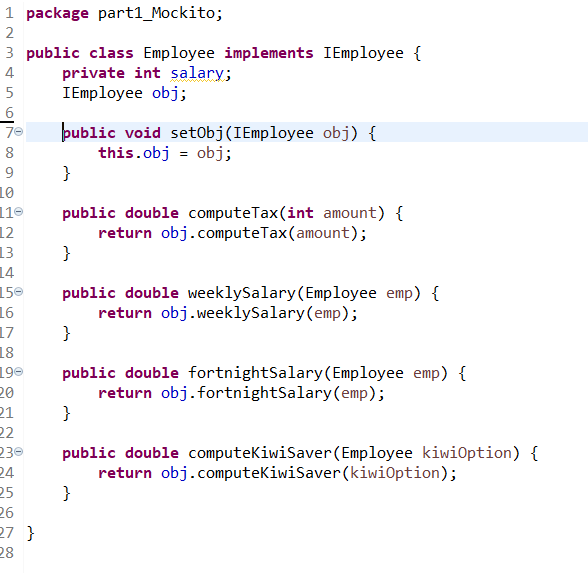
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| Wellington Institute of Technology |
| IT7320 – Development and Testing of Software |
| Assignment 3 – Mockito, Jenkins |

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| Dan Mota ID: 2150708  9-26-2018 |

# Part 1 – JUnit & Mockito

The exercise starts with the creation of the class Employee and interface IEmployee, as well as the appropriate implementation of the interface methods using the keyword ‘implements’ on the Class Employee definition.

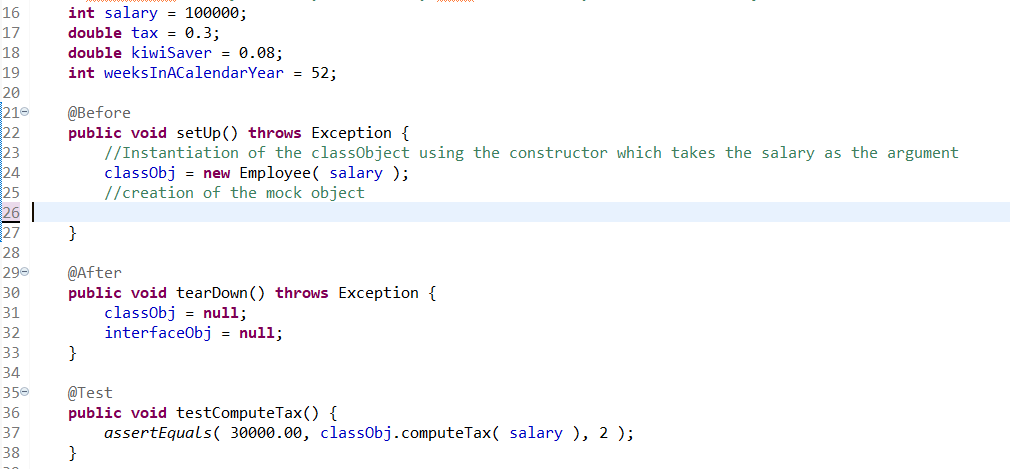
Unimplemented methods were added, an object of IEmployee interface was created which is used to call its own methods as thus:



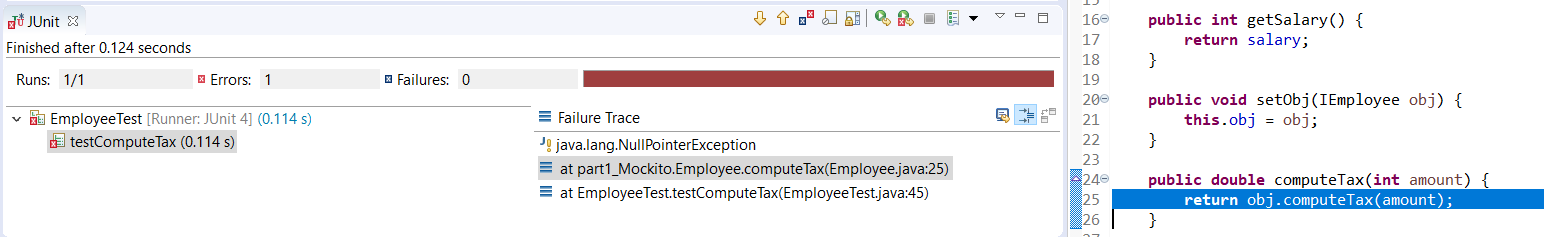
A new JUnit test case for class Employee was then created. Objects of class Employee and interface IEmployee were created, and assumed test variables were initialised: salary of type int as 100,000, tax of type double as 0.3, kiwiSaver of type double as 0.8, weeksInACalendarYear of type int as 52.

In the setUp method the class object is instantiated using variable salary as the parameter for the constructor.

A test is created where the expected value of compute tax is 30,000 based on our assumptions: salary = 100,000 and tax = 30%.



Running this test results in a NullPointerException, given that the method called executes the method inside the interface IEmployee which is a skeleton code.



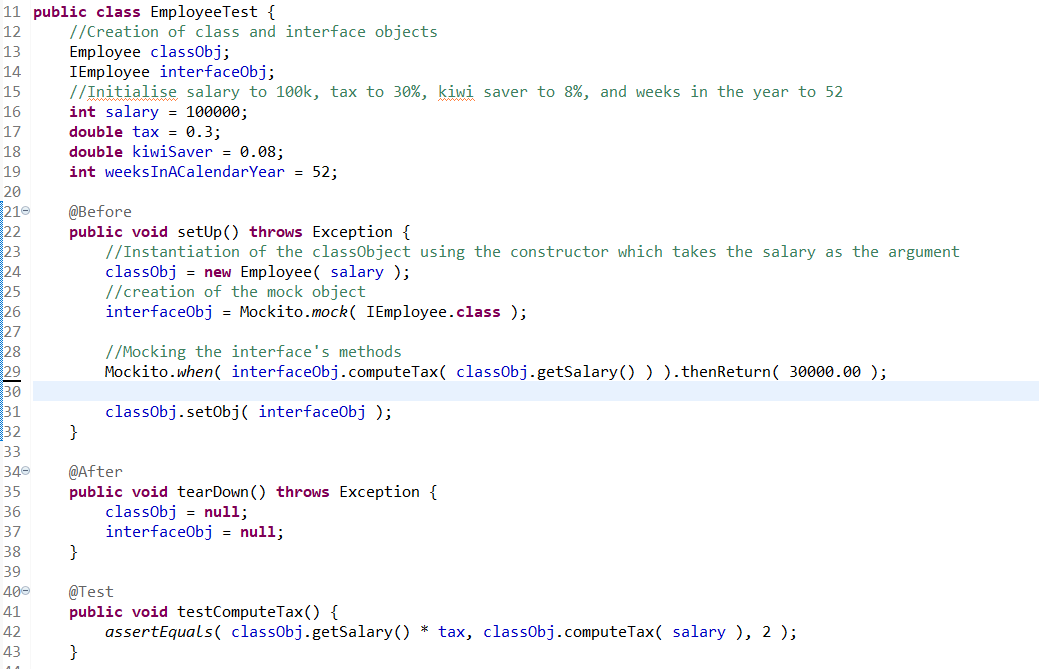
## Why Mock?

“The purpose of mocking types is to sever dependencies in order to isolate the test to a specific unit.” [1]

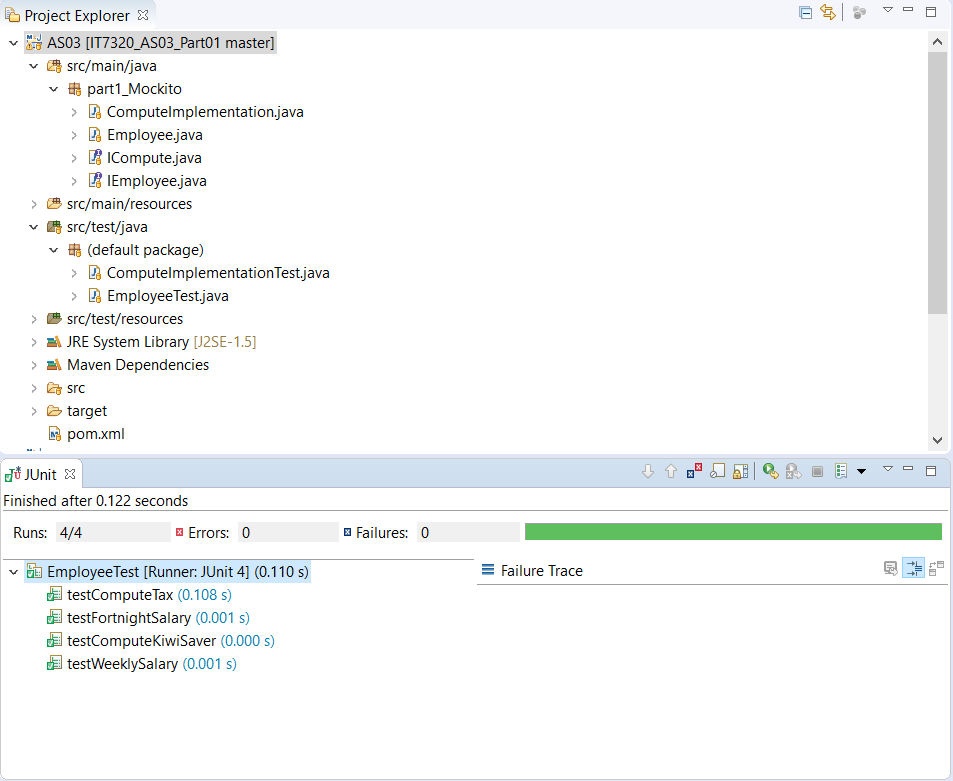
An interface was selected because it gives enough a degree of abstraction that is necessary when mocking. Classes are concrete and can be tested. What an interface does and how it works is often considered beyond the knowledge of a developer.

Likewise, parts of the system cannot be disconnected for the purposes of error fixing/patch creation in real life. Code that performs changes through a network – i.e. database and server connections – must be mocked to avoid any possibility of corrupting data or interfering with business processes.

Lastly, these connections are unit dependencies – and as stated in the first line of this section – dependencies must be severed in order to properly conduct a unit test.



As can be seen in the code above, a mock object is created in line 26. In line 29, the processed data return for the method computeTax is mocked. Given the salary is 100k and the tax rate 30%, the expected result is 30k as a double.



The same process of mocking method calls is carried out for the remaining methods of IEmployee interface: fortnightSalary, computeKiwiSaver, weeklySalary. Test cases were also created for each of the methods by making use of Mockito’s when().thenReturn() static method returning the appropriate expected return for each interface method.

3,846.15 is returned for fortnightSalary ( 100,000 / 26 )

1,538.46 is returned for computeKiwiSaver ( 100,000 / 52 \* 0.8 )

1,923.08 is returned for weeklySalary ( 100,000 / 52 )

The image above illustrates the test result for all our test cases. Methods successfully mocked, and assertions successfully performed.

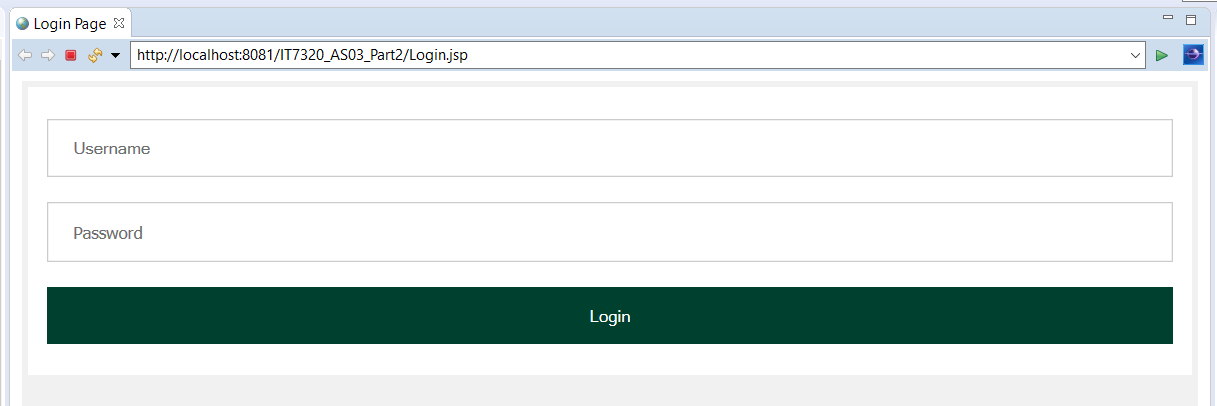
# Part 2 & 3 – Jenkins & TDD

For part 2&3 a web application is created. The username and password required for the application needs some rules. The first standard rule for passwords is the minimum length, as often seen in website and software registration processes, a minimum of 8 characters is necessary. Next, we need to define the rules regarding the legal structure of a username and password. Simply setting this rule as alphanumeric would be too ~~noobish~~ simplistic regarding security. Therefore, the IBM structure was selected:

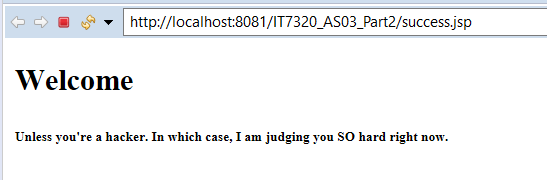
|  |  |
| --- | --- |
| ***Input Type*** | ***Valid Characters*** |
| Passwords and IDs\*  \*(apart from the characters described, IDs may also possess Commercial ats { @ }) | Lowercase characters { a-z }  Uppercase characters { A-Z }  Numbers { 0-9 }  Exclamation point { ! }  Open parenthesis { ( }  Close parenthesis { ) }  Dash { - } (*this character is not supported as the first character in the user ID or password*)  Period { . } (*this character is not supported as the first character in the user ID or password*)  Question mark { ? }  Open bracket { [ }  Close bracket { ] }  Underscore { \_ }  Grave accent { ` }  Tilde { ~ }  Number sign { # }  Dollar sign { $ }  Circumflex accent { ^ }  Ampersand { & }  Asterisk { \* }  Plus sign { + }  Equals sign { = } ~~HOW FUN!~~ |

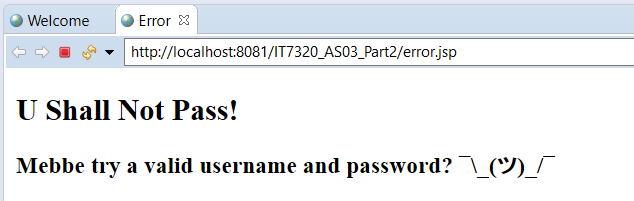
Also according to IBM[2], user IDs cannot be longer than 200 characters long, and passwords are limited to 128 characters. For the purposes of this exercise the minimum length of a user ID will also be set to 8.

Now that the rules are set, the general configuration of the Maven project, Jenkins and the simple HTML code for our Login Page is created:



Followed by the Success and Error pages which our webapp should take the user to based on username and password inputs:





With those steps concluded, a servlet must be implemented to handle the Login page submits. During this step of the project, the doPost method is modified to send the user to the Error page, then modified once more to redirect to the Success page as a manual test to ensure that Tomcat, the JSPs, and the Servlet are successfully integrated. ~~Take my word for it?~~

# Appendix A – GitHub

## Profile - Dan

The author’s profile and GitHub project for the part 1 exercise can be found [here](https://github.com/Seagold8930/IT7320_AS03_Part01).

## Source Code

The source code for the part 1 exercise can be accessed on GitHub [here](https://github.com/Seagold8930/IT7320_AS03_Part01/tree/master/AS03/src).

# Appendix B – Resources

[1] <https://stackoverflow.com/questions/2665812/what-is-mocking> retrieved on 19/09/18 at 3:51PM

[2]<https://www.ibm.com/support/knowledgecenter/SSV2LR/com.ibm.wbpm.imuc.doc/topics/rsec_characters.html> retrieved on 02/10/18