Abstract

In this paper we propose a technique to distribute faulty slices among available n debuggers for simultaneous debugging. We present a three level model to distribute debugging task efficiently among debuggers by (a) estimating capacity of task to be allocated to an individual debugger (b) measuring similarity and assigning priority to each faulty slice to minimize redundancy of debugging task(c) uniformly distributing faulty slices by arranging them in task queues. For this we present an algorithm and an example to prove effectiveness and efficiency of the presented approach.

Reference

Index Terms
Computer Science
Software Engineering
Key words

Fault localization
Optimization
Software testing