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GUI Interaction Testing: Using Covering Arrays to Provide Context in Software Testing

Graphical user interfaces, (GUIs), present an unbounded way for users to interact with software. During software testing it is important to cover this interaction space while accounting for the context in which events are executed. In this talk we discuss recent research leveraging covering arrays for test generation in GUIs. We present coverage criteria, empirical results, and describe some relaxations to covering arrays that would be useful for testing in this domain.