



Test-Driven Development and Refactoring in Java

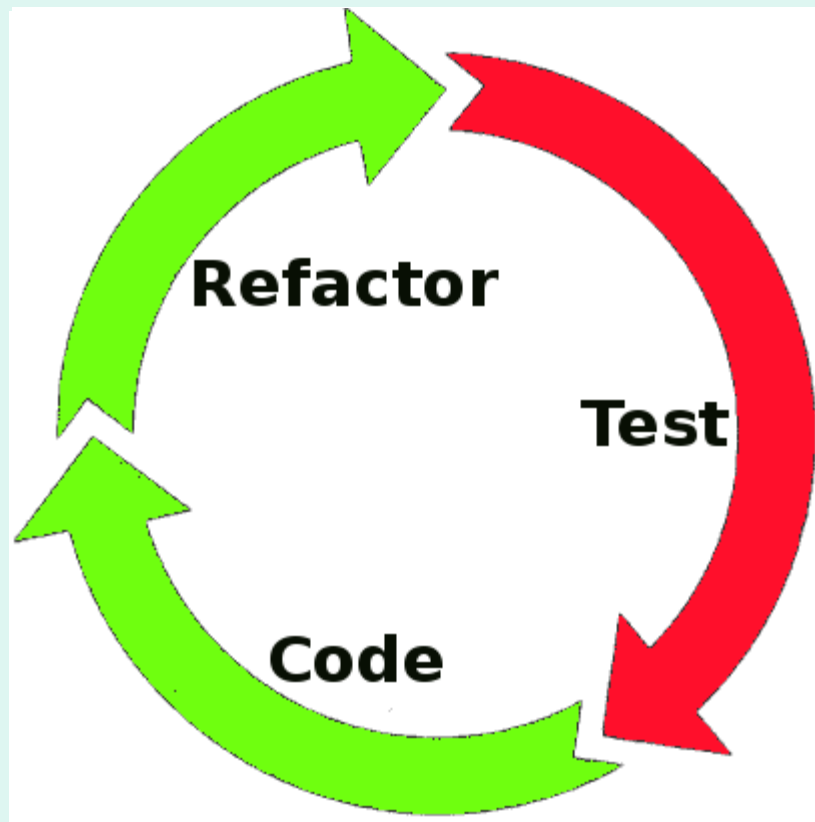
Langr Software Solutions

Consulting and Training for Software Teams

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Test-Driven Development?

- An incremental design technique





Doing TDD Well



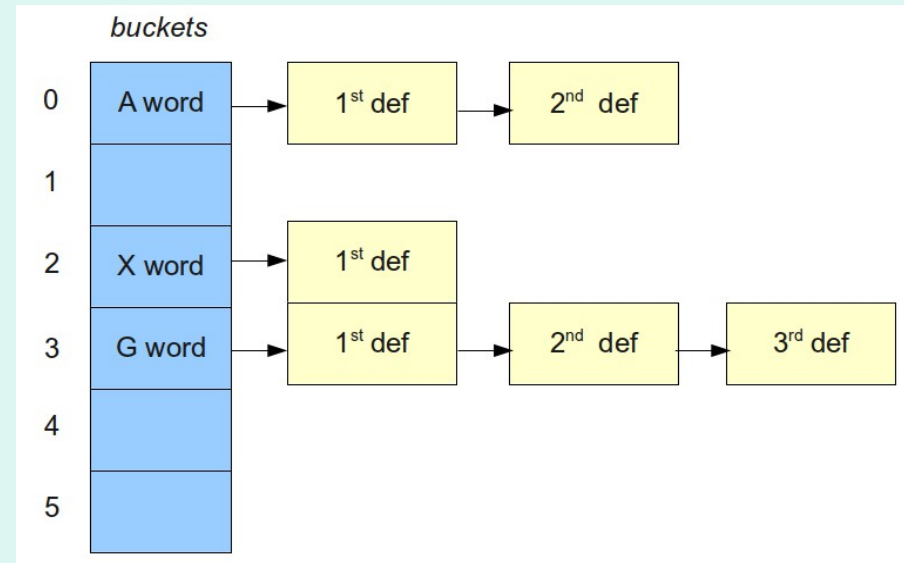
It's just code!

- Test behavior, not methods
- Incrementalism—tiny steps!
 - Hardcoding → more coverage
- Stick to the cycle
 - Always see red
 - Always refactor
- Specification by example



TDD Exercise: MultiMap

- Associates multiple values with a key
- Interface
 - void map.put(K, V)
Single value at a time!
 - **List<V>** get(K)
Returns a list!
 - int size()
 - boolean isEmpty()
 - int countOfAllValues()
- Throws an exception on a null key





Test-After Development (TAD)

- Allows some refactoring
- Coverage levels up to ~75%
- No direct design impact
- Can reduce defects
- Can be treated as separate task



Test-Driven Development (TDD)

- Enables continual refactoring
- Coverage approaching 100%
- Helps incrementally flesh out a design
- Significantly reduces defects/debug cycles
- Part of the coding process
- Clarifies, documents requirements
- Continual progress, consistent pacing
- Continual feedback and learning
- Sustainable



Unit Testing

- \$\$
- Only a piece of the puzzle



Where Do I Start?

- Object creation isn't a bad idea
 - What next?
- Group exercise:
 - HashSet
 - The Bowling Game
 - SQL generator



Kata: Roman Numeral Converter

- <http://codekata.pragprog.com>
- Given positive int from 1 to 4000
 - Answer Roman numeral equivalent





Behavior-Driven Naming

- Consider:
 - *somethingHoldsTrueWhenCondition*
or
 - *whenConditionThenSomethingHoldsTrue*
- Review test names holistically
- Rename continually!

```
@Test public void something()
```

```
@Test public void create()
```

```
@Test public void defaultCreate()
```

```
@Test public void isEmptyOnDefaultCreation()
```



Improving Tests

- Single behavior tests
 - Behavior-driven naming
- Test abstraction
- AAA: Arrange, Act, Assert
 - Bill Wake
- Correlate results with context



Exercise: find & fix smells



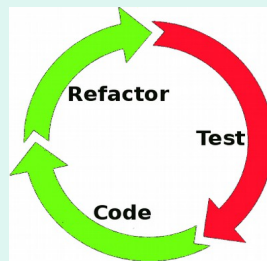
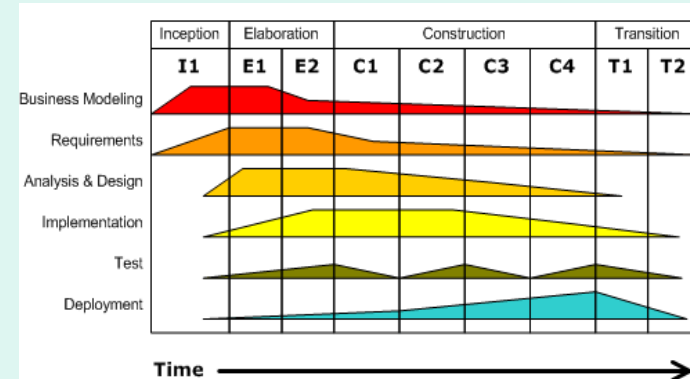
Exercise: Improving Tests

- Find and fix test smells in the codebase
- Paraphrase cleaned tests to your pair

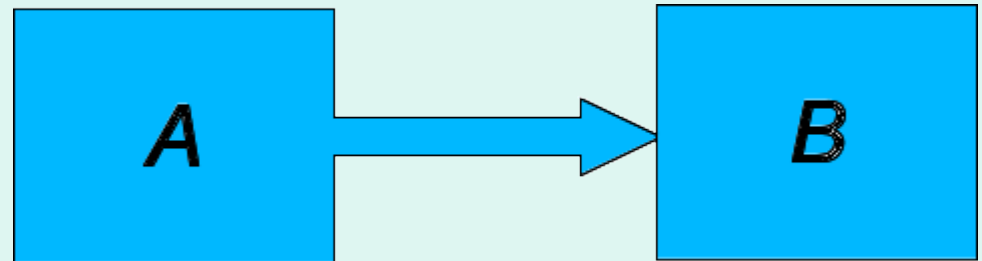
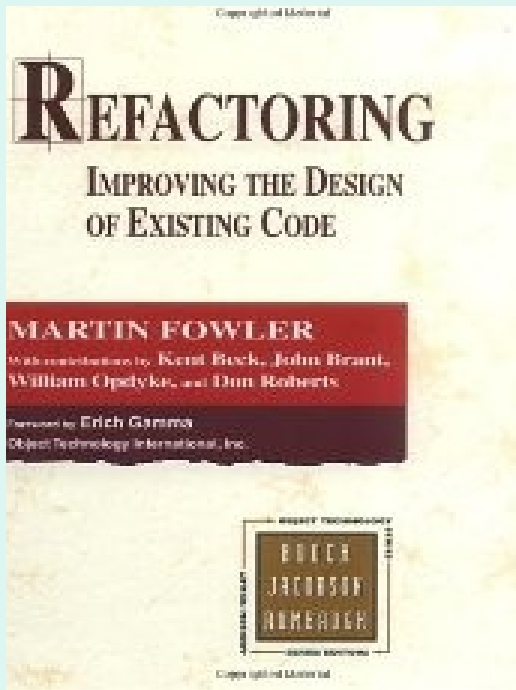


Software Development

- Activities:
 - Analysis, design, coding, testing, review, documentation, planning, deployment, ...
- Agile:
 - *All activities all the time*
- TDD:
 - Continual testing
 - Continual design
- Up-front design?



Refactoring?



- *Code transform*
- *Same behavior*



Extract Method

Turn related code fragment into its own method, using a name that explains the method's purpose

- Core catalog pattern
 - Very explicit steps
- What's the value?



Composed Methods

- Comprehension time
- Minimize / decipher defects
- Reuse / code reduction
- Potential algorithm improvement
- Identify performance issues



Demo / Exercise

- Look for refactoring opportunities
 - Extract method
 - Replace temp with query
 - Renames (almost free!)
- Follow detailed Fowler steps
- Run tests as often as possible
- Do at least two method extractions



Feature Envy

Method sends messages to other objects more than itself.



- Why a problem?
- Apply **Move Method**
 - [Fowler1999], p142
- May require Replace Temp With Query



Backing Into Tests

- Moved code not directly tested!
 - Cover with tests to document
 - Difficult? Reconsider.



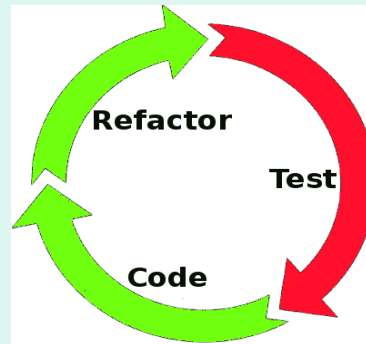
Exercise: Feature Envy

- Locate and fix feature envy
- Add characterization tests as needed



Guidelines for Refactoring

- Single-goal
- Run *all* tests
- Never skip!
 - Avoid having to ask





Design Drivers

- Code smells (Fowler)
- Simple design rules (Beck)
- Classic design principles (Meyer, Martin)
- Design patterns (Gamma et al)
- All point to same place?
- ***Learn it all!***

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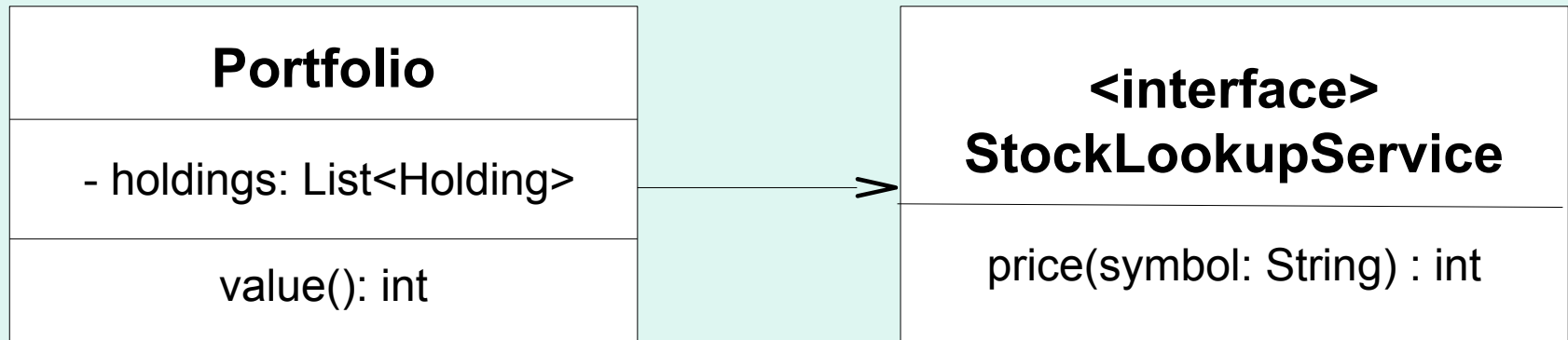
Build Superior Systems with Simple Design



- All tests must pass
- No code is duplicated
- Code is self-explanatory
- No superfluous parts exist

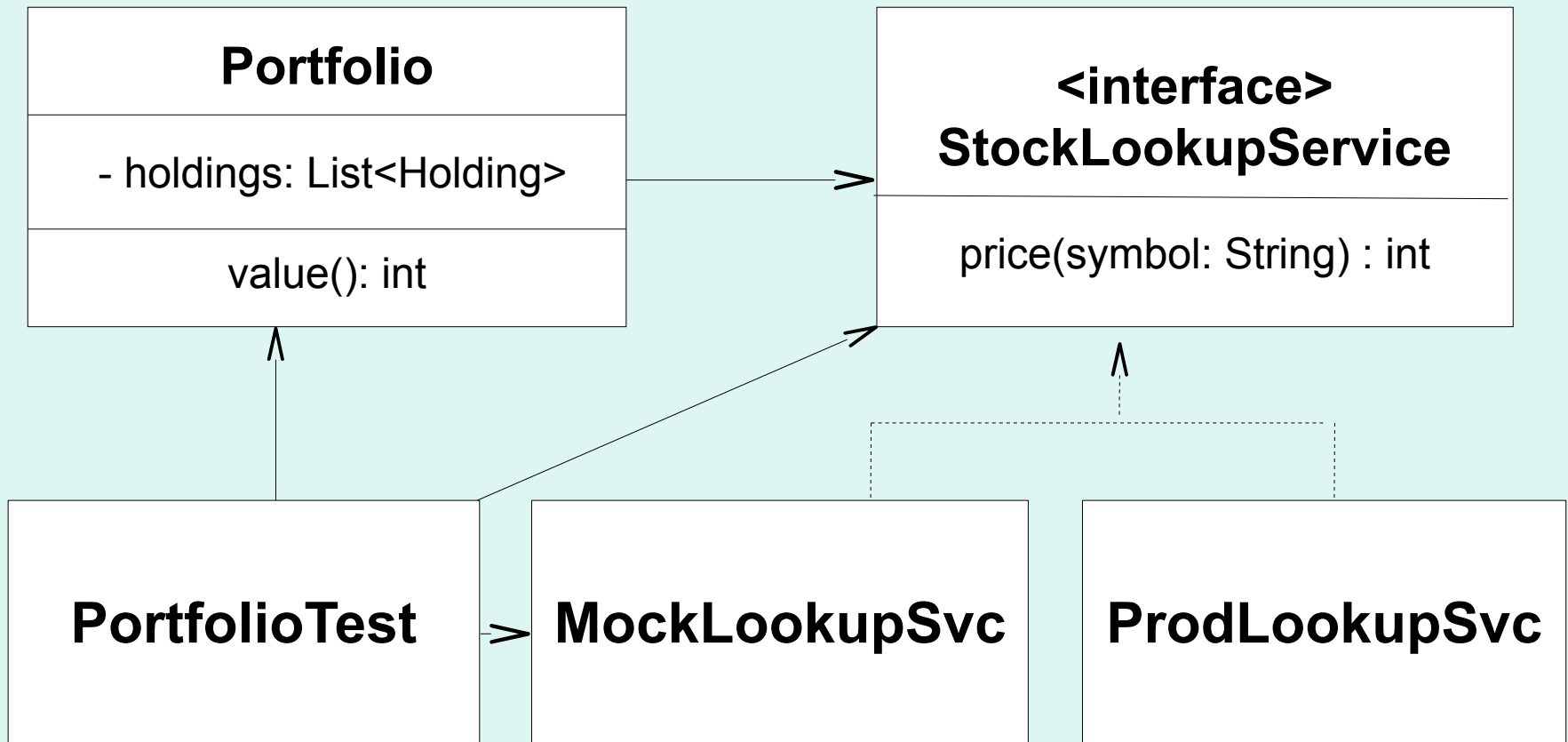


Testing Challenge: Portfolio





A Test Double

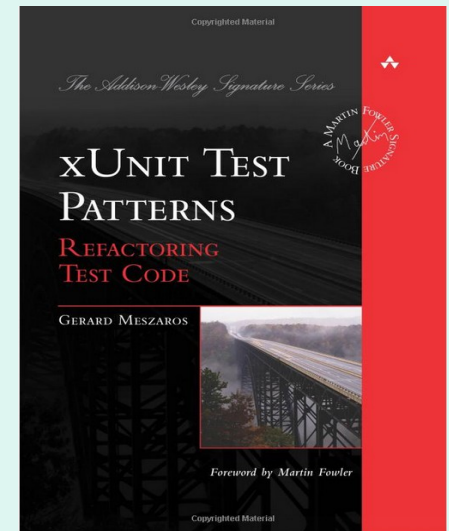




Test Double Terms

- Stub: dumb emulation
- Mock: self-verifies [Feathers2005]
- Spy: captures values
- Fake: whole collaborator emulation

Source: XUnit Patterns, Gerard Meszaros





Exercise: Test Doubles

(Hand-Crafted!)

- Only add patrons passing credit check:

```
interface CreditVerifier {  
    boolean verify(String cardNumber);  
}
```

- Extra credit:
 - Write audit record when credit is bad



Using Test Doubles

- First define:
 - Nested / top-level class
 - Self shunt
 - Anonymous inner class stub / lambda
- Then inject:
 - Constructor / setter
 - Factory
 - Getter override
 - Tool (Dagger, Spring DI, Guice)



Mock Tools

- jMock, EasyMock, Mockito
 - PowerMock: static support for EasyMock & Mockito
 - JMockit: static and final support
- History suggests more changes coming
 - Lesson: Avoid too much dependency on tool/idiom!



Mockito

<http://code.google.com/p/mockito>

- **Stub before execution:**

```
StockLookupSvc s =  
    org.mockito.Mockito.mock(StockLookupSvc.class);  
when(s.price("IBM")).thenReturn(50);
```

- **Verify afterward:**

```
Inventory inventory = mock(Inventory.class);  
Scanner scanner = new Scanner(inventory);  
scanner.scan("123")  
verify(inventory).add("123");
```



Exercise: Mock Tools

- Use Mockito to create a CreditVerifier mock



Mockito Miscellany

- Shorthand:

```
@org.mockito.Mock private Inventory inv;  
@Before public void init() {  
    org.mockito.MockitoAnnotations.initMocks(this);  
}
```

- Argument matchers allow wildcard matching:

```
verify(inv).add(org.mockito.Matchers.anyString());
```

- Exceptions:

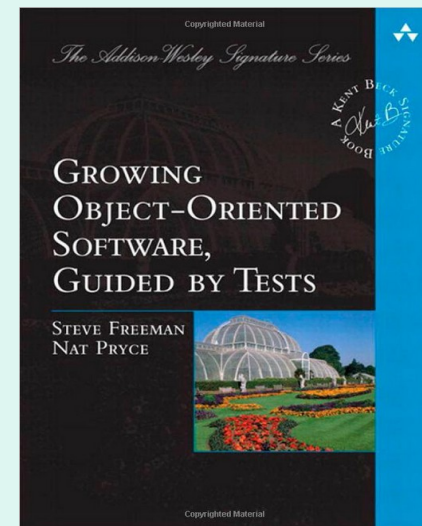
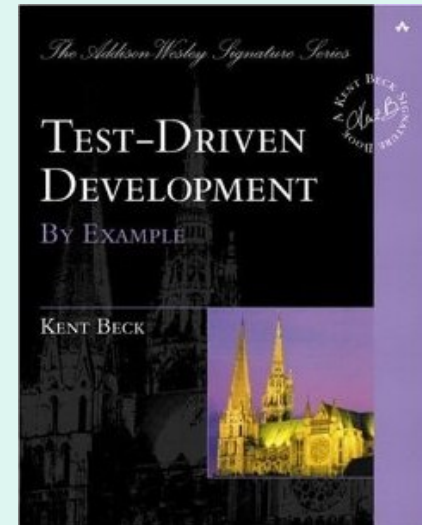
```
when(s.price("")).thenThrow(new Exception());  
doThrow(new Exception()).when(inv).add("");
```

- Can use `spy` to allow partial mocks

- Should only need rarely—legacy/constrained design

TDD Schools

- **Classic** *aka Detroit/Chicago*
 - TDD: more algorithmic approach
 - Tests drive code specific → general
- **London**
 - Roles, responsibilities, & interactions
 - *“Fake it until you make it”*
- **Fowler, M. “Mocks Aren't Stubs”**





Classic School

Use test doubles when you:

- Can't control collaborators
 - e.g., emulate exception
- Have dependency on:
 - volatile / slow / non-existent class
- Have many/hard-to-construct collaborators



London School

- Mock all collaborators
 - Fake it 'til you make it!
- “Build out” and explore design, outside-in



Pragmatic School

- Mock when you must
- Great at subsystem boundaries
- Verify protocols / sequencing
- Avoid re-testing details



Test Doubles

- Inherently introduce concessions
 - Tests tightly couple to impl; can inhibit refactoring
 - ...Or design becomes slightly more complex
 - Create “holes” in coverage
- Isolate / minimize use
 - But prefer testability



Wrap-Up Exercise

Test-Drive New Scan Mode

- “Inventory reconciliation”
 - Triggered by scanning branch ID in inventory state
 - Collects scanned holdings
 - Pressing “Complete” produces report
 - And returns to inventory state
 - List scanned items not in inventory + patron & vice versa
- Work from outside in
 - Stub all service calls outside scanner subsystem
 - Including calls to any new service methods needed



TDD is a skill.

Practice, practice,
practice.



TDD

Miscellaneous Topics



Interesting Stuff

- Timer (10-minute rule)
- Infinitest
- Randori-style dojos
 - Pair demos on-screen TDD katas
 - See <http://kaksles.org/2006/03>
- TDD as if you meant it (Braithwaite)
 - `tddAsIfYouMeantIt.txt` in distro



- Ruby based; derived from RSpec
- **Feature: Scanner**

In order to

As a patron

I want to check out a book

Scenario: Patron scans book

Given I have scanned my card with id 123

When I scan book with id QA123:1

Then my list of holdings contains QA123:1

- Implemented in Ruby *a la* JBehave



BDD

- Core principles:
 - Business & technology use common language
 - Deliver identified, verifiable business value
 - Big up-front P/A/D: diminishing returns
- Programming:
 - Mock focus: verify expectations about object interaction
 - Promotes use of narrow, role-defining IFs
 - Promotes multiple fixtures per target
 - JBehave, JDave, beanSpec, Instinct



JBehave

```
public class MultiMapBehaviorWhenEmpty { // ...
    @Given("an empty map")
    public void theMapIsCreated() {
        multiMap = new MultiMap<Object,Object>();
    }
    @When("I put a value $key->$value")
    public void iPutAValue(Object key, Object value) {
        multiMap.put(key, value);
    }
    @Then("it contains $key->list($value)")
    public void itContains(Object key, Object value) {
        assertThat(multiMap.get(key), hasItems(value));
    }
}
```

// run via script:

Given an empty map

When I put a value Word->Definition

Then it contains Word->list(Definition)



The Transformation Priority Premise

- Uncle Bob's theory—an heuristic in flux!
 - Next best step can be determined using the most “simple” transformation

<http://cleancoder.posterous.com/the-transformation-priority-premise>

<http://thecleaner.blogspot.com/2011/01/transformation-priority-and-sorting.html> --> already presents a revised list!

- See tpp.txt in source base
- Choose items higher on priority list
- Now... redo the Roman numeral kata!



Transformation Priority List

(Feb 2, 2011—per Uncle Bob)

({}->nil) no code at all->code that employs nil

(nil->constant)

(constant->constant+) a simple constant to a more complex constant

(constant->scalar) replacing a const. with a variable or an argument

(statement->statements) adding more unconditional statements.

(unconditional->if) splitting the execution path

(scalar->array)

(array->container)

(statement->tail-recursion)

(if->while)

(statement->recursion)

(expression->function) replacing expression w/ a function or algorithm

(variable->assignment) replacing the value of a variable.

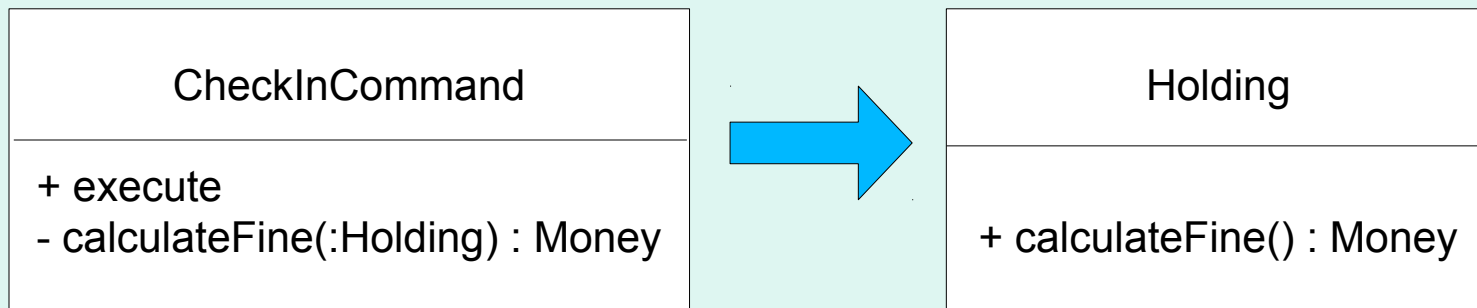
(case) adding a case (or else) to an existing switch or if

Source: <http://thecleancoder.blogspot.com/2011/02/fib-t-p-premise.html>



Test Private Behavior?

- Often suggests need for redesign
- Other options:
 - Relax access specifier. No worries.
 - Might use reflection. Don't.





Accessing Private Data

- Verify may require inspecting “privates”
- Expose or relax access specifier
 - 'sok. Tests protect and document acceptable use
 - Don't “cheat” using reflection



Abstract Test Pattern

- Template method applied to tests
 - Runs each base test vs. all derivative impls
 - Base test declares abstract factory method:

```
abstract protected ScanStationState createSut();
```
- See: ScanStationStateTest
 - `toStringSpecifiesStateName` run once for each of four state subclasses



Sustaining TDD

- Awareness of coverage, problem spots
 - Be careful!
- Education/sharing sessions
 - Brown bags
 - Randori dojos?
- Challenges/contests
- TDD-specific retrospectives
- Pair & paraphrase
 - *Three+* sets of eyes always



Resources/References

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