

# Overview

- What is Unit Testing?
- JUnit at a Glance
- Setting Up JUnit
- Basic Example of Running a Test
- More Methods
- Lab Exercise

# What is Unit Testing?

- You already know the answer...
- Isolate & test individual units of code
  - A unit is the smallest testable part of a program
  - In OOP, individual methods would be the units
- Tests show individual parts are correct
  - Multiple tests can check larger parts of programs
- Can begin testing before entire program is done
- Properly designed tests demonstrate proper functionality of code, but bugs may still exist!

# JUnit at a Glance

- Unit testing framework for Java language
- Free & Open Source under CPL
- Lets programmers write & run repeatable tests
- Key Features:
  - Assertions for checking expected results
  - Fixtures for sharing test data
  - Framework for running tests

# Setting Up JUnit

- As always, there are multiple options...
- JUnit can be run from command line (tricky)
- Eclipse comes with JUnit built-in
  - This is the option we'll use
- Or install Java SDK, Ant build tool, & JUnit



# Basic Example – Math.java

- Let's say we want to test a method in a class:

```
public class Math {  
    public static int add(int a, int b) {  
        return a + b;  
    }  
}
```

- Looks good, right?

# Basic Example – JUnit test

- Create a new JUnit test case in Eclipse
  - Select File/New/JUnit Test Case
  - Select “New JUnit 4 test” radio button
  - Enter Name (usually `<classToBeTested>Test`)
  - Add JUnit 4 library to the build path
  - Click Finish
- Eclipse will create a skeleton test case .java file for you to start filling in

# Basic Example –

- Here's our very simple test case:

```
import static org.junit.Assert.*;
import org.junit.Test;
```

```
public class MathTest {
    @Test
    public void testAdd() {
        int sum = Math.add(3, 2);
        AssertEquals(5, sum);
    }
}
```

# Basic Example – Running a

- So we've got Math.java and TestMath.java
- Now we can run our test:
  - We can do this from right inside Eclipse
  - With the focus on TestMath.java, select Run/Run As/JUnit Test
- The JUnit test will be executed, exercising your code by running the test cases
  - Results will be displayed in system message panel at bottom of screen
  - Success: green bar; otherwise: red bar & messages



# More Methods

- Assertion statements:
  - assertEquals(expected, actual)
  - assertEquals(message, expected, actual)
  - assertTrue(message, condition) [or assertFalse]
  - assertNull(message, object) [assertNotNull]
  - assertSame(expected, actual) [assertNotSame]
  - etc.
- Using messages can help clarify what went wrong when complicated/compound tests fail