

What is an Anomaly?

In Software testing, Anomaly refers to a result that is different from the expected one. This behaviour can result from a document or also from a testers notion and experiences.

An Anomaly can also refer to a usability problem as the testware may behave as per the specification, but it can still improve on usability. Sometimes, the anomaly can also be referred to as a defect / Bug.

What is an Anomaly Report?

The following parameters are involved in a typical anomaly report :

- Defect Identifier
- Defect summary
- Defect description
- Status of Defect
- Steps to reproduce the defect
- Severity
- Priority
- Bug Logged Date
- The area where the bug is identified
- Developers/Testers comments

What are Data Flow Anomalies?

Data Flow Anomalies are identified while performing white box testing or Static Testing. Data flow anomalies are represented using two characters based on the sequence of actions. They are defined d , killed k , and used u . There are nine possible combinations based on these 3 sequence of actions which are dd , dk , du , kd , kk , ku , ud , uk , uu . The below table clearly shows which one of these combinations are accepted and which one of these are suspected to be an anomaly.

Combination	Description	Anomaly possibilities
dd	Defined the data objects twice	Harmless but suspicious
dk	Defined the data object but killed it without using it.	Bad Programming Practice
du	Defined the data object and using it	NOT an Anomaly
kd	Killed the Data Object and redefined	NOT an Anomaly
kk	Killed the Data Object and killed it again	Bad Programming Practice
ku	Killed the Data Object and then used	Defect
ud	Used the Data Object and redefined	NOT an Anomaly
uk	Used the Data Object and Killed	NOT an Anomaly

uu

Used the Data Object and used it again

NOT an Anomaly

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