

COM3529 Software Testing and Analysis

# Practical Session 1: Getting Started

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: <a href="https://gradle.org">https://gradle.org</a>

# Use of Integrated Developer Environments (IDEs)

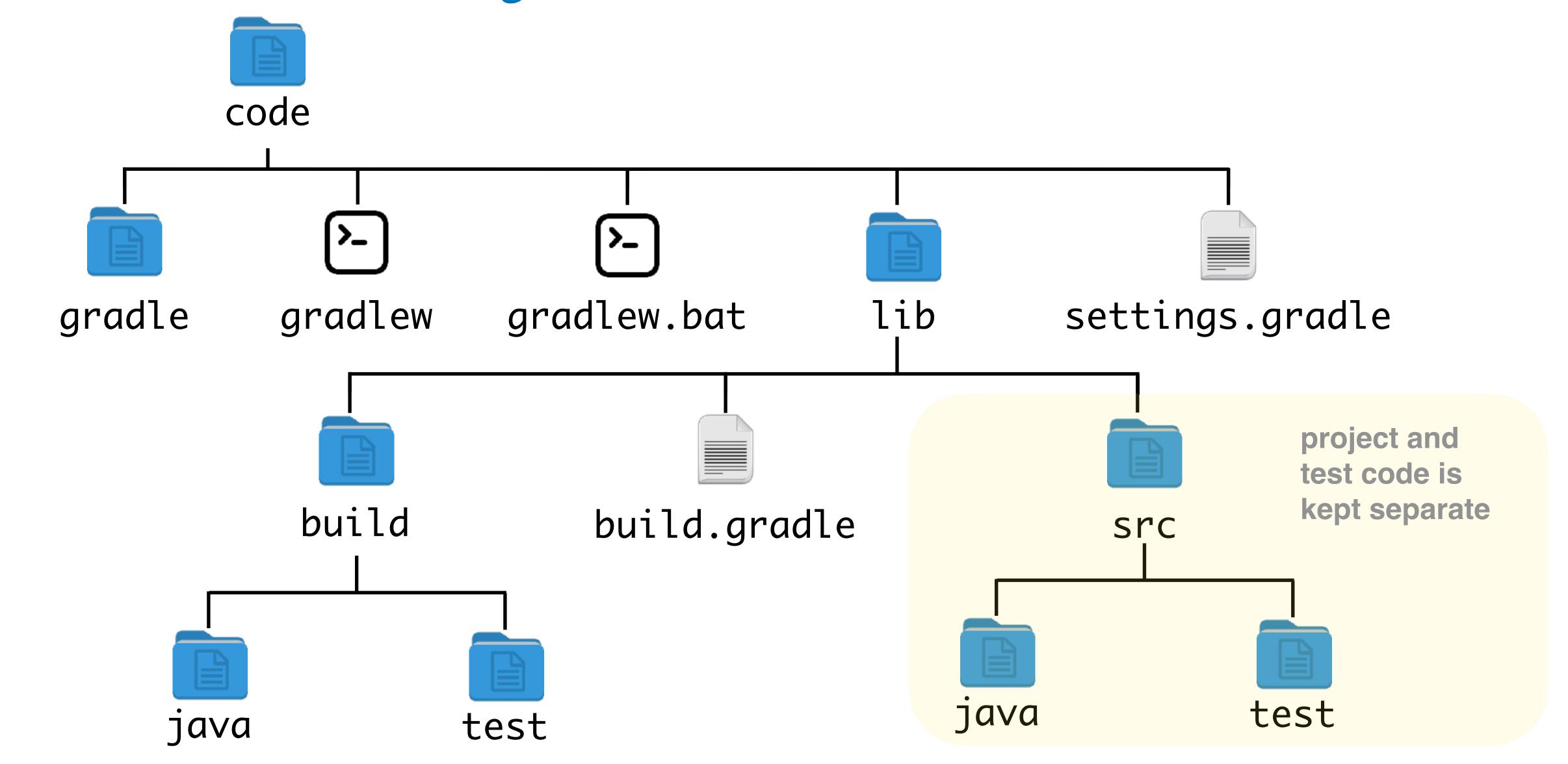


Most modern IDEs support Gradle, e.g. IntelliJ IDEA (recommended)

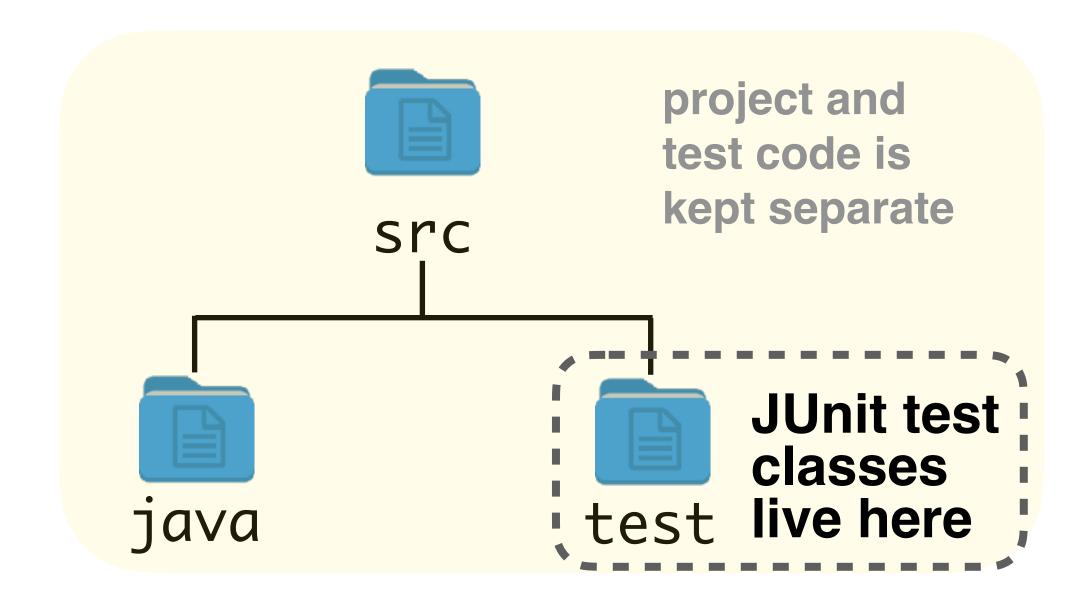
Just create a new project in the code directory and it should find the Gradle configuration.

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

# Gradle Project Structure



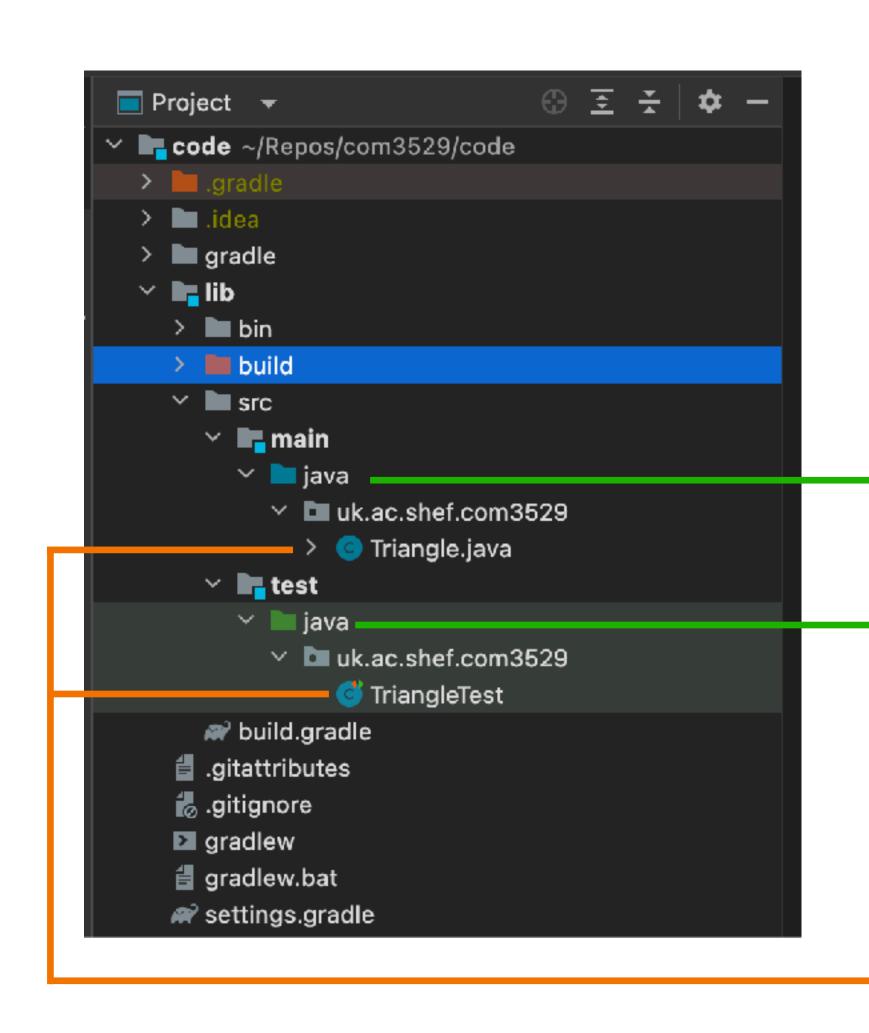
#### JUnit



#### Throughout this module, we'll be using JUnit 5

More here: <a href="https://junit.org/junit5/docs/current/user-guide/">https://junit.org/junit5/docs/current/user-guide/</a>

#### 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);
       });
```

# Tasks for Today

Clone the COM3529 repository to your device.

Ensure you can get Gradle and/or IDEA working with the code project

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.