

## Agenda

1. Good qualities of unit tests

2. Mocking

Types of Doubles.

3. How to autowire when you've more than one implementation.

What type of inputs will you test? -

1. Edge cases
2. Negative scenarios  $\rightarrow$  wrong inputs.
3. Normal cases [yes].

add (int a, int b)

add (2, 2)

add (-1, -20)

add (10, 20)

add (MAX-VALUE, 20)

add (0, 2)

add (—, —)

add (10, -2)

add (0, 0)

Qualities of unit tests

1. Fast and Simple.

3A's to follow..

test()

Arrange  $\rightarrow$  data preparation

Act  $\rightarrow$  call the code that you want to test

Assert  $\rightarrow$  compare 'expected' and 'actual'.

additionTest()

int a = 20, int b = 30

$\rightarrow$  Arrange

Calculator calc = new Calculator()

int res = calc.add(a, b)

$\rightarrow$  Act

if (res != 50)

$\rightarrow$  Assert.

## 2. isolation

The output expected shouldn't be depending on any other tests that we're running.

Test cases shouldn't be dependent on each other.

### Calculator

```
int result = 0, 30 20  
add(int a, int b)  
|  
|   result = result + a * b;  
|   return result;
```

### CalculatorTest

```
Calculator calc = new Calculator();
```

```
t1()
```

```
|   a = 10, b = 20
```

```
|   result = calc.add(a, b)
```

```
|   if (result == 30) == pass
```

```
|   =
```

```
t2()
```

```
|   a = 20, b = 30
```

```
|   result = calc.add(a, b)
```

```
|   if (result == 50) == fail.
```

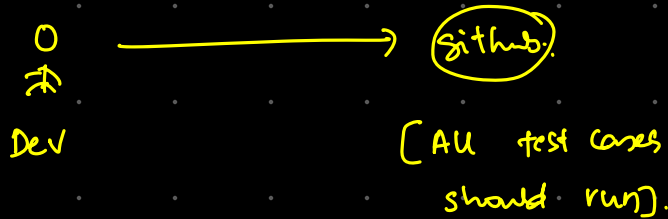
```
|   =
```

## 3. Repeatable

No matter how many times you run the test cases, the test cases should produce the same result for same set of inputs.

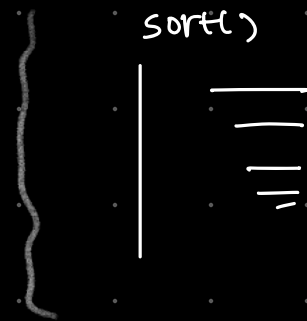
#### 4. Self-checking

- \* Don't always need human interaction
- \* They should run automatically.



#### 5. Test behaviour, not implementation

You only check if the function can sort all possible inputs or not, You'll not check the internal logic of sorting.

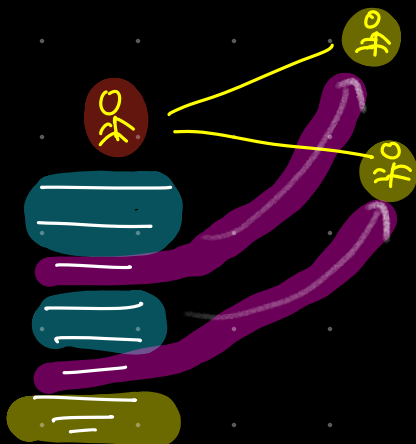


Implementation can change any time.

Shouldn't result writing test cases again.

Behaviour if it changes, then you'll need to modify the test cases.

#### Mocking



Assume that external dependencies always work and test the current fn only.

## Product Controller

```
ProductService ps;
```

```
getProduct(id)
```

```
// validate id
```

```
// modify id to diff format
```

```
Product p = ps.get(modified id)
```

```
// some changes to product
```

```
// return product
```

This should be mocked.

```
Product p = new Product("Macbook")
```

```
when( ps.get(1) ).thenReturn(p)
```

```
expectedProduct = controller.getProduct(1);
```

```
expectedName.equals("Macbook");
```

## Product Service



## Product Service Test

An actual object of ProductService will be used.  
But, a mocked object of repo will be used.

## Double

Similar to body double, person who replaces the actor for the stunt.

## Types of Double

1. Mock
2. Stub
3. Fake.

When this method is called, you return this or do nothing.

### Scenario:

- ① createProduct → 5
- ② getProductCount → 5
- ③ createProduct → 1
- ④ getProductCount → 6

Class ProductServiceTest

test()

```
ProductService service = new ProductService();
```

```
ProductRepo repo = Mock(ProductRepo.class)
```

```
when(repo.createProduct()).doNothing()
```

```
when(repo.getProductCount()).thenReturn(5)
```

```
service.createProduct()
```

```
service.createProduct()
```

```
service.createProduct()
```

```
service.createProduct()
```

```
service.createProduct()
```

```
if (service.getProductCount() != 5)
```

```
    fail() }
```

pass

service.createProduct()

if (service.getProductCount() != 6)

fail.

Stub.

class ProductRepoStub implements

int count=0;

createProduct()

count++;

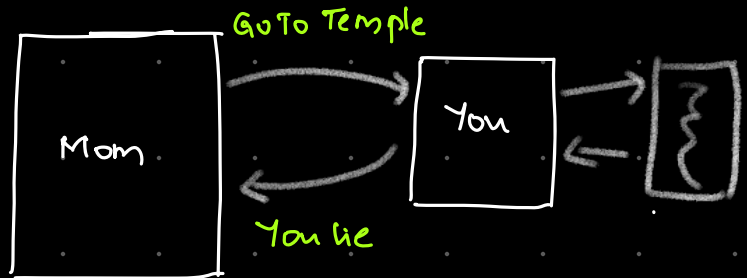
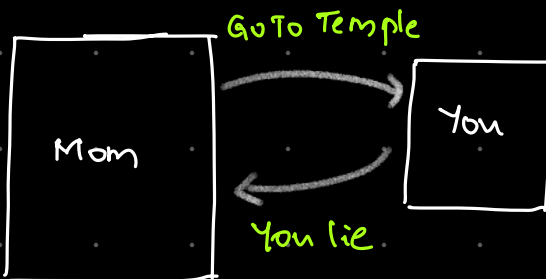
getProduct()

return count;

IProductRepo

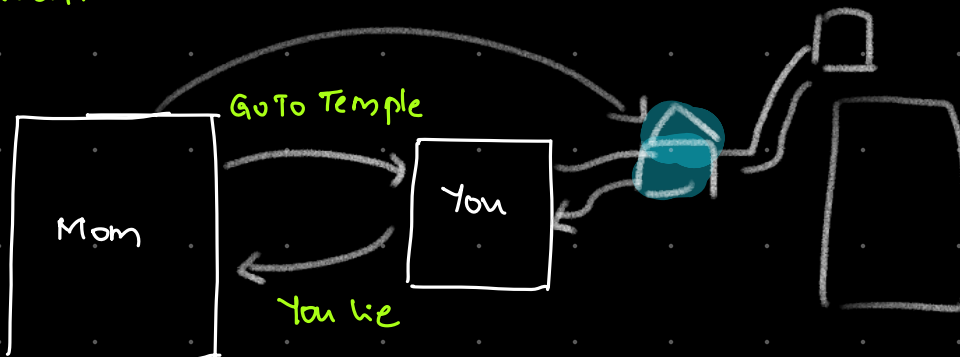
ProductRepoImpl

ProductRepoStub.



Stub

Mock.



Fake.

Mock

Stub

Fake

—————→ Towards reality.

Product Repo Fake implements IProduct Repo.

```
Map<Int, product> map; int id=1;
```

```
createProduct()
```

```
map.put(id, product); id++;
```

```
getProduct()
```

```
map.get(id)
```



interface Fly Behaviour

@Component("FlyOne")  
@Primary

FlyOne implements

@Component("FlyTwo")

FlyTwo implements

Bird Service

@Autowired

@Qualifier("FlyOne")

FlyBehaviour flyBehav;

Product

id	name	desc	Cat-id
1	Iphone	—	1
2	Xiome	—	1

Category

id	name	desc
1	Mob	"phones"

If I delete the category '1', what should happen?

- ① delete the category, set cat-id → null.
- ② delete the category & products also
- ③ don't allow the category to delete.

@OneToMany(fetch = \_\_\_\_\_, cascade = CascadeType. \_\_\_\_\_)