Spock Unit Testing

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Highlights

- Introduction to Unit Testing
- Introduction to Spock
- Basics of Spock

Demo

Something here

Unit Testing

Unit testing is a software development process in which the smallest testable parts of an application, called units, are individu endently Discuss Unit Testing with the group. And clarify doubts if any scrutinized for p How it differs from Integeration and

Functional testing

What do we test?

What a program is supposed to do

==

What the program actually does

Motivation?

- People are not perfect
 - We make errors in design and code
 - And we need to deliver high quality software consistently

contd..

- Testing is an investment
 - Over the time as tests build, the early investment in writing the test cases pays dividends later as the size of the application grows

A way of thinking

- Design and code are creative
- Testing is destructive. The primary aim is to break the software
- Most often unit testing is done by the same developer who writes the code
- Needs split personality: when you start testing, become paranoid and malicious

Surprisingly hard to do

People don't like finding out that they make mistakes

- Unit Tests execute a unit of software with the intent of finding bugs and errors
- Good Unit Tests have high probability of finding bugs and errors
- Successful Unit Tests detect bugs and errors

Unit Testing is the integral part of software development

Understanding Unit testing

- Unit testing is a method by which individual units of source code are tested to determine if they are fit for use
 - A unit is the smallest testable part of an application
 - Each test case is independent from the others: substitutes like method stubs, mock objects, can be used to assist testing a module in isolation.
 - A unit test provides a strict, written contract that the piece of code must satisfy
 - It tests individual methods or blocks of code without considering for surrounding infrastructure

Disadvantages of writing Unit tests

- Test cases -written to suit programmer's implementation (not necessarily specification)
- The actual database or external file is never tested directly by TDD
- It is highly reliant on Refactoring and Programmer skills

Advantages Of Unit Testing

- Facilitates change
- Simplifies Integration
- Serves as documentation
- Evolve designs
- Are index of the Quality of a Software

Why we need Mocking?

- To isolate a piece of code under test from its dependencies
- If real objects are impractical to incorporate
- In short mocks simulate the behaviour of real objects

Stubbing

 We simulate a complex execution by replacing the actual behaviour with a dummy behaviour

Spock

 Testing and specification framework for Java and Groovy applications

Groovy popularity

Beautiful and highly expressive specification language

One of the big reasons G hing popular

Specification

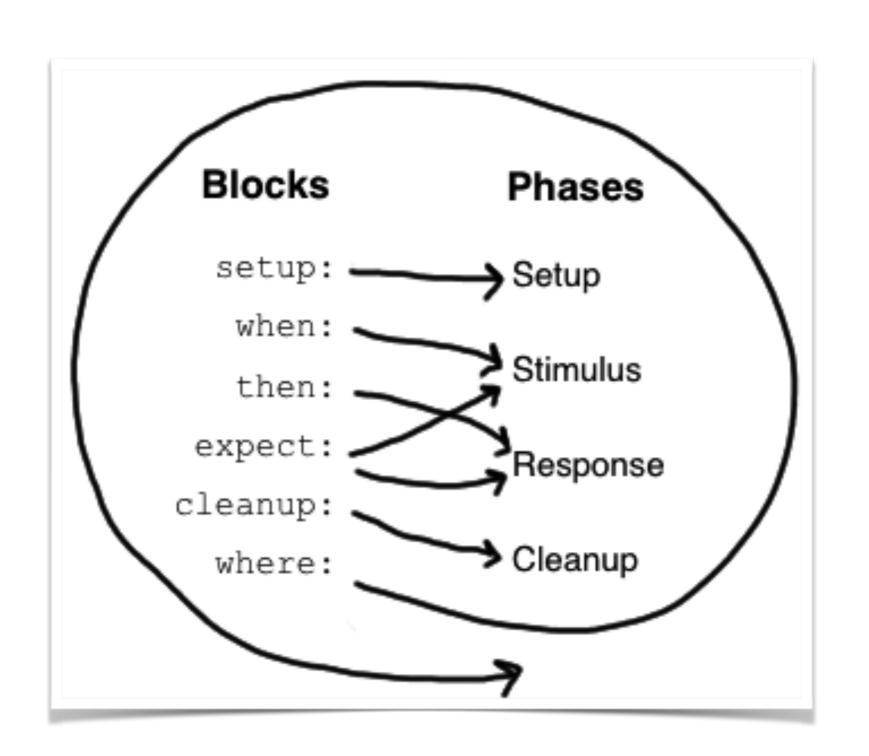
- spock.lang.Specification
- Gives a number of useful methods for writing specifications

Fixture Methods

- def setup() {} // run before every feature method
- def cleanup() {} // run after every feature method
- def setupSpec() {} // run before the first feature method
- def cleanupSpec() {} // run after the last feature method

Feature Methods

```
def "pushing an element on the stack"() {
  // blocks go here
}
```



Specification as Documentation

Living Documentation

```
    def "our newly bought kettle makes tea"(){

setup: "Need some tea leaves"
     // code goes here
and: "and some water"
     // code goes here
• and: "and the kettle"
     // code goes here
when: "contents are boiled"
```

// code goes here

• then: "we taste some delicious tea"

// compare the result

contd..

• given: "plane water"

```
// ...
```

when: "lemon juice is added"

```
// ...
```

• then: "you get a lemonade"

..contd.

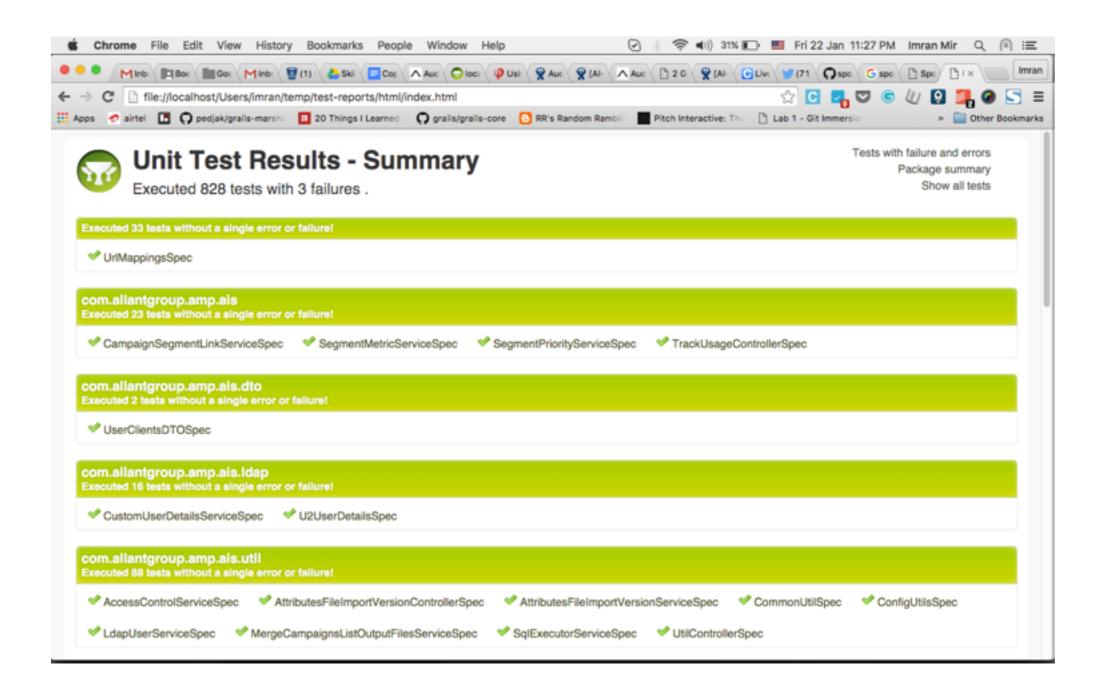
```
given: "an empty bank account"
// ...
when: "the account is credited $10"
// ...
then: "the account's balance is $10"
// ...
```

Enough of theory

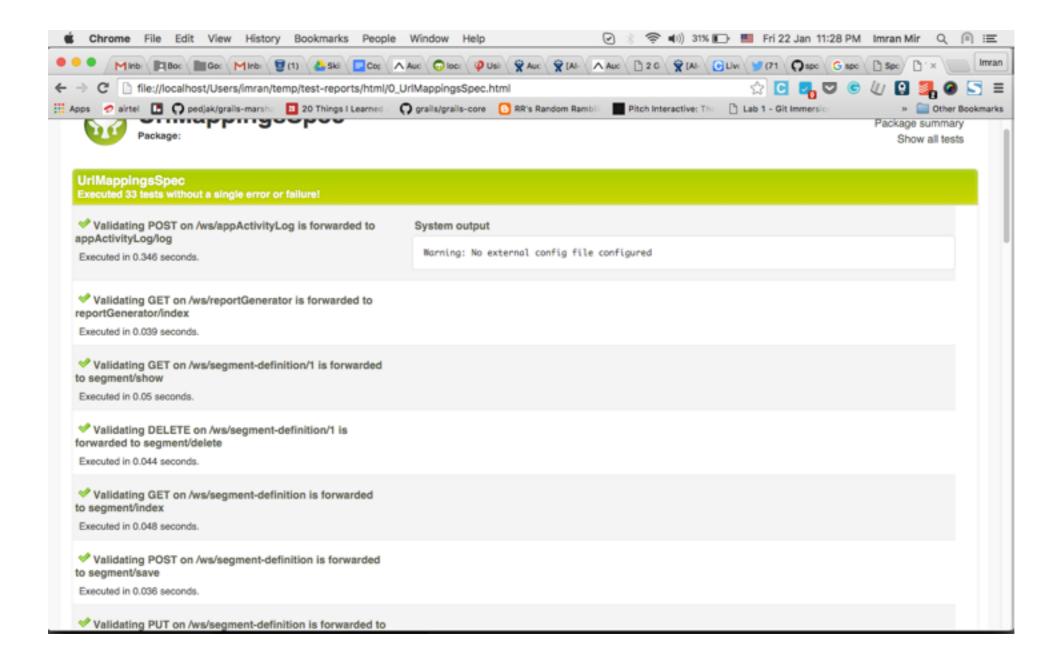
```
when:
stack.push(elem)

then:
!stack.empty
stack.size() == 1
stack.peek() == elem
```

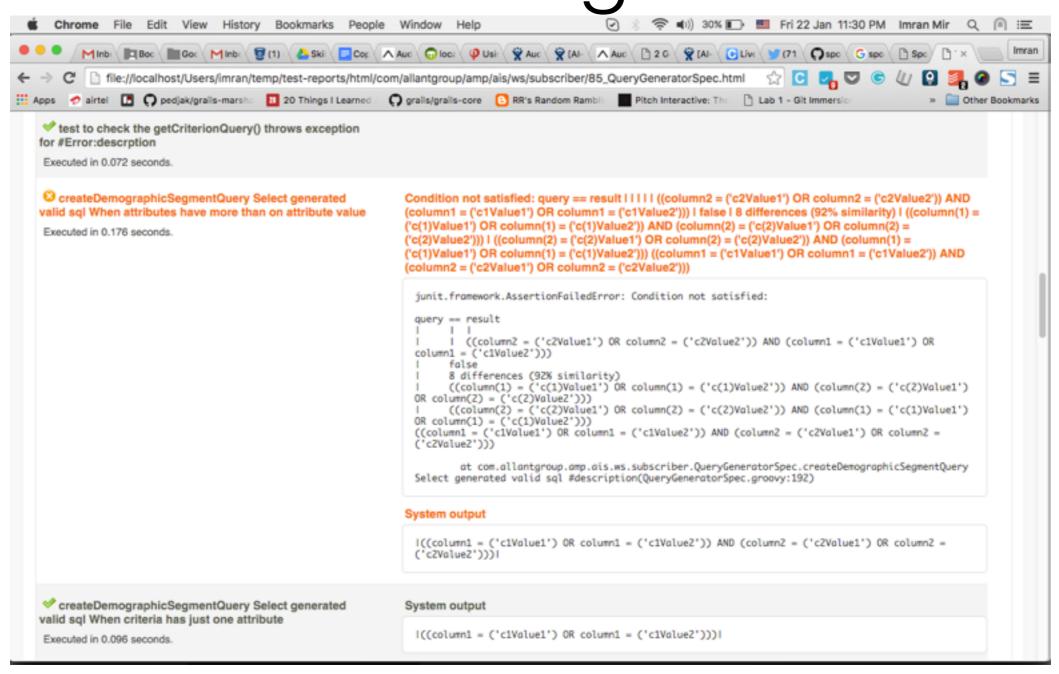
Test Report



..cont.



When something goes wrong



Let us try to read the failures

Using Data Tables

```
class Math extends Specification {
    def "maximum of two numbers"(int a, int b, int c) {
        expect:
        Math.max(a, b) == c
        where:
        a | b | c
        1 | 3 | 3
        0 | 0 | 0
```

```
def "maximum of two numbers"() {
   expect:
   Math.max(a, b) == c

   where:
   a << [3, 5, 9]
   b << [7, 4, 9]
   c << [7, 5, 9]
}</pre>
```

Spot the difference here

```
def "HashMap accepts null key"() {
  setup:
  def map = new HashMap()
 when:
  map.put(null, "elem")
  then:
  notThrown(NullPointerException)
```

A special mention for @Unroll

```
@Unroll
def "maximum of two numbers"() { ... }
```

```
maximum of two numbers[0] PASSED
maximum of two numbers[1] FAILED
```

Few Extensions

- @Ignore
- @IgnoreRest

Mocks

- Mocks have not behaviour
- Calling methods on them is allowed but has no effect other than returning the default value for the method's return type (false, 0, or null)
- A mock object is only equal to itself, has a unique hash code, and a string representation that includes the name of the type it represents
- This default behavior is overridable by stubbing the methods

Mock Example

```
class Transaction {
    def emailService
    void cancelSale(Product product, User user) {
String productName = product.name
user.balance += (product.price - calculateDiscount(product, user))
user.cancelPurchase(product)
emailService.sendCancellationEmail(user, productName)
  def "Email is send when a sale is cancelled"(){
given: "A product"
Product product = new Product(name: 'p1', price: 100)
and: "A customer"
User user = new User()
and: "A sale"
Transaction transaction = new Transaction()
and: "An email service mock"
def emailService = Mock(EmailService)
transaction.emailService = emailService
when: "Cancel save is called"
transaction.cancelSale(product, user)
then: "Validate email service is called"
1 * emailService.sendCancellationEmail(user, _ as String)
```

Stub

- Stubbing is the act of making collaborators respond to method calls in a certain way
- When stubbing a method, you don't care if and how many times the method is going to be called; you just want it to return some value, or perform some side effect

Stub example

```
Boolean encyryptPassword(String pwd) {
    String encryptedPassword = passwordEncrypterService.encrypt(pwd)
    return encryptedPassword
}

def "Valid password is encrypted" ( ) {
    given: "A user"
    User user = new User()

    and: "A passwordEncrypterMock"
    def passwordEncrypterService = Mock(PasswordEncrypterService)
    passwordEncrypterService.encrypt(_ as String) >> "drowssap"
    user.passwordEncrypterService = passwordEncrypterService
    passwordEncrypterService.encrypt(_ as String) >> "drowssap"

    when: "encryptPassword is called"
    String encryptedPwd = user.encyryptPassword("password")

    then:
    encryptedPwd == "drowssap"
}
```

Understanding Stub syntax

```
subscriber.receive(_) >> "ok"
```

..cont.

```
subscriber.receive("message1") >> "ok"
subscriber.receive("message2") >> "fail"
```

```
subscriber.receive(_) >>> ["ok", "error", "error", "ok"]
```

Combining Mocking and Stubbing

```
1 * subscriber.receive("message1") >> "ok"
1 * subscriber.receive("message2") >> "fail"
```

Spy

- A spy is always based on a real object
- Method calls on a spy are automatically delegated to the real object
- After creating a spy, you can listen in on the conversation between the caller and the real object underlying the spy
- Think twice before using this feature. It might be better to change the design of the code under specification

Questions?