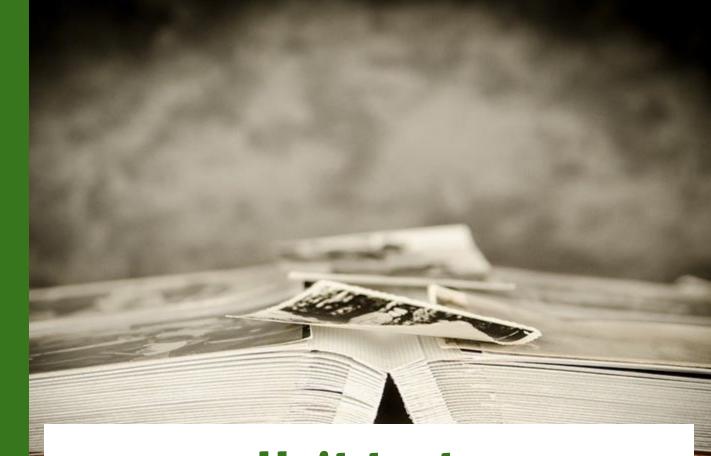


More testing

Mathias COUSTÉ 24.02.2022



Unit tests

Did you said Unit test?







→ Test a minimal piece of code as a unitary and indivisible block

→ Make you that the smallest bricks of your solution are working

What do we test?

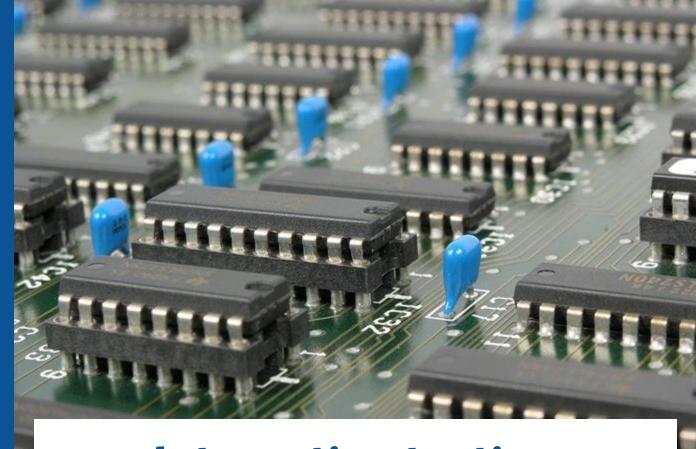
Classes & functions

Not a package, not a whole system

Mocks

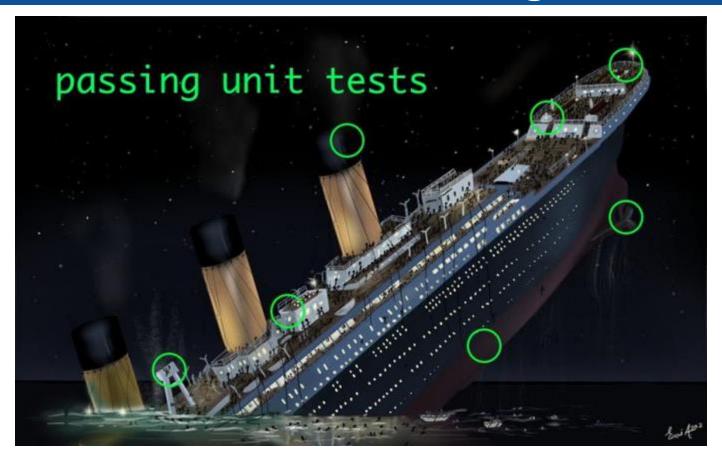


→ Assure that your tested subject is in isolation by controlling all its neighbours



Integration testing

Unit test aren't enough?



Definition

"Integration testing is the phase in software testing in which individual software modules are combined and tested as a group."



Mars Climate Orbiter (year 1998)



Micro
Thrusters

Current thrust
Navigation
system

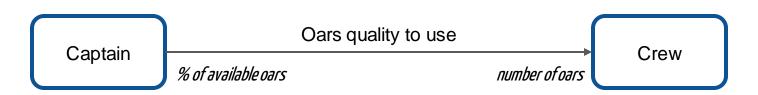


Micro Current thrust
Thrusters

Current thrust

Navigation system





What do we test?



Assert that code bricks are **interacting** as expected.

Which tools?







→ Same tools as Units test

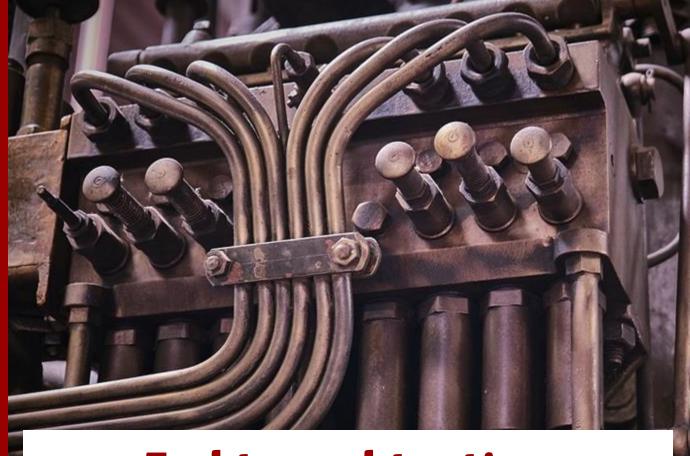
→ It is **how you write** your test that make the difference

Which tools?

Differential unit test from integration test during the build execution



https://www.baeldung.com/maven-integration-test



End to end testing

Definition

"End-to-end testing is a methodology used to test whether the flow of an application is performing as designed from start to finish."

What do we test?

We put ourselves in the head of the final user and execute some scenarios.

The more your program is complex, the more scenarios you have.

A big part of the job is to identify which scenarios you will test and at which frequency

Let's test *Amazon.com*

Any suggestions?

Let's test *Amazon.com*

- 1. A *user* clicks on a link on google and is redirected to Amazon.com
- 2. The *user* sees a product
- 3. The *user* looks at others products related to the given product
- 4. The *user* clicks on "buy"
- 5. The *user* registers
- 6. The *user* fill the payment information form
- 7. The *user* click on "pay"
- 8. The *user* receives a confirmation email
- 9. Money transfer is done
- 10. Amazon warehouse is notified and shipping is enabled

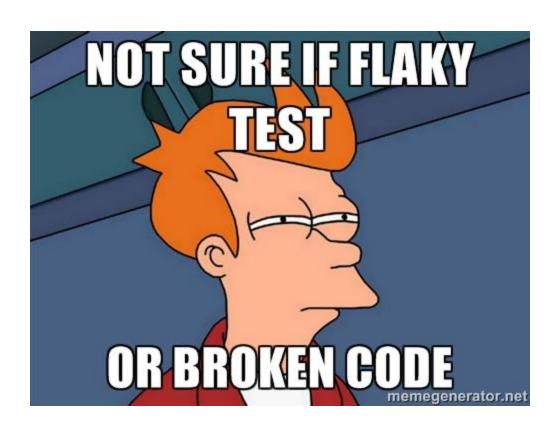
Which tools?







Pros and Cons







Other tests

Performance testing



Performance testing

100 milliseconds

Performance testing

100 milliseconds



Amazon 1% in revenu loss



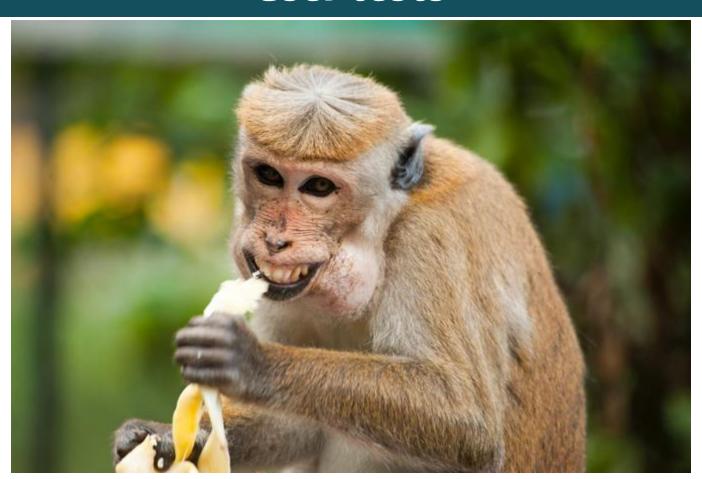
-8 000 000 requests/day



Intrusion testing



User tests





Mutation testing

Mathias COUSTÉ 18.02.2020



Do you test well?

Unit tests - Some limits

```
@Test
public void mySuperTest() {
  functionThatDoesEverything();
  assertTrue(true);
}
```

Unit tests - Some limits

```
@Test
public void mySuperTest() {
  functionThatDoesEverything();
  assertTrue(true);
}
Code coverage
100%
```

Unit tests - Some limits

The student



The teacher



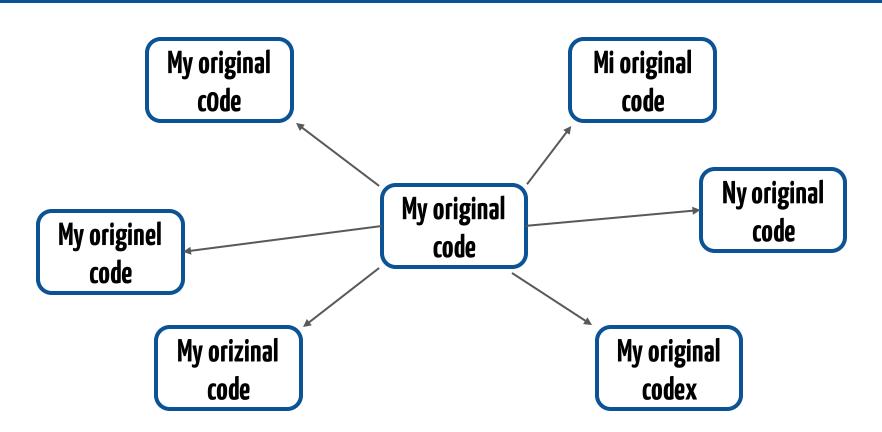


Mutation testing

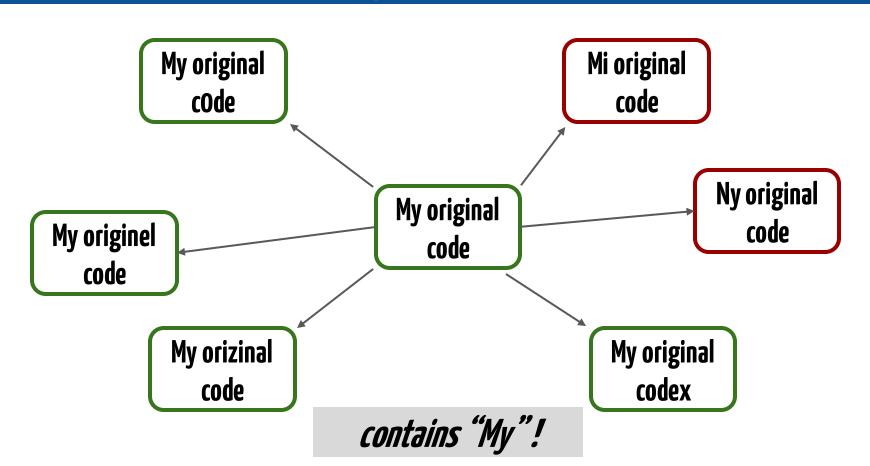
Principe

"Mutation testing involves modifying a program in small ways. Each mutated version is called a mutant and tests detect and reject mutants by causing the behavior of the original version to differ from the mutant."

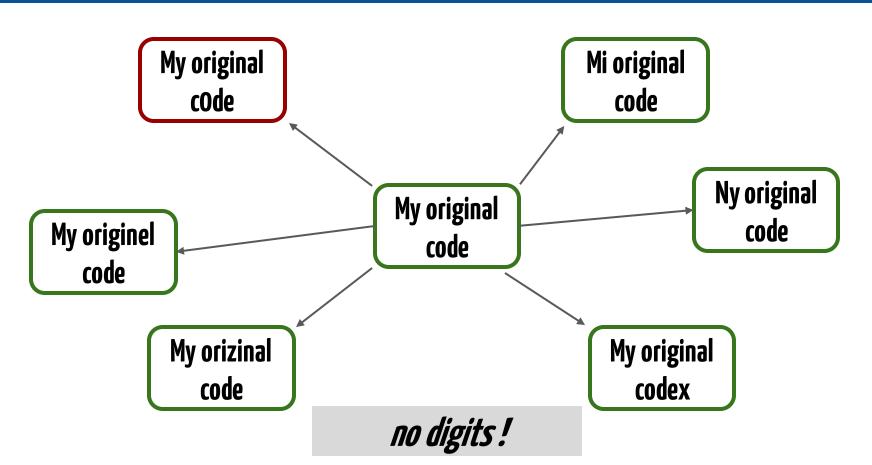
My original code



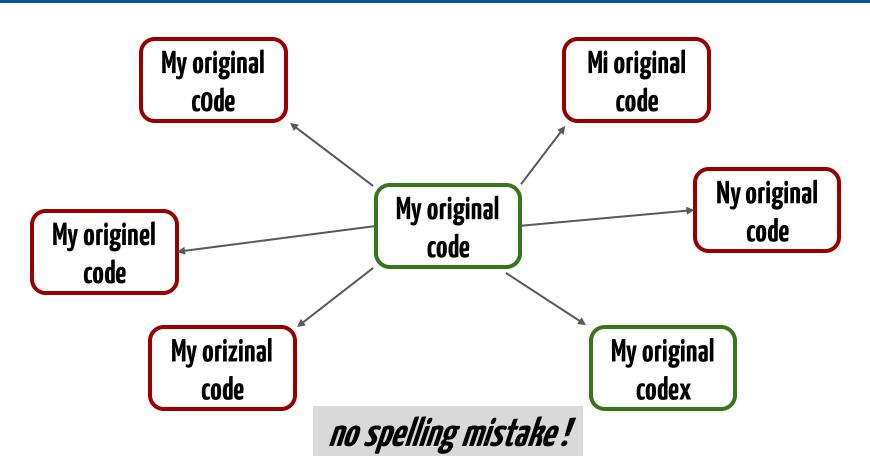
Testing your mutants

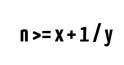


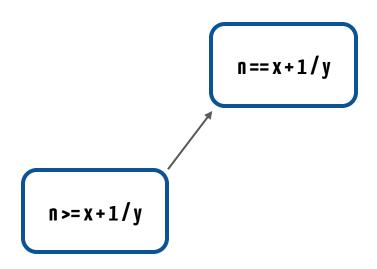
Testing your mutants



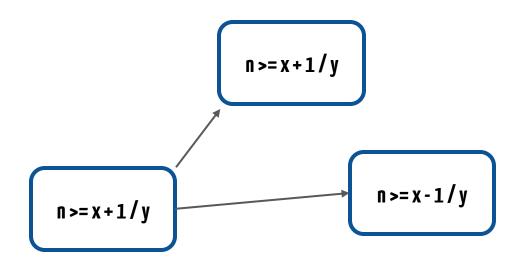
Testing your mutants



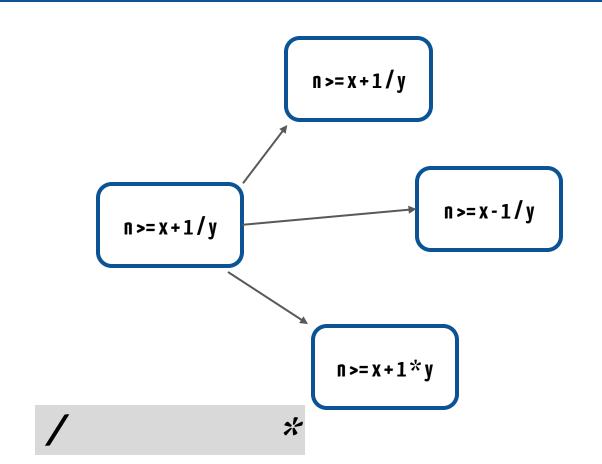


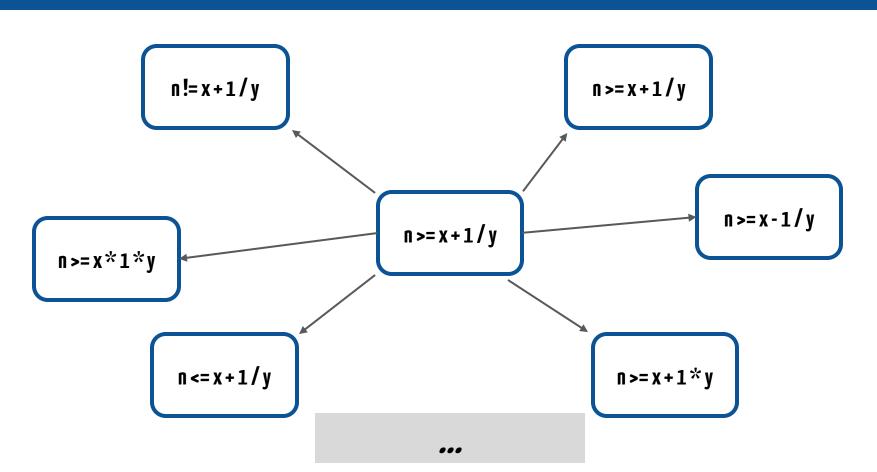




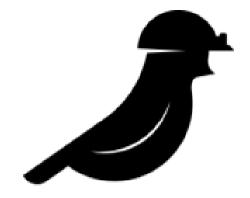












Using PITest on the project

PITest

"PIT is a state of the art mutation testing system, providing gold standard test coverage for Java and the jvm. It's fast, scalable and integrates with modern test and build tooling."

Prerequisites

→ Already have unit test

→ The project is configured with maven

Maven command

Release the mutants when you want!

\$ > mvn org.pitest:pitest-maven:mutationCoverage

Maven plugin

Release the mutants at each builds!

Maven plugin

```
<plugin>
   <groupId>org.pitest
   <artifactId>pitest-maven</artifactId>
   <version>1.7.3
   <dependencies>
       <dependency>
           <groupId>org.pitest
           <artifactId>pitest-junit5-plugin</artifactId>
           <version>0.15</version>
       </dependency>
   </dependencies>
   <executions>
       <execution>
           <phase>test</phase>
           <goals>
               <qoal>mutationCoverage
           </goals>
       </execution>
   </executions>
   <configuration>
       <targetClasses>
           <param>fr.unice.polytech.si3.qgl.${artifactId}*</param>
       </targetClasses>
       <targetTests>
           <param>fr.unice.polytech.si3.qql.${artifactId}*</param>
       </targetTests>
   </configuration>
</plugin>
```

```
> org.pitest.mutationtest.engine.gregor.mutators.BooleanTrueReturnValsMutator
>> Generated 20 Killed 19 (95%)
> KILLED 19 SURVIVED 1 TIMED OUT 0 NON VIABLE 0
 MEMORY ERROR & NOT STARTED & STARTED & RUN ERROR &
> NO COVERAGE 0
> org.pitest.mutationtest.engine.gregor.mutators.EmptyObjectReturnValsMutator
>> Generated 6 Killed 6 (100%)
KILLED 6 SURVIVED 0 TIMED OUT 0 NON VIABLE 0
> MEMORY ERROR 8 NOT STARTED 8 STARTED 8 RUN ERROR 8
> NO COVERAGE 0
> org.pitest.mutationtest.engine.gregor.mutators.ConditionalsBoundaryMutator
>> Generated 8 Killed 6 (75%)
> KILLED 6 SURVIVED 2 TIMED OUT 0 NON VIABLE 0
> MEMORY ERROR @ NOT STARTED @ STARTED @ RUN ERROR @
> NO COVERAGE 0
> org.pitest.mutationtest.engine.gregor.mutators.IncrementsMutator
>> Generated 2 Killed 1 (50%)
> KILLED 1 SURVIVED 1 TIMED OUT 0 NON VIABLE 0
> MEMORY ERROR @ NOT STARTED @ STARTED @ RUN ERROR @
> NO COVERAGE 0
> org.pitest.mutationtest.engine.gregor.mutators.NullReturnValsMutator
>> Generated 17 Killed 15 (88%)
> KILLED 15 SURVIVED 0 TIMED OUT 0 NON VIABLE 0
> MEMORY ERROR 8 NOT STARTED 8 STARTED 8 RUN ERROR 8
 NO COVERAGE 2
```

Check the reports at *<your project>/target/pit-reports/<date>/index.html*

Pit Test Coverage Report

Project Summary

Number of Classes		Line Coverage	Mutation Coverage		
7	97%	229/236	86%	160/185	

Breakdown by Package

Name	Number of Classes	Line Coverage		Mutation Coverage	
fr.unice.polytech.si3.qgl.geometry	5	98%	144/147	88%	119/136
fr.unice.polytech.si3.qgl.geometry.shapes 2		96%	85/89	84%	41/49

Report generated by PIT 1.4.11

Segment.java

```
package fr.unice.polytech.si3.qgl.geometry;
    public class Segment {
            private Point from;
            private Point to;
            public Segment(Point from, Point to) {
                    this.from = from;
                    this.to = to;
11
12
            public Point getFrom() {
13 1
                    return from;
14
15
16
            public Point getTo() {
17 1
                    return to;
18
19
20
            public boolean isIn(Point intersection) {
21 1
                    double totalDistance = from.distanceTo(intersection) + to.distanceTo(intersection);
22 1
                    double diff = totalDistance - this.length();
23 3
                    return diff <= Constants.COMPARAISON DELTA;
24
25
26
            public Vector vector() {
27 3
                    return Vector.fromPosition(this.to.getX() - this.from.getX(), this.to.getY() - this.from.getY());
28
29
30
            public boolean intersect(Segment segment) {
31
                    Line l1 = Line.from(this.from, this.vector());
32
                    Line l2 = Line.from(segment.from, segment.vector());
33
                    Point intersection = l1.intersect(l2);
34
35 3
                    return this.isIn(intersection) && segment.isIn(intersection);
36
37
38
            public double length() {
39 1
                    return from.distanceTo(to);
41 }
```

Segment.java

```
package fr.unice.polytech.si3.ggl.geometry;
    public class Segment {
            private Point from;
            private Point to;
            public Segment(Point from, Point to) {
                    this.from = from;
                    this.to = to;
12
            public Point getFrom() {
13 1
                    return from;
14
15
16
            public Point getTo() {
17 1
                    return to:
18
19
20
            public boolean isIn(Point intersection) {
21 1
                    double totalDistance = from.distanceTo(intersection) + to.distanceTo(intersection);
22 1
                    double diff = totalDistance - this.length();
23 3
                    return diff <= Constants.COMPARAISON DELTA;
24
25
26
            public Vector vector() {
27 3
                    return Vector.fromPosition(this.to.getX() - this.from.getX(), this.to.getY() - this.from.getY());
28
29
            public boolean intersect(Segment segment) {
31
                    Line l1 = Line.from(this.from, this.vector());
32
                    Line 12 = Line.from(segment.from, segment.vector());
33
                    Point intersection = l1.intersect(l2);
34
35 3
                    return this.isIn(intersection) && segment.isIn(intersection);
36
37
38
            public double length() {
39 1
                    return from.distanceTo(to);
```

<u>Light green</u>

Covered by test but with not mutation

Segment.java

```
package fr.unice.polytech.si3.ggl.geometry;
    public class Segment {
            private Point from;
            private Point to;
            public Segment(Point from, Point to) {
                    this.from = from;
                    this.to = to;
11
13 1
                    return from:
15
16
            public Point getTo() {
17 1
                    return to:
18
19
20
            public boolean isIn(Point intersection) {
21 1
                    double totalDistance = from.distanceTo(intersection) + to.distanceTo(intersection);
22 1
                    double diff = totalDistance - this.length();
23 3
                    return diff <= Constants.COMPARAISON DELTA;
24
25
26
            public Vector vector() {
27 3
                    return Vector.fromPosition(this.to.getX() - this.from.getX(), this.to.getY() - this.from.getY());
28
29
            public boolean intersect(Segment segment) {
31
                    Line l1 = Line.from(this.from, this.vector());
32
                    Line 12 = Line.from(segment.from, segment.vector());
33
                    Point intersection = l1.intersect(l2);
34
35 3
                    return this.isIn(intersection) && segment.isIn(intersection);
36
37
38
            public double length() {
39 1
                    return from.distanceTo(to);
```

<u>Dark green</u>

Covered by test and has mutations.

Mutations all killed.

Segment.java

```
package fr.unice.polytech.si3.ggl.geometry;
   public class Segment {
            private Point from;
            private Point to;
            public Segment(Point from, Point to) {
                    this.from = from;
                    this.to = to;
11
           public Point getFrom() {
12
13 1
                    return from:
14
15
16
            public Point getTo() {
17 1
                    return to:
18
19
20
            public boolean isIn(Point intersection) {
21 1
                    double totalDistance = from.distanceTo(intersection) + to.distanceTo(intersection);
                    double diff = totalDistance - this length():
                    return diff <= Constants.COMPARAISON DELTA;
25
26
            public Vector vector() {
27 3
                    return Vector.fromPosition(this.to.getX() - this.from.getX(), this.to.getY() - this.from.getY());
28
29
            public boolean intersect(Segment segment) {
31
                    Line l1 = Line.from(this.from, this.vector());
32
                    Line 12 = Line.from(segment.from, segment.vector());
33
                    Point intersection = l1.intersect(l2);
34
35 3
                    return this.isIn(intersection) && segment.isIn(intersection);
36
37
38
            public double length() {
39 1
                    return from.distanceTo(to);
```

Dark pink

Covered by test and has mutations.

Some mutations survived.

Mutations

1. replaced return value with null for fr/unice/polytech/si3/qgl/geometry/Segment::getFrom → KILLED
1. replaced return value with null for fr/unice/polytech/si3/qgl/geometry/Segment::getTo → KILLED
1. Replaced double addition with subtraction → KILLED
1. Replaced double subtraction with addition → KILLED
1. replaced boolean return with true for fr/unice/polytech/si3/qgl/geometry/Segment::isIn → KILLED
2. changed conditional boundary → SURVIVED
3. negated conditional → KILLED
1. Replaced double subtraction with addition → SURVIVED
2. Replaced double subtraction with addition → SURVIVED
3. replaced return value with null for fr/unice/polytech/si3/qgl/geometry/Segment::vector → KILLED
1. replaced boolean return with true for fr/unice/polytech/si3/qgl/geometry/Segment::intersect → KILLED
3. negated conditional → KILLED
3. negated conditional → KILLED
3. negated conditional → KILLED
3. replaced double return with 0.0d for fr/unice/polytech/si3/qgl/geometry/Segment::length → KILLED





-vou?

What do we expect from you?

Apply PITest in your project

What do we expect from you?

Apply PITest in your project (it will be evaluated)

#