# Basic tests comparisons

## In this section we provide a comparison of the different libraries on an instance of basic tests made on a class

### Presentation of the class

We used the Dwarf class to make our tests:

This class has the following fields: String name; private double size; private double weight; private boolean hasBeard; private boolean hasHangover; SongRepository knownSongs
SongRepository is a helper class used to encapsulate a Collection. Its methods for modification are package protected and usable only by the dwarf whereas all methods that do not modify the collection are public.

▼ Show Dwarf source code

```
package org.examples.Dwarf;
import java.util.Random;
public class Dwarf {
    private String name;
    private double size;
    private double weight;
    private boolean hasBeard;
    private boolean hasHangover;
    public String getName() {
        return name;
    public double getSize() {
        return size;
    public void setSize(double size) {
        this.size = size;
    public double getWeight() {
        return weight;
    public void setWeight(double weight) {
```

```
this.weight = weight;
}
public void shave() {
    this.hasBeard = false;
public void growBeard() {
    this.hasBeard = true;
}
public boolean isHungover() {
    return hasHangover;
}
private SongRepository knownSongs = new SongRepository();
public Dwarf(String name, double size, double weight, boolean hasBeard) {
    this.name = name;
    this.size = size;
    this.weight = weight;
    this.hasBeard = hasBeard;
    this.hasHangover = false;
}
public void learnSong(String newSong) {
    this.knownSongs.add(newSong);
}
public void sleep() {
    this.hasHangover = false;
}
private String drink() {
    Random rand = new Random();
    int i = rand.nextInt(this.knownSongs.size() );
    this.hasHangover = true;
    return this.knownSongs.remove(i);
}
private void drinkWithoutKnownSongs() {
    this.hasHangover = true;
}
public boolean isBearded() {
    return this.hasBeard;
}
private void sing(String song) {
    System.out.println(song);
}
```

```
public void goesToTavern() {
    if(knownSongs.isEmpty())
    {
        drinkWithoutKnownSongs();
    }else //if is not empty
    {
        sing(this.drink());
    }
}

public boolean isKnown(String song) {
    return this.knownSongs.contains(song);
}

public SongRepository getLearnedSongs() {
    return this.knownSongs;
}
```

#### **▼** *Show SongRepository source code*

```
package org.examples.Dwarf;
import java.util.ArrayList;
public class SongRepository {
    private ArrayList<String> songs = new ArrayList<>();
    void add (String song) {
        this.songs.add(song);
    }
    public boolean contains (String song) {
        return this.songs.contains(song);
    }
    String remove (int i) {
        return songs.remove(i);
    }
    public int size () {
        return songs.size();
    public boolean isEmpty(){return songs.isEmpty();}
}
```

## Comparisons of the tests

#### testConstructor

This test is to ensure that the constructor properly sets the object's fields

Field	Apache	AssertJ	Guava	Truth	Atlanmod
Name	Validate.isTrue (Objects.equals (dwarf.getNam e(), "Jeremy"));	_	Column 4, row	Column 5, row 1	Column 6, row
Size	Validate.isTrue ( dwarf.getSize() == 80.4);	Column 3, row 2	Column 4, row 2	Column 5, row 2	Column 6, row 2
Weight	Validate.isTrue ( dwarf.getWeig ht() == 90.3);	Column 3, row 3	Column 4, row 3	Column 5, row 3	Column 6, row 3
hasBeard	Validate.isTrue (!dwarf.isBeard ed());	Column 3, row	Column 4, row	Column 5, row	Column 6, row 4

#### testSize

This test ensures that getSize() and setSize() works as intended

## testWeight

This test ensures that getWeight() and setWeight() works as intended

#### testBeard

This test ensures that shave(),growBeard() and isBearded() works as intended

### testHungover

This test ensures that the hungover field is properly set by the dwarf going to the tavern and sleeping

### testSongs

This test ensures that the learned songs get updated when a dwarf learns a song & goes to the tavern (which causes him to forget a song and sing it). This also ensures that the song is properly printed when sang.

## **Conclusion**