part
### SIMPLE BASIC TYPES

- **integer**
  - Represents infinite set of integer values
  - Valid `integer` values: 5, -19, 0

- **float**
  - Represents infinite set of real values
  - Valid `float` values: 1.0, -5.3E+14

- **boolean**: `true`, `false`

- **objid**
  - Object identifier
    - e.g.: `objid { itu_t(0) 4 etsi }
    - clause 6.2 of ITU-T Recommendation X.660

- **verdicttype**
  - Stores preliminary/final verdicts of test execution
  - 5 distinct values: `none`, `pass`, `inconc`, `fail`, `error`
BASIC STRING TYPES

• **bitstring**
  - A type whose distinguished values are the ordered sequences of bits
  - Valid **bitstring** values: `'B`, `'0'B`, `'101100001'B`
  - No space allowed inside

• **hexstring**
  - Ordered sequences of 4bits nibbles, represented as hexadecimal digits: `0 1 2 3 4 5 6 7 8 9 a b c d e f A B C D E F`

• **octetstring**
  - Ordered sequences of 8bit-octets, represented as even number of hexadecimal digits
  - Valid **octetstring** values: `'O`, `'A5'O`, `'C74650'O`, `'af'O`
  - Invalid **octetstring** values: `'1'O`, `'A50'O`
BASIC STRING TYPES CONTINUED

• charstring
  – Values are the ordered sequences of characters of ISO/IEC 646 complying to the International Reference Version (IRV) – formerly International Alphabet No.5 (IA5) described in ITU-T Recommendation T.50
  – In between double quotes
    › Double quote inside a charstring is represented by a pair of double quotes
  – Valid charstring values: "", "abc", """hello!""
  – Invalid charstring values: "Linköping", "Café"

• universal charstring
  – UCS-4 coded representation of ISO/IEC 10646 characters: "θξ"
  – May also contain characters referenced by quadruples, e.g.:
    – char(0, 0, 40, 48)
Configuration types are used to define the architecture of the test system:

• **port**
  - A port type defines the allowed message and signature types between test components → Test Configuration

• **component**
  - Component type defines which ports are associated with a component → Test Configuration

• **address**
  - Single user defined type for addressing components
  - Used
    > to interconnect components → Test Configuration
    > in `send to/receive from` operations and `sender` clause → Abstract Communication Operations
SPECIAL TYPES

- **default**
  - Implementation-dependent type for storing the default reference
  - A default reference is the result of an **activate** operation
  - The default reference can be used to a **deactivate** given default
  → Behavioral Statements

```java
function PO49901(integer FL) runs on MyMTC
{
    L0.send(A_RL3(FL, CREF1, 16));
    TAC.start;
    alt {
        [] L0.receive(A_RC1(FL)) {
            TAC.stop;
            setverdict(pass);
        }
        [] TAC.timeout {
            setverdict(inconc),
        }
        [] any port.receive {
            setverdict(fail);
        }
    }
    END_PTC1();
}
```
OVERVIEW OF STRUCTURED TYPE SYNTAX

• General syntax of structured type definitions:
  
  type <kind> [element-type] <identifier> [ { body } ] [ ; ]

• kind is mandatory, it can be:
  
  record, set, union, enumerated, record of, set of

• element-type is only used with record of, set of

• body is used only with record, set, union, enumerated;
  it is a collection of comma-separated list of elements

• Elements consist of <field-type> <field-id> [ optional ]
  except at enumerated

• element-type and field-type can be a reference to any basic or user-defined
  data type or an embedded type definition

• field-ids have local visibility (may not be globally unique)
STRUCTURED TYPES – RECORD, SET

• User defined abstract container types representing:
  – **record**: ordered sequence of elements
  – **set**: unordered list of elements

• Optional elements are permitted (using the **optional** keyword)

```c
// example record type def.
type record MyRecordType {
  integer field1 optional,
  boolean field2
}
```

```c
// example set type def.
type set MySetType {
  integer field1 optional,
  boolean field2
}
```
VALUE ASSIGNMENT NOTATION

- Values may be explicitly assigned to fields
  - not present optional elements must be set to `omit`
  - values of the unlisted elements remain unbound
  - applicable for: `record, set, union`

```plaintext
var MyRecordType v_myRecord1 := {
  field1 := 1,
  field2 := true
}

var MyRecordType v_myRecord2 := {
  field2 := true // field1 presents, but unbound
}

var MySetType v_mySet1 := {
  field2 := true,
  field1 := omit // field1 is not present
}
```
DIFFERENCE BETWEEN RECORD AND SET TYPES

**record** – ordering of elements is fixed

**set** – order of elements is indifferent

---

MyRecordType

- \{ field1 := 0, field2 := true \}
- \{ field1 := 0, field2 := false \}
- \{ field1 := omit, field2 := true \}

etc.

MySetType

- \{ field1 := 0, field2 := true \}
  \equiv \{ field2 := true, field1 := 0 \}

- \{ field1 := omit, field2 := true \}

- \{ field1 := 0, field2 := true \}

- \{ field2 := false, field1 := omit \}

etc.
• Value list notation
  - Elements are assigned in the order of their definition
  - All elements must present, dropped optional elements must explicitly specified using the *omit* keyword
  - Assigning the “not used symbol” (hyphen: –) leaves the value of the element unchanged
  - Valid for: *record*, *record of*, *set of* and array, but not for *set*

```plaintext
var MyRecordType v_myRecord3 := { 1, true }
var MyRecordType v_myRecord4 := { omit, true }
var MyRecordType v_myRecord5 := { -, true } // <unbound>,true
    v_myRecord5 := { 1, - } // 1, true

var MySetType v_mySet2 := { 1, true } // not for set

var MyRecordType v_myRecord6 := { true } // not all fields!
```
Structured Types – Nested Values

define record InternalType {
    boolean field1,
    integer field2 optional
};
define record RecType {
    integer field1,
    InternalType field2
};
define const RecType c_rec := {
    field1 := 1,
    field2 := { field1 := true,
                field2 := omit
    }
};
// same as previous, but with value list
define const RecType c_rec2 := { 1, { true, omit } }
FIELD REFERENCES

- Reference or “dot” notation
  - Can not be used at specification, only for previously defined variables
  - Referencing structured type fields
  - Applicable in dynamic parts (e.g. function, control) only

```plaintext
v_myRecord2.field1 := omit;
v_mySet1.field1 := v_myRecord2.field1;
```

```plaintext
type record R1 {
    integer i,
    boolean b
}
type record R2 {
    R1 r1,
    integer i2
}

var R2 r2;

r2.i2 := 2;
r2.r1.i := 1;
r2.i := 11;
```
User defined abstract container type representing a single alternative chosen from its elements

Optional elements are forbidden (make no sense)

More elements can have the same type as long as their identifiers differ

Only a single element can present in a union value

Value list assignment cannot be used!

The `ischosen(union-ref.field-id)` predefined function returns `true` if `union-ref` contains the `field-id` element
// union type definition

type union MyUnionType {
    integer number1,
    integer number2,
    charstring string
}

// union value notation

var MyUnionType v_myUnion :=
    {number1 := 12}
var MyUnionType v_myUnion;
v_myUnion := {number1 := 12}
v_myUnion.number1 := 12;

// usage of ischosen

if(ischosen(v_myUnion.number1)) { ... }

MyUnionType

  • { number1 := 0 }
  • { string := "mystring" }
  • { number2 := 0 }
  • { string := "abc" }
  • { number1 := 1}
  etc.
  • { string := "" }
**STRUCTURED TYPES – RECORD OF, SET OF**

- User defined abstract container type representing an ordered /unordered sequence consisting of the same element type
- Value-list notation only (there is no element identifier!)

```plaintext
// record of types; variable-length array;
// length restriction is possible
type record of integer ROI;
var ROI v_il := { 1, 2, 3 };

// set of types, the order is irrelevant
type set of MySetType MySetList;
var MySetList v_msl := {
  v_mySet1, { field2 := true, field1 := omit }, v_mySet1
};

remember:
var MySetType v_mySet1 := {
  field2 := true,
  field1 := omit
}
```
Structured Types – Nested Types

• Similarly to other notations (e.g. ASN.1) TTCN-3 type definitions may be nested (multiple times)
• The embedded definition have no identifier associated

```c
// nested type definition:
// the inner type "set of integer" has no identifier
type record of set of integer OuterType;

// ...could be replaced by two separate type definitions:
type set of integer InnerType;
type record of InnerType OuterType;
```
INDEXING

- Individual elements of basic string, record of and set of types can be accessed using array syntax
- Indexing starts by zero and proceeds from left to right

```tcl
var bitstring v_bs := '10001010'B;
var ROI v_il := { 100, 2, 3, 4 };
// the operations below on the variables above
v_bs[2] := '1'B; // results: v_bs = '10101010'B
v_il[0] := 1;   // results: v_il = { 1, 2, 3, 4 }
```

- Only a single element of a string can be accessed at a time

```tcl
v_bs[0..3] := '0000'B; // Error!!!
```
**NOT-USED, OMIT AND UNBOUND**

- **omit** – structured type’s optional field not present
- **unbound** – uninitialized value
- **not-used (“-”)** – preserves the original value, only in value list notation

```plaintext
var ROI u, v := { -, 2, - }; // v == {<unbound>, 2, <unbound>}
log(sizeof(v)); // 3
v[0] := 1; // v == { 1, 2, <unbound> }
u := v;
v := { -, -, 3 }; // v == { 1, 2, 3 }
```

```plaintext
var MyRecordType r1, r2, r3, r4;
r1 := { field2 := true } // r1 == { <unbound>, true }
r2 := { -, true }; // r2 == { <unbound>, true } == r1
r3 := { omit, true }; // r3 == { omit, true } != r1
r4 := { 1 }; // PARSE ERROR!
```

```
type record MyRecordType {
  integer field1 optional,
  boolean field2
}
```
• Implements types which take only a distinct named set of values (literals)

```java
type enumerated Ex1 {tuesday, friday, wednesday, monday};
```

• Enumeration items (literals):
  – Must have a locally (not globally) unique identifier
• Shall only be reused within other structured type definitions
  – Must not collide with local or global identifiers
  – Distinct integer values may optionally be associated with enumeration items

```java
type enumerated Ex2 {tuesday(1),friday(5), wednesday, monday};
```

• Operations on enumerations
  – must always use literals – integer values are only for encoding!
  – are restricted to assignment, equivalence and comparing (<,>) operators

• `enumerated` versus `integer` types
  – Enumerated types are *never* compatible with other basic or structured types!

  > `enum2int`
Structured types – enumerated (examples)

// enumerated types
type enumerated Wday1 {monday, tuesday, wednesday};
type enumerated Wday2 {monday(1), tuesday(5), wednesday};

var Wday1 v_11 := monday; // variable of type Wday1
var Wday1 v_12 := wednesday; // variable of type Wday1
// v_11 > v_12 is false

var Wday2 v_21 := monday; // variable of type Wday2
var Wday2 v_22 := wednesday; // variable of type Wday2
// v_21 > v_22 is true

// v_11 > v_22 causes error: different types of variables!
// v_11 > 2 causes error: enumerated is not integer
• Deriving a new type `child` from an existing `parent` type by restricting the new type’s domain to a subset of the parent types value domain:
  \[ D(\text{child}) \subseteq D(\text{parent}) \]
• `child` has the same root type as `parent`
• Applicable to elements of structured types also
• Various sub-typing constructs:
  – value range,
  – value list,
  – length restriction,
  – patterns,
  – type alias.
Value-range subtype definition is applicable only for `integer`, `charstring`, `universal charstring` and `float` types
- for charstrings: restricts the permitted characters!

```plaintext
type integer MyIntegerRange (1 .. 100);
type integer MyIntegerRange8 (0 .. infinity);
type charstring MyCharacterRange ("k" .. "w");
```

- `-infinity/infinity` keywords can be used instead of a value indicating that there is no lower/upper boundary

- Note that `-infinity/infinity` are NOT values and cannot be used in expressions, thus the following example is invalid:

```plaintext
var integer v_invalid := infinity; // error!!!
```
Value list restriction subtype is applicable for all basic type as well as in fields of structured types:

```plaintext
type charstring SideType ("left", "right");
type integer MyIntegerList (1, 2, 3, 4);
type record MyRecordList {
    charstring userid ("ethxyz", "eraxyz"),
    charstring passwd ("xxxxxx", "yyyyyy")
};
```

For `integer` and `float` types it is permitted to mix value list and value range subtypes:

```plaintext
type integer MyIntegerListAndRange (1..5, 7, 9);
```
Length restrictions are applicable for basic string types.

The unit of length depends on the constrained type:

- `bitstring` – bit,
- `hexstring` – hexa digit,
- `octetstring` – octet,
- `charstring/universal charstring` – character

```c
// length exactly 8 bits
type bitstring MyByte length(8);

// length exactly 8 hexadecimal digits

type hexstring MyHex length(8);

// minimum length 4, maximum length 8 octets

type octetstring MyOct length(4 .. 8);
```
• **length** keyword is used to restrict the number of elements in **record of** and **set of**.

• It is permitted to use a range inside the length restriction

```plaintext
// a record of exactly 10 integers
    type record length(10) of integer RecOfExample;

// a record of a maximum of 10 integers
    type record length(0..10) of integer RecOfExamplf;

// a set of at least 10 integers
    type set length(10..infinity) of integer RecOfExampg;
```
• charstring and universal charstring types can be restricted with patterns (→ charstring value patterns)
• All values denoted by the pattern shall be a true subset of the type being sub-typed
• Sub-type can be further restricted (i.e. can be parent type of another sub-type)

```c
// all permitted values have prefix abc and postfix xyz
type charstring MyString (pattern "abc*xyz");
// a character preceded by abc and followed by xyz
  type charstring MyString2 (pattern "abc?xyz");
// all permitted values are terminated by CR/LF
  type charstring MyString3 (pattern "*\r\n")
```
SUB-TYPING: TYPE ALIAS

- An alternative name to an existing type;
- similar to a subtype definition, but the subtype restriction tag (value list, value or length restriction) is missing.

```plaintext
type MyType MyAlternativeName;
```
# OVERVIEW OF SUBTYPE CONSTRUCTS FOR TTCN-3 TYPES

<table>
<thead>
<tr>
<th>Class of type</th>
<th>Type name (keyword)</th>
<th>Sub-Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple basic types</td>
<td>integer, float</td>
<td>range, list</td>
</tr>
<tr>
<td></td>
<td>boolean, objid, verdicttype</td>
<td>list</td>
</tr>
<tr>
<td>Basic string types</td>
<td>bitstring, hexstring, octetstring</td>
<td>list, length</td>
</tr>
<tr>
<td>Structured types</td>
<td>record, set, union, enumerated</td>
<td>list</td>
</tr>
<tr>
<td></td>
<td>record of, set of</td>
<td>list, length</td>
</tr>
<tr>
<td>Special data types</td>
<td>anytype</td>
<td>list</td>
</tr>
</tbody>
</table>
TYPE COMPATIBILITY IN TITAN

• Deviations from TTCN-3:
  – Aliased types and sub-types are treated to be equivalent to their unrestricted root types
  – Different structured types are incompatible to each other

• Built-in functions available for converting between incompatible types:

```c
int2char(65) == "A"  // ASCII(65): letter A
int2str(65) == "65"
hex2str(\'FABABA\'H) == "FABABA"
```
## Predefined Conversion Functions

<table>
<thead>
<tr>
<th>To \ From</th>
<th>integer</th>
<th>float</th>
<th>bitstring</th>
<th>hexstring</th>
<th>octetstring</th>
<th>charstring</th>
<th>Universal charstring</th>
</tr>
</thead>
<tbody>
<tr>
<td>integer</td>
<td></td>
<td>float2int</td>
<td>bit2int</td>
<td>hex2int</td>
<td>oct2int</td>
<td>char2int</td>
<td>str2int</td>
</tr>
<tr>
<td>float</td>
<td>int2float</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>bitstring</td>
<td>int2bit</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>hexstring</td>
<td>int2hex</td>
<td></td>
<td>bit2hex</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>octetstring</td>
<td>int2oct</td>
<td></td>
<td></td>
<td>bit2oct</td>
<td>hex2oct</td>
<td></td>
<td></td>
</tr>
<tr>
<td>charstring</td>
<td>int2char</td>
<td>int2str</td>
<td>float2str</td>
<td>bit2str</td>
<td>hex2str</td>
<td></td>
<td></td>
</tr>
<tr>
<td>universal charstring</td>
<td>int2unichar</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*log2str; enum2int*
V. CONSTANTS, VARIABLES, MODULE PARAMETERS

CONSTANT DEFINITIONS
VARIABLE DEFINITIONS
ARRAYS
MODULE PARAMETER DEFINITIONS

CONTENTS
CONSTANT DEFINITIONS

• Constants can be defined at any place of a TTCN-3 module
• The visibility is restricted to the scope unit of the definition (global, local constants)
• `const` keyword

```plaintext
// simple type constant definition
const integer c_myConstant := 1;
```

• The value of the constant shall be assigned when defined.

```plaintext
const integer c_myConstantu; // parse error!
```

• The value assignment may be done externally

```plaintext
external const integer c_myExternalConst;
```

• Constants may be defined for all basic and structured types
• The value notation appropriate for the constant type shall be used to initialize a constant

```c
// compound types - nesting is allowed
// constant definition using assignment notation:
const SomeRecordType c_myConst1 := {
    field1 := "My string",
    field2 := { field21 := 5, field22 := '4F'O }
}

// record type constant definition using value list
const SomeRecordType c_myConst2 := {
    "My string", { 5, '4F'O } }

// record of constant
const SomeRecordOfType c_myNumbers := { 0, 1, 2, 3 }
```
VARIABLE DEFINITIONS

• Variables can be used only within control, testcase, function, altstep, component type definition and block of statements scope units
• No global variables – no variable definition in module definition part

```tccn
control { var integer i1 }
```

• Iteration counter of for loops

```tccn
for(var integer i:=1; i<9; i:=i+1) { /*...*/ }
```

• Optionally, an initial value may be assigned to a variable

```tccn
control { var integer i1 := 1 }
```
VARIABLE DEFINITIONS (2)

- Uninitialized variable remains unbound
- Variables of the same type can be defined in a list

```plaintext
const integer c_myConst := 3;
ccontrol
  // list of local variable definitions
var integer v_myInt1, v_myInt2 := 2*c_myConst;
  // v_myInt1 is unbound
log(v_myInt2); // v_myInt2 == 6
}```
Arrays can be defined wherever variable definitions are allowed

```plaintext
// integer array of 5 elements with indexes 0 .. 4
var integer v_myArray1[5];
```

Array indexes start from zero unless otherwise specified
- Lower and upper bounds may be explicitly set:

```plaintext
var integer v_myBoundedArray[3..5]; // array of 3 integers
v_myBoundedArray[3] := 1; // first element
v_myBoundedArray[5] := 3; // last element
```

Multi-dimensional arrays

```plaintext
// 2x3 integer array
var integer v_myArray2[2][3]; // indices from (0,0) to (1,2)
```
• Value list notation may be used to set array values

```plaintext
v_myArray1 := {1,2,3,4,5}; // one dimensional array
v_myArray2 := {{12,13,14},{22,23,24}}; // 2D array
```

• A multidimensional array may be replaced by `record of`

```plaintext
// 2x3 integer matrix with 2D array
var integer v_myArray2[2][3];
// equivalent IntMatrix definition using record of types
type record length(3) of integer IntVector;
type record length(2) of IntVector IntMatrix;
// v_myArray2 and v_myArray2WithRecordOf are equivalent
// from the users' perspective
var IntMatrix v_myArray2WithRecordOf;
```

• `record of` arrays without length restriction may contain any number of elements
MODULE PARAMETERS

• Parameter values
  – Can be set in the test environment (e.g. configuration file)
  – May have default values
  – Remain constants during test run
• Parameters can be imported from another module
• Can only take values, templates are forbidden

```plaintext
module MyModule
{
  modulepar integer tsp_myPar1a := 0, tsp_myPar1b;
  // module parameter w/o default value
  modulepar octetstring tsp_myPar2;
}
```
SCOPES

• TTCN-3 provides seven basic units of scope:

  – module definition part (module) – global
  – control part of a module (control)
  – block of statements ( {...} )

  – functions (function)
  – altsteps (altstep)
  – test cases (testcase)
  – component types (component) – ‘runs on’ clause

• Identifiers must be unique within the entire scope hierarchy
VISIBILITY MODIFIERS

- **On module level**
  - **public** definition is visible in every module importing the module.
    (default)
  - **private** the definition is only visible within the same module.
  - **friend** the definition is only visible within the friend declared module.

```plaintext
module module1
{
friend module module2;
type integer module2Type;
public type integer module2TypePublic;
friend type integer module2TypeFriend;
private type integer module2TypePrivate;
} // end of module

module module2
{
import from module1 all;
const module2Type c_m2t:= 1;
//OK, type is implicitly public
const module2TypePublic c_m2tp := 2;
//OK, type is explicitly public
const module2TypeFriend c_m2tf := 3;
//OK, module1 is friend of module2
const module2TypePrivate c_m2tpr := 4;
//NOK, module2TypePrivate is private to module2
```
VI. PROGRAM STATEMENTS AND OPERATORS

CONTENTS
# Expressions, Assignments, Log, Action and Stop

<table>
<thead>
<tr>
<th>Statement</th>
<th>Keyword or symbol</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Expression</strong></td>
<td>e.g. ( 2 \times f_1(v_1, c_2) + 1 )</td>
</tr>
<tr>
<td><strong>Condition (Boolean expression)</strong></td>
<td>e.g. ( x + y &lt; z )</td>
</tr>
<tr>
<td><strong>Assignment (not an operator!)</strong></td>
<td>( \text{LHS} := \text{RHS} )</td>
</tr>
<tr>
<td></td>
<td>e.g. ( v := { 1, f_2(v_1) } )</td>
</tr>
<tr>
<td><strong>Print entries into log</strong></td>
<td>( \text{log}(a); )</td>
</tr>
<tr>
<td></td>
<td>( \text{log}(a, \ldots); )</td>
</tr>
<tr>
<td></td>
<td>( \text{log}(&quot;a = &quot;, a); )</td>
</tr>
<tr>
<td><strong>Stimulate or carry out an action</strong></td>
<td>( \text{action}(&quot;Press button!&quot;); )</td>
</tr>
<tr>
<td><strong>Stop execution</strong></td>
<td>( \text{stop}; )</td>
</tr>
<tr>
<td>Statement</td>
<td>Synopsis</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>----------------------------------------------------</td>
</tr>
<tr>
<td><strong>If-else statement</strong></td>
<td><code>if (&lt;condition&gt;) { &lt;stmt&gt; } [ else { &lt;stmt&gt; } ]</code></td>
</tr>
<tr>
<td><strong>Select-Case statement</strong></td>
<td><code>select (&lt;expression&gt;) {</code>&lt;br&gt;  <code>  case (&lt;template&gt;) { &lt;statement&gt; }</code>&lt;br&gt;  <code>[case (&lt;template-list&gt;) { &lt;statement&gt; } ]</code>&lt;br&gt;  <code>...</code>&lt;br&gt;  <code>[case else { &lt;statement&gt; } ]</code> }</td>
</tr>
<tr>
<td><strong>For loop</strong></td>
<td><code>for (&lt;init&gt;; &lt;condition&gt;; &lt;expr&gt;) { &lt;stmt&gt; }</code></td>
</tr>
<tr>
<td><strong>While loop</strong></td>
<td><code>while (&lt;condition&gt;) { &lt;statement&gt; }</code></td>
</tr>
<tr>
<td><strong>Do-while loop</strong></td>
<td><code>do { &lt;statement&gt; } while (&lt;condition&gt; );</code></td>
</tr>
<tr>
<td><strong>Label definition</strong></td>
<td><code>label &lt;labelname&gt;;</code></td>
</tr>
<tr>
<td><strong>Jump to label</strong></td>
<td><code>goto &lt;labelname&gt;;</code></td>
</tr>
</tbody>
</table>
BREAK AND CONTINUE

• **break**
  - Leaves innermost loop
  - *or* alternative within `alt` or `interleave` statement
    › -> see there

• **continue**
  - Forces next iteration of innermost loop
### OPERATORS (1)

<table>
<thead>
<tr>
<th>Category</th>
<th>Operation</th>
<th>Format</th>
<th>Type of operands and result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arithmetical</td>
<td>Addition</td>
<td>+(op) or (op_1 + op_2)</td>
<td>(op, op_1, op_2, result: integer, float)</td>
</tr>
<tr>
<td></td>
<td>Subtraction</td>
<td>-(op) or (op_1 - op_2)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Multiplication</td>
<td>(op_1 \times op_2)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>division</td>
<td>(op_1 \div op_2)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Modulo</td>
<td>(op_1 \mod op_2)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Remainder</td>
<td>(op_1 \text{ rem } op_2)</td>
<td></td>
</tr>
<tr>
<td>String</td>
<td>Concatenation</td>
<td>(op_1 &amp; op_2)</td>
<td>(op_1, op_2, result: *string)</td>
</tr>
<tr>
<td>Relational</td>
<td>Equal</td>
<td>(op_1 == op_2)</td>
<td>(op_1, op_2: all; result: boolean)</td>
</tr>
<tr>
<td></td>
<td>Not equal</td>
<td>(op_1 != op_2)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Less than</td>
<td>(op_1 &lt; op_2)</td>
<td>(op_1, op_2: integer, float, enumerated; result: boolean)</td>
</tr>
<tr>
<td></td>
<td>Greater than</td>
<td>(op_1 &gt; op_2)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Less than or equal</td>
<td>(op_1 \leq op_2)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Greater than or equal</td>
<td>(op_1 \geq op_2)</td>
<td></td>
</tr>
</tbody>
</table>
### OPERATORS (2)

<table>
<thead>
<tr>
<th>Category</th>
<th>Operator</th>
<th>Format</th>
<th>Type of operands and result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Logical</td>
<td>NOT</td>
<td><code>not op</code></td>
<td><code>op, op_1, op_2, result: boolean</code></td>
</tr>
<tr>
<td></td>
<td>AND</td>
<td><code>op_1 and op_2</code></td>
<td></td>
</tr>
<tr>
<td></td>
<td>OR</td>
<td><code>op_1 or op_2</code></td>
<td></td>
</tr>
<tr>
<td></td>
<td>exclusive OR</td>
<td><code>op_1 xor op_2</code></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Bitwise</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>NOT</td>
<td><code>not4b op</code></td>
<td></td>
</tr>
<tr>
<td></td>
<td>AND</td>
<td><code>op_1 and4b op_2</code></td>
<td><code>op, op_1, op_2, result: bitstring, hexstring, octetstring</code></td>
</tr>
<tr>
<td></td>
<td>OR</td>
<td><code>op_1 or4b op_2</code></td>
<td><code>op, op_1, op_2, result: bitstring, hexstring, octetstring</code></td>
</tr>
<tr>
<td></td>
<td>exclusive OR</td>
<td><code>op_1 xor4b op_2</code></td>
<td><code>op, op_1, op_2, result: bitstring, hexstring, octetstring</code></td>
</tr>
<tr>
<td>Shift</td>
<td>left</td>
<td><code>op_1 &lt;&lt; op_2</code></td>
<td><code>op_1, result: bitstring, hexstring, octetstring; op_2: integer</code></td>
</tr>
<tr>
<td></td>
<td>right</td>
<td><code>op_1 &gt;&gt; op_2</code></td>
<td></td>
</tr>
<tr>
<td>Rotate</td>
<td>left</td>
<td><code>op_1 &lt;@ op_2</code></td>
<td><code>op_1, result: bitstring, hexstring, octetstring, (universal) charstring; op_2: integer</code></td>
</tr>
<tr>
<td></td>
<td>right</td>
<td><code>op_1 @&gt; op_2</code></td>
<td></td>
</tr>
<tr>
<td>Precedence</td>
<td>Operator type</td>
<td>Operator</td>
<td></td>
</tr>
<tr>
<td>------------</td>
<td>---------------</td>
<td>-----------</td>
<td></td>
</tr>
<tr>
<td><strong>Highest</strong></td>
<td><em>parentheses</em></td>
<td>()</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Unary</td>
<td>+, −</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Binary</td>
<td>*, /, mod, rem</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Binary</td>
<td>+, −, &amp;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Unary</td>
<td>not4b</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Binary</td>
<td>and4b</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Binary</td>
<td>xor4b</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Binary</td>
<td>or4b</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Binary</td>
<td>&lt;&lt;, &gt;&gt;, &lt;@, @&gt;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Binary</td>
<td>&lt;, &gt;, &lt;=, &gt;=</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Binary</td>
<td>==, !=</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Unary</td>
<td>not</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Binary</td>
<td>and</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Binary</td>
<td>xor</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Binary</td>
<td>or</td>
<td></td>
</tr>
<tr>
<td><strong>Lowest</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
function f_MyFunction (integer pl_y, integer pl_i)
{
    var integer x, j;

    for (j := 1; j <= pl_i; j := j + 1)
    {
        if (j < pl_y)
            { x := j * pl_y;
                log( x )
            }
        else { x := j * 3;}
    }
}
VII. TIMERS

TIMER DECLARATION
TIMER OPERATIONS

CONTENTS
Timers are defined using the `timer` keyword at any place where variable definitions are permitted:

```plaintext
timer T1; // T1 timer is defined
```

Timers measure time in `seconds` unit.

Timer resolution is implementation dependent.

The default duration of a timer can be assigned at declaration using non-negative `float` value:

```plaintext
// T2 timer is defined with default duration of 1s
timer T2 := 1.0;
```

Any number of timers can be used in parallel.

Timers are independent.

Timers can be passed as parameters to functions and altsteps.
STARTING TIMERS

• Timers can be started using the `start` operation:

  ```
  T1.start(2.5); // started for 2.5s (T1 has no default!)
  ```

• Parameter can be omitted when the timer has a default duration:

  ```
  T2.start; // T2 is started with its default duration 1s
  T2.start(2.5); // started for 2.5s (overrides default)
  ```

• Start is a non-blocking operation i.e. timers run in the background (execution continues immediately after `start`)

• Starting a running timer restarts it immediately

• Trying to start a timer without duration results in error:

  ```
  timer T3; // T3 has no default duration
  T3.start; // ERROR: T3 has no duration!!!
  ```
The **timeout** operation waits a timer to expire (blocking operation)

```plaintext
T_myTimer.timeout; // waits for T_myTimer to expire

// any timer and all timer keywords refer to timers
// visible in current scope
any timer.timeout; // wait until "some" timer expires
all timer.timeout; // wait for all timers expire
```
EXPIRATION OF TIMERS

• When the duration of a timer expires, then:
  – `timeout` event is generated and

  ```
  timer T := 5.0;
  T.start; or T.start(2.5);
  T.timeout; // block until timer expiry
  ```

• Timers can be stopped any time using the `stop` operation
  – The RTE stops all running timers at the end of the Test Case
  – Stopping idle timers results run-time warning

  ```
  T.stop;

  // stopping all timers in scope:
  all timer.stop;
  ```
OTHER TIMER OPERATIONS: RUNNING, READ

• The **running** operation can be used to determine if a timer is running (returns a **boolean** value, does not block)

```c
// "do something" if T_myTimer is running
if (T_myTimer.running) { /* do something */ }
```

• Timers count from zero upwards

• The running timer’s elapsed value can be retrieved and optionally saved into a **float** variable using the **read** operation:

```c
// Reading the elapsed time of the timer
var float v_myVar := T_myTimer.read;
```

• **read** returns zero for an inactive timer:

```c
timer T_myTimer2;
var float v_myVar2 := T_myTimer2.read; // v_myVar2 == 0.0
```
Usage of Timers

```c
timer T := 5.0;
T.start; or T.start(2.5);
T.timeout; // blocks until timer expires
```
VIII. TEST CONFIGURATION

TEST COMPONENTS AND COMMUNICATION PORTS
TEST COMPONENT DEFINITIONS
COMMUNICATION PORT DEFINITIONS
EXAMPLES

CONTENTS
TEST CONFIGURATION

- IUT is a black box that must be put into context (i.e. test configuration) for testing
- Test configuration contains a set of components interconnected via their well-defined ports and the system component, which models the IUT itself
  - components execute test behavior (except system)
  - ports describe the components’ interfaces
  - type and number of components in a test configuration as well as the number of ports in components depends on the tested entity
- Test configuration in TTCN-3 is concurrent and dynamic
  - components execute parallel processes
  - at the beginning of the **testcase** the test configuration must be established → Configuration Operations
  - test configuration can be changed during test execution
TEST ARRANGEMENT AND ITS TTCN-3 MODEL – TESTER IS A PEER ENTITY OF IUT

Test System

SUT

IUT

Network

PCO

ASPs

SAP

Network

System

Test Port

ASPs

MTC

Port

ASPs

SAP

IUT

Network

ASPs

IUT
TTCN-3 VIEW OF TESTING – DISTRIBUTED TESTER

Abstract Test System

- PTC
- connection
- RNC1
- RNC2
- HLR
- VLR
- MSC2
- coordination
- mapping

SUT

- IUT
- (MSC1)
- MTC
- ASPs
- Service Primitives

Real Test System Interface

- SAP
- SAP

Abstract Test System Interface

Network
vc_myComp is the component reference identifying this particular component.

This is a port instance in vc_myComp with the name P1_PCO; its type is defined in a separate port type definition.

This is a component instance of type comptype_CT.

comptype_CT is the component type definition, which – among others – specifies the types of P1_PCO and P2_PCO.

P2_PCO is a port instance in vc_myComp; its type is defined in a separate port type definition.
COMMUNICATION PORTS

• Ports describe the interfaces of components

• Communication between components proceeds via ports
  – ports always belong to components
  – type and number of ports depend on the tested entity

• There are two port categories:
  – message-based ports for asynchronous communication
  – procedure-based ports for synchronous communication

• Interfaces connecting the TTCN-3 components with the real IUT are implemented in C++ and are called *test ports* (TITAN specific!)
PORT COMMUNICATION MODEL

• The port communication is full duplex
  – the direction of certain message and signature types (in, out, inout) can be restricted in the port type definition

• Incoming data is stored in the FIFO queue of the port until the owner component processes them

• Outgoing data is transmitted immediately (without buffering)

• Communication can be realized only between peer ports
  – Internal (component-to-component) communication
    ▪ between connected ports → Communication Operations
  – External (component-to-system) communication
    ▪ between mapped ports → Communication Operations
    ▪ test ports to be added
**Communication Port Type Definition**

```plaintext

type port <identifier_PT> (message | procedure) 
{
    in <incoming types>
    out <outgoing types>
    inout <types/signatures>
}

[with
  { extension "internal" } ]
```

- **in**: list of message types and/or signatures allowed to be received;
- **out**: list of message types and/or signatures allowed to be sent;
- **inout**: shorthand for **in** + **out** containing the same members

This optional TITAN-specific with-attribute indicates that all instances of this port type will be used only for internal communication!
PORT TYPE DEFINITION
(EXAMPLE)

// Definition of a message-based port
type port MyPortType_PT message {
    in ASP_RxType1, ASP_RxType2;
    out ASP_TxType;
    inout integer, octetstring;
}
TEST COMPONENTS

- Test components are the building blocks of test configurations
- Components execute test behavior
- Three types of test components:
  - Main Test Component (MTC)
  - Test System Interface (or shortly system)
  - Parallel Test Component (PTC)
- Exactly one MTC and one system component are always generated automatically in all test configurations (as the first two components)
- The (runs on clause of) test case defines the component type used by MTC and system components
- Any number of PTCs can be created and destroyed on demand
Component type definitions

- in module definitions part
- describe TTCN-3 test components by defining their ports
- may contain variable/timer/constant definitions – visible in all components of this type

```plaintext
type component <identifier_CT>
{
  Component variable/timer/constant definitions

  Communication port definitions

}

port <PortTypeRef> <PortIds> ;
```
// Definition of a test component type
type component MyComponentType_CT
{ // ports owned by the component:
  port MyPortType_PT PCO;
  port MyPortType_PT PCO_Array[10];
  // component-wide definitions:
  const bitstring c_MyConst := '1001'B;
  var integer v_MyVar;
  timer T_MyTimer := 1.0;
}
IX. FUNCTIONS AND TESTCASES

OVERVIEW OF FUNCTIONS
FUNCTION DEFINITIONS
PARAMETERIZATION
PREDEFINED FUNCTIONS
TESTCASE DEFINITIONS
VERDICT HANDLING
CONTROLLING TEST CASE EXECUTION

CONTENTS
ABOUT FUNCTIONS

- Describe test behavior, organize test execution and structure computation
- Can be defined:
  - within a module ↔ externally
  - with reference to a component ↔ without it
- May have parameters (value, timer, template, port);
  - parameters can be passed by value or by reference
- May return a value at termination
**FUNCTION DEFINITION**

```
function <f_identifier>
  ( [ formal parameter list ] )
  [ runs on <ComponentType> ]
  [ return <returnValueType> ]
{
  Local definitions
  }
```

- The optional `runs on` clause restricts the execution of the function onto the instances of a specific `ComponentType`
  - BUT: local definitions of `ComponentType (ports!! etc.)` can be used

- The optional `return` clause specifies the type of the value that the function must explicitly return using the `return` statement

- Local definitions may contain constants, variables and timers visible in the function
FUNCTION INVOCATION (1)

- The type, number and order of actual parameters shall be the same as of the formal parameters;
- All variables in the actual parameter list must be bound:

```plaintext
function f_MyF_1 (integer pl_1, boolean pl_2) {};  
function f_MyF_1(4, true);  //function invocation
```

- Empty parentheses indicate in both definition and invocation if formal parameter list is empty:

```plaintext
function f_MyF_2() return integer { return 28 };  
var integer v_two := f_MyF_2();  //function invocation
```
FUNCTION INVOCATION (2)

Operands of an expression may invoke a function:

```plaintext
function f_3(boolean pl_b) return integer {
    if(pl_b) { return 2 } else { return 0 }
};
control {
    var integer i := 2 * f_3(true) + f_3(2 > 3); // i==4
}
```

The function below uses the ports defined in MyCompType_CT

```plaintext
function f_MyF_4() runs on MyCompType_CT {
    P1_PCO.send(4);
    P2_PCO.receive(’FA’O)
}
```
Parameters passed by value and by reference

```plaintext
function f_0()
{
    var integer v_int; := 0;
    ...
    f_1(v_int);
    //v_int == 0
    ...
    f_2(v_int);
    //v_int
    ...
    f_3(v_int);
    //v_int
    ...
}

function f_1(in integer pl_i)
{
    var integer j;
    j := pl_i; //j == 0
    pl_i := 1
}

function f_2(out integer pl_i)
{
    var integer j;
    j := pl_i; //j undefined!
    pl_i := 2
}

function f_3(inout integer pl_i)
{
    var integer j;
    j := pl_i; //j == 2
    pl_i := 3
}
```
DEFAULT VALUES

• **in** parameters may have default values
• at invocation
  – “-” (hyphen) skips the parameter with default value
  – simply leaving out (if it is the last, or all the following have default values)
  – default value may be overwritten

```
function f_MyFDef (integer i, integer j:=2, integer k){}
function f_MyFDef2 (integer i, integer j:=2, integer k:=3){}

// invocation
f_MyFDef(1,-,3); // f_MyFDef(1,2,3);
f_MyFDef(1,5,3); // f_MyFDef(1,5,3);
f_MyFDef2(1,5,7); // f_MyFDef2(1,5,7);
f_MyFDef2(1,5);  // f_MyFDef2(1,5,3);
f_MyFDef2(1);    // f_MyFDef2(1,2,3);
```
# Predefined Functions

## Length/size functions
- Return length of string value in appropriate unit: `lengthof(strvalue)`
- Return number of elements in array, record/set of: `sizeof(ofvalue)`

## String functions
- Return part of str matching the specified pattern: `regexp(str, RE, grpno)`
- Return the specified portion of the input string: `substr(str, idx, cnt)`
- Replace specified part of str with repl: `replace(str, idx, cnt, rpl)`

## Presence/choice functions
- Determine if an optional record or set field is present: `ispresent(fieldref)`
- Determine the chosen alternative in a union type: `ischosen(fieldref)`

## Other functions
- Generate random float number: `rnd([seed])`
- Returns the name of the currently executing test case: `testcasename()`
## Predefined Conversion Functions

<table>
<thead>
<tr>
<th>To \ From</th>
<th>integer</th>
<th>float</th>
<th>bitstring</th>
<th>hexstring</th>
<th>octetstring</th>
<th>charstring</th>
<th>Universal charstring</th>
</tr>
</thead>
<tbody>
<tr>
<td>integer</td>
<td></td>
<td>float2int</td>
<td>bit2int</td>
<td>hex2int</td>
<td>oct2int</td>
<td>char2int</td>
<td>str2int</td>
</tr>
<tr>
<td>float</td>
<td>int2float</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>str2float</td>
</tr>
<tr>
<td>bitstring</td>
<td>int2bit</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>str2bit</td>
</tr>
<tr>
<td>hexstring</td>
<td>int2hex</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>str2hex</td>
</tr>
<tr>
<td>octetstring</td>
<td>int2oct</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>char2oct</td>
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<tr>
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<td>float2str</td>
<td>bit2str</td>
<td>hex2str</td>
<td>oct2char</td>
<td>oct2str</td>
<td></td>
</tr>
<tr>
<td>universal charstring</td>
<td>int2unichar</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

*log2str; enum2int*
NEW PREDEFINED FUNCTIONS

› **log2str** (*log-arguments*) **return** charstring

Returns formatted output of arguments instead of placing them to log file (TITAN)

```c
// Saves output of log statement instead of logging
var charstring str;
str := log2str("Value of v is:", v);
```

› **enum2int** (*enumeration-reference*) **return** integer

Gives **integer** value associated with enumeration item

```c
type enumerated E { zero, one, two, three };
var E e := one;
integer i := enum2int(one); // i == 1
```

› **isvalue** (*inline-template*) **return** boolean

Returns **true** if argument template contains specific value or **omit**
A TESTCASE

• A special function, which is always executed (runs) on the MTC;

• In the module control part, the `execute()` statement is used to start a `testcase`;

• The result of testcase execution is always of `verdicttype`
  – with the possible values: `none`, `pass`, `inconc`, `fail` or `error`;

• A `testcase` can be parameterized.
**TESTCASE DEFINITION**

- Component type of MTC is defined in the header’s mandatory `runs on` clause
- Test System Interface (TSI) is modeled by a component in the `optional system` clause
- Can be parameterized similarly to functions
- Local constant, variable and timer definitions are visible in the test case body *only*
- The program part defines the `testcase behavior`

```

testcase <tc_identifier>
  ( [ formal parameter list ] )
  runs on <MTCcompType>
  [ system <TSIcompType> ]

{ 
  Local definitions
}

Program part
```

Tibor Csöndes, János Zoltán Szabó, Roland Gecse, Péter Krémer, Csaba Koppány, György Réthy, Ferenc Bozóki, Gusztáv Adamis | Csaba Koppány | LZU 102 957 | Q3 | 2020-01-30 | TTCN-3 Course - Presentation material © Ericsson AB 2002-2020 - All rights reserved. | Ericsson Internal | Page 118
module MyModule {

    // Example 1: MTC & System present in the configuration
    testcase tc_MyTestCase() {
        runs on MyMTCType_CT
        system MyTestSystemType_SCT
        { /* test behavior described here */ } 
    }

    // Example 2: Configuration consists only of an MTC
    testcase tc_MyTestCase2() {
        runs on MyMTCType_CT
        { /* test behavior described here */ } 
    }
}
The `execute` statement initiates test case execution
- mandatory parameter: `testcase` name;
- optional parameter: execution time limit;
- returns a verdict (`none`, `pass`, `inconc`, `fail` or `error`).

A test case terminates on termination of Main Test Component
- the final verdict of a test case is calculated based on the final local verdicts of the different test components.

```java
vl_MyVerdict := execute(tc_TestCaseName(), 5.0);
```
control {
    // Test cases return verdicts:
    var verdicttype vl_MyVerdict := execute(tc_MyTestCase());

    // Test case execution time may be supervised:
    vl_MyVerdict := execute(tc_MyTestCase2(), 0.5);

    // Test cases can be used with program statements:
    for (var integer x := 0; x < 10; x := x+1)
        { execute(tc_MyTestCase()) };

    // Test case conditional execution:
    if (vl_SelExpr) { execute( tc_MyTestCase2() ) };
}
    // end of the control part
X. VERDICTS

VERDICTTYPE VS. BUILT-IN VERDICT
OPERATIONS FOR BUILT-IN VERDICT MANAGEMENT
VERDICT OVERWRITING LOGIC

CONTENTS
• **verdicttype**
  - is a built-in TTCN-3 special type
  - can be the type of constant, module parameter or variable
• Constants, module parameters and variables of **verdicttype** get their values via assignment
• **verdicttype** variables
  - usually store the result of execution
  - can change their value without restriction

```plaintext
var verdicttype vl_MyVerdict := fail, vl_TCVerdict;
vl_MyVerdict := pass; // vl_MyVerdict == pass

// save final verdict of test case execution
vl_TCVerdict := execute(tc_TC());
```
MTC and all PTCs have an instance of built-in verdict object containing the current verdict of execution
initialized to none at component creation
Manipulated with setverdict() and getverdict operations according to the “verdict overwriting logic”

```plaintext
testcase tc_TC0() runs on MyMTCType_CT {
  var verdicttype v := getverdict;  // v == none
  setverdict(fail);
  v := getverdict;  // v == fail
  setverdict(pass);
  v := getverdict;  // v == fail
}
```
### Verdict Overwriting Logic

<table>
<thead>
<tr>
<th>Former value of verdict</th>
<th>None</th>
<th>Pass</th>
<th>Inconc</th>
<th>Fail</th>
<th>Error</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>None</td>
<td><strong>Pass</strong></td>
<td>Inconc</td>
<td>Fail</td>
<td>Error</td>
</tr>
<tr>
<td>Pass</td>
<td>Pass</td>
<td>Pass</td>
<td>Inconc</td>
<td>Fail</td>
<td>Error</td>
</tr>
<tr>
<td>Inconc</td>
<td>Inconc</td>
<td>Inconc</td>
<td>Inconc</td>
<td>Fail</td>
<td>Error</td>
</tr>
<tr>
<td>Fail</td>
<td>Fail</td>
<td>Fail</td>
<td>Fail</td>
<td>Fail</td>
<td>Error</td>
</tr>
</tbody>
</table>
• Each test component has its own local verdict initialized to \texttt{none} at its creation; the verdict is modified later by \texttt{setverdict()}.

• Global verdict returned by the test case is calculated from the local verdicts of all components in the test case configuration.

\begin{itemize}
\item \textit{Global verdict returned by the test case at termination}
\end{itemize}
XI. CONFIGURATION OPERATIONS

- Creating and starting of components
- Addressing and supervising components
- Connecting and mapping of components
- Port control operations
- Example

CONTENTS
DYNAMIC NATURE OF TEST CONFIGURATIONS

• Test configuration in TTCN-3 is *DYNAMIC*:
  – MUST be explicitly set up at the beginning of each test case;
  – MTC is the only test component, which is automatically generated in test configurations; it takes the component type as specified in the "runs on" clause of the testcase;
  – PTCs can be created or destroyed on demand;
  – ports can be connected and disconnected at any time when needed.

• Consequences:
  – connections of a terminated PTC are automatically released;
  – sending messages to an unconnected/unmapped port results in dynamic test case error;
  – disconnected or unmapped ports can be reconnected while their owner Parallel Test Component is running;
CREATING PARALLEL COMPONENTS

• Parallel Test Components (PTCs) must be created as needed using the create operation.

• The create alive operation creates an alive PTC (an alive component can be restarted after it is stopped)

• The create operation creates the component and returns by the unique component reference of the newly created component
  – this reference is to be stored in a Component Type (address) variable

• The ports of the component are initialized and started. The component itself is not started.

• Sample code:

```pascal
var CompType_CT vc_CompRef;
vc_CompRef := CompType_CT.create;
// vc_CompRef holds the unique component reference
```
COMPONENT NAME AND LOCATION

• ~ can be specified at component creation

```c
// Specifying component name
ptc1 := new1_CT.create("NewPTC1");
// Specifying component name and location
ptc2 := new1_CT.create("NewPTC2", "1.1.1.1");
// Name parameter can be omitted with dash
ptc3 := new1_CT.create(-, "hostgroup3");
```

• Name:
  - appears in printout and log file names (meta character %n)
  - can be used in test port parameters, component location constraints and logging options of the configuration file

• Location:
  - contains IP address, hostname, FQDN or refers to a group defined in groups section of configuration file
REFERENCING COMPONENTS

• Referencing components is important when setting up connections or mappings between components or identifying sender or receiver at ports, which have multiple connections.

• Components can be addressed by the component reference obtained at component creation:

```var ComponentType_CT vc_CompReference;
vc_CompReference := ComponentType_CT.create;
```

• MTC can be referred to using the keyword `mtc`.
• Each component can refer to itself using the keyword `self`.
• The system component’s reference is `system`. 
• Connecting components means connecting their ports;
• The `connect` operation is used to connect component ports;
• A connection to be established is identified by referencing the two components and the two ports to be connected;
• A port may be connected to several ports (1-to-N connection).

```plaintext
vc_A := A_CT.create; // vc_A: component reference
vc_B := B_CT.create; // vc_B: component reference
connect(vc_A:A_PCO, vc_B:B_PCO); // A_PCO: port name
```
MAPPPING A TEST SYSTEM INTERFACE PORT TO A COMPONENT

• The `map` operation is used to establish a connection between a port of the system and a port of a component;
  - Test port must be added

• A mapping to be established is identified by referencing the two components (one of them must be the system component) and the two ports to be connected;

• Only one-to-one mapping is allowed.

```
vc_C := C_CT.create; // vc_C: component reference
map(vc_C:C_PCO, system:SYS_PCO); // SYS_PCO: port ref.
```
BASIC EXAMPLES FOR VALID CONNECTIONS

- Basic examples for valid connections
  - Connections between entities A and B
  - Connections involving additional entity C
VALID MAPPINGS

A

A

A

system

system

B

system
INVALID CONNECTIONS AND MAPPINGS
DYNAMIC TEST CONFIGURATION

• Creating or destroying connection between two ports of different parallel test components

```plaintext
connect(vc_A : A1_PCO, vc_B : B1_PCO);
disconnect(vc_A : A1_PCO, vc_B : B1_PCO);
```

• Creating or destroying connection between a port of SUT and a port of a TTCN-3 test component

```plaintext
map(system:SYS_PCO, vc_B:B1_PCO);
unmap(system:SYS_PCO, vc_B:B1_PCO);
```

• Where `vc_A, vc_B` are component references, `A1_PCO` and `B1_PCO` are port references
• The `start()` operation can be used to start a TTCN-3 function (behavior) on a given PTC
• The argument function:
  – shall refer (clause “runs on”) to the same component type as the type of the component to be started;
  – can have `in` ("value") parameters only;
  – shall not `return` anything
• Non-alive type PTCs can be started only once
• Alive PTCs can be started several times

```c
function f_behavior (integer i) runs on CompType_CT
{ /* function body here */ } 

vc_CompReference.start(f_behavior(17));
```
TERMINATING COMPONENTS

• MTC terminates when the executed `testcase` finishes
• PTC terminates when the function that it is executing finishes (implicit stop) or the component is explicitly stopped/killed using the `stop/kill` operation
• PTCs cannot survive MTC termination: the RTE kills all pending PTCs at the end of the test case execution
• The `stop` operation releases all resources of a non-alive PTC; resources of an alive PTC are suspended but their values are preserved
• The `kill` operation releases all resources of the PTC

```c
self.kill; // suicide of a test component
cv_A.stop; // terminating a component with reference cv_A
all component.stop; // terminating all parallel components
mtc.stop; // terminates mtc and all parallel components
```
WAITING FOR A PTC TO TERMINATE

• The **done** operation
  – blocks execution while a PTC is running;
  – does not block otherwise (finished, failed, stopped or killed)
• The **killed** operation
  – blocks while the referred PTC is alive
  – does not block otherwise
  – is the same as **done** on normal PTC

```plaintext
vc_A.done; // blocks execution until vc_A terminates

all component.done; // blocks the execution until all
  // parallel test components terminate

vc_B.killed; // wait until vc_B alive component is killed
```
CHECKING THE STATE OF A PARALLEL COMPONENT

- The **running** operation returns
  - **true** if PTC was started but not stopped yet
  - **false** otherwise (if PTC was not started or already finished)

- The **alive** operation checks if PTC is currently alive or not:
  - **true** if a normal PTC was created but not stopped or if an alive PTC was created but not killed yet
  - **false** otherwise (PTC does not exist any more)

```c
if(vc_A.running) { /*do something if vc_A is active!*/ } 
while(any component.running) { /* do something if at least one component is running */ } 
if(not vc_B.alive) { /*do something if vc_B not alive*/ } 
vc_B.killed; // wait until vc_B alive component is killed
```
type port Interface_PT message { inout PDU; }

type port StdIO_PT message { inout charstring; }

type component MTC_CT {
  port Interface_PT p;
  port StdIO_PT io;
}

type component SYSTEM_SCT {
  port Interface_PT p;
}

testcase tc_1() runs on MTC_CT system SYSTEM_SCT {
  map(mtc:p, system:p)
}
ELEMENTARY STEPS OF SETTING UP THE TEST CONFIGURATION

testcase tc_1() runs on MTC_CT system SYSTEM_SCT {
  map(mtc:p, system:p)
}

---------------------------------------------

1) Create PTCs (ports of components are created and started automatically) – create
2) Establish connections and mappings – connect or map
3) Start behavior on PTCs – start
4) Wait for PTCs to complete – done or all component.done
vc_B.done;

vc_A := A_CT.
create;
P1 and P2 ports of vc_A are initialized and started by RTE!

cvc_B := B_CT.
create;
P1 and P2 ports of vc_B are initialized and started by RTE!

connect(vc_A:P1, vc_B:P1);
connect(vc_A:P2, vc_B:P2);

Example test configuration

vc_A

vc_B

A_CT

B_CT

mtc

tc()
EXTENDING COMPONENT TYPES

• Reuse of existing component type definitions:
  – “Derived” component type inherits all resources (ports, timers, variables, constants) of extended “parent” component type(s)

• Restrictions:
  – no cyclic extensions
  – avoid name clashes between different definitions

```c
type component old1_CT {
  var integer i;
  port MyPortType P;
}

type component old2_CT {
  timer T;
  port MyPortType Q;
}

type component new_CT extends old1_CT, old2_CT {
  port NewPortType R;  // includes P,Q,R,i and T!
}
```
• Function/altstep/testcase with “runs on” clause referring to an extended component type can also be executed on all derived component types

```java
function f() runs on old1_CT {
    P.receive(integer:? ) -> value i;
}
```  
```java
ptc := new1_CT.create;
ptc.start(f()); // OK: new1_CT is derived from old1_CT
```
VISIBILITY MODIFIERS

- In component member definitions
  - **public** functions/testcases/altsteps running on that component can access the definition
  - **private** only the functions/testcases/altsteps runs on the component type directly can access the definition which
  - **friend** modifier is not available within component types.

```plaintext
type component old1_CT {
  var integer i;
  public var charstrings v_char;
  private var boolean v_bool;
  port MyPortType P;
}

function f_set_int() runs on new_CT
{ i := 0 } //OK

function f_set_char() runs on new_CT
{ v_char := "a"} //OK

function f_set_bool() runs on new_CT
{v_bool := true }
//NOK, v_bool is private
```
PORT CONTROL OPERATIONS

- Ports are automatically started at component creation and stopped when the component terminates (implicit stop)
- The **stop** operation shuts down the port (input queue contents are inaccessible) connections are **NOT** released!
- The **halt** operation blocks new incoming messages, but the messages in port queue remain intact and receivable
- The **clear** operation clears the port queue
- The **start** operation clears the queue and restarts the port

A_PCO.halt; //no new messages can get into port queue
A_PCO.stop; //no more activity on A_PCO
A_PCO.clear; //removes all messages from port queue
A_PCO.start; //clears port queue and restarts port
## SUMMARY OF CONFIGURATION OPERATORS (1)

<table>
<thead>
<tr>
<th>Operation</th>
<th>Keyword</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create new parallel test component</td>
<td>CT.create</td>
</tr>
<tr>
<td>Create an alive component</td>
<td>CT.create alive</td>
</tr>
<tr>
<td>Connect two components</td>
<td>connect(c1:p1,c2:p2)</td>
</tr>
<tr>
<td>Disconnect two components</td>
<td>disconnect(c1:p1,c2:p2)</td>
</tr>
<tr>
<td>Connect (map) component to system</td>
<td>map(c1:p1,c2:p2)</td>
</tr>
<tr>
<td>Unmap port from system</td>
<td>unmap(c1:p1,c2:p2)</td>
</tr>
<tr>
<td>Get MTC address</td>
<td>mtc</td>
</tr>
<tr>
<td>Get test system interface address</td>
<td>system</td>
</tr>
<tr>
<td>Get own address</td>
<td>self</td>
</tr>
<tr>
<td>Start execution of test component</td>
<td>ptc.start(f())</td>
</tr>
</tbody>
</table>

Where CT is a component type definition; ptc is a PTC; f() is a function; c, c1, c2 are component references and p, p1, p2 are port identifiers.
## SUMMARY OF CONFIGURATION OPERATORS (2)

<table>
<thead>
<tr>
<th>Operation</th>
<th>Keyword</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check termination of a PTC</td>
<td><code>ptc.running</code></td>
</tr>
<tr>
<td>Check if a PTC is alive</td>
<td><code>ptc.alive</code></td>
</tr>
<tr>
<td>Stop execution of test component</td>
<td><code>c.stop</code></td>
</tr>
<tr>
<td>Kill an alive component</td>
<td><code>c.kill</code></td>
</tr>
<tr>
<td>Wait for termination of a test component</td>
<td><code>ptc.done</code></td>
</tr>
<tr>
<td>Wait for a PTC to be killed</td>
<td><code>ptc.killed</code></td>
</tr>
<tr>
<td>Start or restart port (queue is cleared!)</td>
<td><code>p.start</code></td>
</tr>
<tr>
<td>Stop port and block incoming messages</td>
<td><code>p.stop</code></td>
</tr>
<tr>
<td>Pause port operation</td>
<td><code>p.halt</code></td>
</tr>
<tr>
<td>Remove messages from the input queue</td>
<td><code>p.clear</code></td>
</tr>
</tbody>
</table>

Where `c` is a component reference; `ptc` is a PTC and `p` is a port identifier
XII. DATA TEMPLATES

INTRODUCTION TO TEMPLATES
TEMPLATE MATCHING MECHANISMS
INLINE TEMPLATES
MODIFIED TEMPLATES
PARAMETERIZED TEMPLATES
PARAMETERIZED MODIFIED TEMPLATES
TEMPLATE HIERARCHY

CONTENTS
**Message to send**

- **TYPE:** REQUEST
- **ID:** 23
- **FROM:** 231.23.45.4
- **TO:** 232.22.22.22
- **FIELD1:** 1234
- **FIELD2:** "Hello"

**Acceptable answer**

- **TYPE:** RESPONSE
- **ID:** SAME as in REQ.
- **FROM:** 230.x – 235.x
- **TO:** 231.23.45.4
- **FIELD1:** 800-900
- **FIELD2:** Do not care
DATA TEMPLATES

• A template is a pattern that specifies messages.

• A template for *sending* messages
  – may contain only specific values or *omit*;
  – usually specifies a message to be sent (but may also be received when the expected message does not vary).

• A template for *receiving* messages
  – describes all acceptable variants of a message;
  – contains matching attributes; these can be imagined as extended regular expressions;
  – *can be used only to receive*: trying to send a message using a receive template causes dynamic test case error.
TEMPLATE MATCHING PROCEDURE

Does the message match this template?

detailed description of the expected message

message

RTE

template

Match 😊
Successful
Taken out of queue

No match 😞
Unsuccessful
Remains in queue – possibly infinitive blocking

Does the message match this template?

detailed description of the expected message
• `<type>` can be any simple or structured type;
• `<body>` uses the assignment notation for structured types, thus, it may contain nested value assignments;
• the optional `formal parameter list` contains a fixed number of parameters; the formal parameters themselves can be templates or values;
• the optional `modifies` keyword denotes that this template is derived from an existing `<base template identifier>` template;
• constants, matching expressions, templates and parameter references shall be assigned to each field of a template.
type record MyMessageType {
  integer field1 optional,
  charstring field2,
  boolean field3
};

template MyMessageType tr_MyTemplate
  (boolean pl_param) //formal parameter list
:= {
  //template body between braces
  field1 := ?,
  field2 := ("Bye", "OK", "Query"),
  field3 := pl_param
}

- Syntax is similar to the variable definition
  - but not only concrete values, but also matching mechanisms may stand at the right side of the assignment
• Determination of the accepted message variants is done on a per field basis.

• The following possibilities exist on field level:
  – listing accepted values;
  – listing rejected values;
  – value range definition;
  – accepting any value;
  – "don't care" field.

• The following possibilities exist on field value level:
  – matching any element;
  – matching any number of consecutive elements.
  – using the function `regexp()`
Specific Value Template

• Contains constant values or `omit` for optional fields
• Template consisting of purely specific values is equivalent to a constant → use the constant instead!
• Applicable to all basic and structured types
• Can be sent and received

```
// Template with specific value and the equivalent constant
template integer Five := 5;
const integer Five := 5; // constant is more effective here

// Specific values in both fields of a record template
template MyRecordType SpecificValueExample := {
  field1 := omit,
  field2 := false
};
```
VALUE LIST AND COMPLEMENTED VALUE LIST TEMPLATES

• Value list template enlists all accepted values.
• Complemented value list template enlists all values that will not be accepted.
• Syntax is similar to that of value list subtype definition.
• Applicable to all basic and structured types.

// Value list template
template charstring tr_SingleABorC := ("A", "B", "C");

// Value list template for structured type
template MyRecordType tr_ValueListTemplateExample := {
    field1 := (1, 101, 201),
    field2 := true // this is a specific value template field
};
VALUE LIST AND COMPLEMENTED VALUE LIST TEMPLATES

• Value list template enlists all accepted values.
• Complemented value list template enlists all values that will not be accepted.
• Syntax is similar to that of value list subtype definition.
• Applicable to all basic and structured types.

```c++
// Value list template
template charstring tr_SingleABorC := ("A", "B", "C");

// Complemented value list template for structured type
template MyRecordType tr_ComplementedTemplateExample := {
    field1 := complement (1, 101, 201),
    field2 := true // this is a specific value template field
};
```
VALUE RANGE TEMPLATE

• Value range template can be used with `integer`, `float` and (universal) `charstring` types (and types derived from these).

• Syntax of value range definition is equivalent to the notation of the value range subtype:

```c++
// Value range
template float tr_NearPi := (3.14 .. 3.15);
template integer tr_FitsToOneByte := (0 .. 255);
template integer tr_GreaterThanZero := (1 .. infinity);
```

• Lower and upper boundary of a (universal) `charstring` value range template must be a single character string
  - Determines the permitted characters

```c++
// Match strings consisting of any number of A, B and C
template charstring tr_PermittedAlphabet := ("A" .. "C");
```
• Value list template can be combined with value range template.
• The value range can be specified as an element of a value list:

```plaintext
// Intermixed value list and range matching
template integer tr_Intermixed := ((0..127), 200, 255);

// Matches strings consisting of any number of capital
// letters or "Hello"
template charstring tr_NotThatGood :=
    ("A".."Z"), "Hello");
```
ANY VALUE TEMPLATE – ?

- Matches all valid values for the concerned template field type;
- Does not match when the optional field is omitted;
- Applicable to all basic and structured types.
- A template containing ? field can NOT be sent.

```c
// Any value template
template integer tr_AnyInteger := ?;

// Any value template for structured type fields
template MyRecordType tr_ComplementedTemplateExample := {
    field1 := complement (1, 101, 201),
    field2 := ?
};
```
ANY VALUE OR NONE TEMPLATE – *

• Matches all valid values for the concerned template field type;
• can only be used for optional fields: accepts any valid value including omit for that field;
• applicable to all basic and structured types.
• A template containing * field can NOT be sent.

```c
// Any value or none template
template bitstring tr_AnyBitstring := *;

// Any value or none template for structured type fields
template MyRecordType tr_AnyValueOrNoneExample := {
    field1 := *, // NOTE: This field is optional!
    field2 := ?, // NOTE: This field is mandatory!
};
```
MATCHING INSIDE VALUES

• ? matches an arbitrary element,
  * matches any number of consecutive elements;
• applicable inside `bitstring`, `hexstring`, `octetstring`, `record of`, `set of` types and arrays;
• not allowed for `charstring` and `universal charstring`:
  – `pattern` shall be used instead! (see next slide)

// Using any element matching inside a bitstring value
// Last 2 bits can be '0' or '1'
template bitstring tr_AnyBSValue := '101101??'B;

// Any elements or none in record of
// '2' and '3' must appear somewhere inside in that order
template ROI tr_TwoThree := { *, 2, 3, * };
CHARSTRING MATCHING – PATTERN

• Provides regular expression-based pattern matching for **charstring** and **universal charstring** values.

• Format: **pattern <charstring>**
  where **<charstring>** contains a TTCN-3 style regular expression.

• Patterns can be used in templates only.

```
// Matches charstrings with the first character "a"
// and the last one "z"
template charstring tr_0 := pattern "a*z";

// Match 3 character long strings such as AAC, ABC, ...
template charstring tr_01 := pattern "A?C";
```
PATTERN METACHARACTERS

› ?  Matches any single character
› *  Matches any number of any character
› #(n,m)  Repeats the preceding expression at least n but at most m times
› #(n)  Repeats the preceding expression exactly n times
› +  Repeats the preceding expression one or several times (postfix); the same as #(1,)
› []  Specifies character classes: matches any char. from the specified class
› -  Hyphen denotes character range inside a class
› ^  Caret in first position of a class negates class membership
e.g. [^0-9]  matches any non-numerical character
› ()  Creates a group expression
› |  Denotes alternative expressions
› {}  Inserts and interprets the user-defined string as a regular expression
› \  Escapes the following metacharacter, e.g. \\ escapes \\
› \d  Matches any numerical digit, equivalent to [0-9]
› \w  Matches any alphanumeric character, equivalent to [0-9a-zA-Z]
› \t  TABULATOR, \n NEWLINE, \r CR, \" DOUBLE QUOTE
› \q{<group>, <plane>, <row>, <cell>}  Matches the universal character specified by the quadruple
SAMPLE PATTERNS

• Set expression

// Matches any charstring beginning with a capital letter
template charstring tr_1 := pattern "^[A-Z]*";

• Reference expression

// Matches 3 characters long charstrings like "AxB"
var charstring cg_in := "?x?";
template charstring tr_2 := pattern "{"cg_in}";

• Multiple match

// Matches a string containing at least 3 at most 5 capitals
template charstring tr_4 := pattern "^[A-Z](3,5)";

// Matches any ASN.1 type name
template charstring tr_3 :=
    pattern "^[A-Z](-#(1)\w#(1,))#()";
THE FUNCTION REGEXP()

```
function regexp (<input-string>, <regexp>, <group-number>)
return <type of input-string>;
• returns a substring of <input-string>, which is the content of
  (<group-number> + 1)th group matching the <regexp>
• <input-string> type can be any (universal) charstring
• the type of returned value equals to the type of the input string
```

```
control {
  var charstring v_string := "0036 (1) 737-7698";
  var charstring v_regexp :=
    "0036 #,(,)\((\d#(1,))\) #,(,)\[\d-]\#(1,)";
  var charstring v_result := regexp(v_string, v_regexp, 0);
} // v_result contains the number in parentheses, i.e. 1
```
OTHER MATCHING MECHANISMS

• Field level **modifiers**:  
  – `length` restriction;  
  – `ifpresent` modifier.

• Special matching for **set of types**:  
  – `subset` and `superset` matching.

• Special matching for **record of types**:  
  – `permutation` matching.

• Predefined **functions** operating on templates:  
  – `match()`  
  – `valueof()`
LENGTH RESTRICTION

- Matches values of specified length – length can be a range.
- The unit of length is determined by the template’s type.
- Permitted only in conjunction with other matching mechanism (e.g. ? or *)
- Applicable to all basic string types and record-of/set-of types

```
// Any value template with length restriction
template charstring tr_FourLongCharstring := \ length(4);
// type record of integer ROI;
template ROI tr_One2TenIntegers := \ length(1..10);
```

```
// Standalone length modifier is not allowed!
template bitstring tr_ERROR := length(3); // Parse error!!!
```
PRESENCE ATTRIBUTE – IFPRESENT

• Used together with an other matching mechanism for constraining, ifpresent can be applied only to optional fields.

• Operation mode:
  – Absent optional field (omit) → always match
  – Present optional field → other matching mechanism decides matching

• Presence attribute makes sense with all matching mechanisms except ? and * (* is equivalent to ? ifpresent)

```csharp
// Presence attribute with structured type fields
template MyRecordType tr_IfpresentExample := {
  field1 := complement (1, 101, 201) ifpresent,
  field2 := ?
};
```
SUBSET AND SUPERSET TEMPLATES

• Applicable to set of types only.
• subset matches if all elements of the incoming field are defined in the subset

```
type set of integer SOI;
template SOI tr_SOIb := subset ( 1, 2, 3 );
// Matches {1,3,2} and {1,3}
// Does not match {4,3,2} and {0,1,2,3,4}
```

• superset matches if all elements of the defined superset can be found in the incoming field

```
template SOI tr_SOIp := superset ( 1, 2, 3 );
// Matches {1,3,1,2} and {0,1,2,3,4}
// Does not match {1,3} (2 is missing) and {4,3,2} (1 is missing)
```
PERMUTATION

- Applicable to `record of` types only
- `permutation` matches all permutations of enlisted elements (i.e. the very same elements enlisted in any order)

```c
typedef record of integer ROI;

template ROI tr_ROIa := { permutation (1, 2, 3) };
// Matches {1,3,2} and {2,1,3}
// Does not match {4,3,2}, {0,1,2,3} and {1,2} (3 is missing)
```
### Matching and Types

<table>
<thead>
<tr>
<th>Matching Mechanisms</th>
<th>Specific value, omit</th>
<th>Value list, complemented</th>
<th>Any value, any value or none</th>
<th>Any value, any value</th>
<th>Range</th>
<th>Subset, superset</th>
<th>Permutation</th>
<th>Any element, any elements or none</th>
<th>Length restriction</th>
<th>ipresent</th>
</tr>
</thead>
<tbody>
<tr>
<td>boolean</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>Y</td>
</tr>
<tr>
<td>integer, float</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>Y</td>
</tr>
<tr>
<td>bitstring, octetstring, hexstring</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>charstring, universal charstring</td>
<td>Y</td>
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<td>Y</td>
<td>Y</td>
<td>N</td>
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<td>Y</td>
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<tr>
<td>record, set, union, enumerated</td>
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<td>Y</td>
<td>Y</td>
<td>N</td>
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<td>N</td>
<td>N</td>
<td>N</td>
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<td>Y</td>
</tr>
<tr>
<td>record of</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>N</td>
<td>N</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>set of</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>N</td>
<td>Y</td>
<td>N</td>
<td>N</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
</tbody>
</table>
THE MATCH() PREDEFINED FUNCTION

function match (<value>, <template>) return boolean;

- The `match()` predefined function can be used to check, if the specified `<value>` matches the given `<template>`.
- `true` is returned on success

```javascript
// Use of match()
control {
    var MyRecordType v_MRT := {
        field1 := omit, field2 := true
    };
    if(match(v_MRT, tr_IfPresentExample)) { log("match") } 
    else { log("no match") } 
} // "match" has been written to the log
```
function valueof(<template>) return <type of template>;

• The valueof() predefined function can be used to convert a specific value <template> into a value.

• The returned value can be saved into a variable whose type is equivalent to the <type of template>.

• Permitted for specific value templates only!

// Use of valueof()
control {
    var MyRecordType v_MRT;
    v_MRT := valueof(t_SpecificValueExample); // OK
    v_MRT := valueof(tr_IfPresentExample); // dynamic error!!
}
## Value types in TTCN-3

1 // literal value  
\begin{verbatim}
const integer c := 1; // constant value
modulepar integer mp := 1; // module parameter value
var integer v := 1; // variable value
\end{verbatim}

## Specific value templates vs. general (receive) templates

\begin{verbatim}
template integer t1 := 1; // specific value template
template integer t2 := ?; // receive template
\end{verbatim}

## Comparing values with values or templates

\begin{verbatim}
c == 1 and c == mp and mp == v // true: all values
t1 == c // error: comparing template with a value
valueof(t1) == v // true: t1 may be converted to a value
valueof(t2) == v // error: t2 cannot be converted to a value
match(mp, t2) == true // true: mp matches t2
\end{verbatim}
TEMPLATE VARIANTS

• Inline templates
• Inline modified templates
• Template modification
• Template parameterization
• Template hierarchy
INLINE TEMPLATES

• Defined directly in the sending or receiving operation
• Syntax:

  [ <type> : ] <matching>

• Usually ineffective, recommended to use in simple cases only (e.g. receive any value of a specific type)

  // Ex1: receive any value of a given type
  port1_PCO.receive (BCCH_MESSAGE: ?);

  // Ex2: value range of integer
  port1_PCO.receive ( (0..7) ) ;

  // Ex3: compound types (nesting is possible)
  port1_PCO.receive ( MyRecordType : { field1 := *,
                                    field2 := ? } ) ;
MODIFIED TEMPLATES

// Parent template:
template MyMsgType t_MyMessage1 := {
  field1 := 123,
  field2 := true
}

// Modified template:
template MyMsgType t_MyMessage2 modifies t_MyMessage1 := {
  field2 := false
}

// t_MyMessage2 is the same as t_MyMessage3 below
template MyMsgType t_MyMessage3 := {
  field1 := 123,
  field2 := false
}
INLINE MODIFIED TEMPLATES

- Defined directly in the communication operation
- Valid only for that one operation (No identifier, no reusability)
- Can not be parameterized
- Usually ineffective, not recommended to use!

```plaintext
template MyRecordType t_1 := {
  field1 := omit,
  field2 := false
}
control {
  ...
  port_PCO.receive(modifies t_1 := { field1 := * } );
  ...
}
```
**Value** formal parameters accept as actual parameter:
- literal values
- constants, module parameters & variables

```c
// Value parameterization
template MyMsgType t_MyMessage
(
  integer pl_int, // first parameter
  integer pl_int2 // second parameter
)
:=
{
  field1 := pl_int,
  field2 := t_MyMessage1 (pl_int2, omit )
}
// Example use of this template
P1_PCO.send(t_MyMessage(1, vl_integer_2))
```
• Parameterizing modified templates
  – The formal parameter list of the parent template must be included;
  – additional (to the parent list) parameters may be added

```cpp
template MyMsgType MyMessage4
  ( integer par_int, boolean par_bool ) :=
{
  field1 := par_int,
  field2 := par_bool,
  field3 := '00FF00'0
} // and
template MyMsgType MyMessage2
  ( integer par_int, boolean par_bool, octetstring par_oct ) modifies MyMessage4 :=
{
  field3 := par_oct
}
```

Formal parameter list of the parent template must be fully repeated here!
• *Template* formal parameters can accept as actual parameter:
  - literal values
  - constants, module parameters & variables, *omit*
  + matching symbols (?,?, * etc.) and templates

```cpp
// Template-type parameterization
template integer tr_Int := ( (3..6), 88, 555 ) ;
template MyIEType tr_TemplPm(template integer pl_int) :=
    { f1 := 1, f2 := pl_int };

// Can be used:
P1_PCO.send(tr_TemplPm( 5 ) ) ;
P1_PCO.receive (tr_TemplPm( ? ) ) ;
P1_PCO.receive (tr_TemplPm( tr_Int ) ) ;
P1_PCO.receive (tr_TemplPm( (3..55) ) ) ;
P1_PCO.receive (tr_TemplPm( complement (3,5,9) ) ) ;
```

Note the *template* keyword!
RESTRICTED TEMPLATES

Templates can be restricted to

- *(omit)* evaluate to a specific value or *omit*
- *(present)* evaluate to any template except *omit*
- *(value)* specific value (i.e. the entire template must not be *omit*)

Applicable to any kind of templates (i.e. template definitions, variable templates and template formal parameters)

<table>
<thead>
<tr>
<th>template (omit)</th>
<th>template (present)</th>
<th>template (value)</th>
</tr>
</thead>
<tbody>
<tr>
<td>omit</td>
<td>Ok</td>
<td>error</td>
</tr>
<tr>
<td>Specific value template</td>
<td>Ok</td>
<td>Ok</td>
</tr>
<tr>
<td>Receive template</td>
<td>error</td>
<td>Ok</td>
</tr>
</tbody>
</table>

```java
function f_omit(template (omit) integer p) {}
function f_present(template (present) integer p) {}
function f_value(template (value) integer p) {}
```
// omit restriction
function f_omit(template (omit) integer p) {}  
f_omit(omit); // Ok
f_omit(integer:?); // Error
f_omit(1); // Ok

// present restriction
function f_present(template (present) integer p) {}  
f_present(omit); // Error: omit is excluded
f_present(integer:?); // Ok
f_present(1); // Ok

// value restriction
function f_value(template (value) integer p) {}  
f_value(omit); // Error: entire argument must not be omit
f_value(integer:?); // Error: not value
f_value(1); // Ok
• Templates can be stored in so called template variables
• Template variable
  – may change its value several times
  – assignment and access to its elements are permitted
    (e.g. reference and index notation permitted)
  – must not be an operand of any TTCN-3 operators

```plaintext
control {
  var template integer vt := ?;
  var template MySetType vs :=
    { field1:= ?, field2 := true};
  vt := (1,2,3); // Ok
  vs.field1 := 2; // Ok
}
```
• Practical template structure/hierarchy depends on:
  – Protocol: complexity and structure of ASPs, PDUs
  – Purpose of testing: conformance vs. load testing

• Hierarchical arrangement:
  – Flat template structure – separate template for everything
  – Plain templates referring to each other directly
  – Modified templates: new templates can be derived by modifying an existing template (provides a simple form of inheritance)
  – Parameterized templates with value or template formal parameters
  – Parameterized modified templates

• Flat structure → hierarchical structure
  – Complexity increases, number of templates decreases
  – Not easy to find the optimal arrangement
TEMPLATE HIERARCHY – TYPICAL SITUATIONS

- modified template
- parametrized template
- template parameter
XIII. ABSTRACT COMMUNICATION OPERATIONS

ASYNCHRONOUS COMMUNICATION
SEND, RECEIVE, CHECK AND TRIGGER OPERATIONS
PORT CONTROL OPERATIONS (START, STOP, CLEAR)
VALUE AND SENDER REDIRECTS
SEND TO AND RECEIVE FROM OPERATIONS
SYNCHRONOUS COMMUNICATION

CONTENTS
ASYNCHRONOUS COMMUNICATION

send

non-blocking

MTC

receive

blocking

PTC
Send and receive syntax

- `<PortId> . send ( <ValueRef> )`

  where `<PortId>` is the name of a `message` port containing an `out` or `inout` definition for the type of `<ValueRef>` and `<ValueRef>` can be:
  - Literal value; constant, variable, `specific value` template (i.e. send template) reference or expression

- `<PortId> . receive ( <TemplateRef> )` or `<PortId> . receive`

  where `<PortId>` is the name of a `message` port containing an `in` or `inout` definition for the type of `<TemplateRef>` and `<TemplateRef>` can be:
  - Literal value; constant, variable, template (even with matching mechanisms) reference or expression; inline template
SEND AND RECEIVE OPERATIONS

• Send and receive operations can be used only on connected ports
  - Sending or receiving on a port, which has neither connections nor mappings results in test case error
• The send operation is non-blocking
• The receive operation has blocking semantics
  (except if it is used within an alt or an interleave statement!)
• Arriving messages stay in the incoming queue of the destination port
• Messages are sent and received in order
• The receive operation examines the 1\textsuperscript{st} message of the port’s queue, but extracts this \textit{only if} the message matches the receive operation’s template
SEND AND RECEIVE EXAMPLES

MSG.send("Hello!");

MSG.receive("Hello!");

MSG.send("Hi!");

MSG.send("Hello!");

MSG.receive("Hello!");

Blocked!
CHECK-RECEIVE AND TRIGGER VS. RECEIVE

• Check-receive operation blocks until a message is present in the port’s queue, then it decides, if the 1\textsuperscript{st} message of the port’s queue matches our template or not; The message itself remains untouched on the top of the queue!
  – Usage:
    ```plaintext
    <PortId>.check(receive(<TemplateRef>));
    <PortId>.check;
    any_port.check;
    ```

• Trigger operation blocks until a message is arrived into the port’s queue and extracts the 1\textsuperscript{st} message from the queue:
  – If the top message meets the matching criteria \(\rightarrow\) works like receive
  – Otherwise the message is dropped without any further action
  – Usage:
    - `<PortId>.trigger(<TemplateRef>);`
    - `<PortId>.trigger;` (equivalent to `<PortId>.receive;`)
TRIGGER EXAMPLES

MSG.send("Hello!");

MSG.trigger("Hello!");

MSG.send("Hi!");
MSG.send("Hello!");

MSG.trigger("Hello!");
VALUE AND SENDER REDIRECTION

- Value redirection stores the matched message into a variable
- Sender redirection saves the component reference (address) of the matched message’s originator
- Works both with `receive` and `trigger`

```plaintext
template MsgType MsgTemplate := { /* valid content */ }

var MsgType MsgVar;
var CompRef Peer;
// save message matched by MsgTemplate into MsgVar
PortRef.receive(MsgTemplate) -> value MsgVar;
// obtain sender of message
PortRef.receive(MsgTemplate) -> sender Peer;
// extract MsgType message and save it with its sender
PortRef.receive(MsgType:?) -> value MsgVar sender Peer;
```
SEND TO AND RECEIVE FROM

- Components A, B, C are of the same type
- P has 2 connections and 1 mapping in component A
- How does component A tell to the RTE that it waits for an incoming message from component B?
  
  ```
  p.receive(TemplateRef) from B;
  ```

- How does component A send a message to component C?
  
  ```
  p.send(Msg) to C;
  ```

//send a reply for the previous message

```java
p.receive(Request_Msg) -> sender CompVar;
p.send(Msg) to CompVar;
```
EXAMPLES OF ASYNCHRONOUS COMMUNICATION OPERATIONS

MyPort_PCO.send(f_Myf_3(true));

MyPort_PCO.receive(tr_MyTemplate(5, v_MyVar));

MyPort_PCO.receive(MyType:? ) -> value v_MyVar; // !!

MyPort_PCO.receive(MyType:? ) -> value v_MyVar sender Peer;

any port.receive;

MyPort_PCO.check(receive(A < B)) from MyPeer;

MyPort_PCO.trigger(5) -> sender MyPeer;
## Summary of Asynchronous Communication Operations

<table>
<thead>
<tr>
<th>Operation</th>
<th>Keyword</th>
</tr>
</thead>
<tbody>
<tr>
<td>Send a message</td>
<td>send</td>
</tr>
<tr>
<td>Receive a message</td>
<td>receive</td>
</tr>
<tr>
<td>Trigger on a given message</td>
<td>trigger</td>
</tr>
<tr>
<td>Check for a message in port queue</td>
<td>check</td>
</tr>
</tbody>
</table>
**Synchronous Communication**

- **Call**: MTC
- **GetCall**: PTC
- **GetReply** or **Catch** exception
- **Reply** or **Raise** exception
- **Blocking**
signature MyProc3 (out integer MyPar1, inout boolean MyPar2)
    return integer
    exception (charstring);

// Call of MyProc3
MyPort.call(MyProc3:{ -, true }, 5.0) to MyPartner {
    [] MyPort.getreply(MyProc3:{?, ?}) -> value MyResult param
        (MyPar1Var,MyPar2Var) { }

    [] MyPort.catch(MyProc3, “Problem occured”) {
        setverdict(fail); stop; }

    [] MyPort.catch(timeout) {
        setverdict(inconc); stop; }
}

// Reply and exception to an accepted call of MyProc3
MyPort.reply(MyProc3:{5,MyVar} value 20);
MyPort.raise(MyProc3, “Problem occured”);
## SUMMARY OF SYNCHRONOUS COMMUNICATION OPERATIONS

<table>
<thead>
<tr>
<th>Operation</th>
<th>Keyword</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invoke (remote) procedure call</td>
<td>call</td>
</tr>
<tr>
<td>Reply to a (remote) procedure call</td>
<td>reply</td>
</tr>
<tr>
<td>Raise an exception</td>
<td>raise</td>
</tr>
<tr>
<td>Accept (remote) procedure call</td>
<td>getcall</td>
</tr>
<tr>
<td>Handle response from a previous call</td>
<td>getreply</td>
</tr>
<tr>
<td>Catch exception (from called entity)</td>
<td>catch</td>
</tr>
<tr>
<td>Check reply or exception</td>
<td>check</td>
</tr>
</tbody>
</table>
XIV. BEHAVIORAL STATEMENTS

SEQUENTIAL BEHAVIOR
ALTERNATIVE BEHAVIOR
ALT STATEMENT, SNAPSHOT SEMANTICS
GUARD EXPRESSIONS, ELSE GUARD
ALTSTEPS
DEFAULTS
INTERLEAVE STATEMENT

CONTENTS
SEQUENTIAL EXECUTION BEHAVIOR FEATURES

- Program statements are executed in order
- Blocking statements block the execution of the component
  - all receiving communication operations, `timeout`, `done`, `killed`
- Occurrence of unexpected event may cause infinite blocking

```c
// x must be the first on queue P, y the second
P.receive(x); // Blocks until x appears on top of queue P
P.receive(y); // Blocks until y appears on top of queue P
// When y arrives first then P.receive(x) blocks -> error
```
PROBLEMS OF SEQUENTIAL EXECUTION

- Unable to prevent blocking operations from dead-lock
  i.e. waiting for some event to occur, which does not happen

```
// Assume all queues are empty
P.send(x); // transmit x on P -> does not block
T.start; // launch T timer to guard reception
P.receive(x); // wait for incoming x on P -> blocks
T.timeout; // wait for T to elapse
// ^^^ does not prevent eventual blocking of P.receive(x)
```

- Unable to handle mutually exclusive events

```
// x, y are independent events
A.receive(x); // Blocks until x appears on top of queue A
B.receive(y); // Blocks until y appears on top of queue B
// y cannot be processed until A.receive(x) is blocking
```
SOLUTION: ALTERNATIVE EXECUTION
- ALT STATEMENT

• Go for the alternative that happens the earliest!
• Alternative events can be processed using the `alt` statement
• `alt` declares a set of alternatives covering all events, which …
  – can happen: expected messages, timeouts, component termination;
  – must not happen: unexpected faulty messages, no message received

› All alternatives inside `alt` are blocking operations

• The format of `alt` statement:

```plaintext
alt { // declares alternatives
    // 1st alternative (highest precedence)
    // 2nd alternative
    // …
    // last alternative (lowest precedence)
} // end of alt
```
• Take care of unexpected event and timeout:

```plaintext
P.send(req)
T.start;
// ...
alt {
[] P.receive(resp)  { /* actions to do and exit alt */ }  
[] any port.receive { /* handle unexpected event and exit */ }
[] T.timeout       { /* handle timer expiration and exit */ }
}
```
SNAPSHOT SEMANTICS

1. Take a snapshot reflecting current state of test system
2. For all alternatives starting with the 1st:
   a) Evaluate guard: false → 2
   b) Evaluate event: would block → 2
   c) Discard snapshot; execute statement block and exit alt → READY
3. → 1

```
alt {
  guard_1 [] port1.receive (t_A) { block of statements_1 }
  guard_2 [ a==b ] port2.receive { block of statements_2 }
  guard_n [ tsp_X ] timer_x.timeout { block of statements_n }
}
```
FORMAT OF ALTERNATIVES

• Guard condition enables or disables the alternative:
  – Usually empty: [] equivalent to [true]
  – Can contains a condition (boolean expression): [x > 0]
  – Occasionally the else keyword: [else] → else branch
    › but it makes the semantics completely different!

• Blocking operation (event):
  – Any of receive, trigger, getcall, getreply, catch, check, timeout, done or killed
  – altstep invocation → altstep
  – May be empty only in [else] guard

• Statement block:
  – Describes actions to be executed on event occurrence
  – Optional: can be empty ( i.e. {} or ; )
ALT STATEMENT EXECUTION SEMANTICS

- Alternatives are processed according to snapshot semantics
  - Alternatives are evaluated in the same context (snapshot) such that each alternative event has “the same chance”
- `alt` waits for one of the declared events to happen then executes corresponding statement block using sequential behavior!
  - i.e. only a single declared alternative is supposed to happen
- `alt` quits after completing the actions related to the event that happened first
- First alternative has highest priority, last has the lowest
- When no alternatives apply → programming error → dynamic testcase error!
alt {
  [] P.receive(1)
  {
    P.send(2)
    alt { // embedded alt
      [] P.receive(3) { P.send(4) }
      [] any port.receive { setverdict(fail); }
      [] any timer.timeout { setverdict(inconc) }
    } // end of embedded alt
  }
  [] any port.receive { setverdict(fail); }
  [] any timer.timeout { setverdict(inconc) }
}
THE REPEAT STATEMENT

• Takes a new snapshot and re-evaluates the `alt` statement
• Can appear as last statement in statement blocks of statements

• Can be used for example to filter “keep alive” messages:

```plaintext
P.send(req)
T.start;
// ...
alt {
[] P.receive(resp) { /* actions to do and exit alt */ }
[] P.receive(keep_alive) { /* handle keep alive message */
    repeat
}
[] any port.receive { /* handle unexpected event */ }
[] T.timeout { /* handle timer expiration and exit */ }
}
```
THE ELSE GUARD

• Guard contains `else` and blocking event is absent
• Execution continues with the `else` branch, when none of the previous alternatives satisfied at first snapshot
• Consequently, an `alt` with `else`:
  - takes only a **single snapshot** → **never blocks** execution
  - does not wait for any declared event to happen
  - goes on immediately with the actions of the `event`, which happened **before**
    taking the snapshot or jumps to statement block of `else` branch
  - `else` + repeat

```plaintext
alt { // 1 snapshot is taken here
[] A.receive(x) { /* extract x if available in A */ } 
[] any port.receive { /* remove anything */ } 
[else] { /* continue here when none of above applied */ } } // end of alt
```
**STRUCTURING ALTERNATIVE BEHAVIOR – ALTSTEP**

- Collection of a set of “common” alternatives
- Run-time expansion
- Invoked in-line, inside alt statements or activated as default Run-time parameterization
- Optional runs on clause
- No return value
- Local definitions deprecated
THREE WAYS TO USE ALTSTEP

• Direct invocation:
  – Expands dynamically to an `alt` statement

• Dynamic invocation from alt statement:
  – Attaches further alternatives to the place of invocation

• Default activation:
  – Automatic attachment of activated `altstep` branches to the end of each `alt`/blocking operation
// Definition in module definitions part
altstep as_MyAltstep(integer pl_i) runs on My_CT {
    [] PCO.receive(pl_i) {...}
    [] PCO.receive(tr_Msg) {...}
}
// Use of the altstep
testcase tc_101() runs on My_CT {
    as_MyAltstep(4); // Direct altstep invocation...
}

// ... has the same effect as
testcase tc_101() runs on My_CT {
    alt {
        [] PCO.receive(4) {...}
        [] PCO.receive(tr_Msg) {...}
    }
}
alt {
  [guard₁] port1.receive (cR_T) block of statements₁
  [guard₂] local definitions !
    [guardₓ] port2.receive block of statementsₓ
    [guardᵧ] port3.receive block of statementsᵧ
  [guardₙ] timerₓ.timeout block of statementsₙ
}

as_myAltstep() {
  optional local definitions
  [guardₓ] port2.receive block of statementsₓ
  [guardᵧ] port3.receive block of statementsᵧ
}
• Error handling at the end of each `alt` instruction
  – Collect these alternatives into an `altstep`
  – Activate as `default`
  – Automatically copied to the end of each `alt` – of the given component instance

```
alt {
  [] P.receive(1)
  {
    P.send(2)
    alt { // embedded alt
      [] P.receive(3) { P.send(4) }
      [] any port.receive { setverdict(fail); } 
      [] any timer.timeout { setverdict(inconc) }
      } // end of embedded alt
  }
  [] any port.receive { setverdict(fail); }
  [] any timer.timeout { setverdict(inconc) }
} // end of main alt
```
Using altstep – activated as default

```plaintext
var default def_myDef := activate(as_myAltstep());
alt {
    [guard_i] port1.receive (cR_T) block of statements_i
    ...
    [guard_n] port2.receive(cR2_T) block of statements_n

    local definitions !

    [guard_x] any port.receive block of statements_x
    [guard_n] T.timeout block of statements_y
}
```

 alternatives of activated defaults are also evaluated after regular alternatives

```
as_myAltstep () {
    optional local definitions

    [guard_x] any port.receive block of statements_x
    [guard_y] T.timeout block of statements_y
}
```
ACTIVATION OF ALTSTEP TO DEFAULTS

• Altsteps can be used as default operations:
  - activate: appends an altstep with given actual parameters to the current default context, returns a unique default reference
  - deactivate: removes the given default reference from the context

```
altstep as1() runs on CT {
  [] any port.receive { setverdict(fail)}
  [] any timer.timeout { setverdict(inconc)}
}

var default d1:= activate(as1());
...
deactivate(d1);
```

• Defaults can be used for handling:
  - Incorrect SUT behavior
  - Periodic messages that are out of scope of testing
• There are only dynamic defaults in TTCN-3
• The default context of a PTC can be entirely controlled run-time
• Defaults have no effect within an alt, which contains an else guard!
MULTIPLE DEFAULTS

- Default branches are appended in the opposite order of their activation to the end of alt, therefore the most recently activated default branch comes before of the previously activated one(s)

```tcl
altstep as1() runs on CT {
    [] T.timeout { setverdict(inconc) }
}
altstep as2() runs on CT {
    [] any port.receive { setverdict(fail) }
}
altstep as3() runs on CT {
    [] PCO.receive(MgmtPDU:?){}
}
var default d1, d2, d3; // evaluation order
  d1 := activate(as1()); // +d1
  d2 := activate(as2()); // +d2+d1
  d3 := activate(as3()); // +d3+d2+d1
  deactivate(d2); // +d3+d1
  d2 := activate(as2()); // +d2+d3+d1
```
STANDALONE RECEIVING STATEMENTS VS. ALT

• Default context contains a list of altsteps that is implicitly appended:
  – At the end of all alt statements except those with else branch
  – After all stand-alone blocking receive/timeout/done … operations (!!!)

• Any standalone receiving statement (receive, check, getcall, getreply, done, timeout) behaves identically as if it was embedded into an alt statement!

\[
\text{MyPort_PCO.receive}(\text{tr_MyMessage});
\]

… is equivalent to:

\[
\text{alt} \{
  \[ \]
  \text{MyPort_PCO.receive}(\text{tr_MyMessage}) \}
\]
STANDALONE RECEIVING STATEMENTS VS. DEFAULT

• Activated default branches are appended to standalone receiving statements, too!

```plaintext
var default d := activate(myAltstep(2));
MyTimer.timeout;
```

• ... is equivalent to:

```plaintext
alt {
  [] MyTimer.timeout {}
  [] MyPort.receive(MyTemplate(2))
    { MyPort.send(MyAnswer); repeat }
  [] MyPort.receive
    { setverdict(fail) }
}
```
XV. SAMPLE TEST CASE IMPLEMENTATION

TEST PURPOSE IN MSC
TEST CONFIGURATION
MULTIPLE IMPLEMENTATIONS

CONTENTS
• Single component test configuration

• Test purpose defined by MSC:
  – Simple request-response protocol
  – Answer time less than 5 s
  – Result is pass for displayed operation, otherwise the verdict shall be fail
FIRST IMPLEMENTATION
WITHOUT TIMING CONSTRAINTS

- Test case `test1` results error verdict on incorrect IUT behavior → test case is not sound!

- Lower case identifiers refer to valid data of appropriate upper case type!

```plaintext
type port PT message {
    out A, B, C;
    in  X, Y, Z;
}
type component CT {
    port PT P;
}
testcase test1() runs on CT {
    map(mtc:P, system:P);
    P.send(a);
    P.receive(x);
    P.send(b);
    P.receive(y);
    P.send(c);
    P.receive(z);
    setverdict(pass);
}
```

tester

IUT

×

a

z

error
testcase test2() runs on CT {
    timer T:=5.0; map(mtc:P, system:P);
    P.send(a); T.start;
}

alt {
    [] P.receive(x) {setverdict(pass)}
    [] P.receive {setverdict(fail)}
    [] T.timeout {setverdict(inconc)}
}

P.send(b); T.start;

alt {
    [] P.receive(y) {setverdict(pass)}
    [] P.receive {setverdict(fail)}
    [] T.timeout {setverdict(inconc)}
}

P.send(c); T.start;

alt {
    [] P.receive(z) {setverdict(pass)}
    [] P.receive {setverdict(fail)}
    [] T.timeout {setverdict(inconc)}
}

• This test case works fine, but its operation is hard to follow
  • and if to be modified…
This example demonstrates one specific use of defaults

Compact solution employing defaults for handling incorrect IUT behavior
• This example demonstrates one specific use of defaults
• Compact solution employing defaults for handling incorrect IUT behavior

```plaintext
| test3() runs on CT { | as() runs on CT {
|   var default d := activate(as()); | | } runs on CT {
|   map(mtc:P, system:P); | [] P.receive {setverdict(fail)} |
|   P.send(a); T.start; | [] T.timeout {setverdict(inconc)}
|   P.receive(x); | }
|   P.send(b); T.start; | type port PT message {
|   P.receive(y); |   out A, B, C;
|   P.send(c); T.start; |   in X, Y, Z;
|   P.receive(z); | }
| deactivate(d); | type component CT {
|   setverdict(pass); |   timer T := 5.0;
|                       |   port PT P;
| }
| }
```