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Junit 4

Unit Testing

- Tests the individual subprograms, subroutines, or procedures to compare the function of the module to its specifications
- helps developers find errors in code.
- helps you write better code.
- saves time later in the production/development cycle.
- provides immediate feedback on the code.

TDD (Test Driven (First) Development)

It is a technique in which you write unit tests before writing the application functionality.

JUnit

- free, open source, software testing framework for Java.
- It is a library put in a jar file.
- It is not an automated testing tool.
- JUnit tests are Java classes that contain one or more unit test methods.
- Package : **org.junit.Test**

Annotations

- `@Test` – used to signify a method is a test method
- `@Before` – can do initialization task before each test run
- `@After` – cleanup task after each test is executed
- `@BeforeClass` – execute task before start of tests
- `@AfterClass` – execute cleanup task after all tests have completed
- `@Ignore` – to ignore the test method

Assert Statements

- | | |
|---|--|
| • <code>Fail(String)</code> | • <code>assertNotNull([message],object)</code> |
| • <code>assertTrue(boolean)</code> | • <code>assertSame([String],expected,actual)</code> |
| • <code>assertEquals([String message],expected,actual)</code> | • <code>assertNotSame([String],expected,actual)</code> |
| • <code>assertNull([message],object)</code> | • <code>assertThat(String,T actual, Matcher<T> matcher)</code> |

Testing Exceptions

```
@Test(expected = ArithmeticException.class)
public void divideByZeroTest() {
    calobj.divide(15,0);
}
```

Testing timeout Example

`@Test(timeout=100)` fails if the test takes longer than 100 milliseconds for execution.