

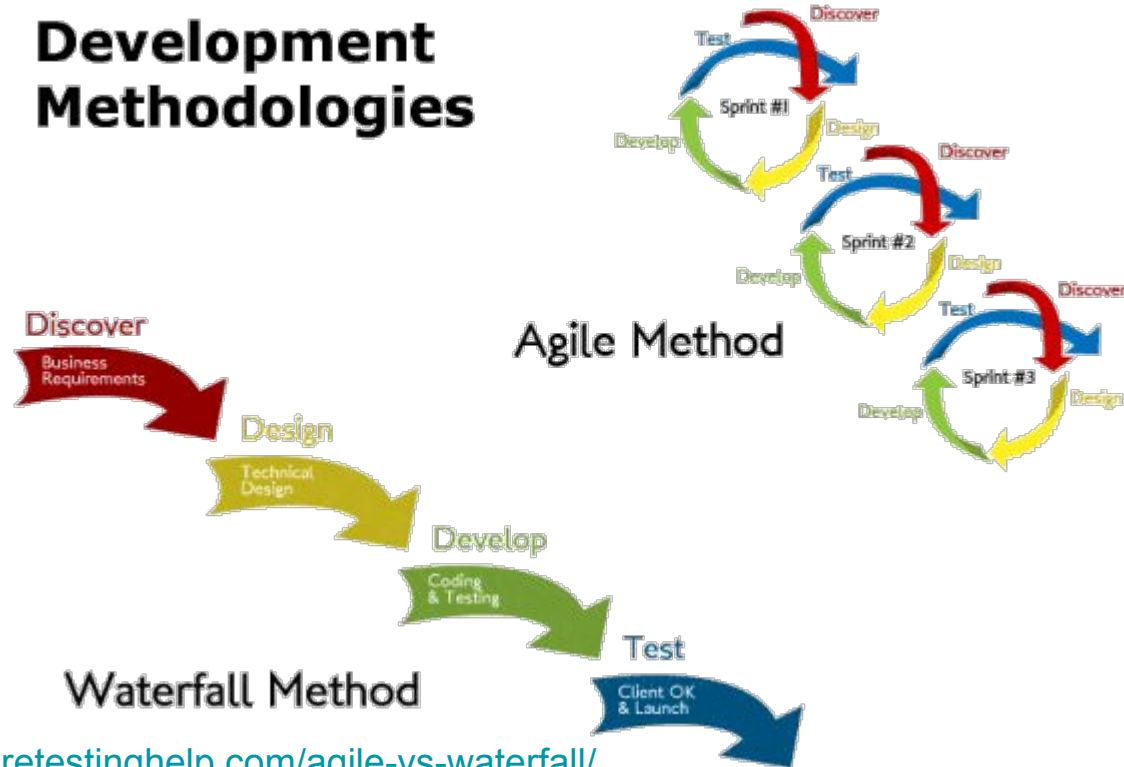
# UNIT TESTING

# TODAY'S OBJECTIVES

- Pros and cons of manual vs. automated testing
- Exploratory vs. Regression Testing
- Test Types:
  - Unit
  - Integration
  - Acceptance
- Writing unit tests
  - Choosing proper asserts
  - Boundary cases: what are they and how to find them

# SDLC - SOFTWARE DEVELOPMENT LIFE CYCLE

## Development Methodologies



# TESTING

- Goes without saying... we need a way to test the code we've written.
- Testing is a critical part of EVERY SDLC methodology.
- The sooner you, as a developer, test, the sooner you identify problems and can move to QA, UAT, and Production.

# MANUAL TESTING VS. AUTOMATED TESTING

- Historically, tests were written on a third party tool (i.e. Excel) with a script a tester should follow. The results are recorded.
  - This is a very error prone manual process.
- Over time, testing frameworks were introduced so that we could write code that tests code in your system.
  - This made testing more automated.
  - However, the quality of the tests now partially depends on the developer's knowledge of the testing framework.

# TYPES OF TESTING

- **Unit Testing**: Tests the smallest units possible (i.e. methods of a class).
- **Integration Testing**: Tests how various units or parts of the program interact with each other.
  - It can also be used to validate some external dependencies like database systems or API's.
- **User Acceptance Testing**: Tests the functionality from the end user's perspective. It can be conducted by a non-technical user.

# OTHER TYPES OF TESTING

- **Security Testing**: Is our data safe from unauthorized users?
- **Performance Testing**: it works with 1 user, what about a million?
- **Platform Testing**: Works great on my laptop, what if I pull up the app from my phone?
- **Test-Driven Development (TDD)**: Code is written by creating tests that initially fail and writing all the needed code to make them pass.

# UNIT TESTING IN JAVA: INTRODUCTION

The most commonly used testing framework in Java is **JUnit**.

- **JUnit** is written in Java and will leverage all the concepts you've learned so far: declaring variables, calling methods, instantiating objects.
- All related tests can be written in a single test class containing several methods, each method could be a test.
- Each method should contain an assertion, which compares the result of your code against an expected value.



# TESTING USING ASSERTIONS

JUnit leverages the concept of assertions. An assertion tests a condition and continues silently if the condition passes but fails with info about the condition that fails if the test does not pass.

```
public class Example {  
  
    public boolean isEven(int num) {  
        return num % 2 == 0;  
    }  
  
}
```

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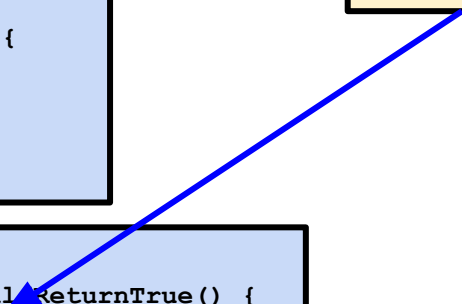
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@Test  
public void isEven_withEvenValue_shouldReturnTrue() {  
    Example example = new Example();  
    boolean expected = true;  
    boolean result = example.isEven(6);  
    assertEquals(expected, result);  
}
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Create object.



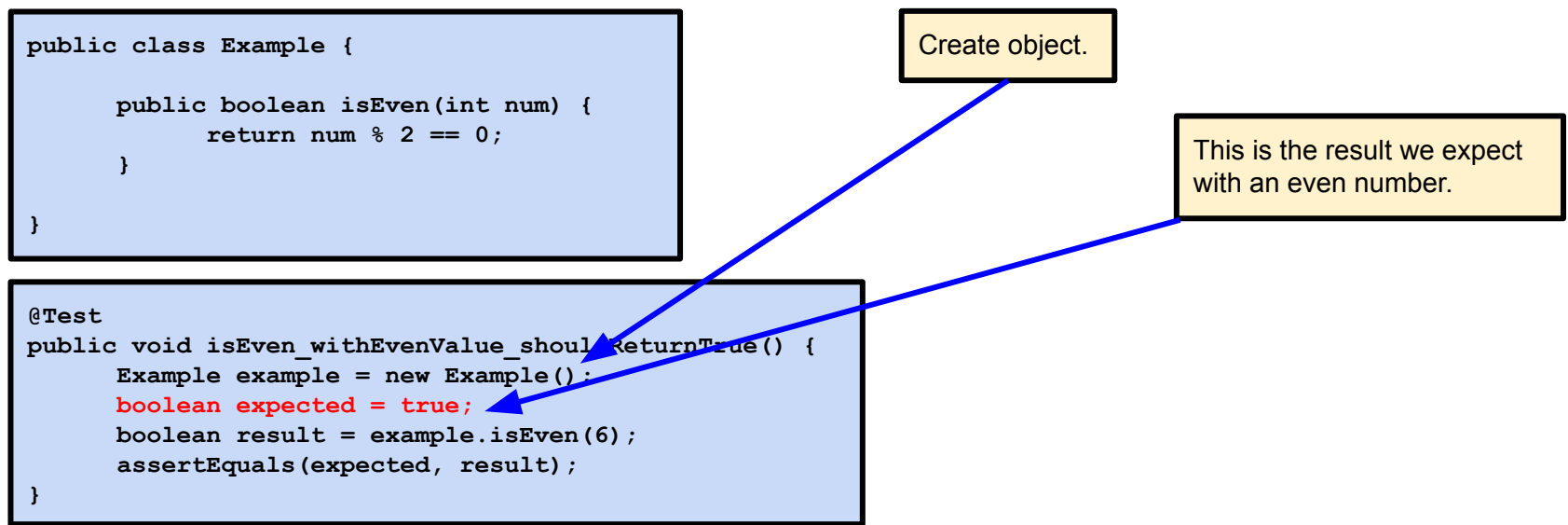
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Call method with even number and store result.

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    assertEquals(expected, result);  
}
```

Create object.

This is the result we expect with an even number.

Call method with even number and store result.

Compares expected to result, fails they are not equal.

# MORE ABOUT THE TEST CLASS

```
public class ExampleTest {  
  
    @Test  
    public void isEven_withEvenValue_shouldReturnTrue() {  
        Example example = new Example();  
  
        boolean expected = true;  
        boolean result = example.isEven(6);  
  
        assertEquals(expected, result);  
    }  
  
    @Test  
    public void isEven_withOddValue_shouldReturnFalse() {  
        Example example = new Example();  
  
        boolean expected = false;  
        boolean result = example.isEven(9);  
  
        assertEquals(expected, result);  
    }  
  
}
```

# MORE ABOUT THE TEST CLASS

@Test is an annotation indicating this is a test.

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public class ExampleTest {  
  
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        boolean expected = false;  
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```

There are two methods: one to test even case and one to test odd case. Tests are usually declared with void return type.

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        boolean result = example.isEven(9);  
  
        assertEquals(expected, result);  
    }  
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@Test is an annotation indicating this is a test.

Evaluates result and fails if it doesn't match expected result.

There are two methods: one to test even case and one to test odd case. Tests are usually declared with void return type.

# @BEFORE AND @AFTER METHODS

```
public class ExampleTest {  
  
    @Before  
    public void setUp() {  
        // do test setup  
    }  
  
    @After  
    public void tearDown() {  
        // do test cleanup  
    }  
  
    @Test  
    public void isEven_withEvenValue_shouldReturnTrue() {  
        // test code  
    }  
  
    @Test  
    public void isEven_withOddValue_shouldReturnFalse() {  
        // test code  
    }  
  
}
```

# @BEFORE AND @AFTER METHODS

A method annotated with `@Before` will run before **each** test.

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    }  
  
}
```

Test flow:

1. `setUp()`
2. first test
3. `tearDown()`
4. `setUp()`
5. second test
6. `tearDown()`

# UNIT TESTING STRUCTURE

- **Arrange**: begin by arranging the conditions of the test, such as setting up test data
- **Act**: perform the action of interest, i.e. the thing we're testing
- **Assert**: validate that the expected outcome occurred by means of an assertion (e.g. a certain value was returned, a file exists, etc).

# UNIT TESTING BEST PRACTICES

- No external dependencies
- One **logical** assertion per test (i.e. each test should only contain one "concept")
- Test code should be of the same quality as production code



# HOW TO UNIT TEST

## Find boundary cases in the code

- Is there an if statement?
  - Test around the condition that the if statement tests
- Is there a loop?
  - Test arrays in the loop that are empty, only one element, lots of element
- Is an object passed in?
  - Pass in null, an empty object, an object missing values that the method expects