

TESTING





CODE COVERAGE



What is Code Coverage?

How well do the tests cover the code base?

- White box tests you should cover every line of code
- **Tools**: Clover and Istanbul
- Acceptable percentage of coverage
 - Ordinary development: struggle to get to 90%
 - **TDD:** should naturally be at least 90%

Aggregate Packages	Packages	Average Method Complexity	TOTAL Coverage	
org.easymock.tests	1	1,46	91%	
org.easymock	2	1,46	92,4%	
OMG	2	1 16	92.4%	



COVERAGE METRICS

1. Method coverage

- % of methods covered
- Very coarse-grained, i.e. inaccurate

2. Symbol coverage

- % of sequence points (statements) that have been exercised
- doesn't show if both sides to an 'if' condition have been covered.

3. Branch coverage

- % of completely executed blocks in a method
- Both side of an IF statement is covered

4. Cyclomatic complexity

- How many linearly independent paths through the code
- Reflects the number of tests to get 100% coverage
- Refactor If over 15 in a method



PERCENTAGE ISN'T EVERYTHING



'100% test coverage <u>does not</u> guarantee that your application is 100% tested'

– Massol

- **Test generation tools** which auto-generate unit tests with 100% coverage, but the tests are worthless
- Test class full of trivial Get / Set methods which make it hard to see where the tests with real value are
- Use as a helper to 'get things set up' and delete it when it's served that purpose and detect regions of code which are not tested
- Failing test counts towards coverage the same as passing test



QUALITY OVER QUANTITY

'The more tests you have, the better' - FALSE!

Jester – JUnit test tester (http://jester.sourceforge.net/)

Progress

qa\tdd\junitintro\Person.java - changed source on line 20 (char index=570) from if (to if (false && compareTo(Object other_) {

>>>if (! (other_ instanceof Person)) throw new C

- Slow, so use it in a targeted manner
- Produces false positives





LAB

"Code Coverage" Lab