

COM3529 Software Testing and Analysis

Background Information for the Practical Sessions

Professor Phil McMinn

COM3529 GitHub Repository

The materials for this module will be pushed to a GitHub repository:

https://github.com/UoS-COM3529/com3529-2025

You will need to do a "pull" each week to obtain the latest content.

Java

All the code examples are in Java, and the tests are in JUnit.

To use the Java examples in the repository, you will need to have at **Java 11 or better** installed on your machine.

Gradle

Java code examples are in a Gradle library.

Once you have cloned the repository, you can compile and run tests at the terminal from the code directory.

See the Gradle website and documentation for more information: https://gradle.org

Use of Integrated Developer Environments (IDEs)

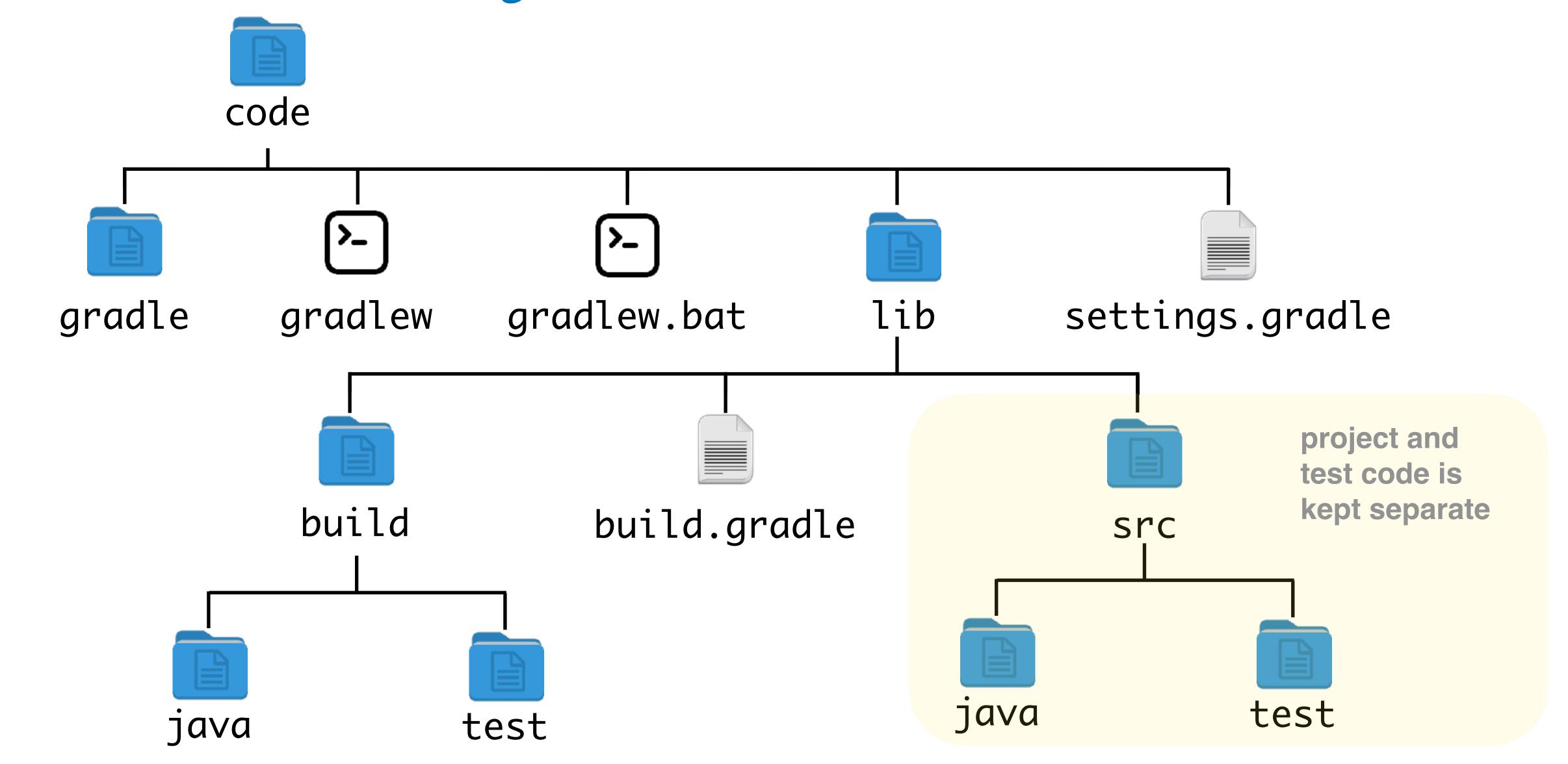


Most modern IDEs support Gradle, e.g. IntelliJ IDEA (recommended)

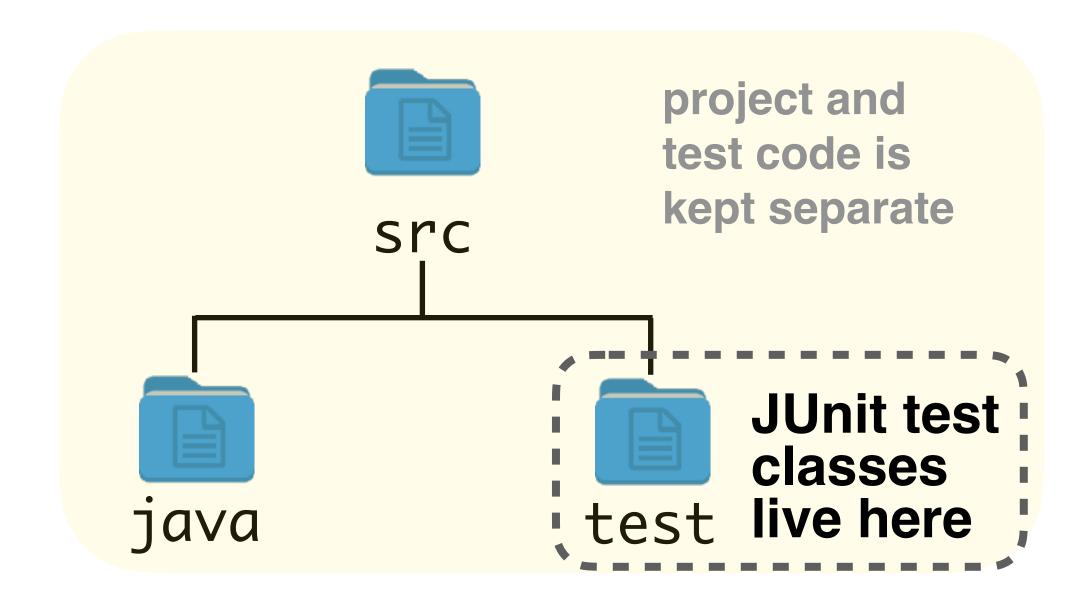
Just create a new project in the code directory and it should find the Gradle configuration.

From here, code will compile automatically and you can run specific tests through the IDE.

Gradle Project Structure



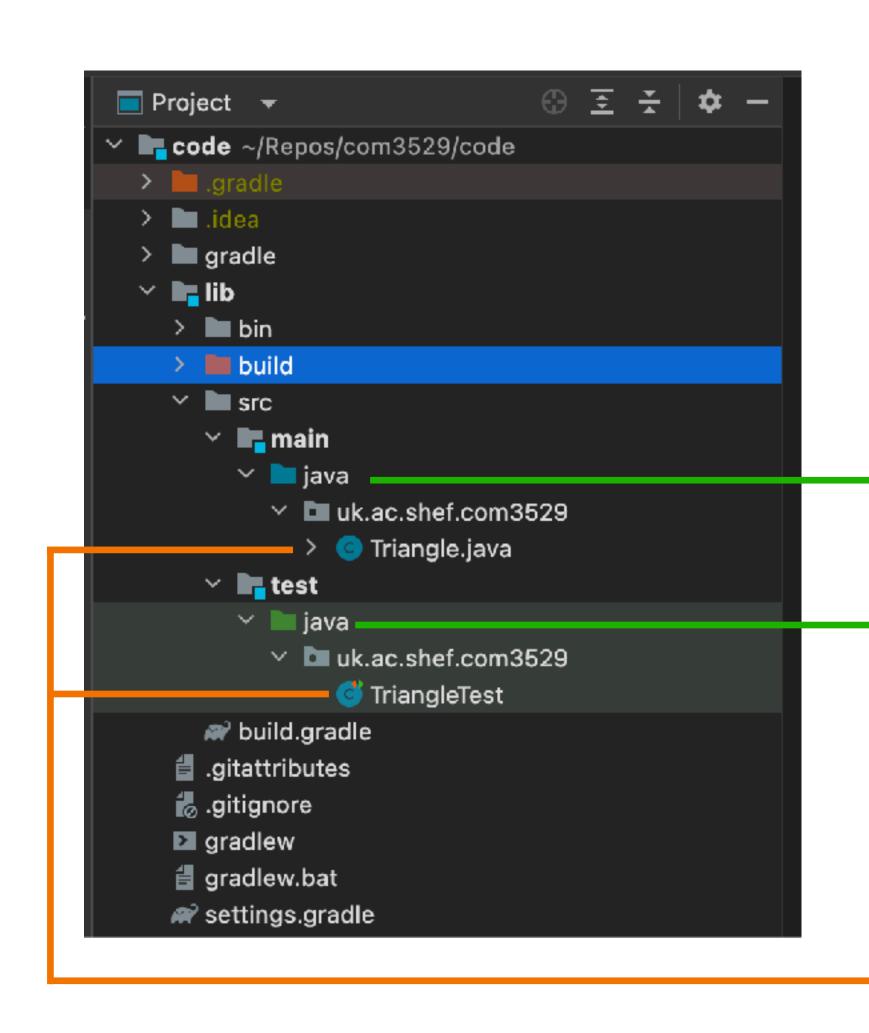
JUnit



Throughout this module, we'll be using JUnit 5

More here: https://junit.org/junit5/docs/current/user-guide/

Let's Test!



Production code goes in src/main/java

Test code goes in src/test/java

We're going to test the Triangle.java class with a JUnit test class called TriangleTest

A JUnit Test Class and a Test

```
import org.junit.jupiter.api.Test;

public class TriangleTest {

   @Test ______
   public void shouldClassifyEquilateral() {
        // Test code goes here...
   }

   // ...
```

Tests are annotated with @Test
JUnit then knows which methods
are test methods and which are
helper methods

The Ingredients of a Test

```
import org.junit.jupiter.api.Test;
import static org.junit.jupiter.api.Assertions.assertEquals;
public class TriangleTest {
   @Test
   public void shouldClassifyEquilateral() {
       Triangle.Type result = Triangle.classify(10, 10, 10);
        assertEquals(Triangle.Type.EQUILATERAL, result);
```

We start by making method call(s) to set up the test and to the part of the system we want to test.

The Ingredients of a Test

```
import org.junit.jupiter.api.Test;
import static org.junit.jupiter.api.Assertions.assertEquals;
public class TriangleTest {
   @Test
   public void shouldClassifyEquilateral() {
       Triangle.Type result = Triangle.classify(10, 10, 10);
        assertEquals(Triangle.Type.EQUILATERAL, result);
```

We then write assertion statements to check the actual result is the one we expected.

JUnit Assertions

```
import org.junit.jupiter.api.Test;
import static org.junit.jupiter.api.Assertions.assertEquals;
public class TriangleTest {

    @Test
    public void shouldClassifyEquilateral() {
        Triangle.Type result = Triangle.classify(10, 10, 10);
        assertEquals(Triangle.Type.EQUILATERAL, result);
    }

    // ...
```

The assert Equals method is a part of JUnit and specifically checks that some expected value is equal to the actual one returned from the unit being tested.

JUnit has a plethora of assertion types for checking relationships between actual and expected outputs.

These include assertTrue(booleanVariable), assertNull(reference), assertions on arrays and more. See:

https://junit.org/junit5/docs/current/api/org.junit.jupiter.api/org/junit/
jupiter/api/Assertions.html

Checking for Exceptions with assertThrows

```
@Test
public void shouldThrowExceptionWithInvalidTriangle() {
    assertThrows(InvalidTriangleException.class, () -> {
        Triangle.classify(0, 0, 0);
    });
}
```

```
@Test
public void shouldThrowExceptionWithInvalidTriangle() {
    Exception e = assertThrows(InvalidTriangleException.class, () -> {
        Triangle.classify(0, 0, 0);
    });
    assertEquals("(0, 0, 0) is not a valid triangle", e.getMessage());
}
```

A more elaborate version that also checks the exception message.

Arguably such checks make the test more brittle.

"import static" means importing a static method from another class and using it as if it were in the current class

Each test method is annotated with @Test

Assert that a method's return value is as expected with assertEquals >

Assert that an exception is thrown as expected with assertThrows

```
package uk.ac.shef.com3529;
import org.junit.jupiter.api.Test;
import static org.junit.jupiter.api.Assertions.assertEquals;
import static org.junit.jupiter.api.Assertions.assertThrows;
public class TriangleTest {
    @Test
    public void shouldClassifyEquilateral() {
        Triangle.Type result = Triangle.classify(10, 10, 10);
        assertEquals(Triangle.Type.EQUILATERAL, result);
    @Test
    public void shouldClassifyIsoceles() {
        Triangle.Type result = Triangle.classify(5, 10, 10);
        assertEquals(Triangle.Type.ISOSCELES, result);
    @Test
    public void shouldClassifyIsocelesWhenSidesAreOutOfOrder() {
        Triangle.Type result = Triangle.classify(10, 10, 5);
        assertEquals(Triangle.Type.ISOSCELES, result);
    @Test
    public void shouldThrowExceptionWithInvalidTriangle() {
       ,assertThrows(InvalidTriangleException.class, () -> {
           Triangle.classify(0, 0, 0);
       });
```

Task

Locate the implementation of the daysBetweenTwoDates method discussed in lectures. Its class lives in the repository: code/lib/src/main/java/Calendar.java

Where should the test class live in the Gradle organisation of a Java project?

Create the class and write some initial tests for it in JUnit.

When thinking of tests to write, don't forget to test for corner cases like leap years.