



Module 01: Coding Standards

Advanced Programming



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Advanced Programming

Semester Genap 2024

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Learning Objectives

1. Students should be able to apply Clean Code principles in software development.
2. Students should be aware of security issues and able apply Secure Coding practices.
3. Students should be able to practice git flow (best practice) for teamwork development.
4. Students should be able to test the software using unit test and functional test.

References

1. Martin, R. C (2007). *Clean Code: A Handbook of Agile Software Craftsmanship*. Pearson.

1. Clean Code

Before applying clean code principles in the development process, let's see several perspectives about clean code from experts and practitioners.

What is Clean Code?



Bjarne Stroustrup, inventor of C++ and author of *The C++ Programming Language*

*I like my code to be **elegant** and efficient. The logic should be **straightforward** to make it **hard for bugs to hide**, the **dependencies minimal** to ease maintenance, error handling complete according to an articulated strategy, and performance close to optimal so as not to tempt people to make the code messy with unprincipled optimizations.*

Clean code does one thing well.



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Bjarne uses the word “elegant”. In Oxford dictionary, “elegant” (in terms of idea or plans) means clever but simple. So, the logic of code is sound and easy to follow, and the maintenance is not complicated with minimal dependencies. Clean code principles also prevent the developer from creating messy source code that is difficult to understand. One principle that is highlighted by Bjarne is the idea that a part in clean code should do exactly one thing well. Clean code is focused.

What is Clean Code?



Grady Booch, author of *Object Oriented Analysis and Design with Applications*

Clean code is simple and direct.

Clean code reads like well-written prose.

*Clean code never obscures the designer's intent but
rather is full of crisp abstractions and
straightforward lines of control.*



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Grady is one of the founders of Unified Modeling Language, a standard language for modeling system's requirements. He said that clean code is simple and direct so we can read the code like we read the sentences in good prose. Yeah, reading clean code will never be quite like reading Harry Potter. Uncle Bob* said, “*Like a good novel, clean code should clearly expose the tensions in the problem to be solved.*” A developer may use abstractions in the source code to represent the problem, and clean code helps the readers to understand the abstractions.

*PS: Robert C. Martin, the author of the *Clean Code* book, is known as Uncle Bob.

What is Clean Code?



Ward Cunningham, inventor of Wiki, inventor of Fit, co inventor of eXtreme Programming. Motive force behind Design Patterns. Smalltalk and OO thought leader. The godfather of all those who care about code.

You know you are working on clean code when each routine you read turns out to be pretty much what you expected. You can call it beautiful code when the code also makes it look like the language was made for the problem.



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Ward said that a clean code is a beautiful code that is easy to understand. It means that we can interpret the source code as expected, without any misunderstanding. When you read clean code, you won't be surprised at all. Programming is a part of problem solving, the source code should be easy to follow to help the reader understand the solution. So, the reader will not expend much effort. Uncle Bob said, "*It is not the language that makes programs appear simple. It is the programmer that make the language appear simple!*"

What is Clean Code?



- There is no determined definition.
- In short, There are some efforts that can be maintained and pursued to conduct **software craftsmanship**.
- Those efforts are related to several aspects in programming such as function naming, error handler, class organization, etc.

We have read several perspectives about clean code and there is no established definition. In short, clean code is a term used to describe computer code that is easy to read, understand, and maintain. Clean code is related to several aspects in programming, such as naming, functions, error handler, and class organizations. The written source code is not only read and executed by the machine. The source code is also read by programmers, so the clean code standard should be applied to help the programmers work effectively. Writing lines of code is not only an engineering process to build a block, but also an art to create a craft. Let's see more about Software Craftsmanship.

Software Craftsmanship



Raising the bar !

- Craftsmanship is not about new stuff.*
- Craftsmanship is about old stuff.*
- It's about working well, adding value, and doing a good job.*
- It's about interacting, communicating, and collaborating.*
- It's about productively adapting and responding to change.*
- It's about professionalism and ethics.*



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Craftsmanship is not about new stuff but is about old stuff. Software Craftsmanship is about professionalism in software development. Software Craftsmanship is an ideology, which many developers decided to adopt to get better at what they do. Programmer is not only responsible to write the code, but also think how to improve interaction, communication, and collaboration using the code. The essence of Software Craftsmanship is captured in its subtitle “Raising the Bar.”

The Boy Scout Rules



“Leave the campground cleaner than you found it.”

Robert Stephenson Smyth Baden-Powell's farewell message to the Scouts:

“Try and leave this world a little better than you found it .

”



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Software Craftsmanship is not a fixed target. it is a vision whom all programmers should have. By applying the boy scout rules, we hope to make a better world of source code. The cleanup doesn't have to be something big. We can try to change one variable name to make it clearer, break up one function to separate functionalities, eliminate duplication. As said in the Boy Scout Rules, *leave the campground cleaner than you found it.* Make our code a little cleaner than we check it out first.

What should we do to clean our code?



When we clean up our room, or clean up the campground, *what do you do? What is in your mind? How you organize your cleaning?*

What is your **motivation**?



<https://robyndykstra.com/wp-content/uploads/2017/02/Messy-Room-Cartoon.jpg>

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So, what should we do to clean our code. Everyone has different standards in cleaning up their room. Put the stuff on the right place, clean the floor twice a day, no trash in the room, etc. The most important thing is the motivation, what is your goal? So, before you apply clean code principles in your code, you have to keep in mind that raising the bar is important.

Clean Code



- In Software, we have different motivation.
- The difference motivation yield to different mental thinking and different activities with different point of view.
- Here are some of the tips from uncle Bob's book.



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We have different motivation to do clean code, but first you must realize the importance of making clean code in software development. The difference motivation yield to different mental thinking and different activities with different point of view. We will see tips and example from Uncle Bob's book. Uncle Bob mentioned that *Books on art* don't promise to make you an artist. All they can do is give you some of the tools, techniques, and thought processes that other artists have used. Clean code principles also cannot promise to make you a good programmer. Let's see the example, *how to do clean code in software development*.

Meaningful Names

1. Meaningful Names



Which one is better:

```
int a;      // age in year
```

Or

```
int age;
```



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In the source code, names are everywhere. Variables, functions, classes, arguments, and many others must have name. Names play important role to guide the reader's perception and understanding. See, the first example, without having any comments, we don't know that variable a represent age in year. The name "a" reveals noting. Uncle Bob said ***if a name required comments, then the name does not reveal its intent.*** See the example above, we change "int a" to "int age". What do you think?

Exercise:

Hint: [Classic Mine Sweeper Game](#)



What is the purpose of the following code?

Prepare your pen/pencil and paper

```
public List<int[]> getThem() {  
    List<int[]> list1 = new ArrayList<int[]>();  
    for (int[] x : theList)  
        if (x[0] == 4)  
            list1.add(x);  
    return list1;  
}
```



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Let's move to another example. What is the purpose of the code above? There are only three variables and two constants, no complex expressions, just a list of arrays. What is the problem? The context is not explicitly mentioned in the code. *What kinds of things are in theList? what is the significance of the value 4?* We could trace the program, but it is difficult to understand the context because the meaning of variables and constant is not clear.

Good variable naming is important.

What about this code?



```
public List<Cell> getFlaggedCells() {  
    List<Cell> flaggedCells = new ArrayList<Cell>();  
    for (Cell cell : gameBoard)  
        if (cell.isFlagged())  
            flaggedCells.add(cell);  
    return flaggedCells;  
}
```



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Say that we're working in a mine sweeper game. We find that the board is a list of cells called `theList`. Let's rename that to `gameboard`. By renaming `list1` to `flaggedCells` and `getThem()` into `getFlaggedCells()`, the meaning of method is more straightforward. With these simple name changes, it's not difficult to understand what's going on. **This is the power of choosing good names.** Notice that the complexity of the code has not changed. It still has exactly the same number of variables and constants, but the code has become much more explicit.

Some tips: use pronounceable names, avoid number-series naming (such as `a1`, `a2`, ..., `an`), use searchable names, avoid encodings, use noun or noun phrase for classes and objects, use verb or verb phrase for methods.



2. Function

- In the early days of programming we composed our systems of routines and subroutines. (Era Procedural Programming)
- Then, in the era of Fortran and PL/1 we composed our systems of programs, subprograms, and functions. (Era Structural Programming)
- Nowadays (OO Programming) only the function survives from those early days.

Functions are the first line of organization in any program.



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There are a lot of programming paradigm nowadays. In the early days of programming, using procedural programming, systems are composed by routines and subroutines. Then, in era structural programming, systems are composed by programs, subprograms, and functions. In object-oriented programming, a new paradigm is proposed using classes, objects, and functions. Only the function still survives from the early days. So, functions are an important part in the program, the first line of organizations. Writing them well is one of main principle in clean code.

Function



- Small! Function should be small and smaller.
- Do One Thing.

FUNCTIONS SHOULD DO ONE THING. THEY SHOULD DO IT WELL. THEY SHOULD DO IT ONLY.

- Use Descriptive Names
- Have no side effects
- Command Query Separation



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If you follow the rules in Clean Code, your functions will be short, well named, and nicely organized. Master programmers think of systems as stories to be told rather than programs to be written, and that the functions you write need to fit cleanly together into a clear and precise language to help you with that telling.

The first rule of functions should be small, and the second rule of functions should be smaller than that. *How short should a function be?* There is no standard about how many lines of code, but in eighties a function should be no bigger than a screen full. Combined with the second principle, *do one thing*, a function will be shorter. We have to make sure that functions should do one thing, do it well, and do it only. We will learn about Single responsibility principles (SRP) which is related with this criterion.

The next principle is *using descriptive names*. Uncle Bob said “*Don’t be afraid to make a name long. A long descriptive name is better than a short enigmatic name.*” A good function has no side effects, such as unexpected changes to the variables of its own class or does other *hidden* things. The last principle is *Command Query Separation*. Functions should either do something or answer something, but not both. Either your function should change the state of an object, or it should return some information about that object. Doing both often leads to confusion.

3. Comments



“Don’t comment bad code — rewrite it”

Brian W Kernighan and P.J. Plaugher

Key Points:

- Comments Do Not Make Up for Bad Code**
- Explain Yourself in Code**



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Uncle Bob said in his book that comments are always failures. We need them because we cannot always figure out how to express ourselves without them. When we need to write a comment, we have to think another possibility to express the comment in the code. One of the more common motivations for writing comments is bad code. So, don't comment bad code, rewrite it. Explain yourself in code without comments. Inaccurate comments are far worse than no comments at all.

When can we write *Comments*?



- Legal Comments
- Informative Comments
- Explanation of Intent
- Clarification
- Warning of Consequences
- TODO Comments
- Amplification



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Some comments are necessary. Here are the examples:

1. Legal comments, such as copyright and authorship, are required at the start of each source code.
2. Informative comments, such as date format required in the input.
3. Explanation of intents are sometimes required to describe the intent behind decision. We might not agree with the programmer's solution to the problem, but at least you know what he was trying to do.
4. Clarification is needed in the code that you cannot alter, such as a part in standard library. A helpful clarifying comment can be useful.
5. Warning of consequences is useful to warn other programmers about particular consequences, such as *don't run unless you have some time to kill*.
6. TODO comments explain why the function has a degenerate implementation and what that function's future should be.
7. Amplification can be used to strengthen the importance of something that may otherwise seem inconsequential.

Bad Comments!



- **Mumbling**
- **Redundant Comments**
- **Misleading Comments**
- **Mandated Comments**
- **Journal Comments**
- **Noise Comments**

```
/** The name. */  
private String name;  
  
/** The version. */  
private String version;  
  
/** The licenceName. */  
private String licenceName;  
  
/** The version. */  
private String info;
```



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Most comments fall into bad comments. Here are the examples:

1. Mumbling. Any comment that forces you to look in another module for the meaning of that comment has failed to communicate to you and is not worth the bits it consumes.
2. Redundant comments are not more informative than the code. They do not justify the code or provide intent or rationale.
3. Misleading comments. A programmer sometimes makes a statement in his comments that is not precise enough to be accurate.
4. Mandated comments, such as Javadoc in every function or comment in every variable, are not always useful. This can clutter up the code or lend to general confusion.
5. Journal comments are usually created to document the changes log. Nowadays, we have version control systems that maintains these log entries.
6. Noise comments restate the obvious and provide no new information. We can ignore this kind of comments.

Comments



Don't Use a Comment When You Can Use a Function or a Variable

Consider the following stretch of code:

```
// does the module from the global list <mod> depend on the  
// subsystem we are part of?  
if (smodule.getDependSubsystems().contains(subSysMod.getSubSystem()))
```

This could be rephrased without the comment as

```
ArrayList moduleDependees = smodule.getDependSubsystems();  
String ourSubSystem = subSysMod.getSubSystem();  
if (moduleDependees.contains(ourSubSystem))
```



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See the example at the first part. The author of this part may have written the comment first (unlikely) and then written the code to fulfill the comment. The author should then have refactored the code, as shown in the second part, so that the comment could be removed.

Commented-Out Code



Few practices are as odious as commenting-out code. Don't do this!

```
InputStreamResponse response = new InputStreamResponse();
response.setBody(formatter.getResultStream(), formatter.getByteCount());
// InputStream resultsStream = formatter.getResultStream();
// StreamReader reader = new StreamReader(resultsStream);
// response.setContent(reader.read(formatter.getByteCount()));
```



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Have you ever seen lines of commented-out of code? We won't have the courage to delete it. We will think it is there for a reason and is too important to delete. See the example above. Why are those three lines of code commented? Are they important? Were they left as reminders for some imminent change? Or are they just cruft that someone commented-out years ago and has simply not bothered to clean up. We have a good version control systems that will remember the history of the code. We don't need to comment it out anymore. Delete unused code and we will not lose it.



Layout and Formatting

Listing 5-1

BoldWidget.java

```
package fitnesses.wikitext.widgets;

import java.util.regex.*;

public class BoldWidget extends ParentWidget {
    public static final String REGEXP = "'''.+?''''";
    private static final Pattern pattern = Pattern.compile("'''.+?''''",
        Pattern.MULTILINE + Pattern.DOTALL
    );

    public BoldWidget(ParentWidget parent, String text) throws Exception {
        super(parent);
        Matcher match = pattern.matcher(text);
        match.find();
        addChildWidgets(match.group(1));
    }

    public String render() throws Exception {
        StringBuffer html = new StringBuffer("<b>");
        html.append(childHtml()).append("</b>");
        return html.toString();
    }
}
```

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See Listing 5-1. There are blank lines that separate the package declaration, the import(s), and each of the functions. This extremely simple rule has a profound effect on the visual layout of the code. Each blank line is a visual sign that identifies a new and separate concept. As you scan down the listing, your eye is drawn to the first line that follows a blank line. Each line represents an expression or a clause, and each group of lines represents a complete thought. Those thoughts should be separated from each other with blank lines.

Layout and formatting is important. Indentation, variable declaration, vertical ordering are examples of code styles and formatting that are too important to ignore. Code formatting is about communication, and communication is the professional developer's first order of business. A team of developers should agree upon a single formatting style, and then every member of that team should use that style.

Tips: Use automatic styling or formatting checker (linter). You can use [Checkstyle](#) and/or [OpenRewrite](#) to ensure code format consistency in a Java-based project.



4. Objects and Data Structures

Listing 6-3

Concrete Vehicle

```
public interface Vehicle {  
    double getFuelTankCapacityInGallons();  
    double getGallonsOfGasoline();  
}
```

Listing 6-4

Abstract Vehicle

```
public interface Vehicle {  
    double getPercentFuelRemaining();  
}
```

We keep our variables private because we don't want anyone else to depend on them. We want to keep the independence to change their type or implementation. Getters and setters are often used to expose private variables as if they were public. Uncle Bob said that hiding implementation also deals with abstractions. Do not simply push class's variables out through getters and setters. We can expose abstract interfaces that allow to manipulate the essence of the data.

Objects expose behavior and hide data. We can add new kinds of objects without changing existing behaviors. Data structures expose data and have no significant behavior. We can add new behaviors to existing data structures but makes it hard to add new data structures to existing functions.

What is the difference between Listing 6-3 and Listing 6-4? The first uses concrete terms to communicate the fuel level of a vehicle, whereas the second does so with the abstraction of percentage. The first case just consists of accessors of variables. In the second case, we have no clue at all about the form of the data. Which one do you prefer? The second option is preferable because the details of data do not need to be exposed. We can express our data in abstract terms. This is not merely accomplished by using interfaces and/or getters and setters.



5. Error Handling

- Use Exceptions Rather Than Return Codes
- Write Your Try-Catch-Finally Statement First
- Use Unchecked Exceptions
- Provide Context with Exceptions
- Define Exception Classes in Terms of a Caller's Needs
- Define the Normal Flow
- Don't Return Null. Don't Pass Null.

Clean code is readable, but it must also be robust. We can write robust clean code if we see error handling as a separate concern, something that is viewable independently of our main logic. Our program can go wrong, and programmers are responsible to handle the possible error. Be careful, a lot of error handling might be confusing. Uncle Bob puts several considerations to handle error effectively, as shown in the slide above.

Listing 7-1**DeviceController.java**

```
public class DeviceController {  
    ...  
    public void sendShutDown() {  
        DeviceHandle handle = getHandle(DEV1);  
        // Check the state of the device  
        if (handle != DeviceHandle.INVALID) {  
            // Save the device status to the record field  
            retrieveDeviceRecord(handle);  
            // If not suspended, shut down  
            if (record.getStatus() != DEVICE_SUSPENDED) {  
                pauseDevice(handle);  
                clearDeviceWorkQueue(handle);  
                closeDevice(handle);  
            } else {  
                logger.log("Device suspended. Unable to shut down");  
            }  
            } else {  
                logger.log("Invalid handle for: " + DEV1.toString());  
            }  
        }  
    ...  
}
```



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See Listing 7-1, what's wrong with these approaches? Previously, many languages did not have exceptions. An error code or error flag is returned to the method's caller. The caller should check for errors and sometimes it is not easy to remember about checking the errors. Throws an exception in methods that can detect error is better. See the next slide for the improvement.



Listing 7-2

DeviceController.java (with exceptions)

```
public class DeviceController {
    ...
    public void sendShutDown() {
        try {
            tryToShutDown();
        } catch (DeviceShutDownError e) {
            logger.log(e);
        }
    }

    private void tryToShutDown() throws DeviceShutDownError {
        DeviceHandle handle = getHandle(DEV1);
        DeviceRecord record = retrieveDeviceRecord(handle);

        pauseDevice(handle);
        clearDeviceWorkQueue(handle);
        closeDevice(handle);
    }

    private DeviceHandle getHandle(DeviceID id) {
        ...
        throw new DeviceShutDownError("Invalid handle for: " + id.toString());
        ...
    }
    ...
}
```

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Notice how much cleaner it is. The improvement does not only deal with error handling, but also the function. The code is better because two concerns are separated, the algorithm for device shutdown and error handling. We can look at each of those concerns and understand them independently.

2. Git Flow

In another course, you have used `Git` to support the development process. If you forget about basic git commands, please read it again. In this module, we will learn how to use git for teamwork development.

Branching

- A branch represents an independent line of development.
- Branches serve as an abstraction for the edit/stage/commit process.

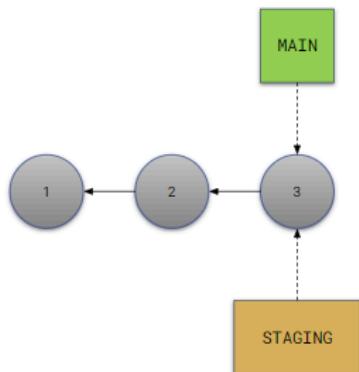
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SCIENCE** 29

We start with branching mechanism in `Git`. A branch represents an independent line of development. Branches serve as an abstraction for the edit/stage/commit process. New commits are recorded in the history for the current branch, which results in a fork in the history of the project.

The `git branch` command lets you create, list, rename, and delete branches.

For example: Supposed that we have **main** branch. We can create a new branch **staging** by executing `git branch staging`.

Creating a branch



- Branches are just pointers to commits.
- Create a new branch → create a new pointer.
- Branch doesn't change the repository in any other way.

Branches are just pointers to commits. When we create a branch, Git is creating a new pointer. So, a branch does not change the repository in any other way. As shown in the Figure above, two branches (main and staging) are pointing into the same series of commits.



Branching Strategy

- Branches are primarily used as a means for teams to develop features giving them a separate workspace for their code.
- A branching strategy is the strategy that software development teams adopt when writing, merging and deploying code using a version control system.
- Branching strategy aims to:
 - Enhance productivity by ensuring proper coordination among developers
 - Enable parallel development
 - Map a clear path when making changes to software through to production
 - Maintain a bug-free code where developers can quickly fix issues and get these changes back to production without disrupting the development workflow



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Branches are primarily used as a means for teams to develop features giving them a separate workspace for their code. These branches are usually merged back to a main branch upon completion of work. In this way, features (and any bug and bug fixes) are kept apart from each other.

A branching strategy is the strategy that software development teams adopt when writing, merging and deploying code. Having a branching strategy is necessary to avoid conflicts when merging and to allow for the easier integration of changes into the main branch. The objectives of branching strategy are mentioned in the above slide.

Workflow?



- A codebase can be considered as the “critical section” in a software construction process that concurrently modified by developers
 - Thus, requires **a set of procedures, or recipes**, to manage the changes into the codebase in a predictable manner



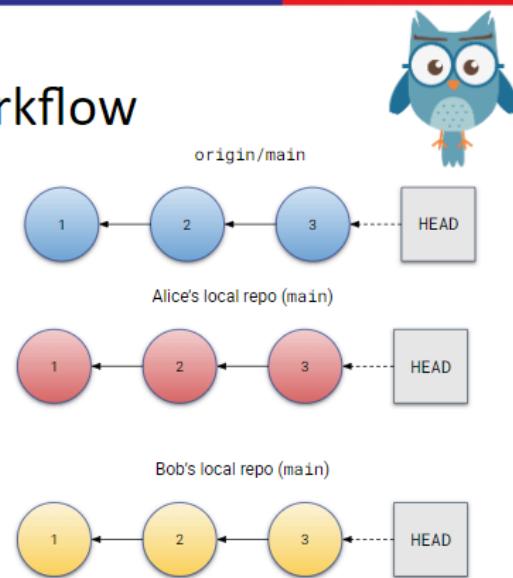
32

A codebase can be considered as the critical part in the development process. Any conflict might occur because the codebase can be concurrently modified by developers. Git workflow is a recipe or recommendation for how to use Git to accomplish work in a consistent and productive manner. Therefore, the changes in the codebase are managed systematically. We will learn several kinds of Git workflow in this module. These workflows are designed to be guidelines rather than rules. A workflow can be mixed and matched with other workflows to suit your individual needs.

Centralized / Trunk-based Workflow

Centralized/Trunk-based Workflow

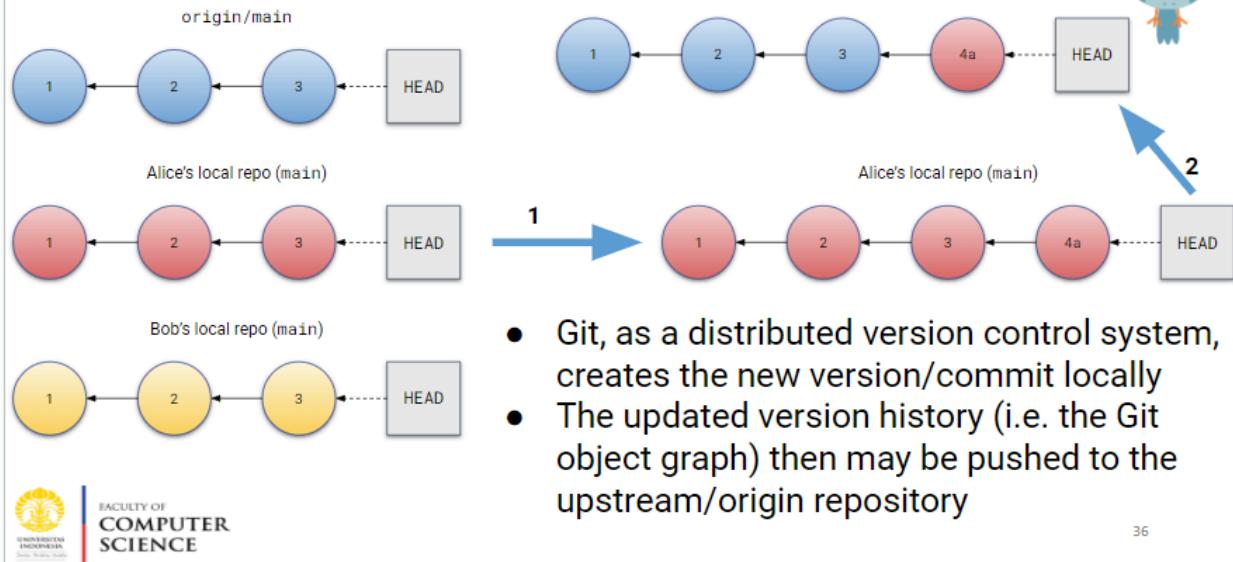
- Any changes to the codebase are tracked by a single main branch
 - Both in the central (upstream/origin) repository and local (cloned) repositories
- No additional branches
- May have frequent merge conflicts when pushing changes from the local repositories



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The Centralized Workflow uses a central repository to serve as the single point-of-entry for all changes to the project. The default development branch is called **main** and all changes are committed into this branch. This workflow does not require any other branches besides the **main**. Therefore, this workflow may have frequent merge conflicts when pushing changes from the local repositories. As shown in the Figure above, supposed that Alice and Bob work on separate features. Using centralized workflow, they share their contribution via centralized repository without creating any new branches.

Centralized/Trunk-based Workflow

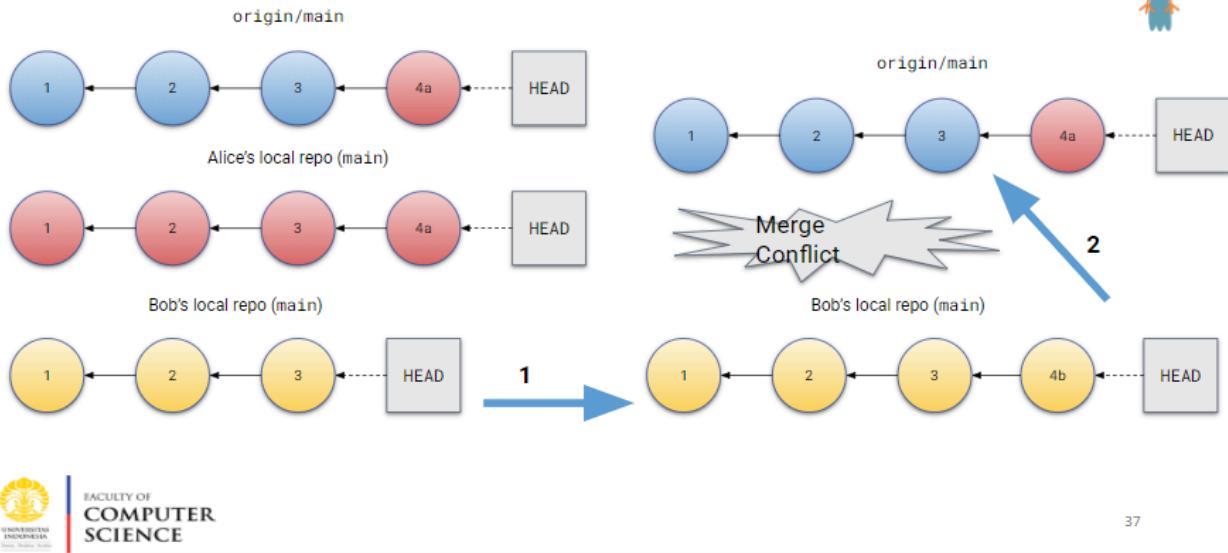


- Git, as a distributed version control system, creates the new version/commit locally
- The updated version history (i.e. the Git object graph) then may be pushed to the upstream/origin repository

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Alice works on her feature and Bob works on his feature. Alice and Bob can develop features using standard git commands. Remember that since these commands create local commits, Alice can repeat this process as many times as she wants without worrying about what's going on in the central repository. Once Alice finishes her feature, she pushes local commits to the central repository (4a). Since the central repository has not been updated since Alice cloned it, this will not cause any conflicts and the push will work as expected.

Centralized/Trunk-based Workflow



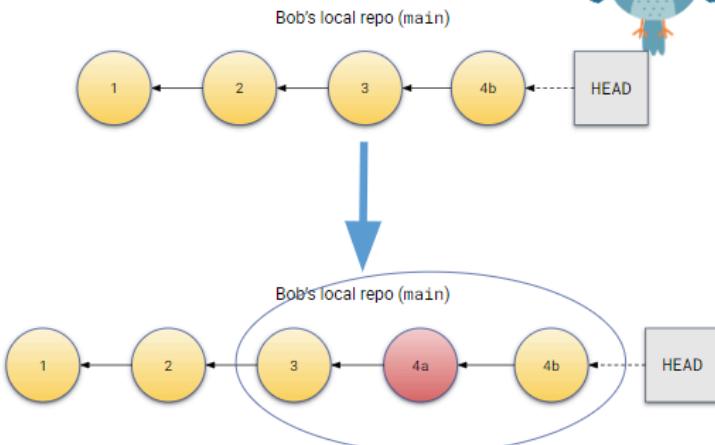
Meanwhile, Bob is working on his own feature in his own local repository. Like Alice, he doesn't care what's going on in the central repository, and he really does not know what Alice is doing in her local repository, since all local repositories are private. What happens if Bob tries to push his feature (4b) after Alice has successfully published her changes to the central repository? Since Bob's local history has diverged from the central repository, Git will refuse the request. This error prevents Bob from overwriting official commits. He needs to pull Alice's updates into his repository, integrate them with her local changes, and then try again.

We will see how to solve the conflict.

Resolving Merge Conflict - Rebase



- “Rewrite” the local history as if the new versions were based on the incoming changes
 - Same idea applies when rebasing a branch
- A “dangerous” operation
 - Rule of thumb: only rebase your own repository or branch!

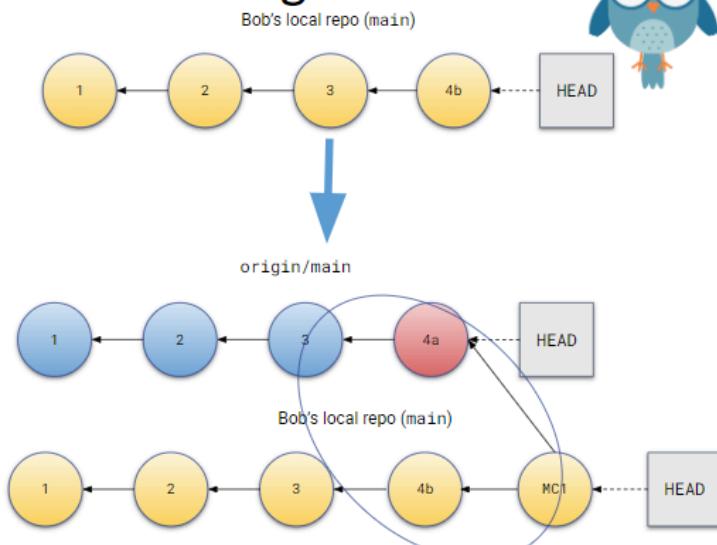


The first approach is Bob rebases on top of Alice’s commits. Bob can use `git pull` to incorporate upstream changes into his repository. This command pulls the entire upstream commit history into Bob’s local repository and tries to integrate it with his local commits. We can add `--rebase` option to the `pull` command (`git pull --rebase origin main`). The `--rebase` option tells Git to move all of Bob’s commits to the tip of the main branch after synchronizing it with the changes from the central repository. As shown in the Figure, commit 4a is added to Bob’s local repo before commit 4b.

Resolving Merge Conflict - Merge Commit



- A specific version for reconciling content differences from multiple paths in the history
- A “safer” operation compared to rebase



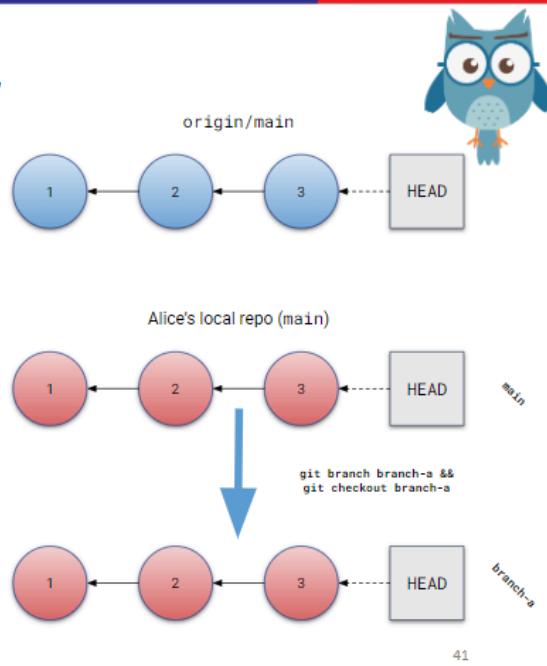
39

We can resolve the merge conflict using merge commit. When creating a merge commit Git will attempt to merge the separate histories auto magically for you. Supposed that Bob wants to merge his work 4b to the origin/main (that already contains Alice’s work 4a). Git merging combines sequences of commits into one unified history of commits MC1. After Bob’s done synchronizing with the central repository, he will be able to publish his changes successfully.

Feature Branch Workflow

Feature Branch Workflow

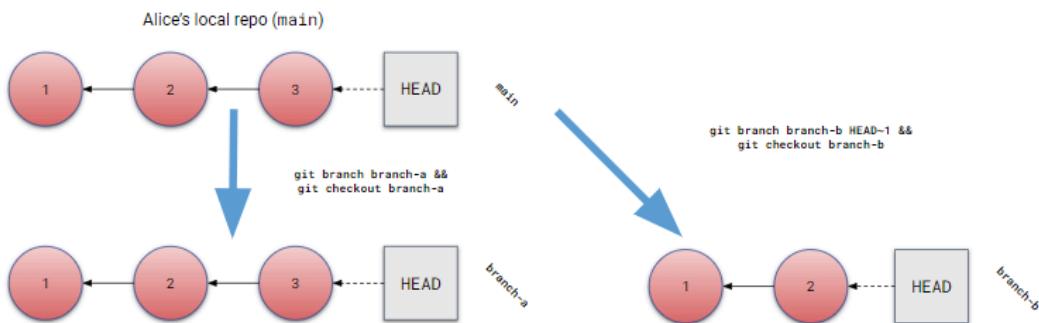
- Any changes to the codebase are initially tracked in a different “feature/topic” branch based on a **certain version**
 - Most common use case: create branch based on latest version (commit)
 - It is also possible to create branch based on certain commit from a branch
- Avoid making changes directly in the **main** branch
 - The feature branch will eventually merged into the main branch
- Cleaner history in **main** branch
- Require additional Git discipline



In Feature Branch Workflow, all feature development should take place in a dedicated branch instead of the main branch. This encapsulation makes it easy for multiple developers to work on a particular feature without disturbing the main codebase. Any changes to the codebase are tracked in a different feature branch. It also means the main branch will never contain broken code, which is a huge advantage for continuous integration environments. For example, before Alice starts developing a feature, she creates a new branch using command: `git branch branch-a` and then `git checkout branch-a`. This checks out a branch called `branch-a` based on `main`.



Feature Branch Workflow



- Question: What is the `git` command to create a new branch named `branch-c` that based on the `first` commit in `main` branch?

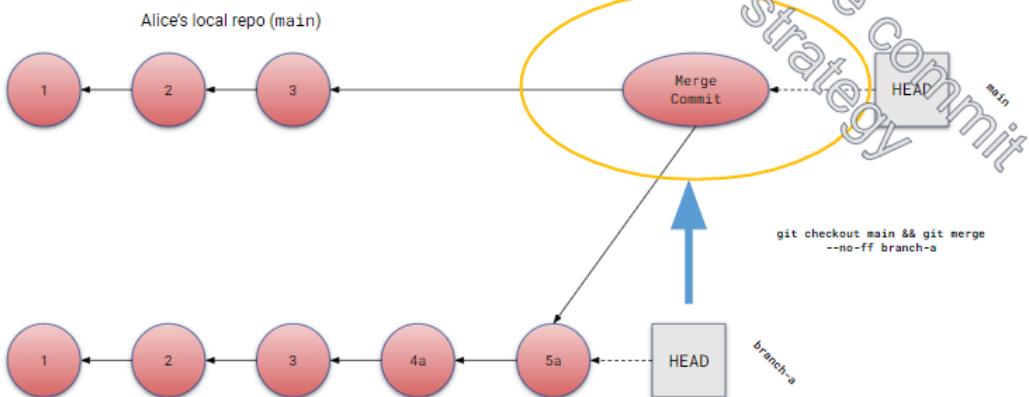
42

We can also create a new branch from specific commit in the main branch. For example, we want to create branch-b based on the second commit in main branch. We can use command:

git branch branch-b HEAD-1 and then git checkout branch-b.

Question: what is the git command if we want to create a new branch (branch-c) based on the first commit in main branch?

Feature Branch Workflow



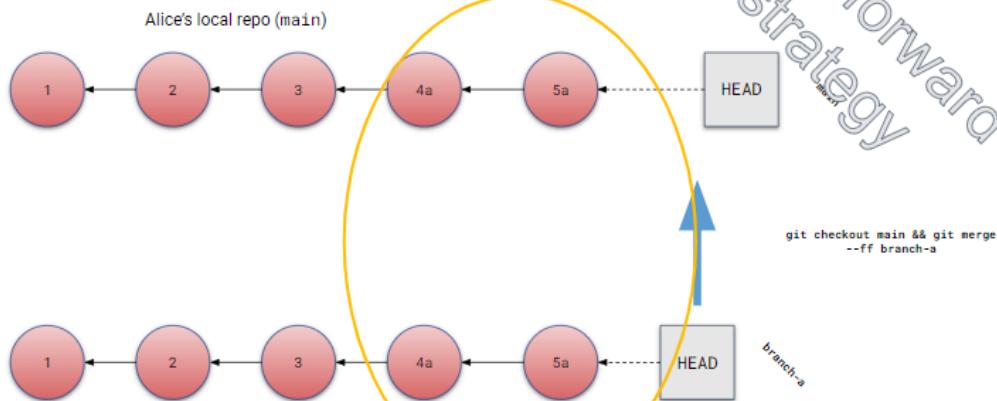
44

Alice adds a few commits (4a, 5a) to her feature, and she pushes these commits in her feature branch. Once she completes her feature, she plans to merge it into main. First, move to main branch (`git checkout main`) and then merge main branch with branch-a (`git merge --no-ff branch-a`). Using merge commit strategy, a new commit (Merge Commit) is created in the main branch.

Fast-forward strategy



Feature Branch Workflow



- Question: Which merge strategy you have used in using Git?

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We can also use fast-forward strategy in feature branch workflow. A fast-forward strategy can occur when there is a linear path from the current branch tip to the target branch. Instead of “actually” merging the branches, all Git has to do to integrate the histories is move (i.e., “fast forward”) the current branch tip up to the target branch tip. This effectively combines the histories, since all of the commits reachable from the target branch are now available through the current one.

Other Workflows: Gitflow, Forking

Gitflow Workflow

- Two main branches for tracking history:
 - **main** (master) → Official release history; can be released or deployed immediately
 - **develop** → Unstable, WIP branch for integrating feature branches
- Follow Feature Branch, but base the branch on **develop** instead of **main**

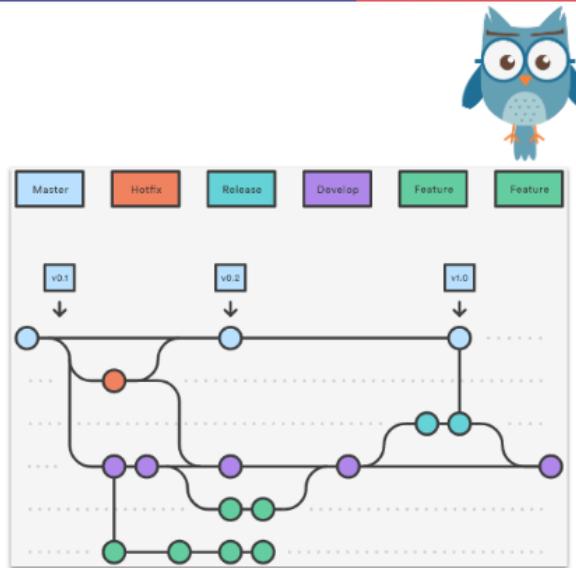


Image source: [Gitflow Workflow | Atlassian Git Tutorial](#). Licensed under CC BY 2.5 AU.

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Gitflow is an alternative Git branching model that involves the use of feature branches and multiple primary branches. Instead of a single main branch, this workflow uses two branches to record the history of the project. The **main** branch stores the official release history, and the **develop** branch serves as an integration branch for features. Git workflow follows Feature Branch workflow. However, feature branches use **develop** as their parent branch. When a feature is complete, it gets merged back into **develop**. Features should never interact directly with **main** branch.



Gitflow-specific Branches

- Release
 - Prepare for release/deploy, which will be done once the changes merged into main
- Hotfix
 - Fix issues (e.g. bugs) in the current release/deploy
 - The result is introduced back into main & develop branch

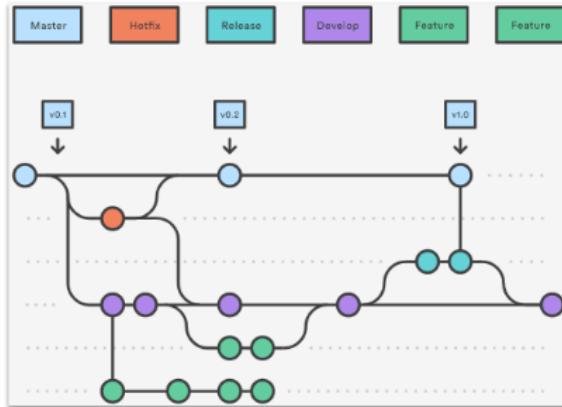


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Release branch can be created when `develop` has acquired enough features for a release. Creating this branch starts the next release cycle, so no new features can be added after this point—only bug fixes, documentation generation, and other release-oriented tasks should go in this branch. The `release` branch gets merged into `main` and tagged with a version number. In addition, it should be merged back into `develop`, which may have progressed since the release was initiated.

`Hotfix` branches are used to quickly fix the production releases. `Hotfix` branches are created based on `main` instead of `develop`. As soon as the fix is complete, it should be merged into both `main` and `develop` (or the current release branch).



Forking Workflow

- Each developer has their own remote copy (i.e. “fork”) of the original (upstream) codebase
- Changes are made to the fork instead of the upstream
- Changes in the fork can be merged back to the upstream later



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The Forking Workflow is different than other popular Git workflows. Instead of using a single server-side repository to act as the “central” codebase, it gives every developer their own server-side repository. This means that each contributor has not one, but two Git repositories: a private local one and a public server-side one. The Forking Workflow is most often seen in public open-source projects.

The main advantage of the Forking Workflow is that contributions can be integrated without the need for everybody to push to a single central repository. Developers push to their own server-side repositories, and only the project maintainer can push to the official repository.

Recommended Workflow



	Pros	Cons	Suitable For
Trunk	Simple, no branches; May have a very clean history if each commit resulted in a successful build; Simple CI/CD pipelines;	Frequent merge conflicts; Possible to have broken build at certain revision; Cluttered history;	Solo dev; small team;
Feature Branch	Simpler than Gitflow (assuming the main branch is the prod. environment/release branch); Cleaner history on the main branch; Merge conflict may only happen when merging branches;	Needs Git discipline in the dev. team (e.g., an ideal merge commit should be self-contained, descriptive, and will not break the build);	Project-based development (e.g., one-off project or "bell-putus" project); Releasable/deployable product is based on a single main branch;
Feature Branch + Environment/Release Branches	Similar to the pros of Feature Branch; Include environment/release branches; Can maintain several codebase versions	Similar to the cons of Feature Branch; Extra work on setting up CI/CD pipelines due to multiple environment and/or release branches	Product-based development (e.g., maintaining a product line for several customers);
Gitflow	Well-established branching rules (one of the oldest Git-based workflow); Can be considered as the more complex version of Feature Branch;	Similar to the cons of Feature Branch + Environment/Release Branches; Extra red tape in merging branches;	Project-based or product-based development; Dev. team with high Git discipline
Forking	Isolated development from the upstream repo (inc. the CI/CD pipelines and deployment environments if exist)	Limited visibility, esp. when the forks are private; Need to set up separate CI/CD pipelines and deployment environments;	Open-source project; contractor/outsource; solo dev or dev. team w/ DevOps competencies

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The table above summarizes the comparison between Trunk (centralized workflow), Feature Branch, Gitflow, and Forking. Each workflow has pros and cons. Which workflow do you prefer? When evaluating a workflow for our team, it's most important that we consider our team's culture and behavior. We want the workflow to enhance the effectiveness of our team and not be a burden that limits productivity.

3. Secure Coding

Software Security



Security is simply about controlling who can interact with your information, what they can do with it, and when they can interact with it.



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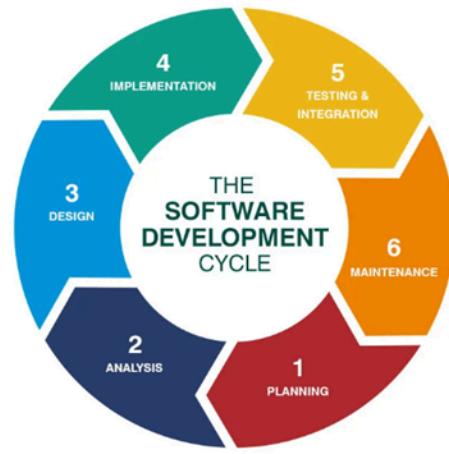
Security is about controlling who can interact with your information, what they can do with it, and when they can interact with it. Software security encompasses the measures and practices taken to ensure the safety, protection, and integrity of individuals, assets, information, systems, and environments from various threats and risks. Security can be applied to different domains, including physical security, information security, network security, and more.



Secure Software Development

Secure software development is a methodology for developing software that includes **security** into every phase of the software development life cycle (SDLC).

How important is building secure software?



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Secure software development is a methodology for building applications with a focus on integrating security measures throughout the entire software development lifecycle (SDLC). There are six main stages in SDLC: planning, analysis, design, implementation, testing & integration, and maintenance. In secure SDLC, security actions are built into each stage, not only in the implementation or testing stages. How to integrate security in the development process?

Integrating security in the development process



1. Testing early and often

Testing is not only conducted at the end of development, but developer can employ **static and dynamic security testing** throughout the development process.

2. Security Requirements

Specify **software security requirements** alongside the functional requirements.

3. Risk Analysis

During the design, identify potential environmental threats as a part of **risk analysis**.

To integrate security actions in the development process, we can do the following actions:

1. Testing early and often

In traditional SDLC, testing is only conducted at the end of development. As a consequence, issues or problems are not detected in the early stages of the development process. Testing early and often can help the system to prevent and detect security issues as soon as possible.

2. Security Requirements

Software security requirements can be integrated with functional requirements. This integration ensures that security considerations are embedded into the design and functionality of the application.

3. Risk analysis

Incorporating security considerations into risk analysis is a fundamental aspect of creating a comprehensive and effective security strategy for software development. Identifying potential attacks or threats allows developers and stakeholders to prioritize security aspects and allocate resources effectively.

Top 10 Web Application Security Risk



01	Broken Access Control	<ul style="list-style-type: none">• Authorization problem• Insecure Direct Object Permission• Cross Site Request Forgery
02	Cryptographic Failures	<ul style="list-style-type: none">• Key and Secrets Management• Transport Layer Protection• Cryptographic Storage
03	Injection	<ul style="list-style-type: none">• SQL Injection• Cross Site Scripting• OS Command Injection
04	Insecure Design	<ul style="list-style-type: none">• Threat Modeling• Secure Design Pattern• Reference Architecture
05	Security Misconfiguration	<ul style="list-style-type: none">• Unnecessary features are enabled or installed• Error handling reveals stack traces• Security Settings

A website security risk is the potential result of a malicious attack. Based on OWASP consensus about the most critical security risks to web applications, the Top 10 Risks in 2021 are:

1. Broken Access Control is the most critical security risk that relates to authentication and authorization problems. It might happen when the product does not restrict, or incorrectly restricts, access to a resource.
2. Cryptographic Failures occur when the cryptographic security control is either broken or not applied, and the data is exposed to unauthorized actors. Don't store sensitive data unnecessarily and make sure to encrypt all sensitive data at rest.
3. Injection may be caused by a lack of input validation and sanitization. Some of the more common injections are SQL injection, cross-site scripting, and operating system (OS) command injection.
4. Insecure Design recognizes risks related to design flaws. In practice, a secure development lifecycle encourages the identification of security requirements, the periodic use of threat modeling, and the consideration of existing secure libraries and frameworks.
5. Security Misconfiguration occurs when system or application configuration settings are missing or are erroneously implemented, allowing unauthorized access.

Top 10 Web Application Security Risk



06	Vulnerable and Outdated Components	<ul style="list-style-type: none">• Vulnerable Dependency Management• Third Party JavaScript Management
07	Identification and Authentication Failures	<ul style="list-style-type: none">• Session Management• Password Storage• Multifactor Authentication
08	Software and Data Integrity Failures	<ul style="list-style-type: none">• Verify the CI/CD pipelines• Auto update functionality
09	Security Logging and Monitoring Failures	<ul style="list-style-type: none">• Auditable events are not logged• Unclear generated log messages• Suspicious activity are not monitored
10	Server-Side Request Forgery	<ul style="list-style-type: none">• Fetching a remote resource without validation• Interact with the internal/external network.



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6. Vulnerable and Outdated Components refer to when open-source or proprietary code contains software vulnerabilities or is no longer maintained.
7. Identification and Authentication Failures are security vulnerabilities that can occur when a system or application fails to identify or authenticate a user correctly. This can allow attackers to gain unauthorized access to systems and data.
8. Software and Data Integrity Failures relate to code and infrastructure that do not protect against integrity violations.
9. Security Logging and Monitoring Failures occur when a system or application fails to log or monitor security events properly. This can allow attackers to gain unauthorized access to systems and data without detection.
10. Server-Side Request Forgery occurs whenever a web application is fetching a remote resource without validating the user-supplied URL. These exploits allow an attacker to coerce the application to send a constructed request to an unexpected destination.

Secure Coding



- Secure coding: the practice of coding or programming that protects the applications from security threats and vulnerabilities.
- The goal is to develop applications that are resistant to various types of attacks and can withstand malicious activities.
- Secure coding is crucial for maintaining the confidentiality, integrity, and availability of data and applications.



Secure coding refers to the practice of writing computer programs, applications, or software in a way that protects them from security threats and vulnerabilities. The goal of secure coding is to develop applications against various types of attacks and unauthorized access that could lead to data breaches, service disruptions, or other security incidents. Secure coding is a crucial process for maintaining the confidentiality, integrity, and availability of data and systems. Secure coding is essential for protecting information, systems, and users from potential threats and vulnerabilities. Developers should follow secure coding practices to minimize vulnerabilities in the code.



Secure Coding Practice

How to write code that's safe from attack?

Authentication

Input Data Validation

Authorization

Output Data Encoding



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Previously, we have learned the top 10 security risks in web applications. The Open Web Application How to write code that is safe from attack? Security Project (OWASP) provides guidelines for secure coding practices to help developers build more resilient and secure web applications. There are four main categories of Secure Coding Practice in OWASP developer guide: Authentication, Authorization, Input Data Validation, and Output Data Encoding.



1.1 Authentication (user's side)

- Require authentication** for all pages and resources, except public pages or resources
- All authentication is **performed on the server side**. Send credentials on encrypted channel (HTTPS)
- Segregate authentication logic** from the resource being requested. Use redirection to and from the centralized authentication control.
- Validate the authentication data** only on completion of all data input, especially for sequential authentication implementations
- Do not store passwords** in code or in configuration files. Use Secrets Manager to store passwords
- Authentication failure** responses should not indicate which part of the authentication data was incorrect
- Use **Multi-Factor Authentication** for highly sensitive or high-value transactional accounts



Authentication is the process of verifying that an individual, entity, or website is who/what it claims to be. In secure coding, we should consider authentication from the user's side, as mentioned on the checklist above. Authentication does not only deal with username and password but also how to protect our system from unexpected attacks.



1.2 Authentication (server's side)

- Validate the host information of the **server certificate** when using Secure Sockets Layer (SSL) / Transport Layer Security (TLS)
- Ensure all **internal and external connections** (user and entity) go through an appropriate and adequate form of authentication. Be assured that this control cannot be bypassed.
- Disable HTTP TRACE** that can help in bypassing Web Application Firewall. HTTP TRACE inherent nature of TRACE response includes all headers on its route.
- Ensure that **authentication credentials** are sent on an encrypted channel
- Ensure **development/debug backdoors** are not present in production code
- Do not rely** upon IP numbers or DNS names in establishing identity

Authentication must be managed from the server side to prevent malicious attacks. For example, the server must validate the SSL certificate which is crucial for ensuring the security of data exchanged between a user's web browser and a website's server. A checklist for secure coding practice in Authentication from the server's side is defined by OWASP, as mentioned above.

1.3 Authentication (Password policy)



- Provide a mechanism for **self-reset**, do not allow for third-party reset.
- If the application should persist passwords in the database, **hash and salt the password** before storing in database.
- Rate **limit bad password guesses** to a fixed number (5) in a given time period (5-minute period)
- Provide a mechanism for users to check the **quality of passwords**
- Enforce **password complexity requirements** (character, numeric, length) established by policy or regulation.
- Password **reset and changing** operations require the same level of controls as account creation and authentication.
- Enforce **account disabling** (*for a period of time sufficient to discourage brute force guessing of credentials*) after an established number of invalid login attempts

Have you ever forgotten your password to access a system? Different applications may have different mechanisms to reset the password. Passwords are a primary means of authenticating users and verifying their identities. A strong password policy ensures that only authorized individuals can access a system, application, or network. However, not all users know how to create a strong password that protects their account. By implementing and enforcing strong password policies, developers can significantly enhance overall software security. The checklist above is an example of password policies that can be applied in secure coding practice.



2.1 Authorization (Access Control)

- Build authorisation on **rules based access control**
- If the user is **not authenticated**, direct the user to the login page
- Ensure that the application has **clearly defined** the user types and the privileges for the users
- Ensure there is a least **privilege stance** in operation. Add users to **groups** and assign privileges to groups
- Re-Authenticate** the user before authorising the user to perform business critical activities
- Enforce **authorization controls** on every request, including those made by server side scripts, "includes" and requests from rich client-side technologies like AJAX and Flash
- Implement **access controls** for POST, PUT and DELETE when building an API



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Authorization is distinct from authentication which focuses on verifying an entity's identity. Authorization focuses on determining the permissions or privileges of an authenticated entity. As a student at Fasilkom UI, you are authorized to read resources in SCeLe. How to manage the authorization to improve the software security? OWASP provides guidelines for Authorization from access control perspectives, as defined in the checklist above. Effective access control mechanisms play a crucial role in preventing unauthorized access.

2. 2 Authorization (Session Management)



- ❑ Use the server or framework session management controls to **create session**. The application should only recognise these session identifiers as valid and session identifier creation must always be done on a trusted system
- ❑ If a session was established before login, close that session and establish a new session after a successful login. **Generate a new session identifier** on any re-authentication
- ❑ Session management controls should use well vetted algorithms that ensure sufficiently **random session identifiers**
- ❑ **Logout** functionality should fully terminate the associated session
- ❑ Establish a **session inactivity** timeout that is as short as possible
- ❑ **Do not expose** session identifiers in URLs, error messages or logs. Session identifiers should only be located in the HTTP cookie header

A session refers to the period during which a user interacts with a web application or a service. A session typically starts when a user logs in or establishes some form of connection and continues until the user logs out, closes the browser, or the session otherwise expires due to inactivity.

Session management is a critical aspect of web application security, focusing on how user sessions are established, maintained, and terminated. By implementing secure session management practices, web applications can minimize the risk of session-related security vulnerabilities, protect user privacy, and ensure a more resilient defense against attacks such as session hijacking or fixation. OWASP provides guidelines on how to manage sessions to improve software security, as mentioned above.

2.3 Authorization (JSON Web Tokens (JWT))



- Reject tokens** set with 'none' algorithm when a private key was used to issue them (alg: ""none"")
- Use appropriate **key length** (e.g. 256 bit) to protect against brute force attacks.
- Adjust the JWT token **validation time** depending on required security level (e.g. from few minutes up to an hour)
- Use **HTTPS/SSL** to ensure JWTs are encrypted during client-server communication, reducing the risk of the man-in-the-middle attack.
- Always check that the aud field of the JWT **matches the expected value**, usually the domain or the URL of your APIs. . If possible, check the "sub" (client ID) - make sure that this is a known client.
- Make sure that the keys are **frequently refreshed/rotated** by the authorisation server.

JSON Web Tokens (JWT) are a widely used method for representing claims securely between two parties. JWT can carry information about a user's roles, permissions, and other attributes. This information is used for authorization, allowing services to make access control decisions based on the claims in the JWT. The checklist above may help you to prevent vulnerabilities that might be caused by JWT. Developers should carefully consider the choice of algorithms, validate tokens on the server side, and follow security guidelines to mitigate potential risks associated with JWT usage.



3. Input Data Validation

- ❑ Identify **input fields** that form a SQL query. Check that these fields are suitably validated for type, format, length, and range
- ❑ Use **bind variables** in stored procedures and SQL statements to prevent SQL injection. The key is to ensure that raw input from end users is not accepted without **sanitization**
- ❑ Validate **data** from http headers, input fields, hidden fields, drop down lists & other web components. Also validate data retrieved from database
- ❑ If you use **client-side storage** for persistence of any variables, validate the date before consuming it in the application
- ❑ If any potentially **hazardous characters** (e.g., <> " ' % () & + \ \ ' \ ") must be allowed as input, be sure that you implement additional controls like output encoding

What's wrong with input data? Input data can be a source of various security vulnerabilities and issues if not properly validated and handled. Input data validation ensures that the data received by an application is of the expected type, format, and range, reducing the risk of injection attacks, data manipulation, and other security issues. To mitigate these risks, developers should implement thorough input validation, sanitize user inputs, and follow secure coding practices for input data validation, as mentioned above.



4. Output Data Encoding

- ❑ Pay attention to **persistent free-form** user input, such as message boards, forums, discussions, and web postings.
- ❑ **Encode javascript** to prevent injection by escaping non-alphanumeric characters
- ❑ Use **quotation marks** like " or ' to surround your variables
- ❑ Do not rely on client-side validation. Perform **validation on server** side to prevent second order attacks
- ❑ Conduct all encoding on a trusted system. **Sanitize** all output of untrusted data to queries for SQL, XML, and LDAP
- ❑ Convert all input data to an **accepted/decided format** like UTF-8. This will help prevent spoofing of character

The purpose of output data encoding in the context of secure coding is to prevent security vulnerabilities, particularly those related to injection attacks. Output data encoding involves transforming data into a safe and properly formatted representation before displaying or incorporating it into a different context.

4. Testing

Motivation



*"Programming is like **exploring a dark house**. You go from room to room to room. **Writing the test is like turning on the light**. Then you can avoid the furniture and save your shins (the clean design resulting from refactoring). Then you're ready to explore the next room"*

- Kent Beck



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Kent Beck said that programming is like exploring a dark house. How do you feel? Confused or scared? Writing the test is like turning on the light. The test helps light your way to understand the path, and what kinds of stuff are in the room. Then you are ready to explore the next room, to write other programs without being confused or scared anymore.

So, testing is an important part of programming. Let's see in more detail, why we need to create a test.

Why we need to create tests?



- Test will save your time
- Tests don't just identify problems, they prevent them
- Tests make your code more attractive
- Tests help teams work together

1. Testing can save time in the software development process. While writing tests does require an upfront investment of time and effort, the benefits outweigh the costs in the long run.
2. Writing a test not only helps you to identify possible problems but also prevents them. So, we can minimize bugs in our source code
3. Tests make your code more attractive to readers. Tests could improve the code consistency, readability, and maintainability.
4. Testing can also support promoting collaboration and teamwork within a development team. It helps in creating a shared understanding among team members about the system's functionality and requirements. Thus, it helps team members review the code. Integrating tests into a continuous integration (CI) pipeline ensures that code changes are automatically validated.

What Should You Test?



- Success & alternative scenario
 - Test functions under conditions that let them perform their responsibility successfully or led to alternative result
 - How about getters/setters? → If they contain additional logic, test them; Otherwise, don't bother
- Error conditions (including exceptions)
- Boundary conditions



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If you are still confused about what kind of things you should test, here are the general guidelines:

1. Test success and alternative scenario

When creating tests for software, it is essential to cover both success scenarios (positive tests) and alternate scenarios (negative tests) to ensure comprehensive coverage and robustness

2. Error conditions

You should identify error conditions or situations where unexpected or undesired events occur. Identifying and handling these error conditions is essential in testing. As we learned in clean code, proper error handling also improves the readability and robustness of applications.

3. Boundary conditions

Testing boundary conditions is often called edge case or corner case testing. Edge cases involve testing scenarios at the extremes or boundaries of the input space. For example, verifying the behavior when a user inputs the minimum or maximum allowed characters in a text field.

In this module we will learn two kinds of testing: Unit Test and Functional Test.

Unit Test



- Smallest, testable part of the software
 - Function, method, class
- Verify correctness of the individual unit
- Should be tested independently
 - If tested along with dependent objects → integration test

Unit test is a mechanism in software testing to validate the smallest, testable part of the software, such as function, method, or class. The goal of unit testing is to verify the correctness of the individual unit. Unit tests focus on isolating a specific unit of code for testing, so each unit should be tested independently. If a unit depends on other parts, we have to make sure that the testing process is not affected by the behavior of those other parts.

Common Test Structure



1. **Setup:** Initialize test environment
E.g. create test fixtures, create mock objects, prepare test cases, prepare sample data in database
2. **Execute:** exercise test scenario
E.g. invoke methods on an object, make objects call each other's methods
3. **Verify:** check result of test scenario
E.g. assertion statements, print/log to console
4. **Teardown:** clean up test environment
E.g. remove temporary files, close I/O, rollback database

How to create the unit test? The common structure of Unit Tests is as follows:

1. **Setup.** Before conducting the test, you should initialize the test environment. The setup method is executed before each test in the test suite. For example: creating test fixtures (setup database or data fixtures) and creating mock objects.
2. **Execute.** This stage is the process to run the test scenario. We can invoke methods on an object or make objects call each other's method.
3. **Verify.** After executing the test scenario, we should check the result. In unit tests, there are assertion statements to verify whether the test result is matched with the expected result or not.
4. **Teardown.** The purpose of the teardown method is to clean up or reset any changes made to the environment during the test, ensuring a clean state for the next test.

Example: Cat Class



```
class Cat {  
    private String name;  
    private int age;  
  
    public Cat(String n, int a) {  
        name = n;  
        age = a;  
    }  
    public String toString() {  
        return name + ":" + age;  
    }  
}
```

- Suppose that you want to verify correctness of `toString()`
- Assuming you don't know yet about test framework, how would you check `toString()` correctness?



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Suppose that we have a Cat class, as shown in the example above. This class has two fields, a constructor method, and one another method. Do you have any idea what should we test? Ok, let's test **toString()** method to verify that it will return the name and age as defined in the method. If you don't know yet about the test framework, what will you do?



Example: Cat Class

```
class Cat {  
    // Omitted for brevity  
    public static void main(String[]  
args) {  
    Cat a = new Cat("Alice", 5);  
  
    String result = a.toString();  
  
    System.out.println(result);  
}  
}
```

- Main method can be used for testing a class
- Identify:
 - Setup
 - Execute
 - Verify
 - Teardown
- Hard to maintain when there are many tests

Without knowing the test framework, we can use the main method to test the Cat class. As we can see in the example above, first we create an object of Cat and then call the method `toString()`. This method call is a part of executing the test. To verify the result, we print the return value of the method call. What is the problem? It could be difficult to maintain all the testing processes if all tests are placed and performed in the main class.



Example: Cat Class

```
class CatTest {  
  
    @Test  
    public void testToString() {  
        Cat a = new Cat("Alice", 5);  
  
        String result = a.toString();  
  
        assertEquals("Alice:5", result);  
    }  
}
```

- Use test framework, e.g. JUnit
- Separation of concern: **production & test code**
- Identify:
 - Setup
 - Execute
 - Verify
 - Teardown

Most programming languages have a unit test framework, such as [unittest](#) in Python or [JUnit](#) in Java. This framework provides a structured and systematic way to write, organize, and execute unit tests. As shown in the example, there are setup, execute, and verify stages. We can create a new Class CatTest, and then create a new method to test a specific method. For example, we create `testToString()` to test the `toString` method. At the setup stage, we create a new object and then execute the method call at the execute stage. As mentioned before, there are assertion statements in the unit test. As shown in the example, there is a method `assertEquals` to compare the expected result with the method result. We have to define the expected result in the assertion statements as a reference for verification process.



Example: Tests in Django (1)

```
class Lab2AddonUnitTests(TestCase):

    def test_lab_2_addon_url_is_exist(self):
        response = Client().get('/lab-2-addon/')
        self.assertEqual(response.status_code, 200)
    # ...
```

- **Pay attention to the convention used in the test framework!**
- It is possible that a test does not contain all phases mentioned in common test structure
- What were omitted in the test above?

You have learned Django in the Course “Pemrograman Berbasis Platform”. The example above shows an example of the Unit Test in Django. Each framework may have different conventions in writing the test, so pay attention to those conventions. Which part was being tested in the example above? What were omitted in the test above?



Example: Tests in Django (2)

```
def test_lab2_addon_bio_shown_in_page(self):
    request = HttpRequest()
    response = index(request)
    html_response = response.content.decode('utf8')

    # Checking all family member is shown in page
    for bio in bio_dict:
        self.assertIn('<td class="subject">' + bio['subject'] +
'</td>', html_response)
        self.assertIn('<td class="value">' + bio['value'] + '</td>',
html_response)
```

Another example of Testing in Django is shown above. There are three main stages in the test, setup, execute, and verify. The unit tests verify the smallest part of our application. As shown in the example, the unit test checks whether the page contains the expected bio subject and value.

Test Writing Style



- Traditional style
 - The default style for writing test
- Fluent style
 - Reads like natural language → readability
 - E.g. AssertJ (assertion library for JUnit), new annotations in JUnit 5 (@DisplayName, @Nested)

About the writing style, there are two test writing styles:

1. Traditional style follows the standard or default style for writing tests. Each test is written as a sequence of steps that explicitly outline the test setup, execution, and assertions.
2. In fluent style, the test involves chaining together test actions and assertions, providing a more natural language flow that reads like a specification. See more examples in [AssertJ](#).

JUnit Test Framework



- The de-facto test framework in Java, arguably one of the most popular test framework
 - Other test framework exists, e.g. [Test-NG](#)

Current Version JUnit5 <https://junit.org/junit5/>

In this module, we will explain more about a Unit Test Framework in Java, Junit. JUnit is a widely-used open-source testing framework for Java programming language. It provides a platform for writing and running tests to ensure the correctness of Java applications.

The current version of JUnit is JUnit5, see <https://junit.org/junit5/>.

Writing JUnit 5 Tests



- Ensure JUnit is available in the classpath
 - Set manually or via build system e.g. Gradle
- Prepare separate directory to contain test code that mirror the directory structure of production code
 - E.g. /src/test/java

Before you write a unit test using JUnit, you have to make sure that JUnit is available in the classpath. You can set it manually, or if you are using a build system, such as Gradle, you can set up the dependency management. After finishing all the setup, you can write your test in a specific directory for managing all tests. For example, place all your test files on /src/test/java

Writing JUnit 5 Tests



- Test cases are defined as methods in a class
 - Method annotated with @Test
- Setup and teardown can be extracted into their own method (annotated with @Before, @After) if all test cases in the class share the same setup & teardown logic

JUnit supports some annotations for configuring the test. For example:

1. JUnit uses annotation @Test to denote that a method is a test method.
2. Annotation @Before and @After are used to denote the setup and teardown methods



JUnit Example

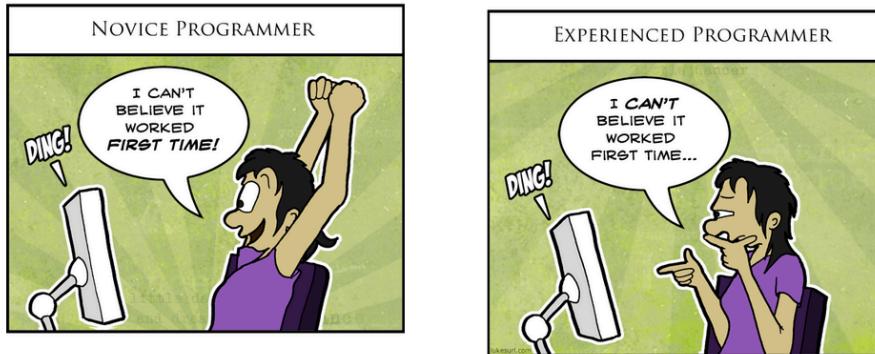
```
public class CalculatorTest {  
    private Calculator calculator;  
  
    @Before  
    public void setUp() {  
        calculator = new Calculator();  
    }  
    @After  
    public void tearDown() {  
        calculator = null;  
    }  
}
```

```
@Test  
public void testAddition() {  
    int result = calculator.add(2, 3);  
    assertEquals(5, result);  
}  
  
@Test  
public void testSubtraction() {  
    int result = calculator.subtract(5, 3);  
    assertEquals(2, result);  
}  
}
```

An example of JUnit for a simple Calculator is shown above. There are methods `setUp` and `tearDown` with annotations `@Before` and `@After`. In the example, we want to test methods `add` and `subtract`. The test method is annotated with `@Test`. Method `testAdditon` is used to test the addition, and method `testSubtraction` is to test the subtraction. For each test, there are steps to call the tested method and then verify the result using assertions.

Functional Test

Which one?



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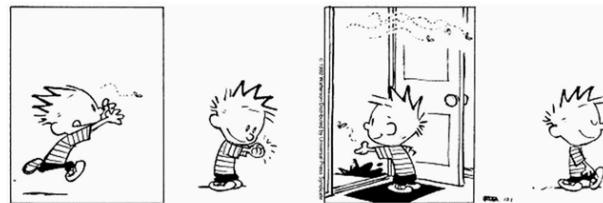
Suppose that you recently finished a programming task and then tested your code. You found out that your code works perfectly. Based on your experience, which one of the comic panels above feels more related to you? Is it the left panel? Or the right one?

While it is pretty joyful to know that our code works, we need to be critical of the quality of our work. Try to remind yourself whether you have tested the code with other possible inputs, or see if you have implemented not only the normal path but also the exception handling.

Additionally, remember that software is created based on requirements given by a user. A user may have evolving needs over time, thus requiring the software to change. Can you make sure that your code still works fine after any changes made to the software? That is why testing is essential to help safeguard our software throughout the development process.



Regression:
"when you fix one bug, you
introduce several newer bugs."



As software evolves, changes and additions may introduce new bugs or impact existing functionality. Regression tests are designed to catch these issues by retesting previously developed and working features whenever new changes are made. Should we do the regression test manually?

Functional Test



- Acceptance tests, or end-to-end tests.
- Ensure the software as a whole works
- Verify functionality from user's point-of-view
- Treat the software as a black-box
 - E.g. in GUI-based app, functional test operate by interacting with GUI elements

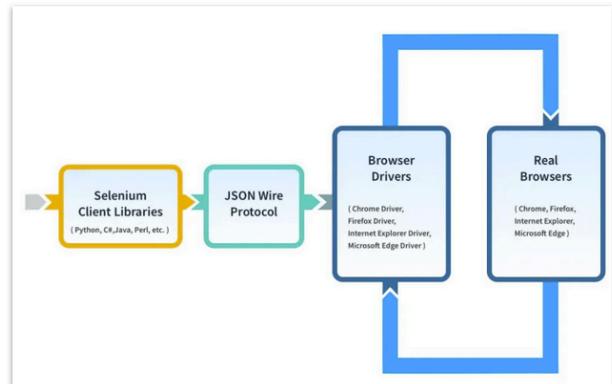
A functional test is a type of testing that focuses on verifying that the software functions according to specified requirements. It is often called an acceptance test or end-to-end test. It involves testing the individual functions or features of a system to ensure they meet the functional specifications.

Different from a unit test that verifies the functionality from the implementation, a functional test verifies functionality from the user's perspective. In software engineering, this test is categorized as black box testing.

Selenium & WebDriver API



- An API for automating **interactions** within a Web browser
 - Simulates a “user” interacting with the UI elements in a Web page
- Each Web browser provides their own WebDriver API
- Selenium is one of the most popular library for interfacing with the WebDriver API



Source: <https://medium.com/thinkcru/automated-end-to-end-testing-with-selenium-and-cypress-in-19afda5c91ab>, which was taken from Browsertack.com

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We can use a tool support for functional testing, such as Selenium. Selenium is a popular open-source framework for automating web browsers. It provides a suite of tools for web application testing and supports various programming languages, including Java, Python, C#, Ruby, and others. Selenium allows testers and developers to write scripts in a programming language of their choice to automate interactions with web browsers.

Selenium WebDriver allows us to interact with web browsers programmatically. The WebDriver API is a collection of interfaces and classes that provide a programming interface for interacting with web browsers. WebDriver enables developers to write scripts to automate browser actions such as navigating to URLs, interacting with web elements (e.g., clicking buttons, filling forms), and extracting information from web pages.

Example: A Basic Functional Test in Java & Spring Boot



- Add Selenium-related dependencies into the project
- Configure the build system to be able to run unit tests and functional tests independently
 - We follow a convention where all functional tests have `FunctionalTest` as suffix in their Java class name

```
build.gradle.kts

val seleniumJavaVersion = "4.14.1"
val seleniumJupiterVersion = "5.0.1"
val webdrivermanagerVersion = "5.6.3"

dependencies {
    // Other dependencies omitted for brevity
    testImplementation("org.seleniumhq.selenium:selenium-java:$seleniumJavaVersion")
    testImplementation("io.github.bonigarcia:selenium-jupiter:$seleniumJupiterVersion")
    testImplementation("io.github.bonigarcia:webdrivermanager:$webdrivermanagerVersion")
}

build.gradle.kts

tasks.register<Test>("unitTest") {
    description = "Runs unit tests."
    group = "verification"

    filter {
        excludeTestsMatching("*FunctionalTest")
    }
}

tasks.register<Test>("functionalTest") {
    description = "Runs functional tests."
    group = "verification"

    filter {
        includeTestsMatching("*FunctionalTest")
    }
}
```

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As an example, let's try to create a basic functional test in a Java & Spring Boot-based project. Suppose that the project is configured using the Gradle build system, which has the configuration located at `build.gradle.kts` file. To add Selenium-related dependencies, declare the required Selenium packages as `testImplementation` statements in `dependencies` scope. We use three Selenium-related packages:

1. `selenium-java` → Selenium library written in Java that interfaces with a Web browser
2. `selenium-jupiter` → JUnit 5 test runner extension for writing functional test in Selenium more convenient (e.g., automated browser-specific WebDriver injection into a test case method via parameter)
3. `webdrivermanager` → A helper library for automatically managing browser-specific WebDriver during test execution

Example: A Basic Functional Test in Java & Spring Boot



- Create a new JUnit 5 test suite class with name suffixed with `FunctionalTest`
 - Example:
`HomePageFunctionalTest`
- Add the required annotation(s) on the test suite class declaration
 - `@SpringBootTest` → runs the test suite on Spring Framework's test environment (or context)
 - `@ExtendWith` → provides additional capability to the JUnit 5 test runner

```
HomePageFunctionalTest.java

package id.ac.ui.cs.advprog.eshop.functional;

import io.github.bonigarcia.seljup.SeleniumJupiter;
import org.junit.jupiter.api.BeforeEach;
import org.junit.jupiter.api.Test;
import org.junit.jupiter.api.extension.ExtendWith;
import org.openqa.selenium.By;
import org.openqa.selenium.chrome.ChromeDriver;
import org.springframework.beans.factory.annotation.Value;
import org.springframework.boot.test.context.SpringBootTest;
import org.springframework.boot.test.web.server.LocalServerPort;

import static org.junit.jupiter.api.Assertions.assertEquals;
import static org.springframework.boot.test.context.SpringBootTest.WebEnvironment.RANDOM_PORT;

@SpringBootTest(webEnvironment = RANDOM_PORT)
@ExtendWith(SeleniumJupiter.class)
class HomePageFunctionalTest {
```

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After finishing the setup, how to create a functional test using Selenium?

1. Create a new test class with a name suffixed with `FunctionalTest`, e.g., `HomePageFunctionalTest`
2. Add the required annotations on the test class declaration
 - `@SpringBootTest` → to run the test suite (integration) on Spring Framework's test environment
 - `@ExtendWith` → provides additional capability to the JUnit 5 test runner

Example: A Basic Functional Test in Java & Spring Boot



- Each test case needs a WebDriver that corresponds to a Web browser for running the test
 - In the example, we use ChromeDriver, which interfaces with Google Chrome / Chromium
- Once we have a reference to an instance of WebDriver, we can treat it as a “remote control” to a Web browser
 - Example: `driver.get(some URL string)` will instruct the Web browser to open the specified URL
- WebDriver also maintains the “state” (i.e. the loaded Web page) in the controlled Web browser, thus we can inspect the UI elements in the Web page
 - Example: `driver.findElement(some locator method).getText()` will get the text value contained in the selected UI element
- More references can be found at:
<https://www.selenium.dev/documentation/webdriver/elements/locators/>

```
/*
 * The port number assigned to the running application during test execution.
 */
@LocalServerPort
private int serverPort;

/*
 * The base URL for testing. Default to {@code http://localhost}.
 */
@Value("${app.baseUrl: http://localhost}")
private String testBaseUrl;

private String baseUrl;

@BeforeEach
void setupTest() {
    baseUrl = String.format("%s:%d", testBaseUrl, serverPort);
}

@Test
void pageTitle_isCorrect(ChromeDriver driver) throws Exception {
    // Exercise
    driver.get(baseUrl);
    String pageTitle = driver.getTitle();

    // Verify
    assertEquals("ADV Shop", pageTitle);
}

@Test
void welcomeMessage_homePage_isCorrect(ChromeDriver driver) throws Exception {
    // Exercise
    driver.get(baseUrl);
    String welcomeMessage = driver.findElement(By.tagName("h3"))
        .getText();

    // Verify
    assertEquals("Welcome", welcomeMessage);
}
```

Let's go into the details of functional tests, as shown in the example above

1. Choose the WebDriver based on your browser preference. In the example, we use ChromeDriver
2. The WebDriver is like a remote control to the web browser. We can ask the WebDriver to do some tasks in the web browser, such as opening a specific URL
3. WebDriver also maintains the state in the controlled web browser, so we can inspect the UI elements in the web page. For example, we can ask the driver to `findElement(By.id("id"))` or `findElement(By.tagName("h3"))`

More information: <https://www.selenium.dev/documentation/webdriver/elements/locators/>

5. Tutorial & Exercise

We will use Spring Boot, a popular Java web framework, as an exercise. In this tutorial and exercise, there are several to-do checklists that you should achieve. The checklists are marked with **blue font color**.

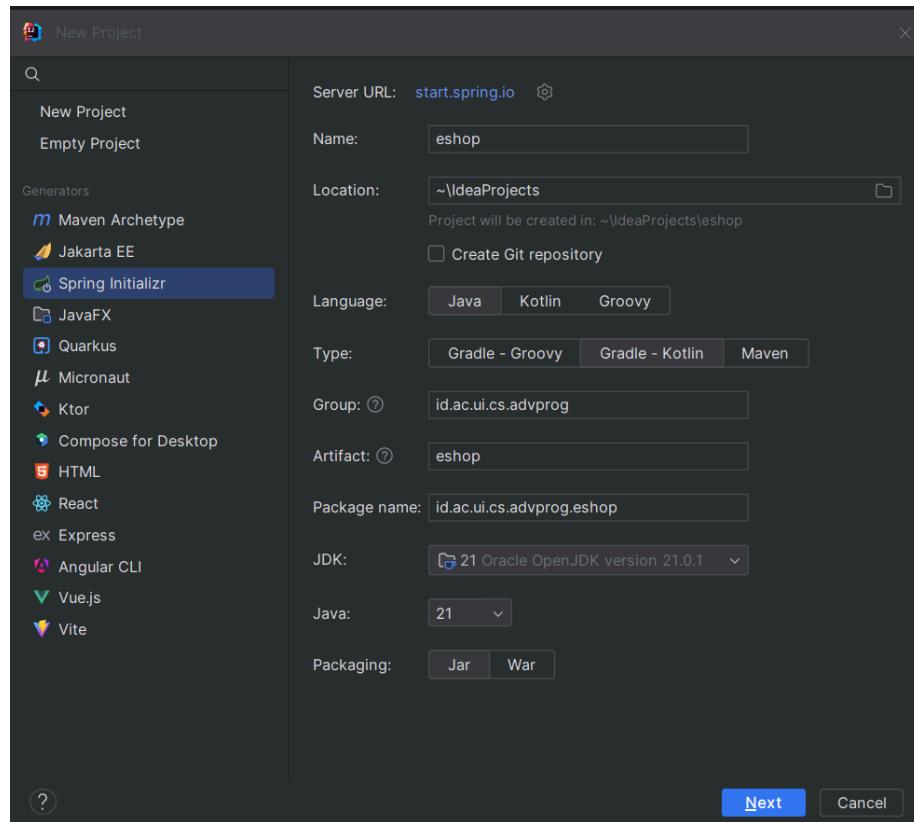
Preparation

Before starting the development process, please install the following environments:

1. **Java 21.** If you have installed Java, please check the installed version before continuing. You can check the version by running `java -version` in Command Prompt/Terminal. Make sure the version is 21.X.X (for example, 21.0.2).
2. **Git**
3. IDE **IntelliJ Ultimate**

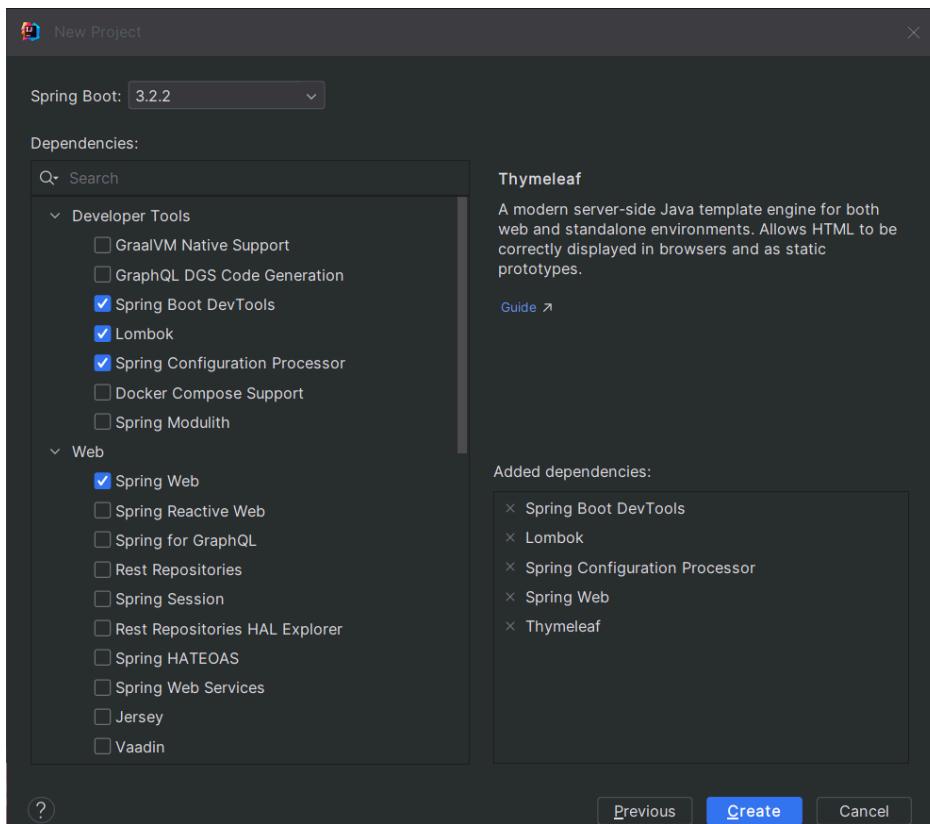
Create Spring Boot Project

1. Open IntelliJ Ultimate
2. Choose “**New Project**” Menu
3. Choose “**Spring Initializr**” and fill in the following properties.
Project name: eshop | **Language:** Java | **Type:** Gradle Kotlin |
Group: id.ac.ui.cs.advprog | **JDK and Java:** 21



4. Choose “**Next**”

- Choose Spring Boot **version 3.2.2**, then add the following **dependencies**: "Spring Boot DevTools", "Lombok", "Spring Configuration Processor", "Spring Web", dan "Thymeleaf".



- Choose “**Create**” and wait for the process. IntelliJ will download the required dependencies, such as downloading Gradle (build tools). See the process on the bottom right of IntelliJ.
- Once your project is ready, you can push the “Run” (triangle button) on the upper right of IntelliJ.
- Open “localhost:8080” and you can see the following result.



Whitelabel Error Page

This application has no explicit mapping for /error, so you are seeing this as a fallback.

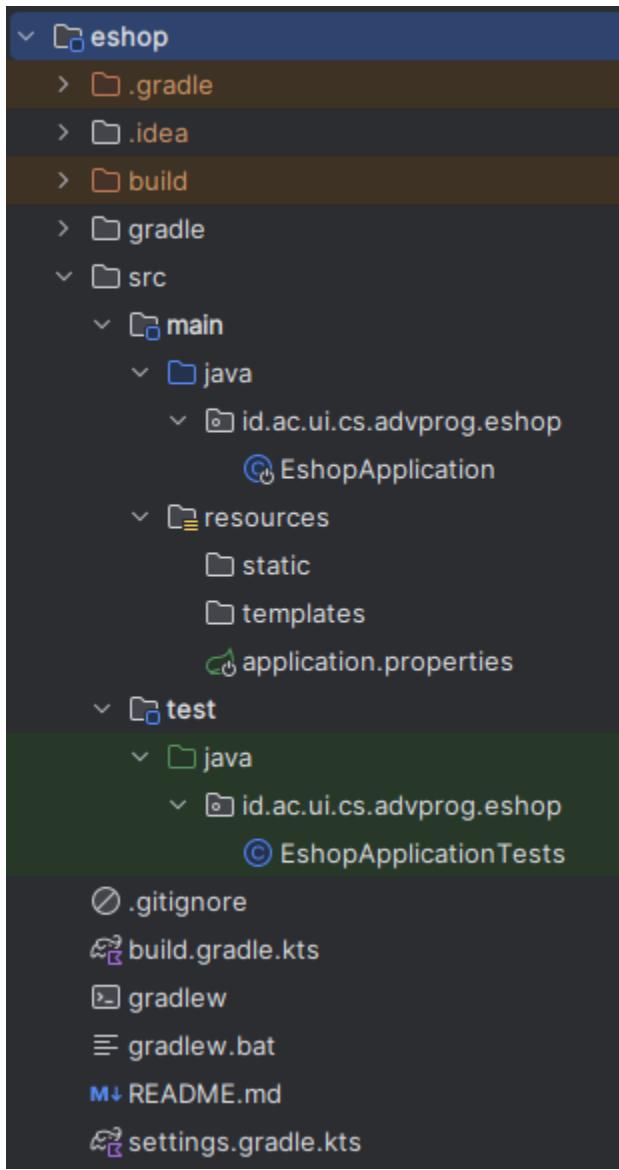
Sun Jan 28 01:09:41 ICT 2024
 There was an unexpected error (type=Not Found, status=404).
 No static resource .

Create a Git repository, commit, and push your source to your own Git Repository

Additional notes: you can also create a new Spring Boot project via <https://start.spring.io/>

Spring Boot Project Structure

The structure of the Spring Boot project is shown in the following picture.



As shown in the structure, there are several primary directories in the Spring Boot:

1. `src` directory contains the application source code. This directory is separated into `main` and `test`.
2. `main` directory is responsible to manage content and application logic. This directory is splitted into `java` and `resource`.
3. `java` directory consists of implementation of the business logic We can also employ MVC pattern in `java` directory.
4. `resource` directory manages the files that supports the application, such as static files (HTML, CSS, image) and application.properties.
5. `test` directory is used to manage the testing source code.

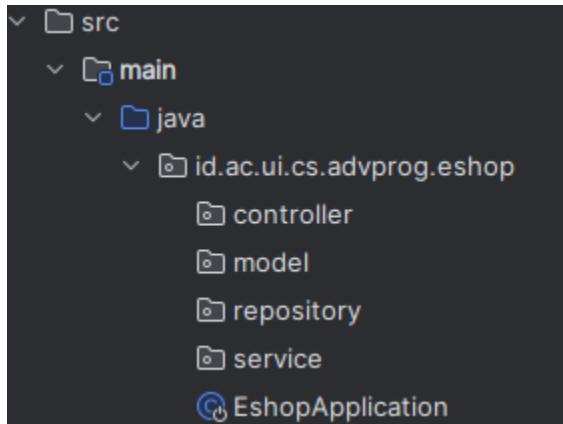
There are additional files related to Git (`.gitignore`) and Gradle (`build.gradle`, `gradlew`, `gradlew.bat`, `settings.gradle`). As we use Gradle as build automation tool, these files are required for building and running the application.

Additional notes:

In Django, you have learned about Model View Template (MVT) pattern. In Spring Boot, we use Model View Controller (MVC) pattern. Model in MVT is similar to the Model in MVC, View in MVT is similar to the Controller in MVC, and Template in MVT is similar to view in MVC.

Development

Assume that we want to create an EShop application that manages sales in ADV Shop. Before starting the development, create four packages inside the java directory. We split the application logic into four packages: **controller**, **model**, **repository**, and **service**. The model layer is used to represent the problem domain (data). The controller manages requests and responses and forwards the request to the service layer. The service layer implements the business logic and it might call the repository layer to access the database.



At the first iteration, you have to display a list of products of ADV Shop. We will implement features to add a new product and then display the products.

Create a new branch list-product in your Git repository and move to this branch

1. **Model.** The first thing to do is model the problem domain. A product has three main attributes: id, name, and quantity. Create **Product.java** in the model package.

```
1 package id.ac.ui.cs.advprog.eshop.model;
2
3 import lombok.Getter;
4 import lombok.Setter;
5
6 @Getter @Setter
7 public class Product {
8     private String productId;
9     private String productName;
10    private int productQuantity;
11 }
```

Commit Product.java to your Git repository

2. Repository. After creating the model layer, create **ProductRepository.java** in the repository package that manages the data operations. At this stage, we do not connect to the database system yet. We use a simple data structure to create and display the product.

```
1  package id.ac.ui.cs.advprog.eshop.repository;
2
3  import id.ac.ui.cs.advprog.eshop.model.Product;
4  import org.springframework.stereotype.Repository;
5
6  import java.util.ArrayList;
7  import java.util.Iterator;
8  import java.util.List;
9
10 @Repository
11 public class ProductRepository {
12     private List<Product> productData = new ArrayList<>();
13
14     public Product create(Product product) {
15         productData.add(product);
16         return product;
17     }
18
19     public Iterator<Product> findAll() {
20         return productData.iterator();
21     }
22 }
```

- Commit ProductRepository.java to your Git repository

3. **Service.** Next, create **ProductService.java** in the service package as a logic implementation.

```
1  package id.ac.ui.cs.advprog.eshop.service;
2
3  import id.ac.ui.cs.advprog.eshop.model.Product;
4  import java.util.List;
5
6  public interface ProductService {
7      public Product create(Product product);
8      public List<Product> findAll();
9  }
```

Then, create **ProductServiceImpl.java** in the same package.

```
1  package id.ac.ui.cs.advprog.eshop.service;
2
3  import id.ac.ui.cs.advprog.eshop.model.Product;
4  import id.ac.ui.cs.advprog.eshop.repository.ProductRepository;
5  import org.springframework.beans.factory.annotation.Autowired;
6  import org.springframework.stereotype.Service;
7
8  import java.util.ArrayList;
9  import java.util.Iterator;
10 import java.util.List;
11
12 @Service
13 public class ProductServiceImpl implements ProductService {
14
15     @Autowired
16     private ProductRepository productRepository;
17
18     @Override
19     public Product create(Product product) {
20         productRepository.create(product);
21         return product;
22     }
23
24     @Override
25     public List<Product> findAll() {
26         Iterator<Product> productIterator = productRepository.findAll();
27         List<Product> allProduct = new ArrayList<>();
28         productIterator.forEachRemaining(allProduct::add);
29         return allProduct;
30     }
31 }
```

- Commit **ProductService.java** and **ProductServiceImpl.java** to your Git repository

4. **Controller.** The last part, create **ProductController.java** in the controller package. The controller receives requests from the client and then maps the request to the service layer.

```
1  package id.ac.ui.cs.advprog.eshop.controller;
2
3  import id.ac.ui.cs.advprog.eshop.model.Product;
4  import id.ac.ui.cs.advprog.eshop.service.ProductService;
5  import org.springframework.beans.factory.annotation.Autowired;
6  import org.springframework.stereotype.Controller;
7  import org.springframework.ui.Model;
8  import org.springframework.web.bind.annotation.*;
9
10 import java.util.List;
11
12 @Controller
13 @RequestMapping("/product")
14 public class ProductController {
15
16     @Autowired
17     private ProductService service;
18
19     @GetMapping("/create")
20     public String createProductPage(Model model) {
21         Product product = new Product();
22         model.addAttribute(attributeName: "product", product);
23         return "createProduct";
24     }
25
26     @PostMapping("/create")
27     public String createProductPost(@ModelAttribute Product product, Model model) {
28         service.create(product);
29         return "redirect:list";
30     }
31
32     @GetMapping("/list")
33     public String productListPage(Model model) {
34         List<Products> allProducts = service.findAll();
35         model.addAttribute(attributeName: "products", allProducts);
36         return "productList";
37     }
38 }
```

Commit ProductController.java to your Git repository

5. Templates

We just finished creating the business logic. Now, prepare the HTML to display the result to the user. Create two HTML files, first to create a new product and second to display the list of products.

Copy and paste the following code to the template directory:

CreateProduct.html: <https://pastecode.io/s/it2wam3i>

ProductList.html: <https://pastecode.io/s/z9s80o5c>

You may use your own HTML pages.

Commit HTML templates to your Git repository

Run Application

1. Press Shift+F10 or push the “Run” (triangle button) on the upper right of IntelliJ to run your application.
2. Open <http://localhost:8080/product/list>

Product' List

[Create Product](#)

Product Name	Quantity
--------------	----------

3. Click **Create Product** button and it redirects to <http://localhost:8080/product/create>

Create New Product

Name

Quantity

4. Create a new product and click **Submit**. The list of products is updated with a new product.

Exercise 1

- Push all your (committed) source code on **list-product** branch!
- If everything goes well, merge **list-product** branch to **main**!
- Create a new branch **edit-product** and **delete-product**, and implement new features **Edit and Delete Product**.
- Commit and Push your work to branch **edit-product** and **delete-product**

Reflection 1

You already implemented two new features using Spring Boot. Check again your source code and evaluate the coding standards that you have learned in this module. Write clean code principles and secure coding practices that have been applied to your code. If you find any mistake in your source code, please explain how to improve your code. **Please write your reflection inside the repository's README.md file.**

Testing in Spring Boot

Preparation

Before creating unit tests and functional tests, add dependencies to unit test and functional to Gradle build script (file `build.gradle.kts`)

1. Add the following variables to file `build.gradle.kts`:

```
24     val seleniumJavaVersion = "4.14.1"
25     val seleniumJupiterVersion = "5.0.1"
26     val webdrivermanagerVersion = "5.6.3"
27     val junitJupiterVersion = "5.9.1"
```

2. Complete the dependencies by adding the following requirements in **dependencies** part:

```
37     testImplementation("org.seleniumhq.selenium:selenium-java:$seleniumJavaVersion")
38     testImplementation("io.github.bonigarcia:selenium-jupiter:$seleniumJupiterVersion")
39     testImplementation("io.github.bonigarcia:webdrivermanager:$webdrivermanagerVersion")
40     testImplementation("org.junit.jupiter:junit-jupiter-api:$junitJupiterVersion")
41     testRuntimeOnly("org.junit.jupiter:junit-jupiter-engine:$junitJupiterVersion")
```

3. Add the following codes after **dependencies** part

```
44     tasks.register<Test>("unitTest") { this: Test
45         description = "Runs unit tests."
46         group = "verification"
47
48         filter { this: TestFilter
49             excludeTestsMatching("*FunctionalTest")
50         }
51     }
52
53     tasks.register<Test>("functionalTest") { this: Test
54         description = "Runs functional tests."
55         group = "verification"
56
57         filter { this: TestFilter
58             includeTestsMatching("*FunctionalTest")
59         }
60     }
```

4. Replace the last part with the following code:

```
62     | tasks.withType<Test>().configureEach { this: Test
63         |     useJUnitPlatform()
64     }
```

- Commit and push your source code to your Git repository (main branch)

Unit Test

We will add unit tests to our eShop project. At this stage, we create Unit Tests to check the implementation in Model and Repository.

- Create a new branch unit-test and checkout to this branch

1. **Test Model.** Create a new file **ProductTest.java** in
src/test/java/id/ac/ui/cs/advprog/eshop/model/

```
1 package id.ac.ui.cs.advprog.eshop.model;
2
3 import org.junit.jupiter.api.BeforeEach;
4 import org.junit.jupiter.api.Test;
5
6 import static org.junit.jupiter.api.Assertions.*;
7
8 class ProductTest {
9     no usages
10    Product product;
11    @BeforeEach
12    void setUp() {
13        this.product = new Product();
14        this.product.setProductId("eb558e9f-1c39-460e-8860-71af6af63bd6");
15        this.product.setProductName("Sampo Cap Bambang");
16        this.product.setProductQuantity(100);
17    }
18    @Test
19    void testGetProductId() {
20        assertEquals(expected: "eb558e9f-1c39-460e-8860-71af6af63bd6", this.product.getProductId());
21    }
22    @Test
23    void testGetProductName() {
24        assertEquals(expected: "Sampo Cap Bambang", this.product.getProductName());
25    }
26    @Test
27    void testGetProductQuantity() {
28        assertEquals(expected: 100, this.product.getProductQuantity());
29    }
30}
```

- Commit ProductTest.java to your Git repository

There are three tests in ProductTest.java to verify the model Product.java. All of the tests verify the *getter* methods. These unit tests only check the positive scenario. Would you like to add the negative scenario?

Check more about various kinds of assertions in JUnit in the documentation: <https://junit.org/junit5/docs/current/api/org.junit.jupiter.api/org.junit.jupiter.api/Assertions.html>

2. **Test Repository.** Create a new file ProductRepositoryTest.java in
src/test/java/id/ac/ui/cs/advprog/eshop/repository/

```
1  package id.ac.ui.cs.advprog.eshop.repository;
2
3  import id.ac.ui.cs.advprog.eshop.model.Product;
4  import org.junit.jupiter.api.BeforeEach;
5  import org.junit.jupiter.api.Test;
6  import org.junit.jupiter.api.extension.ExtendWith;
7  import org.mockito.InjectMocks;
8  import org.mockito.junit.jupiter.MockitoExtension;
9  import org.springframework.boot.test.mock.mockito.MockBean;
10
11 import java.util.Iterator;
12
13 import static org.junit.jupiter.api.Assertions.*;
14
15 @ExtendWith(MockitoExtension.class)
16 class ProductRepositoryTest {
17
18     @InjectMocks
19     ProductRepository productRepository;
20
21     @BeforeEach
22     void setUp() {
23     }
24
25     @Test
26     void testCreateAndFind() {
27         Product product = new Product();
28         product.setProductId("eb558e9f-1c39-460e-8860-71af6af63bd6");
29         product.setProductName("Sampo Cap Bambang");
30         product.setProductQuantity(100);
31         productRepository.create(product);
32
33         Iterator<Product> productIterator = productRepository.findAll();
34         assertTrue(productIterator.hasNext());
35         Product savedProduct = productIterator.next();
36         assertEquals(product.getProductId(), savedProduct.getProductId());
37         assertEquals(product.getProductName(), savedProduct.getProductName());
38         assertEquals(product.getProductQuantity(), savedProduct.getProductQuantity());
39     }
40 }
```

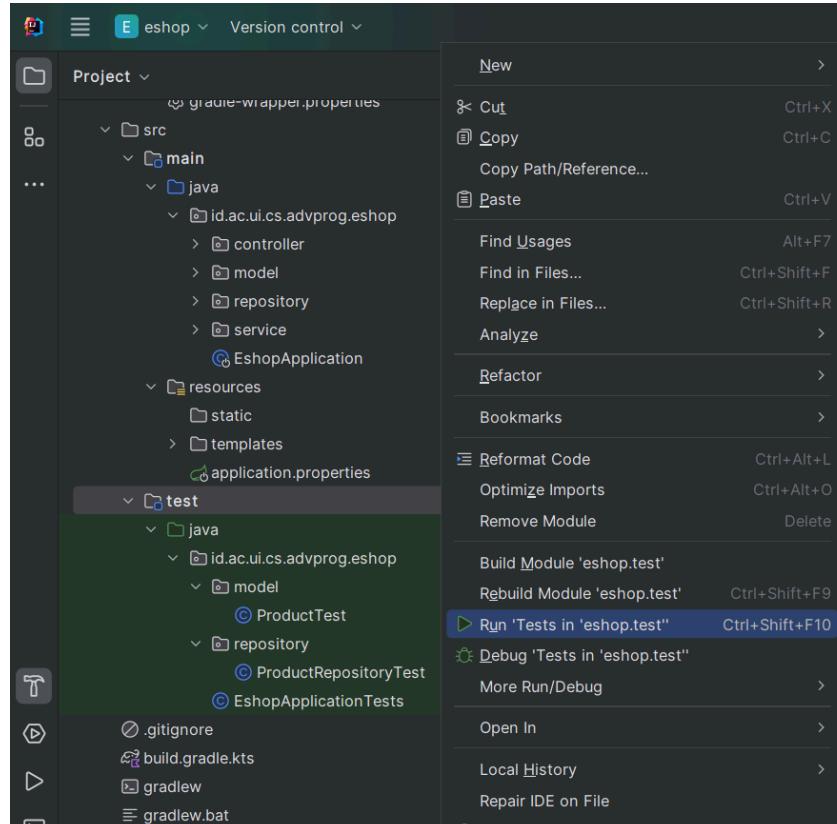
Con't

```
39     @Test
40 ▷ void testFindAllIfEmpty() {
41         Iterator<Product> productIterator = productRepository.findAll();
42         assertFalse(productIterator.hasNext());
43     }
44     @Test
45 ▷ void testFindAllIfMoreThanOneProduct() {
46         Product product1 = new Product();
47         product1.setProductId("eb558e9f-1c39-460e-8860-71af6af63bd6");
48         product1.setProductName("Sampo Cap Bambang");
49         product1.setProductQuantity(100);
50         productRepository.create(product1);
51
52         Product product2 = new Product();
53         product2.setProductId("a0f9de46-90b1-437d-a0bf-d0821dde9096");
54         product2.setProductName("Sampo Cap Usep");
55         product2.setProductQuantity(50);
56         productRepository.create(product2);
57
58         Iterator<Product> productIterator = productRepository.findAll();
59         assertTrue(productIterator.hasNext());
60         Product savedProduct = productIterator.next();
61         assertEquals(product1.getProductId(), savedProduct.getProductId());
62         savedProduct = productIterator.next();
63         assertEquals(product2.getProductId(), savedProduct.getProductId());
64         assertFalse(productIterator.hasNext());
65     }
66 }
```

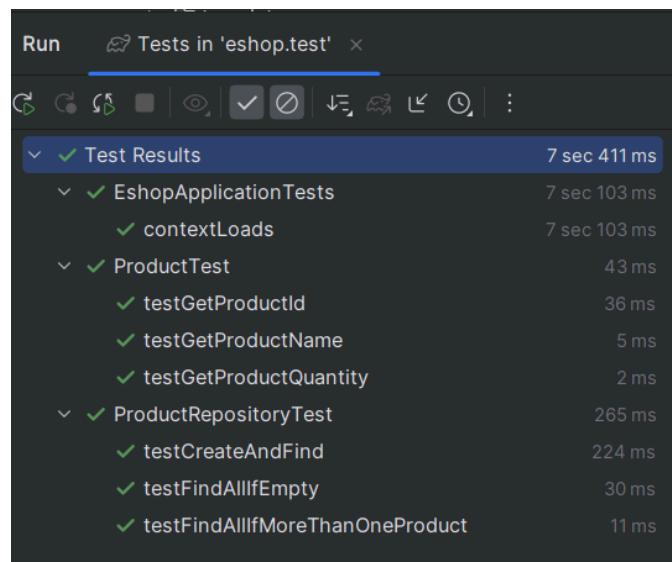
- Commit ProductRepositoryTest.java into your Git repository

3. Run your test

Right-click on the test directory, and select **Run Tests in “eshop.test”**. As an alternative, press **Ctrl+Shift+F10**



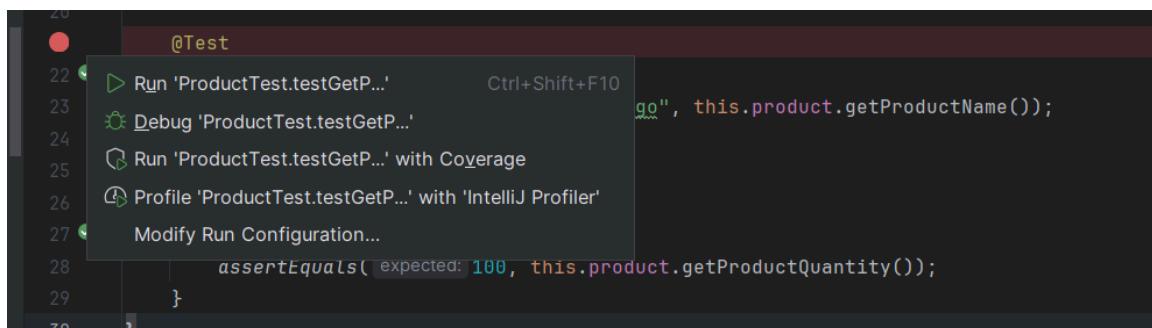
You can see the result at the bottom left panel in IntelliJJ



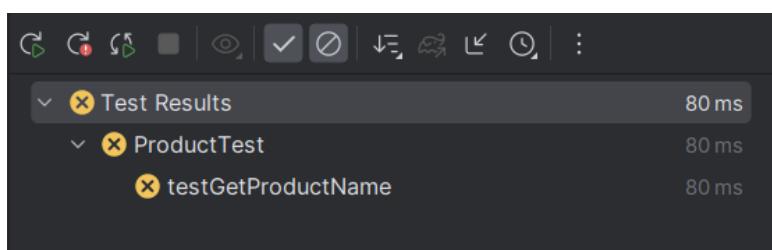
As we can see on the test report, all of the tests are passed. Check again your source code ProductTest.java, there is a mark in the line of the unit test. The green checklist (✓) denotes the successful test.

```
21  @Test
22  ✓ void testGetProductName() {
23      assertEquals( expected: "Sampo Cap Bambang", this.product.getProductName());
24  }
25
```

4. Let's try to make the failed test. Change the name "Sampo Cap Bambang" in Line 23 to "Sampo Cap Bango". If you only change one method, you can run the changed method. Right-click the checklist (next to line number) and then choose "Run ProductTest.testGetProductName"

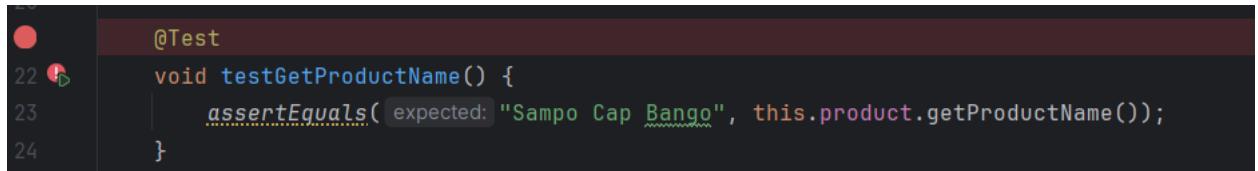


As expected the test fails, and you can see the report in IntelliJ



```
> Task :test FAILED
ProductTest > testGetProductName() FAILED
    org.opentest4j.AssertionFailedError at ProductTest.java:23
1 test completed, 1 failed
FAILURE: Build failed with an exception.
```

Check your source code again, after executing the failed test, there is a mark red warning next to the line number. 



```
22 @Test
23     void testGetProductName() {
24         assertEquals( expected: "Sampo Cap Bango", this.product.getProductName());
```

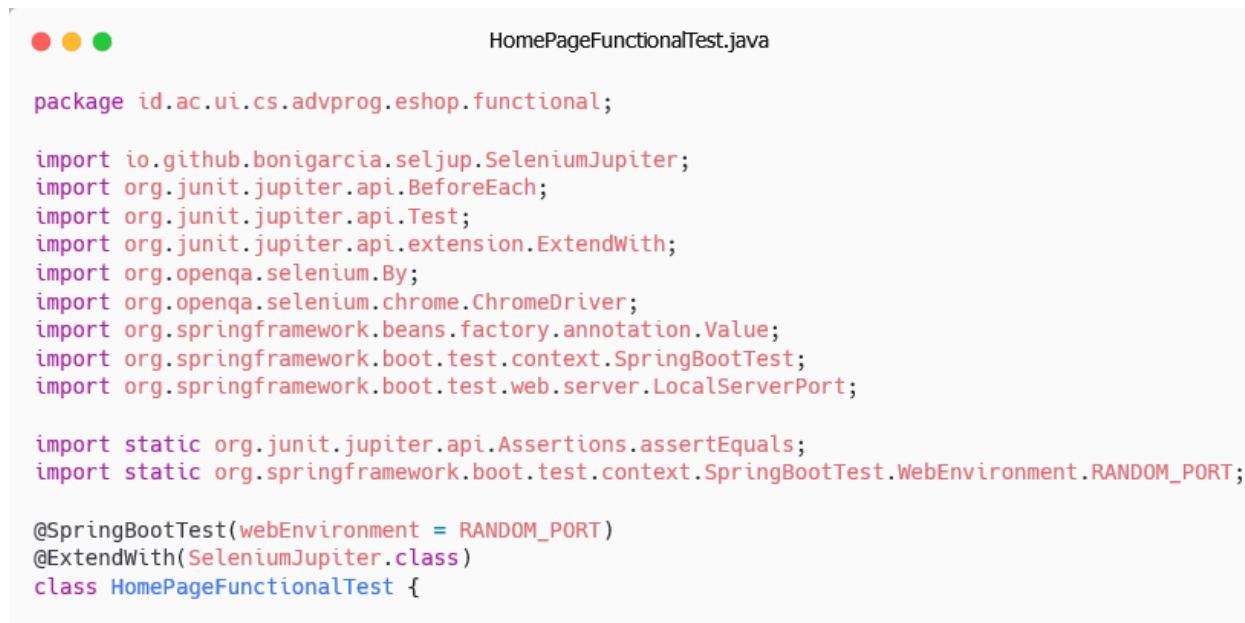
Change back your test case to “Sampo Cap Bambang” and don’t forget to rerun the test.

Functional Test

Let's try writing a basic functional test that verifies the **title** of the home page and the initial **welcome message**. You do not have to include any dependencies such as Selenium since they have been added in previous tasks.

Create a new branch `functional-test` and checkout to this branch

1. Create a new functional test suite as a Java class named `HomePageFunctionalTest` at `id.ac.ui.cs.advprog.eshop.functional` Java package. Make sure the class declaration, annotations, and imported packages match with the following screenshot:



The screenshot shows a code editor window with three status indicators (red, yellow, green) at the top left. The file name `HomePageFunctionalTest.java` is displayed at the top right. The code itself is a Java class definition:

```
package id.ac.ui.cs.advprog.eshop.functional;

import io.github.bonigarcia.seljup.SeleniumJupiter;
import org.junit.jupiter.api.BeforeEach;
import org.junit.jupiter.api.Test;
import org.junit.jupiter.api.extension.ExtendWith;
import org.openqa.selenium.By;
import org.openqa.selenium.chrome.ChromeDriver;
import org.springframework.beans.factory.annotation.Value;
import org.springframework.boot.test.context.SpringBootTest;
import org.springframework.boot.test.web.server.LocalServerPort;

import static org.junit.jupiter.api.Assertions.assertEquals;
import static org.springframework.boot.test.context.SpringBootTest.RANDOM_PORT;

@SpringBootTest(webEnvironment = RANDOM_PORT)
@ExtendWith(SeleniumJupiter.class)
class HomePageFunctionalTest {
```

2. Fill in the body of `HomePageFunctionalTest` with content as follows:

```

/**
 * The port number assigned to the running application during test execution.
 * Set automatically during each test run by Spring Framework's test context.
 */
@LocalServerPort
private int serverPort;

/**
 * The base URL for testing. Default to {@code http://localhost}.
 */
@Value("${app.baseUrl:http://localhost}")
private String testBaseUrl;

private String baseUrl;

@BeforeEach
void setupTest() {
    baseUrl = String.format("%s:%d", testBaseUrl, serverPort);
}

@Test
void pageTitle_isCorrect(ChromeDriver driver) throws Exception {
    // Exercise
    driver.get(baseUrl);
    String pageTitle = driver.getTitle();

    // Verify
    assertEquals("ADV Shop", pageTitle);
}

@Test
void welcomeMessageHomePage_isCorrect(ChromeDriver driver) throws Exception {
    // Exercise
    driver.get(baseUrl);
    String welcomeMessage = driver.findElement(By.tagName("h3"))
        .getText();

    // Verify
    assertEquals("Welcome", welcomeMessage);
}
}

```

Remember the test case writing convention expected by JUnit 5. Every method that represents a test case must be annotated with @Test in order to make it executable by JUnit 5's test runner. Each test case should also perform procedures to exercise the actual function to be tested and verify the result with the expected output.

3. Look at the pageTitle_isCorrect() test case. It asks the browser (Google Chrome/Chromium) via WebDriver API to open the URL of the running application. Then, it queries the page title (i.e. the value at <title> tag) and verifies if the title is the same as the expected title (i.e., “ADV Shop”).

Before you proceed to write the next test case, run the test case locally by running it from the IDE (IntelliJ) or from the terminal/shell (./gradlew functionalTest). You will see the Web browser window briefly shown opening the locally running application. If the test passes,

it means the Web browser controlled by WebDriver was able to verify the page title is the same as the expected title. Otherwise, make sure the title of the home page is “ADV Shop”.

4. Now look at the welcomeMessageHomePage_isCorrect test case. It behaves similarly to the previous test case. However, it performs a locator method to get a reference to a <h3> element in the HTML page and obtain the text value from the element. Once it obtained the text value, it checks whether the value is the same as the expected value, i.e. “Welcome”. To see if the test works, try to run it from the IDE or terminal using the same command mentioned in the previous task.

- Save your work as a new Git commit into the functional-test branch.

Exercise 2

- Push the unit-test branch to your online Git repository
- Create a new unit test to verify features **Edit** and **Delete** Product. Don't forget to test positive and negative scenarios.
 - Do not forget to save your result as a new Git commit in unit-test branch and push the latest commit to your online Git repository
- Push the functional-test branch to your online Git repository
- Write a new functional test suite Java class named CreateProductFunctionalTest.java that verifies Create Product feature when performed by the user. In other words, you need to implement the functional test to simulate **user interactions** when a user tries to add a product and ensure that they can see the new product in the product list. You can refer to Selenium documentation about "Interacting with web elements" (link: <https://www.selenium.dev/documentation/webdriver/elements/interactions/>) to see some examples and documentation about the methods you can use in completing this task.
 - Do not forget to save your result as a new Git commit in functional-test branch and push the latest commit to the online Git repository

Reflection 2

1. After writing the unit test, how do you feel? How many unit tests should be made in a class? How to make sure that our unit tests are enough to verify our program? It would be good if you learned about code coverage. *Code coverage is a metric that can help you understand how much of your source is tested.* If you have 100% code coverage, does that mean your code has no bugs or errors?
2. Suppose that after writing the CreateProductFunctionalTest.java along with the corresponding test case, you were asked to create another functional test suite that verifies the **number of items in the product list**. You decided to create a new Java class similar to the prior functional test suites with **the same setup procedures and instance variables**.

What do you think about the cleanliness of the code of the new functional test suite? Will the new code reduce the code quality? Identify the potential clean code issues, explain the reasons, and suggest possible improvements to make the code cleaner! **Please write your reflection inside the repository's README.md file.**

—

