

TDD Workshop

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Questions



When in doubt,
feel free to raise your hand,
anytime

Unit Testing

- **Unit Testing means testing individual units of behaviour**
- Should be something that is written instead of manually performed
- **Are pieces of code, comprised by input, conditions and outputs**
- Reduces refactoring bugs
- Reduces testing efforts

Unit Testing Tips

- Before writing a unit test, think about the following questions:
 - What are you testing?
 - What are the domain invariants?
 - What should it do?
 - How can the test be reproduced?
 - What is the actual output?
 - What is the expected output?

What Unit Tests should have?

Usually

- **Business Logic (domain) rules**
- Functions with Pre and Post Conditions
 - With Valid inputs
 - With Invalid Inputs
 - By Identifying all the exceptions
 - E.g.: factorial(-1)
 - For extreme value Limits
 - E.g. factorial(0)

Hardly

- User-Interface code
- Database Schemas
- Complex code that requires mocking

Terminology

- Test fixture
 - Define data (classes, initializations arguments) for tests
- **Unit-test**
 - A test to a single piece of code
- **Test case**
 - Several unit-tests for different input values
- Test suite
 - Test Case collection
- Test Runner
 - Unit-Testing software to run Unit-test and report the results

Unit Testing: factorial example

Code

```
public class Calculator {  
    public int factorial(int v) throws IllegalArgumentException{  
        if (v < 0) {  
            throw new IllegalArgumentException();  
        }  
        if (v == 0) {  
            return 1;  
        }  
        if (v == 1) {  
            return 1;  
        }  
        return v * factorial(v - 1);  
    }  
}
```

Test-Case*

```
public class CalculatorTest {  
    @Test  
    public void ensureFactorialOfMinusOneFails() {  
        Assertions.assertThrows(IllegalArgumentException.class,  
            () -> { new Calculator().factorial(-1); });  
    }  
    @Test  
    public void ensureFactorialOfZeroIsOne() {  
        assertEquals(new Calculator().factorial(0), 1);  
    }  
    @Test  
    public void ensureFactorialOfOnesOne() {  
        assertEquals(new Calculator().factorial(1), 1);  
    }  
    @Test  
    public void ensureFactorialOfTwosTwo() {  
        assertEquals(new Calculator().factorial(2), 2);  
    }  
    @Test  
    public void ensureFactorialOfFoursTwentyFour() {  
        assertEquals(new Calculator().factorial(4), 24);  
    }  
}
```

* for simplicity reasons, test-code has been reduced to the essential

TDD Definition

- Test-Driven Development (TDD) is a **software development process** that relies on the **repetition of a very short development cycle**
- Test-cases are a measure/specification of what code should do
- Methodology
 - TDD is the technique of writing test-cases ***before*** code
 - Testing ***leads*** to the development of source code
 - Only write source code when tests fail

TDD Development Cycle

1. Write a Unit Test

- Write a single unit-test

2. Compile

- It shouldn't compile because implementation code is not yet written

3. Fix Compile Errors

- Implement just enough code to get testing to compile

4. Run Unit Tests

- Watch it Fail

5. Write Code

- Implement enough code to get the test to pass

6. Run Unit tests

- Watch it Pass

7. Refactor Code (+test)

Code Coverage

- Code Coverage **measures** the **degree** to which the source code of a program is executed when a particular test suite runs.
- Tools
 - Clover, Cobertura, Jacoco
- Result
 - The percentage of covered code

Code Coverage Example

Unit Test

```
@Test
public void
ensureSecondNegativeOperandWorks() {

    // Given
    int firstOperand = 10;
    int secondOperand = -5;
    int expected = 5;

    //When
    CalculatorExample calculator = new
    CalculatorExample();
    int result = calculator.sum(firstOperand,
    secondOperand);

    //Then
    assertEquals(expected, result);
}
```

Code

```
public int sum(int firstOperand, int
secondOperand)
{
    return firstOperand + secondOperand;
}
```



Code Coverage: Runner

- *<!-- Required for running unit tests -->*
 <plugin>
 <artifactId>maven-surefire-plugin</artifactId>
 <version>2.22.2</version>
 <configuration>
 <includes>
 <include>**/Test*.java</include>
 <include>**/*Test.java</include>
 <include>**/*Tests.java</include>
 <include>**/*TestCase.java</include>
 </includes>
 <excludes>
 <exclude>**Main**</exclude>
 </excludes>
 </configuration>
 </plugin>

Code Coverage: Reporting

- *<!-- Required for generating coverage report -->*

```
<plugin>  
  <groupId>org.jacoco</groupId>  
  <artifactId>jacoco-maven-plugin</artifactId>  
  <version>0.8.6</version>  
  <configuration>  
    <excludes>  
      <exclude>**/ui/**/*</exclude>  
    </excludes>  
  </configuration>  
  <executions>  
    <execution>  
      <id>default-prepare-agent</id>  
      <goals>  
        <goal>prepare-agent</goal>  
      </goals>  
    </execution>  
    <execution>  
      <id>default-report</id>  
      <goals>  
        <goal>report</goal>  
      </goals>  
    </execution>  
  </executions>  
</plugin>
```

Exercise: Bookmarking tool (i)

- As a user I want to bookmark a URL
 - URLs must be valid
- As a user I want to be able to Tag a URL with a keyword
- As a user when I add a duplicate bookmark, I want the system to increase the rating of that bookmark, because no exact duplicates should exist

Exercise: Bookmarking tool (ii)

- As a user I want to know how many of my bookmarks are secure URLs
- As a user I want a new bookmark to become associated with other bookmarks that are from the same domain
- As a user I want to be able to filter bookmarks by one keyword
- As a user I want to be able to filter bookmarks by one or more keywords