

Unit Testing with JUnit

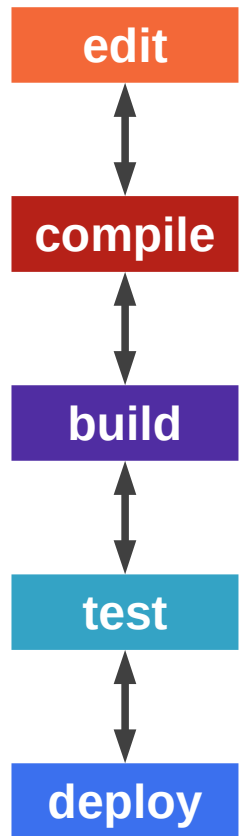
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ADAP B02

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Simple Development Cycle



- **Developer**
 - **Edit:** Implements new feature
 - Iterates over the code until it looks right
 - **Compile:** Compiles the code
 - Iterates over the code until it compiles (no syntax error)
 - **Build:** Puts classes, build path together
 - Packages jar, if any, by hand
 - **Test:** Tests the program
 - Keeps going until “behavior looks right” i.e. no bugs
 - **Deploy:** Puts code into production
 - If a student, submits homework

What's Wrong with “Test-by-hand”?

- Manual testing
 - takes time that can be saved by automation
 - is not as reliable as programmed tests
 - tends to be selective, not comprehensive
- But: Human intuition can see problems that computers cannot

Tests and Testing

- Testing is a process
 - that tests some concern (the concern “under test”)
 - for correct and expected operation
 - according to a specification
 - usually as part of quality assurance
- Tests can be manual or automated
- Tests verify against a given specification
- Tests increase confidence in correct functioning
- However, tests can never proof a program correct

Types of Tests [1]

- **Components tests** (a.k.a. unit tests)
 - Focus on testing one component out of context
- **Acceptance tests** (a.k.a. functional tests)
 - Focus on testing one cross-cutting functionality
- **Integration tests** (a.k.a. system tests)
 - Focus on testing end-to-end system integrity

Test Types by other Dimensions

- Inner vs. outer perspective
 - Black-box tests
 - Tests are written to test outside observable behavior
 - White-box tests
 - Tests are written to test the innards of a component
- Static vs. dynamic perspective
 - Static-analysis based
 - Tests are written based on static code analysis
 - Run-time analysis based
 - Tests are written based on simulated behavior
- Other dimensions (see dedicated courses)

Tests and Testing Terminology

- **Test (Case)**
 - A single test for some particular aspect of the software, succeeds or fails
- **Test Suite**
 - A set of related tests that cover a particular domain of the software
- **Test Set-up**
 - The data and preparation necessary to run a test as intended
- **Test Result**
 - The result of running a test, typically succeeds/fails or error
- **Test Harness**
 - A software, like JUnit, that is used to run test suites

Example of Test Harness

- JUnit (Java Unit Testing Framework)
 - A test harness implemented as an object-oriented testing framework
 - Supports tests and test suites, set-ups, tear-downs, etc.
 - Small and simple, easy to learn
 - Well-supported by tools / integrated into IDEs like Eclipse

JUnit popularized unit testing: “Never in the field of software development have so many owed so much to so few lines of code.” [M07]

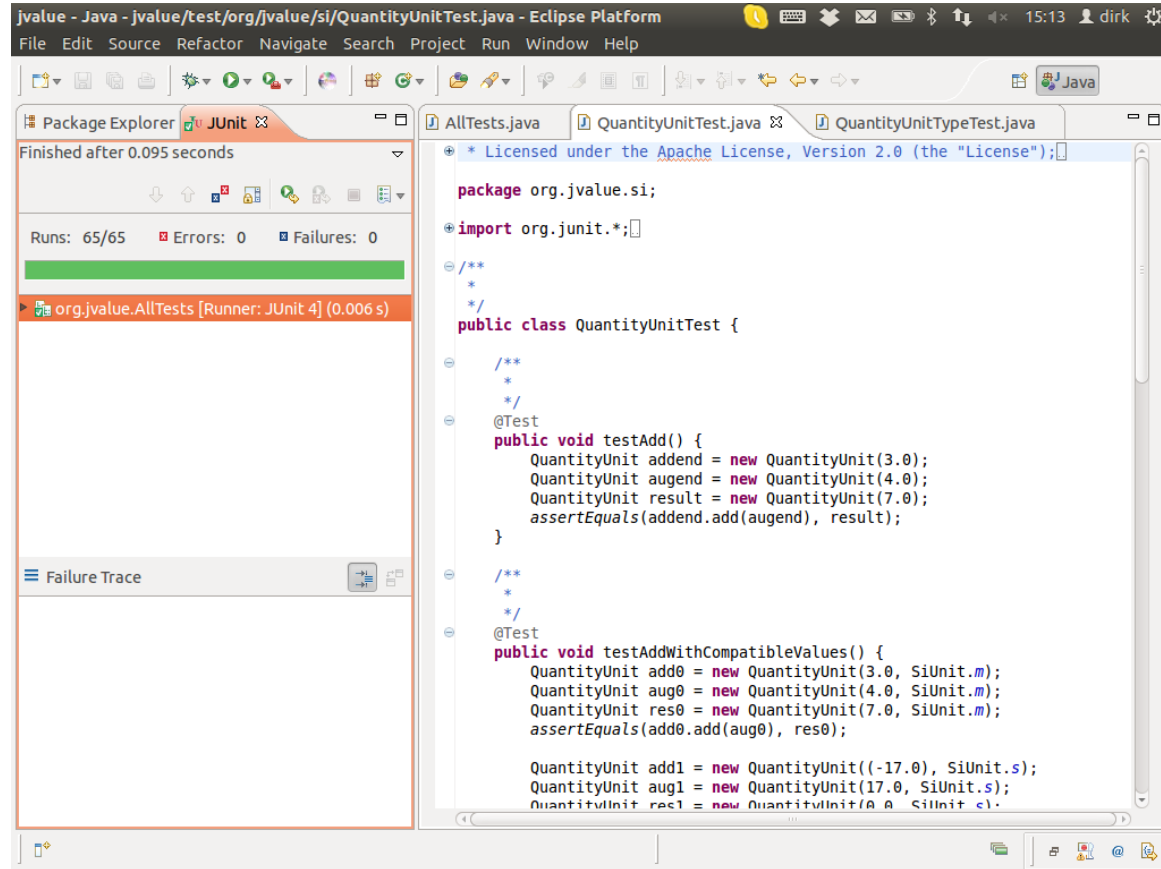
JUnit Information

- Available from <http://junit.org>
 - Comes as pre-installed plug-in with Eclipse and most other IDEs
 - See course literature for an introduction to JUnit
- Version history of JUnit
 - Prior to JUnit 4 conventions rather than annotations
 - Wahlzeit uses JUnit 4
- JUnit 5
 - Is the new major version of the testing framework
 - Is a complete rewrite of JUnit 4 to
 - Provides new foundation for developer-side testing on the JVM
 - Uses Java 8 features, for example, lambdas
 - Has a modular concept, imports only what is needed

Example for Unit Testing

- JValue Value Objects
 - A framework for value objects in Java (more on value objects later)
 - Examples are names, currencies, SI units, etc.
 - Is a small self-contained library → good for unit testing
 - Available at <https://github.com/jvalue/value-objects>

JUnit for JValue using Eclipse Plug-In



Test Cases in JUnit

- Tests are implemented in test classes
 - JUnit 5
 - Annotate test method with `@Test`
 - **Annotate set-up methods with `@BeforeEach` and `@BeforeAll`**
 - **Annotate tear-down methods with `@AfterEach` and `@AfterAll`**
 - End class name with `Test` (optional)
 - JUnit 4
 - Annotate test method with `@Test`
 - **Annotate set-up methods with `@Before` and `@BeforeClass`**
 - **Annotate tear-down methods with `@After` and `@AfterClass`**
 - End class name with `Test` (optional)
 - JUnit 3.8 or before
 - Start test method name with “test”
 - End test class name with “Test”

Two Example Test Cases

@Test

```
public void testEquality1() {  
    String[] helloWorld = { "hello", "world", "!" };  
    Name defaultName = new DefaultName(helloWorld);  
    Name compactName = new CompactName(helloWorld);  
    Assert.assertEquals(defaultName, compactName);  
}
```

@Test

```
public void testEquality2() {  
    String[] charMalaise = { "\\###\\", "#", "\\\"", "\\\\\\\\\\\\\\\\#", "#" };  
    Name defaultName = new DefaultName(charMalaise);  
    Name compactName = new CompactName(charMalaise);  
    Assert.assertEquals(defaultName, compactName);  
}
```

How to Write a Test (3A Pattern)

1. **Arrange**
2. **Act (execute)**
3. **Assert (check)**

Example of 3A

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

```
public class QuantityUnitTest {
```

```
    @Test
```

```
    public void testAdd() {
```

```
        QuantityUnit addend = new QuantityUnit(3.0, SIUnit.s);
```

```
        QuantityUnit augend = new QuantityUnit(4.0, SIUnit.s);
```

```
        QuantityUnit result = new QuantityUnit(7.0, SIUnit.s);
```

```
        assertEquals(addend.add(augend), result);
```

```
    }
```

```
    ...
```

1. Arrange

3. Assert

2. Act

By-Test-Case Test Set-ups in JUnit

- Annotation `@before` implements set-up method
 - Is executed before each test case (method) in a given class
 - Used to be (naming convention) `setUp`
- Annotation `@after` implements tear-down method
 - Is executed after each test case (method) in a given class
 - Used to be (naming convention) `tearDown`

Example of a Test Set-up

```
protected Name ne; // empty name  
protected Name n0; // ("")  
protected Name n1; // ("org", '.')  
protected Name n2; // ("jvalue.org", '.')
```

@Before

```
public void setUp() {  
    ne = Name.EMPTY_NAME;  
    n0 = getName("");  
    n1 = getName("org", '.');  
    n2 = getName("jvalue.org", '.');  
}
```

@Test

```
public void testEquals() {  
    assertEquals(n0, getName(""));  
    assertEquals(n1, getName("org"));  
    assertEquals(n2, getName("jvalue#org"));  
}  
...
```

1. Arrange

2. Act

3. Assert

- 1. Pass / fail**
- 2. Test execution error**

Checking for Pass / Fail

- Explicit assertions / failures in code
 - `assert(...)`
 - `fail(...)`
- Annotations with expected results
 - `@Test(expected = SomeException.class)`
 - `@Test(timeout = 500)`

Another Example of 3A

1. Arrange

```
public class FlagReasonTest {
    private Map<FlagReason, TestEntry> entries;

    @Before
    public void setUp() {
        entries = new HashMap<FlagReason, TestEntry>();
        addEntry(FlagReason.MISMATCH, "mismatch", 0);
        addEntry(FlagReason.OFFENSIVE, "offensive", 1);
        ...
    }

    protected void addEntry(FlagReason reason, String str, int i) {
        entries.put(reason, new TestEntry(str, i));
    }

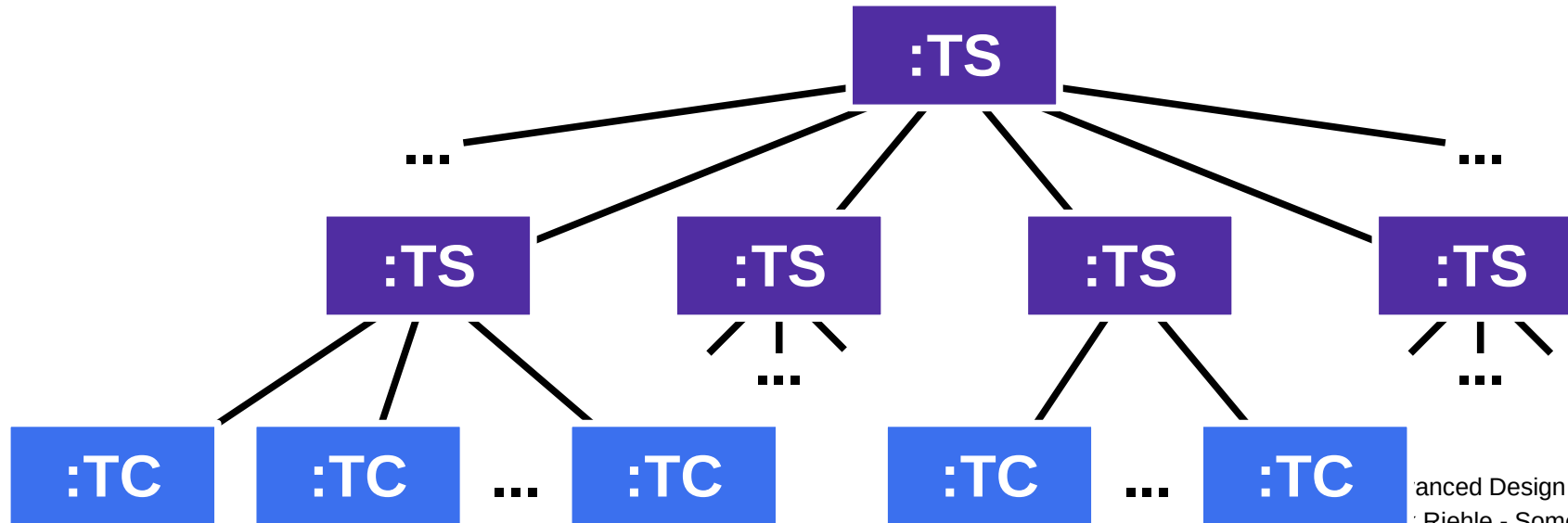
    @Test(expected = IllegalArgumentException.class)
    public void tooBigIndexShouldCauseException() {
        FlagReason.getFromInt(FlagReason.MAX_VALUE + 1);
    }
    ...
}
```

2. Act

3. Assert

Test Suite

- A test suite groups related tests into one group (object)
- This allows the group to share the same set-up, if desired
- Test suites are applied recursively to build full test hierarchy
- Tests can be run starting with any test suite in the hierarchy
- The test suites typically mirror the Java package structure



Test Suites in JUnit

- JUnit realization of Test Suites
 - JUnit 4 or later
 - Have become mostly invisible
 - Can still be used to collect test cases across classes
 - JUnit 3.8 or before
 - Create new TestSuite instance using “new TestSuite()”
 - Collect test suites using “addTestSuite(Test.class)”

Example of (By-Hand) Test Suite

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

public class QuantityUnitTest {
    @Test
    public void testAddWithCompatibleValues() {...}
    @Test(expected = IllegalArgumentException.class)
    public void testAddWithIncompatibleValues() {...}
    ...
}
```

```
import org.junit.runner.*;
import org.junit.runners.*;

@RunWith(Suite.class)
@Suite.SuiteClasses({
    org.jvalue.si.QuantityUnitTest.class,
    org.jvalue.si.QuantityUnitTypeTest.class,
    ...
})

public class AllTests { /** do nothing */ }
```

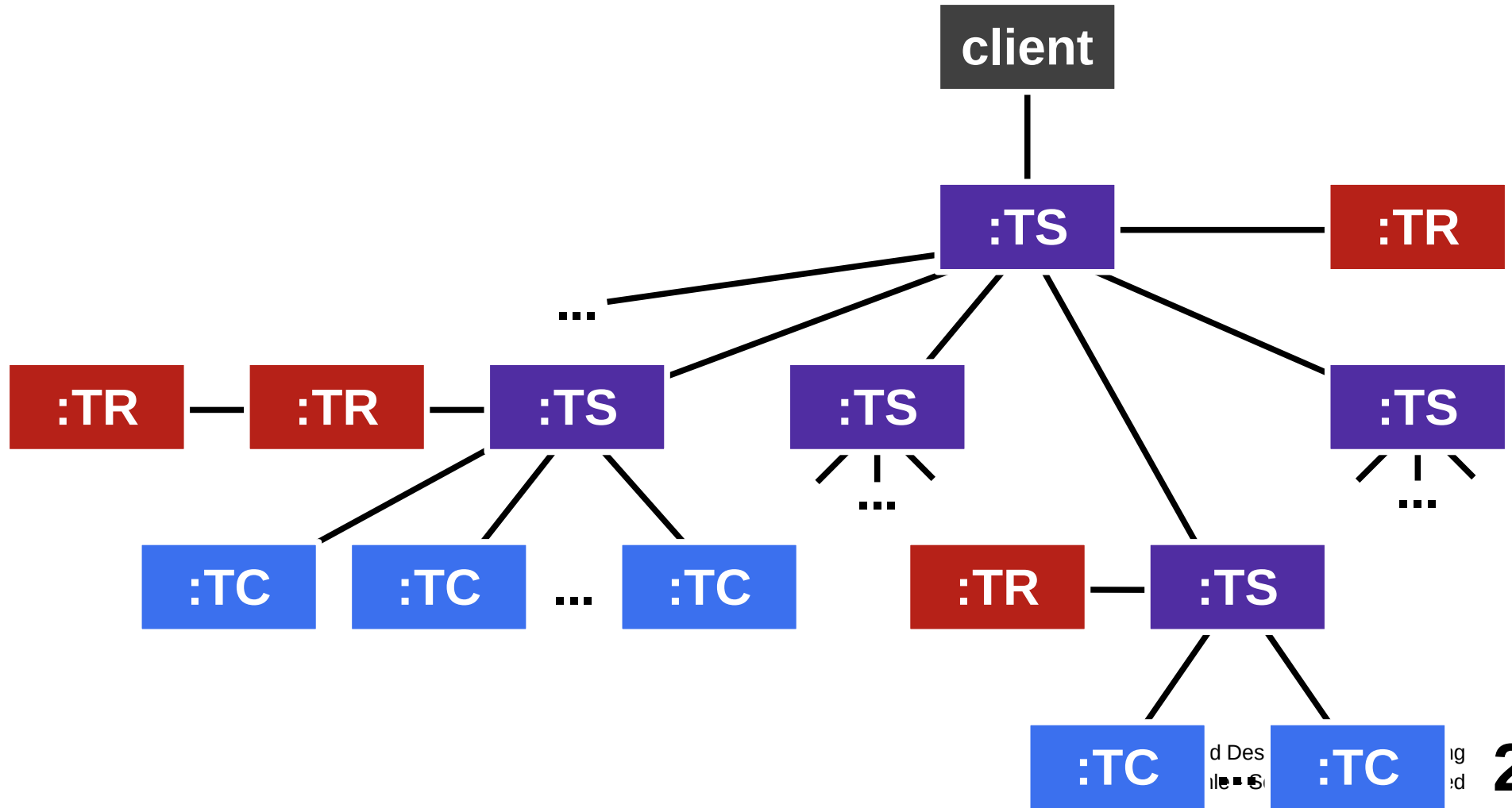
Static By-Test-Suite Test Set-ups

- Annotation `@BeforeClass` implements (static) set-up method
 - Is executed once before any test case in the class is run
 - Used to be `TestSetup` subclass (decorator)
- Annotation `@AfterClass` implements (static) tear-down method
 - Is executed once after all the test cases in the class have run
 - Used to be `TestSetup` subclass (decorator)
- Applies to (heavy-weight) required resources

Dynamic By-Test-Suite Test Set-ups

- TestRule supports dynamic set-up and tear-down
 - Test rules are attached to test suites in the test hierarchy
- Rule chain supports composition of test rules
 - Rule chain lines up test rules in sequence
 - Fluid programming style chains methods
- Supports method and class-level execution
 - Use @Rule and @ClassRule analogous to @Before and @BeforeClass

Rule-based Test Set-ups



Wahlzeit on GAE RuleChain for JUnit

```
@ClassRule
public static RuleChain ruleChain = RuleChain.
    outerRule(new LocalDatastoreServiceTestConfigProvider()).
    around(new RegisteredOfyEnvironmentProvider()).
    around(new SysConfigProvider()).
    around(new UserServiceProvider()).
    around(new UserSessionProvider());
```

- This RuleChain instance initializes most of what you'll need
- It may be an overkill for most situations but gets you going
- Example to be found in `org.wahlzeit.services.LogBuilderTest`

System-Specific Set-up and Tear-down

- More complex set-ups to be run once or only a few times
- Should be implemented in their own class, to be reused
- Applies, for example, to heavyweight database set-up
- In JUnit 4 or later to be implemented as `ExternalResource`

Location and Scope of Test Set-ups

- Test case
 - With test method (directly by calling set-up method)
 - Within test class, using @Before annotation
- Test suite
 - Within test class, using @BeforeClass annotation
 - With rules and rule chain, using separate classes
- System
 - As external resources called from outer test suite

Test Source Code Organization

- Three scopes of organizing tests
 - Within the same class
 - Within the same package
 - Within the same package hierarchy
- File locations depend on build tool
 - In Gradle, test directory captures all tests, branches of src
 - `$project/src/main/java`
 - `$project/src/test/java`
- Test package hierarchy should mirror the main hierarchy

Quiz: Simple Test Set-up

1. Your tests for the Money class all need a few example values to work with. Where should you create them?
 - In each test case method
 - In the test class' setup method
 - In a separate test setup class
2. You are programming tests for a Money.divideBy() method. Should you also test for any possible ArithmeticException?
 - Never
 - Always
 - Depends

Advanced Testing Concepts

- Handling complex system set-ups
 - Mocking, stubbing, nulling
 - Dependency injection
- Testing specific system aspects
 - Concurrency
 - Legacy code
- Test structure and practicality
 - Extent of tests run, run-time

Review / Summary of Session

- General testing
 - What are tests? What is testing?
 - What types of tests are there?
- Testing and JUnit
 - What is JUnit and how can it help you write tests?
 - What are the most basic annotations you'll need?
- Pragmatics of testing with JUnit
 - How are they aggregated into test suites?
 - How do you create test set-ups?

Thank you! Questions?

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