

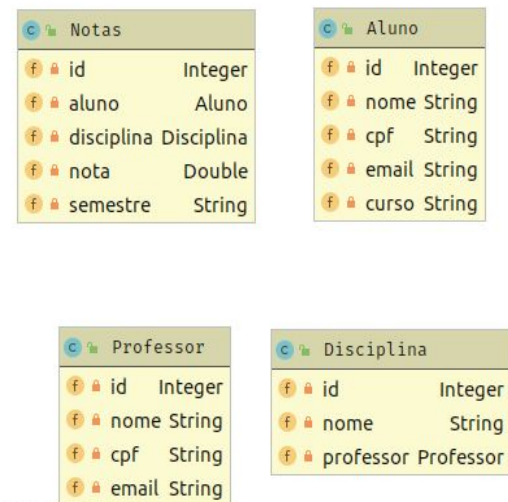
Módulo 4 - Início da codificação dos testes unitários

Introdução a Teste de Software
com Springboot

Aplicação: Sistema de notas

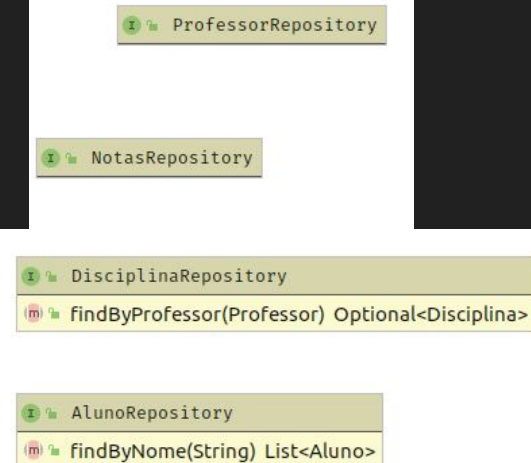
(1/2)

MODEL



Powered by yfiles

REPOSITORY



Powered by yfiles

Aplicação: Sistema de notas

(2/2)

SERVICE

DisciplinaService	
disciplinaRepository	DisciplinaRepository
professorService	ProfessorService
findAll()	List<Disciplina>
findByProfessor(Integer)	Disciplina
findById(Integer)	Disciplina
save(Disciplina)	Disciplina
delete(Integer)	void
update(Disciplina)	void
findDisciplinaOrThrowNotFound(Integer)	Disciplina
findProfessorOfDisciplinaOrThrowNotFound(Professor)	Disciplina

AlunoService	
alunoRepository	AlunoRepository
findAll()	List<Aluno>
findByName(String)	List<Aluno>
findById(Integer)	Aluno
save(Aluno)	Aluno
delete(Integer)	void
update(Aluno)	void
findAlunoOrThrowNotFound(Integer)	Aluno

ProfessorService	
professorRepository	ProfessorRepository
findAll()	List<Professor>
findById(Integer)	Professor
save(Professor)	Professor
delete(Integer)	void
update(Professor)	void
findProfessorOrThrowNotFound(Integer)	Professor

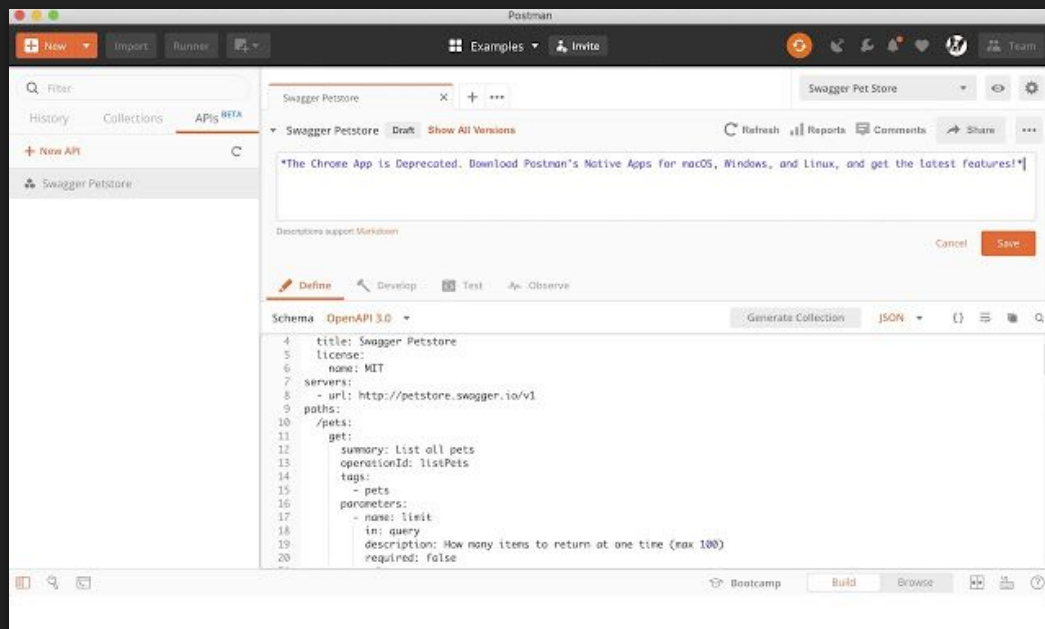
CONTROLLER

DisciplinaController	
disciplinaService	DisciplinaService
findAll()	ResponseEntity<List<Disciplina>>
findById(Integer)	ResponseEntity<Disciplina>
findByProfessor(Integer)	ResponseEntity<Disciplina>
save(Disciplina)	ResponseEntity<Disciplina>
delete(Integer)	ResponseEntity<Void>
update(Disciplina)	ResponseEntity<Void>

AlunoController	
alunoService	AlunoService
findAll()	ResponseEntity<List<Aluno>>
findById(Integer)	ResponseEntity<Aluno>
findByName(String)	ResponseEntity<List<Aluno>>
save(Aluno)	ResponseEntity<Aluno>
delete(Integer)	ResponseEntity<Void>
update(Aluno)	ResponseEntity<Void>

ProfessorController	
professorService	ProfessorService
findAll()	ResponseEntity<List<Professor>>
findById(Integer)	ResponseEntity<Professor>
save(Professor)	ResponseEntity<Professor>
delete(Integer)	ResponseEntity<Void>
update(Professor)	ResponseEntity<Void>

Teste manuais



[Fonte](#)

Passos de teste

1

Configurar o ambiente
necessário para o teste

2

Executar ação a qual se deseja
ser testada

3

Verificar resultado da ação

4

Desconfigurar o ambiente
necessário para o teste

Codificação dos teste unitários da camada Repository