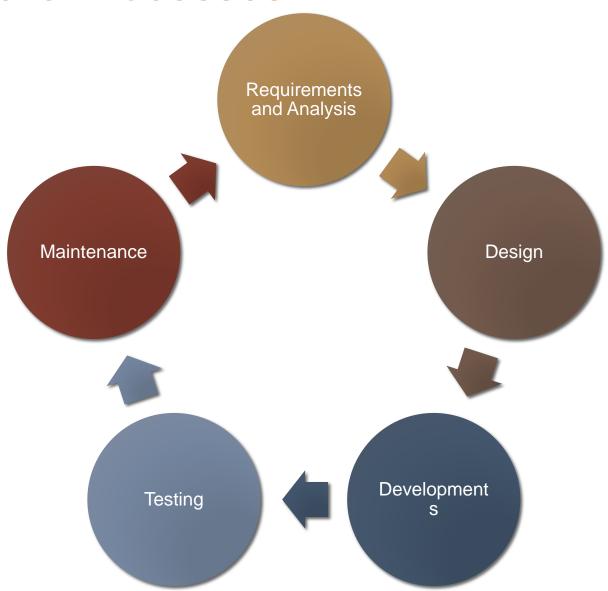
# (11224) INTRODUCTION TO SOFTWARE ENGINEERING

**Lecture 3:** Software Testing

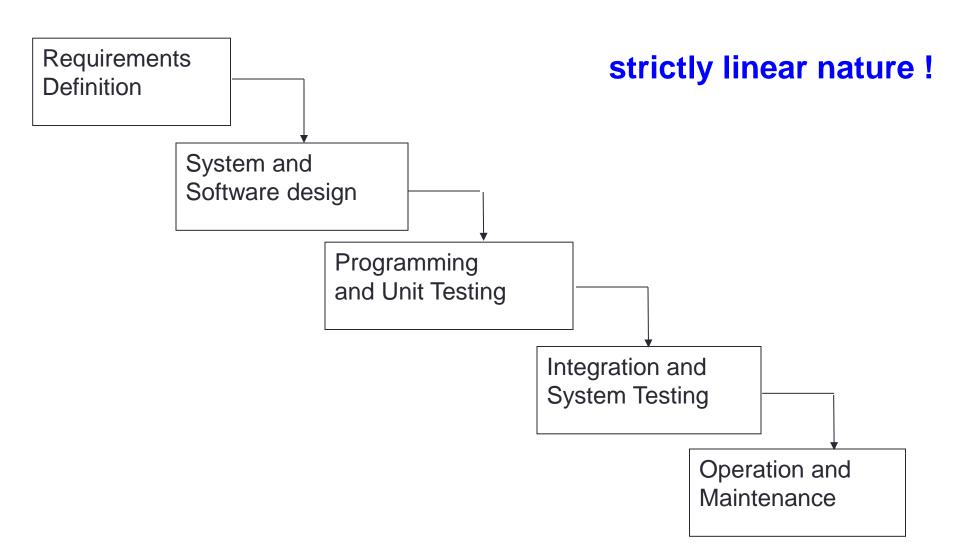
Shereen Fouad

## Reminder of Previous Lecture

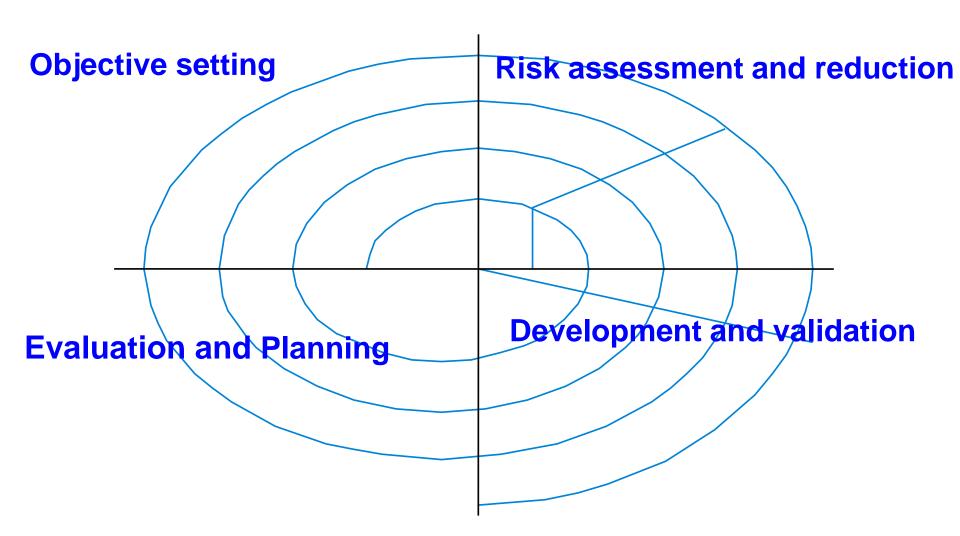
## Software Processes



## Waterfall Model



# **Spiral Model Sectors**



## Overview

- Software testing definition
- Why testing?
- Goals of testing
- Levels of testing
- Basic Steps of a Test
- Automated Testing (TestNG)

Software Testing Requirements and Analysis Maintenance Design Testing is a key activity in software Development **Testing** development process

# Software Testing

- Discover program defects before it is put into use
- Check the functionality of the application whether it is working as per requirements
- Can reveal the presence of errors NOT their absence
- It involves executing the program using artificial data
- Part of a more general verification and validation process
- Can you tell the difference between verification and validation??

### Note that !!

 For the purposes of this module, we will assume throughout that we are only concerned with testing in an object-oriented programming context.

# Why Testing?



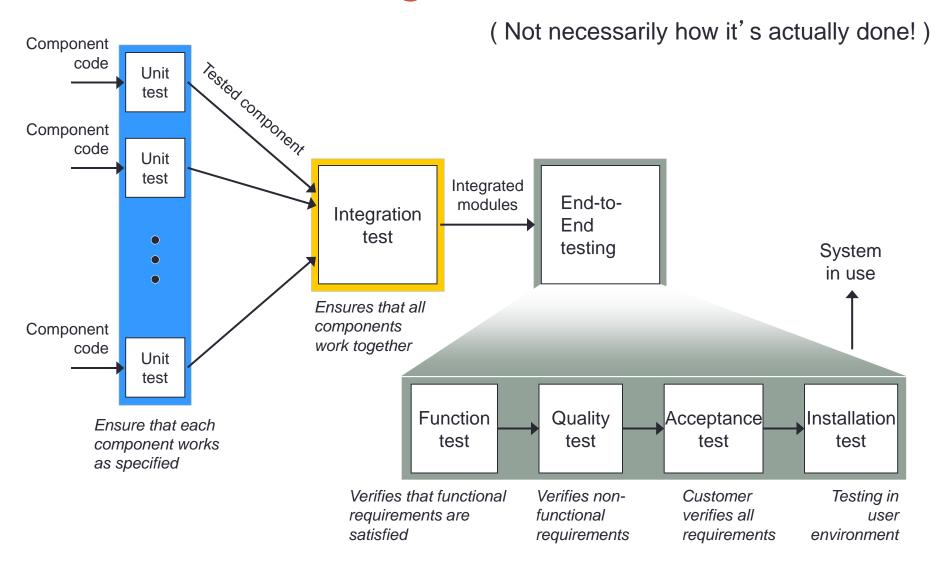
http://en.wikipedia.org/wiki/Mars\_Polar\_Lander

- The Mars Polar Lander, was robotic spacecraft lander launched by NASA in 1999 to study the soil and climate on planet Mars.
- After the descent phase was expected to be complete, the lander failed to reestablish communication with Earth.
- The error was traced to a single bad line of software code.

# Goals of Testing

- Discover situations in which
  - the behavior of the software is incorrect,
  - Undesirable or
  - does not conform to its specification
- Demonstrate the software meets its requirements.
- Establish confidence.
- Improve the quality of the product developed.

# Levels of Testing



# **Unit Testing**

- Ensuring that a single class/method works correctly.
- The class should be tested in isolation
- Carried out by developers
- Confirm that subsystems is correctly coded and carries out the intended functionality

### Black box testing

- Choose test data without looking at implementation
- Test the input/output behavior

### Glass box (white box) testing

- Choose test data with knowledge of implementation
- Test the internal logic of the subsystem or object

# Integration Testing

- Ensuring that different logical parts or modules of code work correctly together.
- Carried out by developers
- Test the *interface* among the subsystem
- Usually slower and more computationally intensive than unit tests.

# **End-to-End Testing**

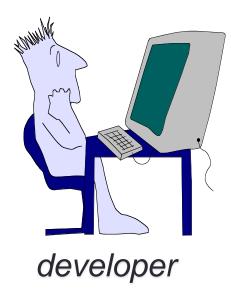
- Ensure that the whole system from the point of view of the end user works correctly.
- Determine if the system meets the requirements
- End-to-End testing requires no access to or understanding of the code base

# Who Performs the End to End testing?





## Who Performs the End to End testing?



Understands the system but, will test "gently" and, is driven by "delivery"



independent tester

Must learn about the system, but, will attempt to break it and, is driven by *quality* 

## SUT and DOC

- System Under Test (SUT)
- When testing, the subject of the test, called the System under Test, or SUT, is the specific item being tested.
- Depended On Component (DOC)
- Part of the system that we are not testing in this particular test but which the SUT depends on.

# Basic Steps of a Test

- 1) Choose input data / configuration
- 2) Define the expected outcome
- 3) Run program / method against the input and record the results
- 4) Examine results against the expected outcome

# **Automated Testing**

- Manual testing is
  - error prone and boring
  - It won't be done properly
- Testing should be automated.
  - A test framework runs the tests and checks the results.

## Quiz!!

### The objective of testing is

- a) Debugging
- b) To uncover errors
- c) To gain modularity
- d) To analyze system

### Acceptance testing is part of the

- a) Unit testing
- b) End to End testing
- c) Black box testing
- d) Integration Testing

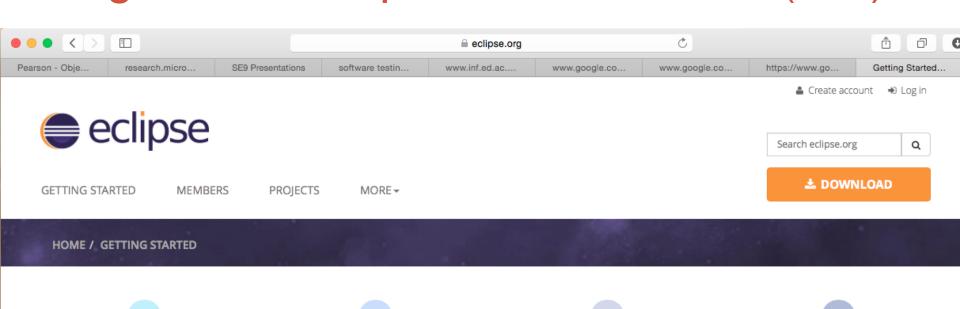
## **TestNG**

- Open source automated testing framework
- NG of TestNG means Next Generation.
- Testing framework inspired from JUnit but introducing some new functionalities that make it more powerful, flexible and easier to use.
- JUnit are Initially designed to enable unit testing only and it cannot do dependency testing.
- TestNG is designed to cover all categories of tests: Unit, functional, end-to-end, integration, etc.

# Installing the TestNG Plugin

- Before we can download and start using TestNG, make sure you have Java JDK5 or above is installed on your system.
- Instructions for installing the TestNG Plugin in Eclipse can be found at
  - http://testng.org/doc/download. html.
- Basic use of this plugin is described at
  - http://testng.org/doc/eclipse.html#eclipse-installation.

# Eclipse integrated development environment (IDE)



### **Getting Started**

You can download the standard version of Eclipse that contains the basic bits for any Java developer to start coding in Java.

DOWNLOAD

Eclipse also has pre-defined packages

### Extend Eclipse

Eclipse Marketplace is a great source of plug-ins and product that you can add to Eclipse. Browse the online catalog or use the Eclipse Marketplace Client from within Eclipse. Look under the Eclipse Help Menu.

Popular Plugins:

» Subversive - SVN Team Provider

#### Documentation

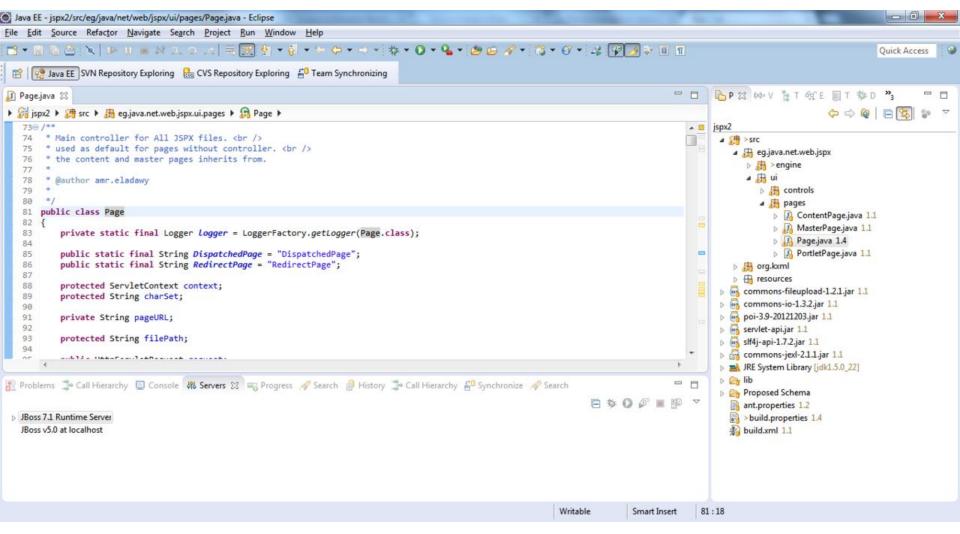
These are a few of the popular gettingstarted documents for someone new to Eclipse:

- » Getting Started with the Eclipse Workbench
- » Getting Started with Java development

### **Getting Help**

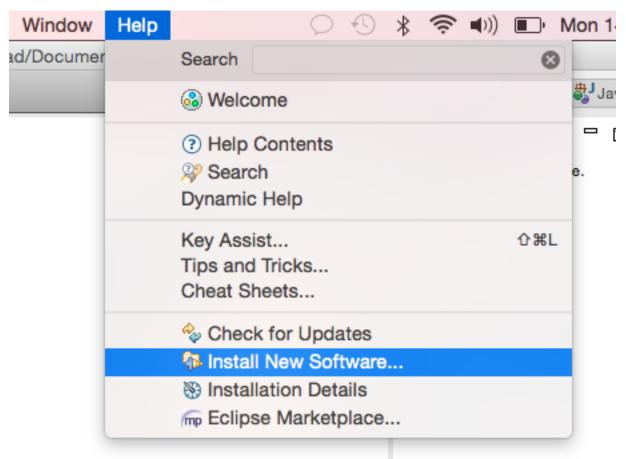
- » There are many online sources of help in the Eclipse community. First thing to do is create an account so you can use them.
- » Our forums are great places to ask questions, especially the newcomer forum.

# **Eclipse**



# Installing TestNG in Eclipse

- Open your Eclipse application.
- Go to Help | Install New Software.



# http://testng.org/doc/download.html

| Welcome | Download | Documentation | Migrating from JUnit |
|---------|----------|---------------|----------------------|
| Eclipse | IDEA     | Maven         | Ant                  |

### Downloading TestNG

#### **Current Release Version**

The latest version of TestNG can be downloaded from Mayen Central or here for ant users.

For the Eclipse plug-in, we suggest using the update site:

- Select Help / Software updates / Find and Install.
- Search for new features to install.
- New remote site.
- For Eclipse 3.4 and above, enter http://beust.com/eclipse.



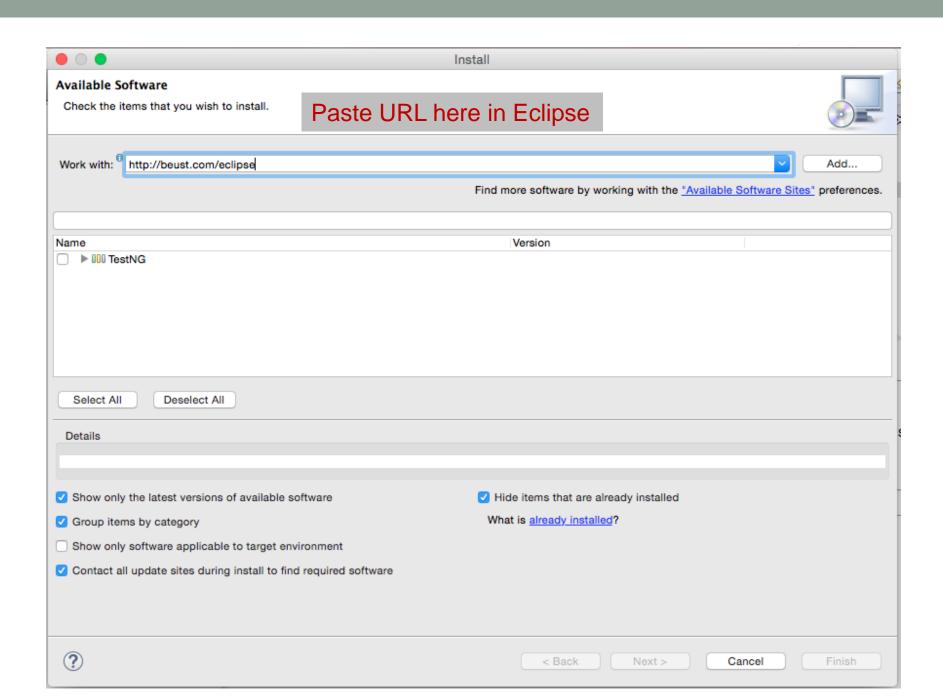
- For Eclipse 3.3 and below, enter http://beust.com/eclipse1.
- Make sure the check box next to URL is checked and click Next.
- Eclipse will then guide you through the process.

You can also install older versions of the plug-ins here. Note that the URL's on this page are update sites as well, not direct download links.

TestNG is also hosted on GitHub, where you can download the source and build the distribution yourself:

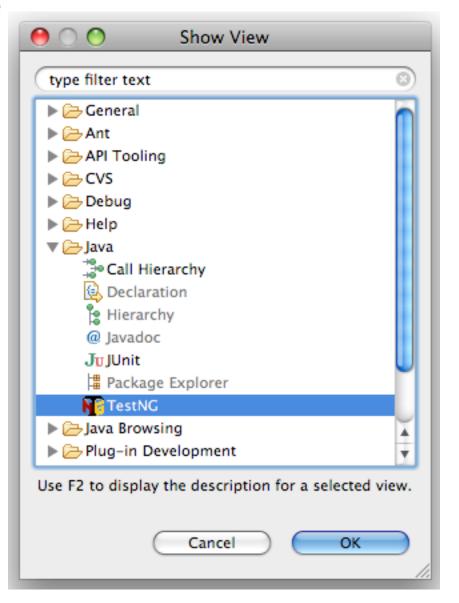
```
$ git clone git://github.com/cbeust/testng.git
$ cd testng
$ cp ivy-2.1.0.jar ~/.ant/lib
$ ant
```

You will then find the jar file in the target directory



### Note\*: Copied from TestNG Site

 restart Eclipse and select the menu Window / Show View / Other... and you should see the TestNG view listed in the Java category.



## Tests in TestNG

A test in TestNG usually involves:

### 1. Setup

 Create and initialise fixture object(s) necessary for the test.

### 2. Act

Carry out the operation that is being tested.

### 3. Assert

Check that the results of the action are as expected.

### 4. Teardown

 Reset or destroy any state that was changed by the test to avoid this test having side-effects on any following tests.

## Test Code

The following imports are typical for test code in TestNG:

```
    import org.testng.annotations.Test;
    import static org.testng.Assert.assertEquals;
    import static org.testng.Assert.assertTrue;
```

- Tests are written as part of test classes.
- You can use Eclipse to create a new TestNG class for you and it will then take care of generating the appropriate imports.

## **Fixture**

- A fixture is a common base state that all associated tests should start in.
- For unit tests
  - creating an initial set of SUT objects to be used in the tests.
- For integration tests
  - clearing out a database and creating an initial set of records in the database.
- For End-to-End tests
  - populating a database, creating a set of users with different authorisation levels and creating a number of data files for use by the system.

## **Annotations**

- TestNG uses annotations to mark classes and methods as tests
- To mark a class as a test class, put the annotation @Test before the class.

```
    @Test
    public class myTest
    {
    ...
    }
```

 If you do not mark the class with the annotation @Test, then you can still mark individual methods in the class as test methods by adding that annotation to each of the individual methods.

## **Annotations**

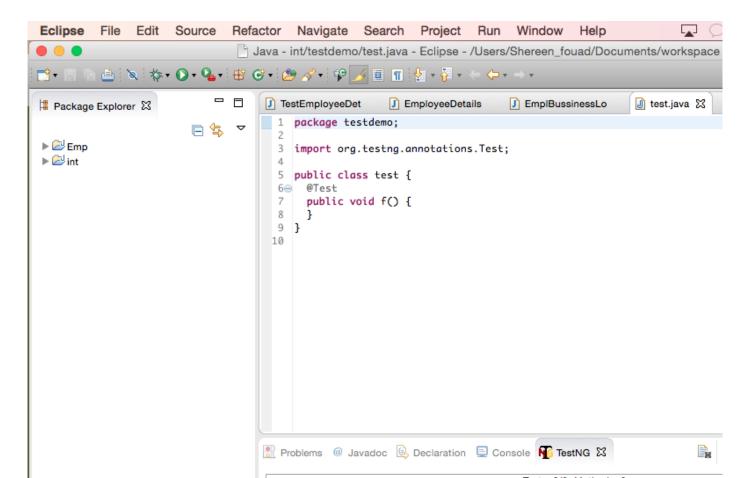
| @Test | Marks a class or a method as part of the test. |  |
|-------|--|--|
|-------|--|--|

### Annotations allows you to perform some Java logic before and after the test

| @BeforeClass | The annotated method will be run only once before the first test method in the current class is invoked.                    |  |
|--------------|---|--|
| @AfterClass  | The annotated method will be run only once after all the test methods in the current class have been run.                   |  |
| @BeforeTest  | The annotated method will be run before any test method belonging to the classes inside the <test> tag is run.</test>       |  |
| @AfterTest   | The annotated method will be run after all the test methods belonging to the classes inside the <test> tag have run.</test> |  |

## Test methods

- Test methods must have return type void.
- Each test method is executed in isolation



## Assertions

- The key mechanism for specifying the expected behaviour in a test is an assertion.
- A method that evaluates some condition and throws an AssertionErrorException if the condition is not satisfied.
- A test asserts something is true:
  - assertEquals("Bham",obj.getName())
- assertNull(aRef)
- TestNG provides a range of assertion methods, each with an optional String argument to print if the assertion fails.

### Example



#### EmployeeDetails class is used to:

- get/set the value of employee's name.
- get/set the value of employee's monthly salary.
- get/set the value of employee's age.

http://www.tutorialspoint.com/testng/testng\_quick\_guide.htm

```
package test;
    public class EmployeeDetails {
       private String name;
       private double monthlySalary;
       private int age;

    @return the name

 8
       public String getName() {
 9⊜
10
          return name;
11
12⊝
       /**
13
       * @param name the name to set
14
15⊜
       public void setName(String name) {
116
          this.name = name;
17
18⊝
       /**
19
       * @return the monthlySalary
20
210
       public double getMonthlySalary() {
22
          return monthlySalary;
23
240
       /**
25
       * @param monthlySalary the monthlySalary to set
26
27⊝
       public void setMonthlySalary(double monthlySalary) {
28
          this.monthlySalary = monthlySalary;
29
       }
30⊝
31
       * @return the age
32
33⊖
       public int getAge() {
34
          return age;
35
       }
36⊝
37
       * @param age the age to set
38
39⊜
       public void setAge(int age) {
40
       this.age = age;
41
42
    }
```

**EmpBusinessLogic** class is used for calculating.

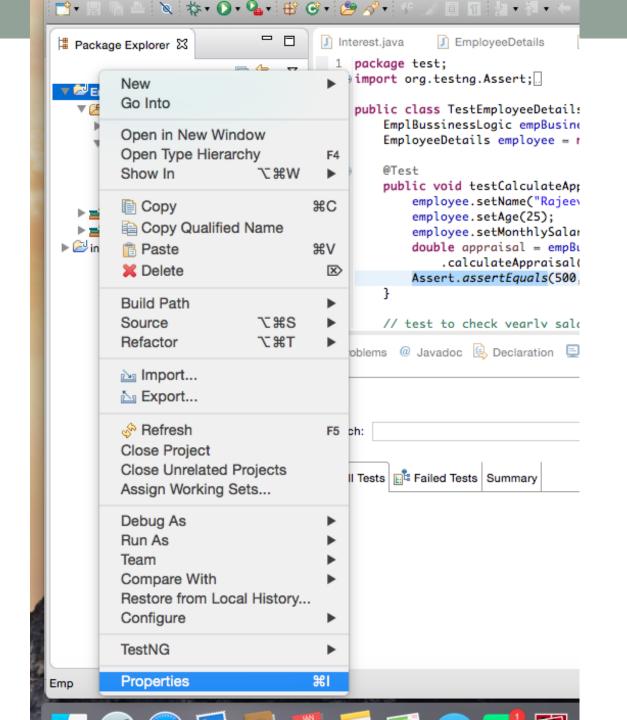
- the yearly salary of employee.
- the appraisal amount of employee.

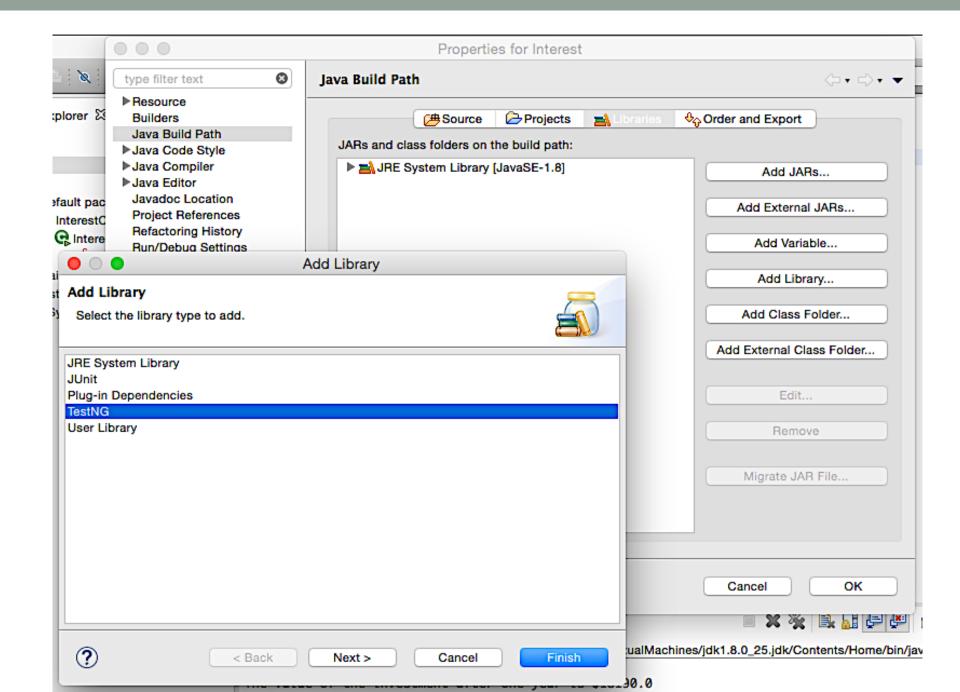
```
ze
     package test;
  3
     public class EmplBussinessLogic {
  6
        // Calculate the yearly salary of employee
  7⊝
        public double calculateYearlySalary(EmployeeDetails employeeDetails){
           double yearlySalary=0;
  8
  9
           yearlySalary = employeeDetails.getMonthlySalary() * 12;
 10
           return yearlySalary:
 11
        }
 12
 13
        // Calculate the appraisal amount of employee
 14⊖
        public double calculateAppraisal(EmployeeDetails employeeDetails){
 15
           double appraisal=0;
 16
           if(employeeDetails.getMonthlySalary() < 10000){</pre>
 17
              appraisal = 500;
 18
           }else{
 19
              appraisal = 1000;
 20
 21
           return appraisal;
 22
 23 }
```

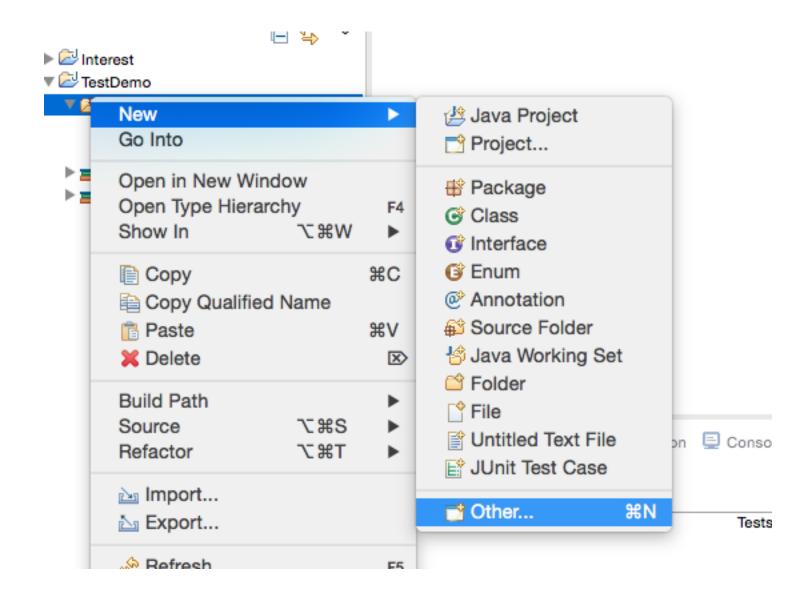
http://www.tutorialspoint.com/testng/testng\_quick\_guide.htm

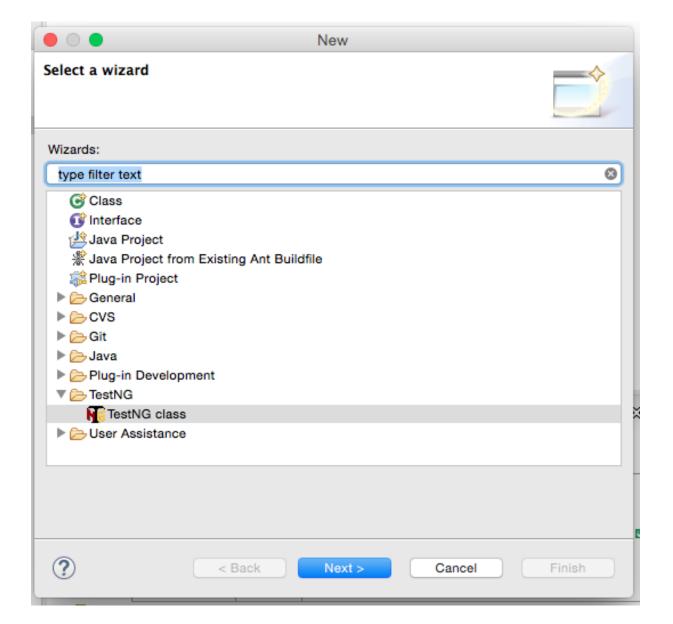
# Adding the TestNG libraries in Eclipse

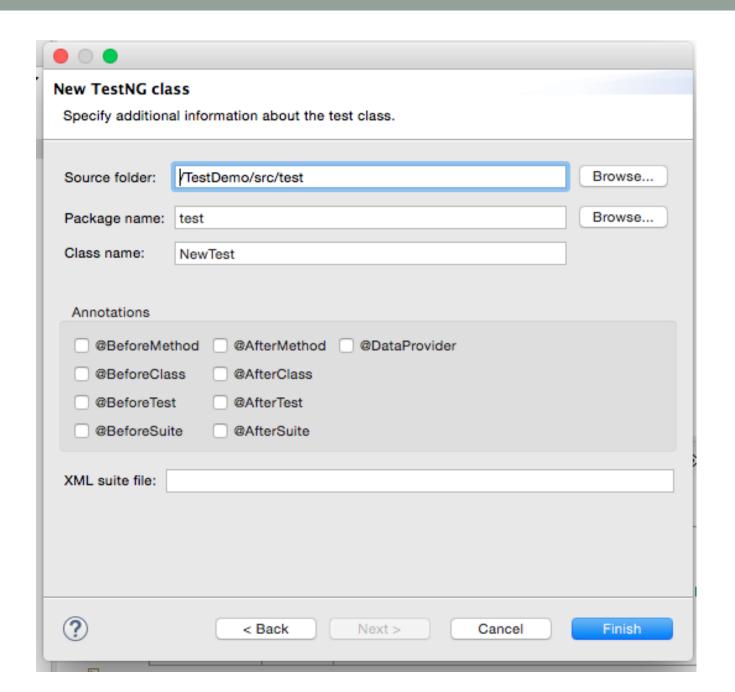
- Select the project from the Package Explorer panel,
- Then select menu item Project|Properties.
- In the dialog box that opens, select Java Build Path in the left panel and then the Libraries tab.
- You should have the JRE System Library there by default.
- Click the Add Library... button and select the TestNG library, click Next> and then Finish to add the library.

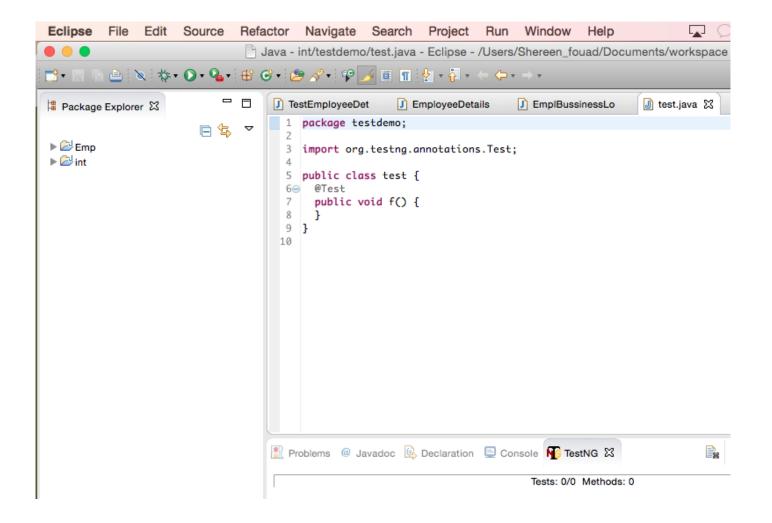




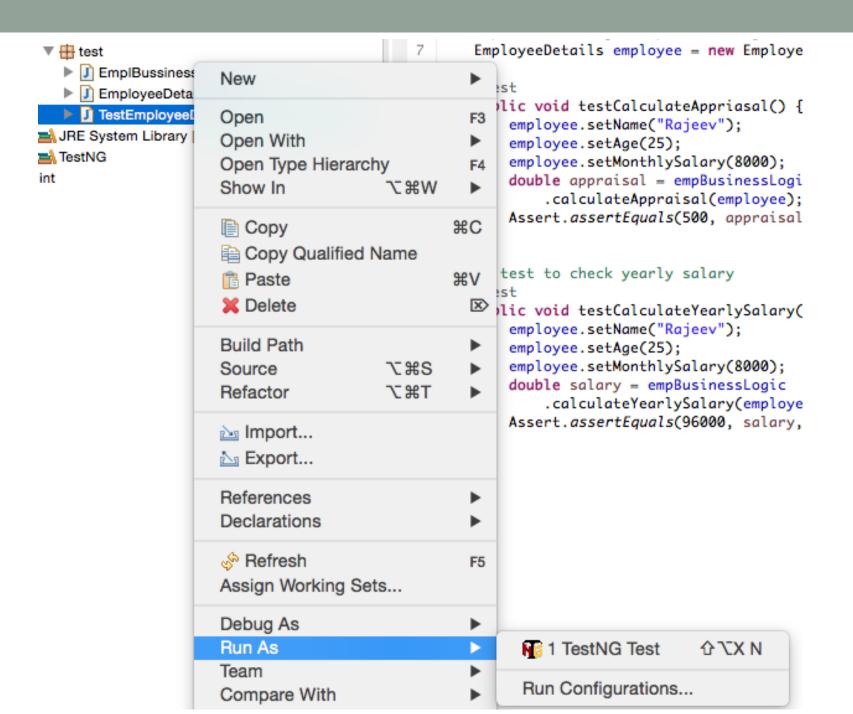








```
J *EmployeeDetail
                                                                               J) EmplBus
 EmployeeDetails
                     EmplBussinessLo
   package test;
 2@import org.testng.Assert;
   import org.testng.annotations.Test;
 4
   public class TestEmployeeDetails {
       EmplBussinessLogic empBusinessLogic = new EmplBussinessLogic();
 6
        EmployeeDetails employee = new EmployeeDetails();
 8
       @Test
 9⊜
10
       public void testCalculateAppriasal() {
11
           employee.setName("Rajeev");
                                                 tests the yearly salary of the employee
12
           employee.setAge(25);
13
           employee.setMonthlySalary(8000);
14
           double appraisal = empBusinessLogic
15
                .calculateAppraisal(employee);
16
           Assert.assertEquals(500, appraisal, 0.0, "500");
17
       }
18
19
       // test to check yearly salary
20⊝
       @Test
       public void testCalculateYearlySalary() {
21
22
            employee.setName("Rajeev");
                                               tests the appraisal amount of the employee
23
           employee.setAge(25);
           employee.setMonthlySalary(8000);
24
25
           double salary = empBusinessLogic
26
                .calculateYearlySalary(employee);
27
           Assert.assertEquals(96000, salary, 0.0, "8000");
28
29
```



# Verify the Result



# Verify the Result

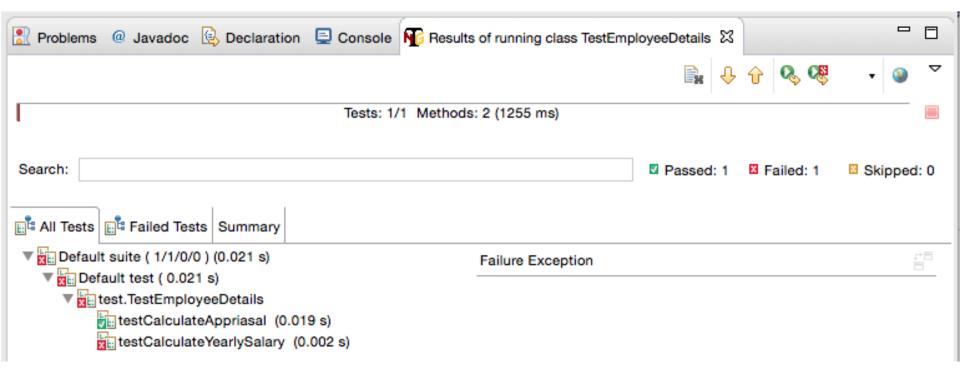


```
J Interest.java
                J EmployeeDetails
                                       EmplBussinessLo
                                                          package test;
  2⊕ import org.testng.Assert;
  4
  5
    public class TestEmployeeDetails {
  6
         EmplBussinessLogic empBusinessLogic = new EmplBussinessLogic();
  7
         EmployeeDetails employee = new EmployeeDetails();
  8
  9<sub>@</sub>
        @Test
 10
        public void testCalculateAppriasal() {
 11
             employee.setName("Rajeev");
 12
             employee.setAge(25);
 13
             employee.setMonthlySalary(8000);
 14
             double appraisal = empBusinessLogic
 15
                 .calculateAppraisal(employee);
             Assert.assertEquals(500, appraisal, 0.0, "500");
 16
 17
         }
 18
19
        // test to check yearly salary
        @Test
20⊝
21
         public void testCalculateYearlySalary() {
 22
             employee.setName("Rajeev");
 23
             employee.setAge(25);
 24
             employee.setMonthlySalary(8000);
 25
             double salary = empBusinessLogic
                 .calculateYearlySalary(employee);
 26
27
             Assert.assertEquals(9000, salary, 0.0, "8000");
 28
 29
    1
```

### If a test fails...



### If a test fails...



#### Conclusion

- Testing is a key activity in software development process
- Testing can reveal the presence of errors NOT their absence
- Testing may be done in different levels:
  - Unit Testing
  - Integration Testing
  - End to End Testing
- TestNg is an open source automated testing framework

#### Next time

- Passing Parameters with @ Dataproviders
- Test Driven Development