

QA
TDD

`git commit -m "fixed issue with fan"`




... do you test already
... or do you develop now?



... last comment from a developer...

... just before production.



I have looked everything very clear.
I'm sure: There aren't any fails.

After start, there was a fail at just his added position.


... a developer with compiler-DNA...



I looked into the code. Line 5 will give a compiler error.

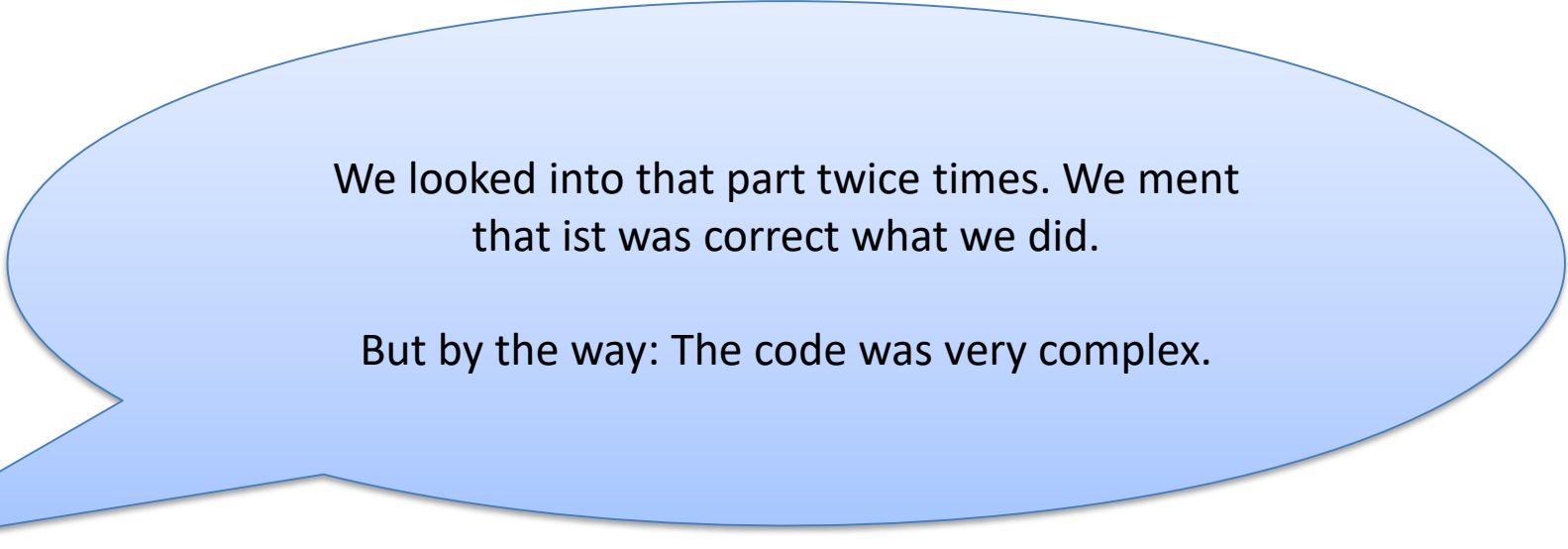
The param value isn't correct.

... answer from the project manager:



Did you know?:
JAVA-Compiler don't cost anything.

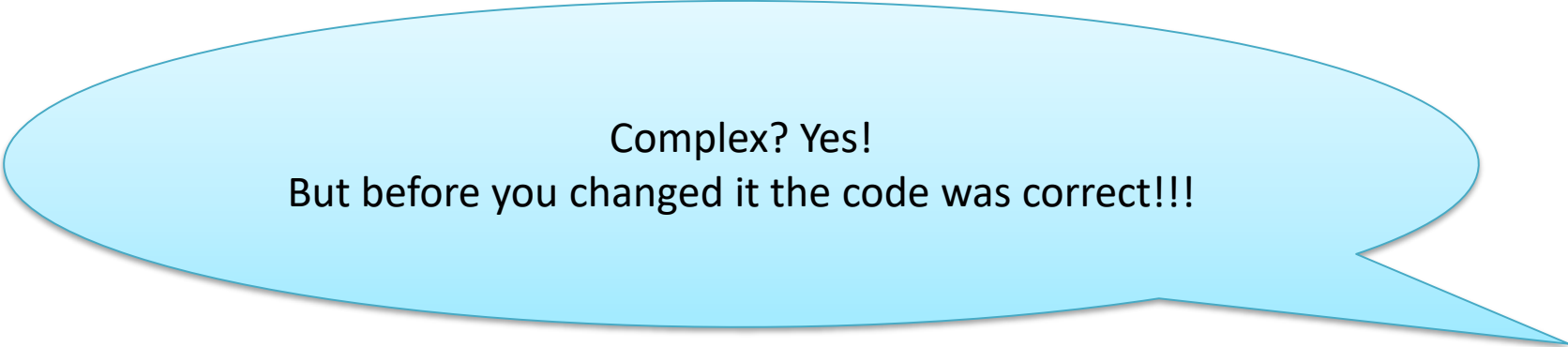
... developer after a little refactoring and a fail after life



We looked into that part twice times. We ment
that ist was correct what we did.

But by the way: The code was very complex.

... answer from the projectmanager:



Complex? Yes!
But before you changed it the code was correct!!!

... after a configuration change for a software release ...

Oh oh ...

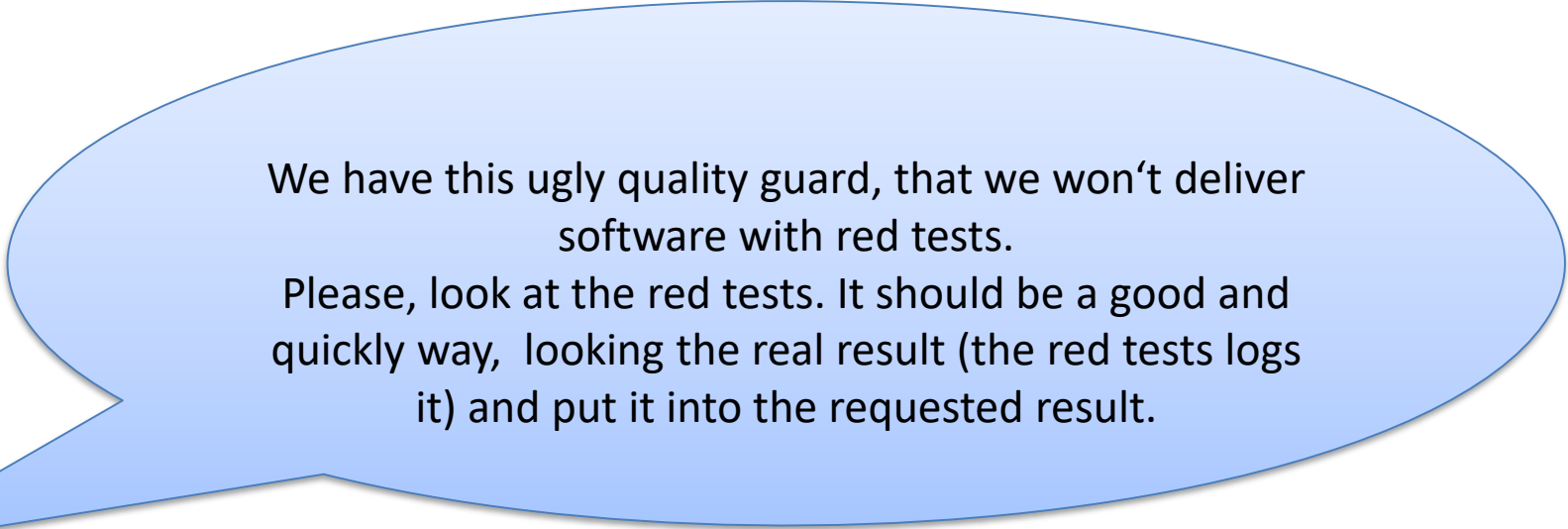
Now, more than 20 tests will change to red, and I have to change the expected results.

... answer:

???

(without any word)

... just before delivery ...



We have this ugly quality guard, that we won't deliver software with red tests.

Please, look at the red tests. It should be a good and quickly way, looking the real result (the red tests logs it) and put it into the requested result.

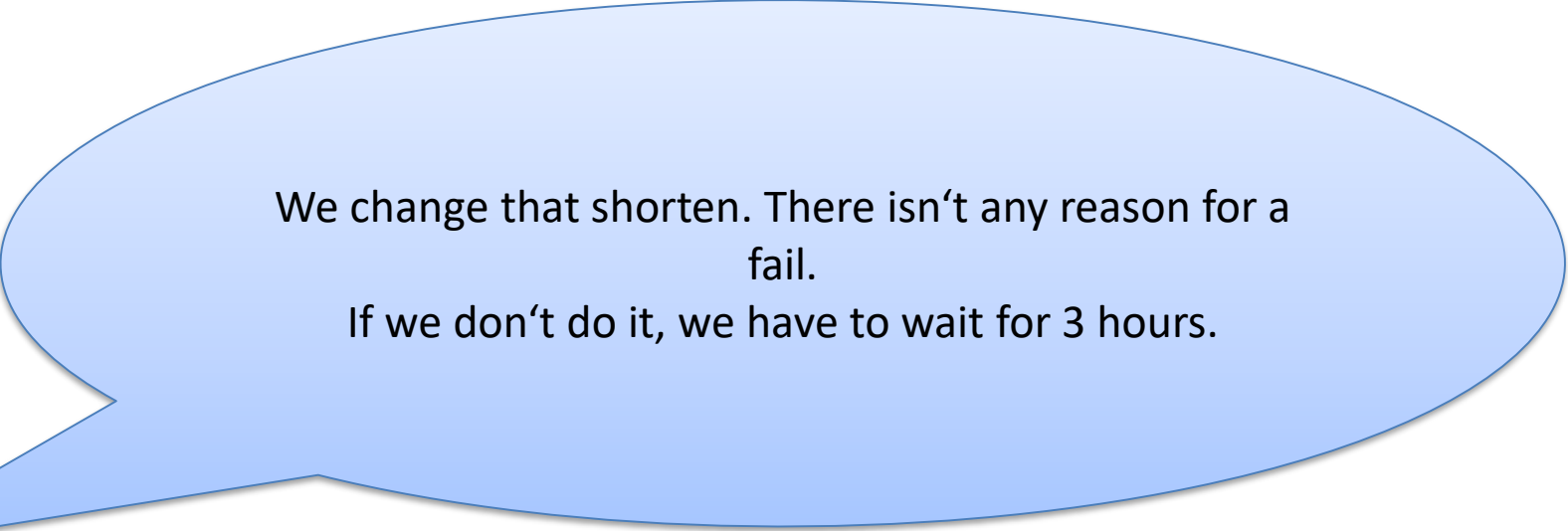
... weeks later after delivery:



Ups!

This feature doesn't work correct. Does ist ever work correct?

... just before change a XML-fragment ...



We change that shorten. There isn't any reason for a fail.

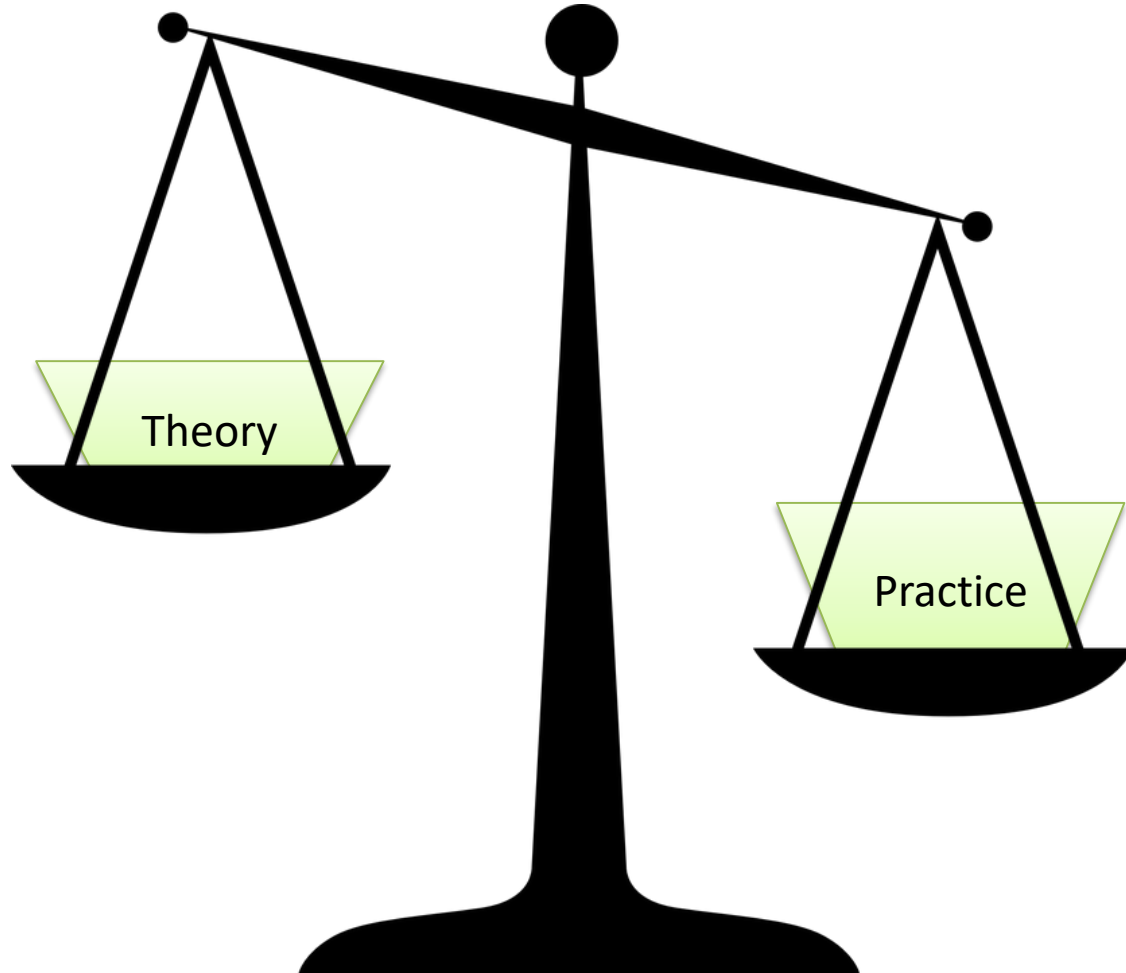
If we don't do it, we have to wait for 3 hours.

... after delivery. The requested labels couldn't print, because the xml-fragment wasn't correct.

... for 3 hours, because there wasn't any possibility for re-delivery.

... costs: 1000EUR per minute

Content



Agenda

- Basics
 - Tests, why tests, kind of tests
 - Quality
 - How to test
 - Common tests
- First action with TDD
 - Unit-tests
 - What is TDD, targets
 - Steps in TDD
 - Proxy-objects



BASICS AND DEEP DIVE INTO TESTS

Term: Quality



Many people many definitions

Term: Quality

Many people many definitions



Extendible

Correctness

Robustness

Easy learning

Efficient

Easy using

Portable

Security

Timeliness

Effective

Improved

Reusable

Term: Quality

Many people many definitions

Extendible

Correctness

Robustness

Easy learning

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Easy using

Portable

Security

Timeliness

Effictive

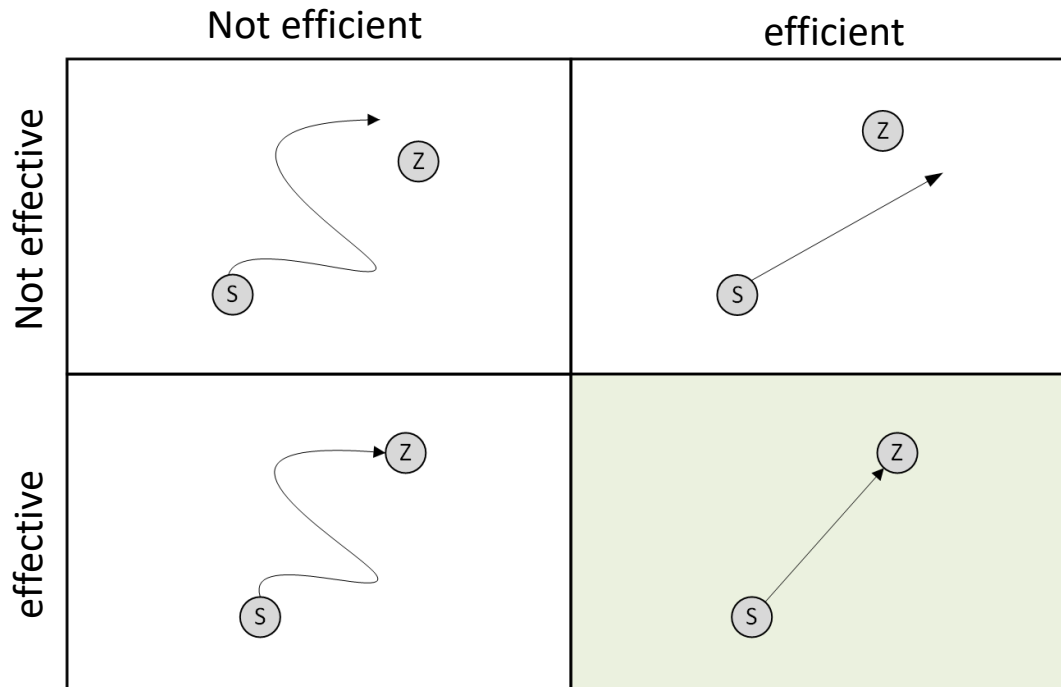
Reusable

Improved

Quality: Reusable



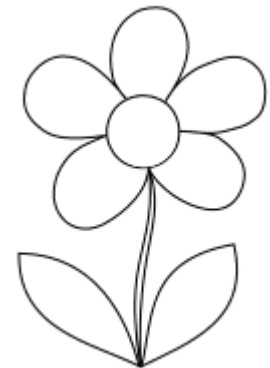
Quality: Effective and efficient



From an email:

AW:AW:RE:REASON:
AW:AW:AW:RE:RE:RE:
Reply:RE:RE:RE:RE:RE:AW:AW:Answer:
RE:AW:RE:AE:AW:RE:Reasons,
why we don't work efficient

Quality: effective and efficient



Quality: a numeric definition

$$\text{Effectiveness} = \frac{\text{Result}}{\text{Goal}}$$

$$\text{Efficiency} = \frac{\text{Result}}{\text{Effort}}$$

Quality: Robustness



Quality: Reliability



- Performing quality aspects for a specified period of time

Quality: Reliability



- Performing quality aspects for a specified period of time



Intended function
specific period of time
specified condtions
Probability
Satisfactory

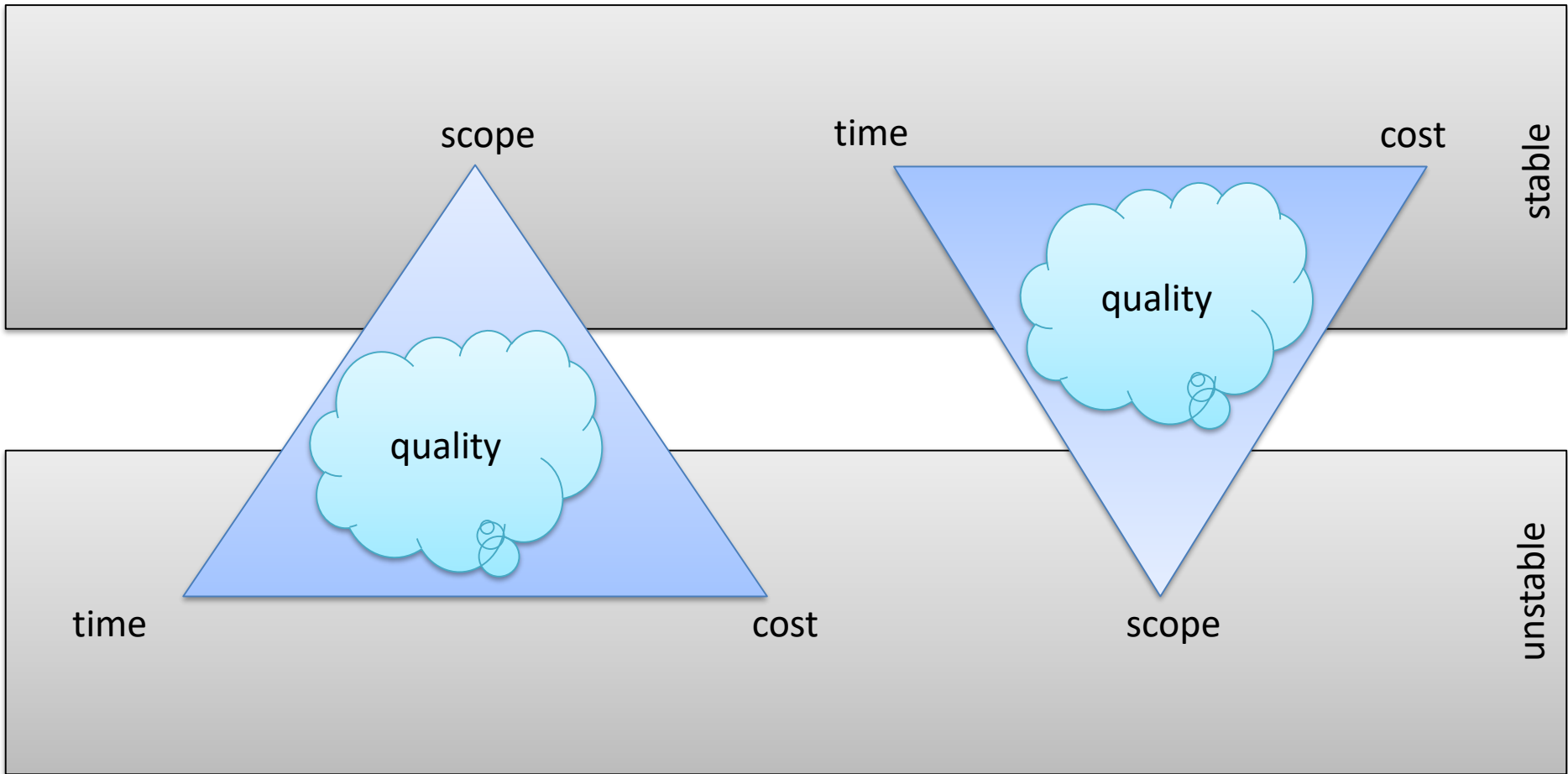
Quality: in one sentence

- Quality is the absence of
 - deficits
 - Bugs

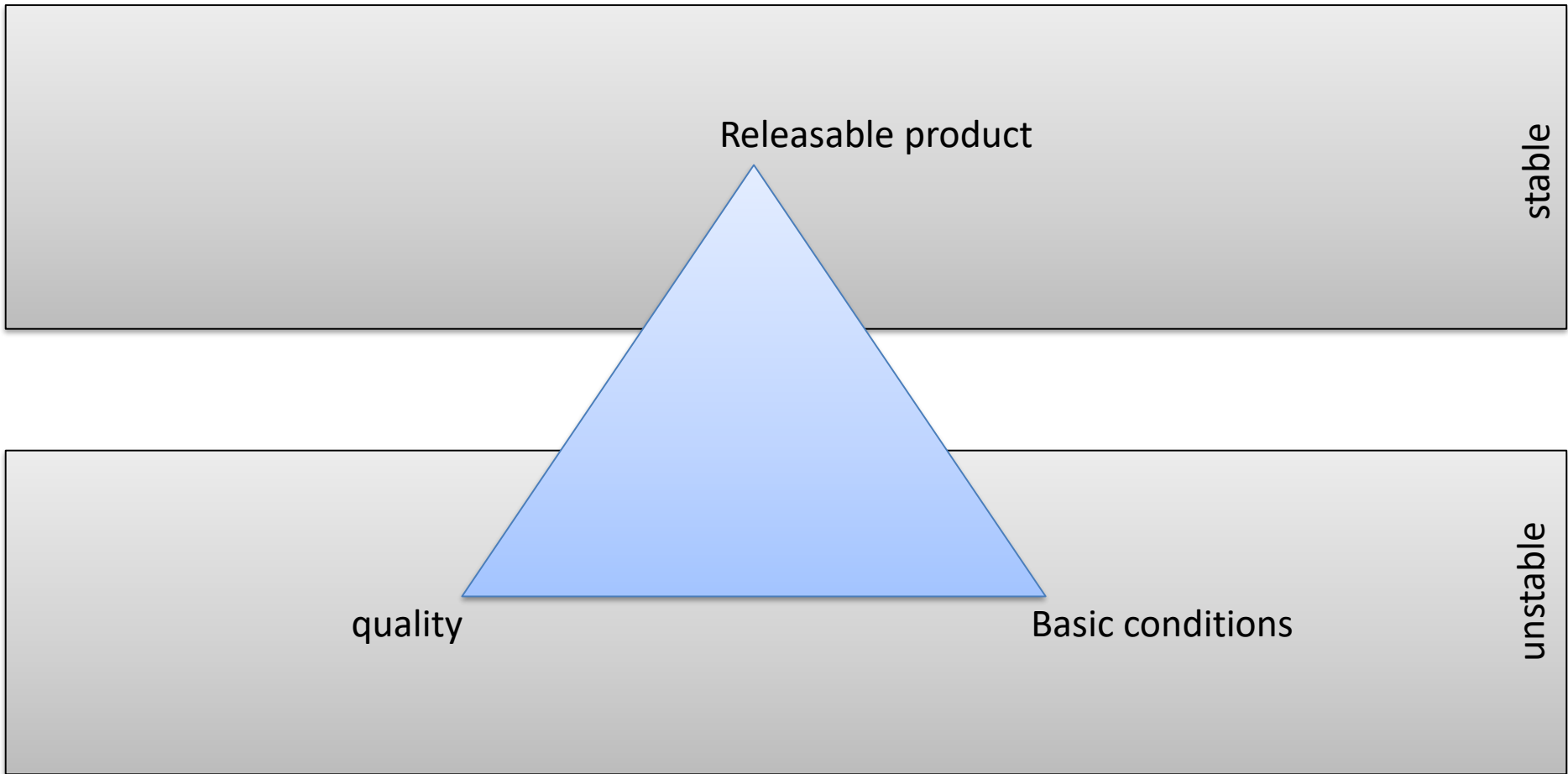
Quality: IEEE

- Mistakes
- Faults
- Failures

Quality meets Project live



Quality meets Project live



{Agile triangle, Jim Highsmith}

Verification and Validation

Verification

- Determine if the artifact (result of a development phase) establishes the requirements before creation

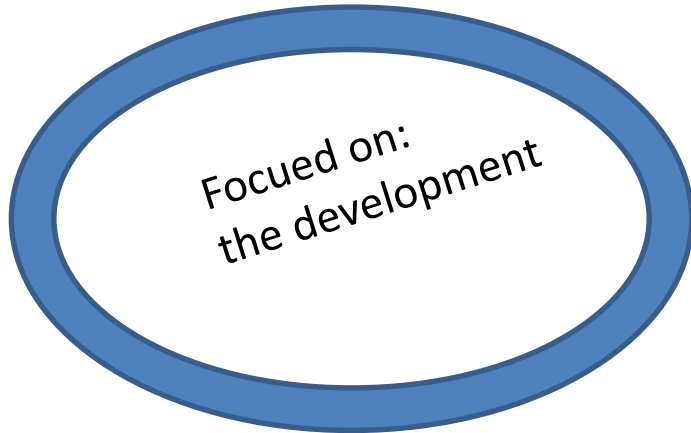
Validation

- Confirm that a product meets customers expectation(s)
- Confirm that a product meets its attended use

Verification and Validation

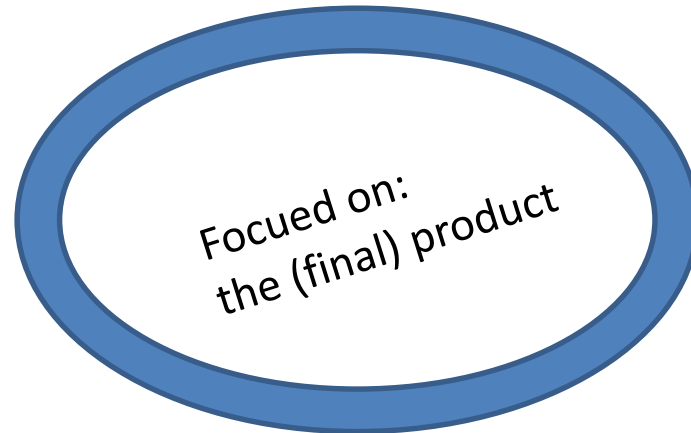
Verification

- Determine if the artifact (result of a development phase) establishes the requirements before creation



Validation

- Confirm that a product meets customers expectation(s)
- Confirm that a product meets its attended use



QA: Quality Assurance

- Define quality objectives
- Define processes for meeting the defines objectives
- Improve the quality objectives over the time

Term: Quality assurance (QA)



- Defining quality guards
 - Ensure, that the product meets the guards
 - Improve them over the lifecycle

Faults in Software: Reasons (1)

- In large system, no one understand the complete algorithm
- complexity of the code
- Complexity of the business
- Unpredictable behavior in some situations

Faults in Software: Reasons (2)

- Unclear requirements
- Design errors
- Architecture errors
- No understanding design
- No understanding architecture
- Implementation errors
- Wrong assumptions

Fails in Software

- Failure
- Error
- Fault

Fails in Software

Fault	Mistake in programm/function
-------	------------------------------

Function double(3) results in 9
(because the developer paste
a „*“ instead of „+“)

In the start-phase of the flight the software
interpreted a faulty signal and pushed
the plane nose down

The programm should works fine until some calls/times ...

Call double(2) results in correct
number.

If the sensor works fine, the software works
fine.

Fails in Software

Fault Mistake in programm/function

Function double(3) results in 9
(because the developer paste
a „*“ instead of „+“)

In the start-phase of the flight the software
interpreted a faulty signal and pushed
the plane nose down

The programm should works fine until some calls/times ...

Error Activated Fault

Failure Deviation in system behaviour

Bug Deviation in system behaviour

Fault, Error, Failure

```
public boolean withdraw(BigDecimal money) {  
  
    BigDecimal balance = amount.subtract(money);  
    if (balance.compareTo(BigDecimal.ZERO) > 0) {  
        amount = balance;  
        return true;  
    } else {  
        return false;  
    }  
}
```

Fault, Error, Failure

```
public boolean withdraw(BigDecimal money) {  
  
    BigDecimal balance = amount.subtract(money);  
    if (balance.compareTo(BigDecimal.ZERO) > 0) {  
        amount = balance;  
        return true;  
    } else {  
        return false;  
    }  
}
```

FAULT: withdraw isn't possible if balance is zero.

ERROR: Call the function with amount-value, other calls proceed well

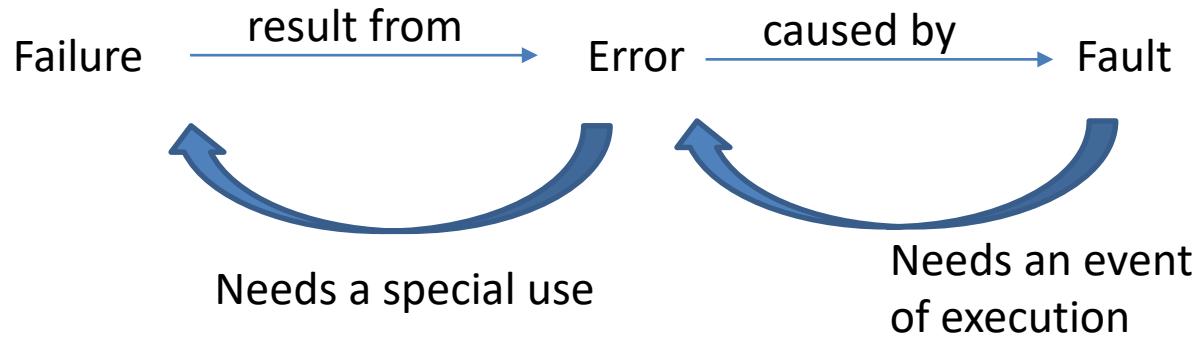
FAILURE: customer tries to transfer his complete credit to other bank account

Fault, Error, Failure

```
public boolean withdraw(BigDecimal money) {  
  
    BigDecimal balance = amount.subtract(money);  
    if (balance.compareTo(BigDecimal.ZERO) >= 0) {  
        amount = balance;  
        return false;  
    }else {  
        return false;  
    }  
}
```

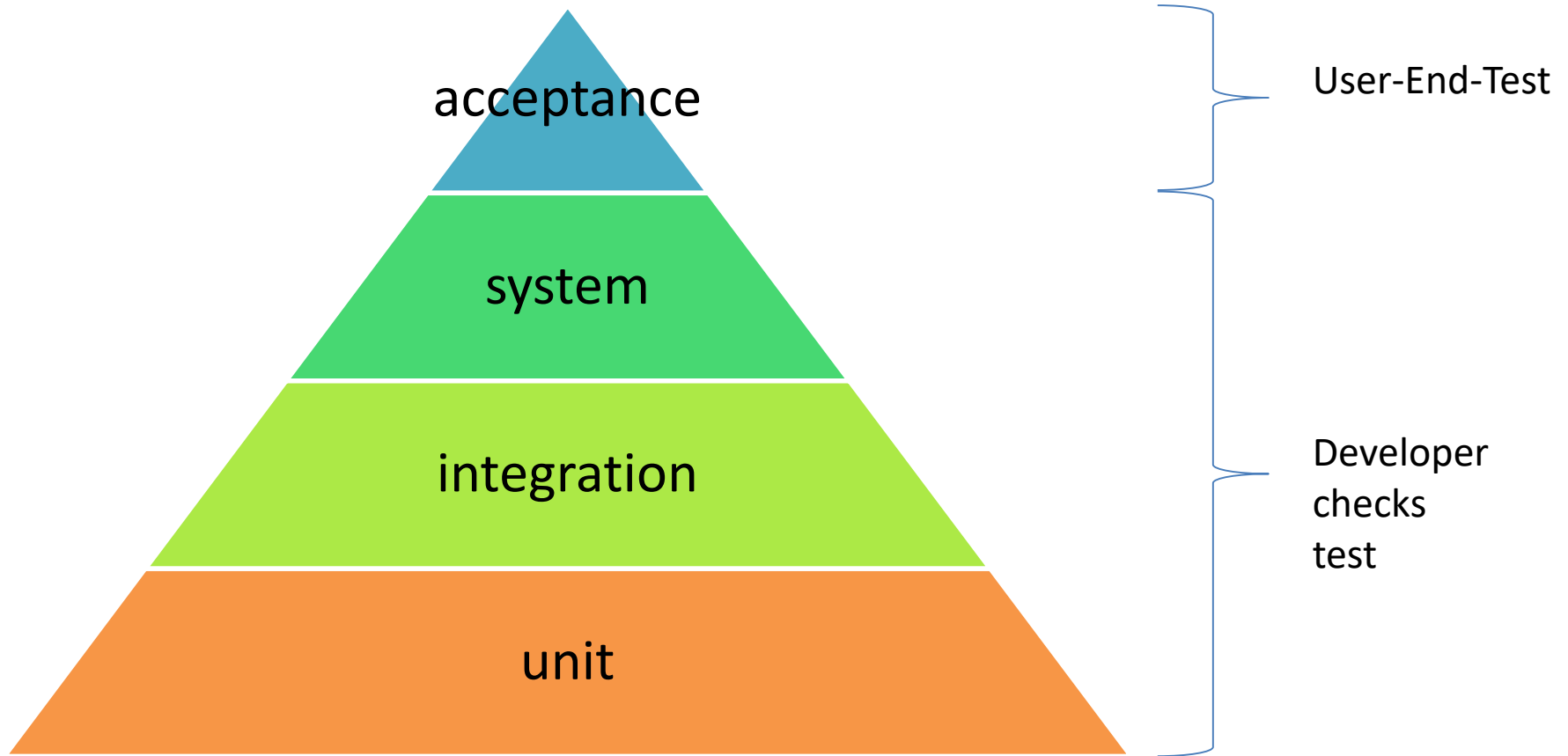
Fault, Error, Failure

```
public boolean withdraw(BigDecimal money) {  
  
    BigDecimal balance = amount.subtract(money);  
    if (balance.compareTo(BigDecimal.ZERO) >= 0) {  
        amount = balance;  
        return true;  
    }else if (balance.compareTo(BigDecimal.ZERO) < 0){  
        return false;  
    }else {  
        amount = balance;  
        return true;  
    }  
}
```

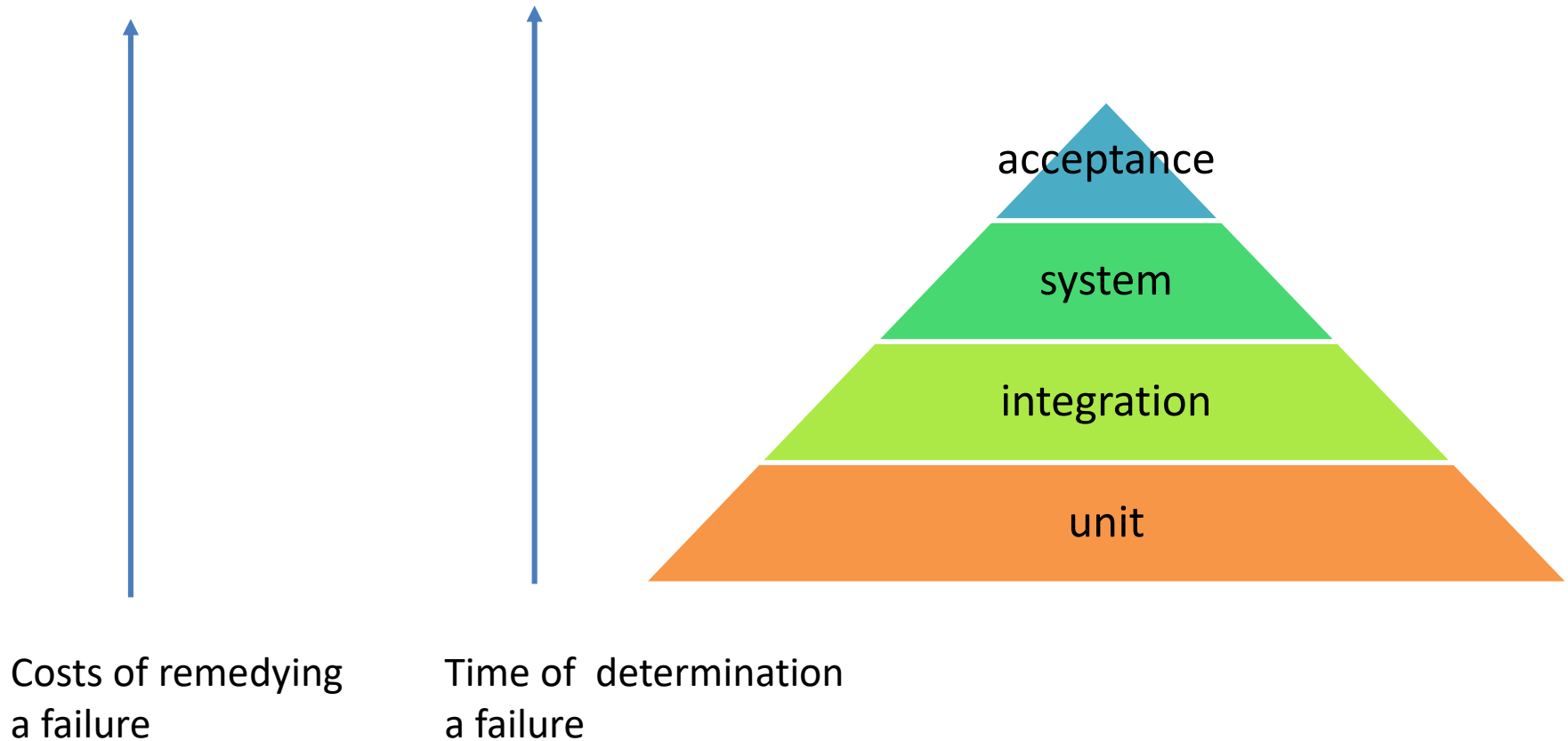


Defect	Found Error in Developing/Test-Phase (by developer, tester, ...)
Bug	Found Error after delivery (by customer, user)

Test-Level



Test-Level



QA: Tests

With tests you try to make a fail.

Or in other words:

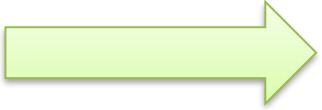
Testing can only show the presence of errors, never their absence.

{Dijkstra, 1930-2002}

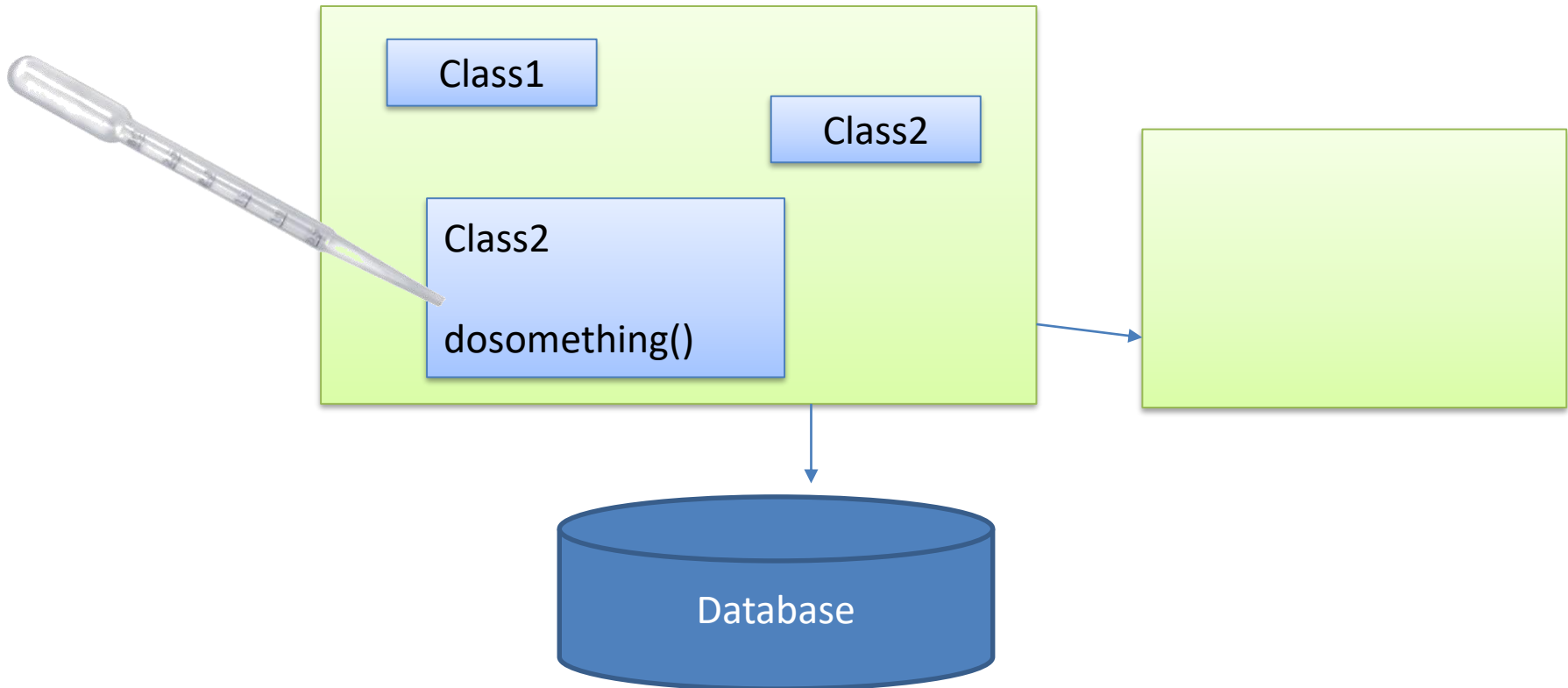
Aspects for tests

- A test is made for finding bugs
- Only a test, that previously failed is a good hint about the reliability for the test or the tested unit
- Testing stops a identification of bugs
 - Correction is „debugging“

Testscope: Unit-Test



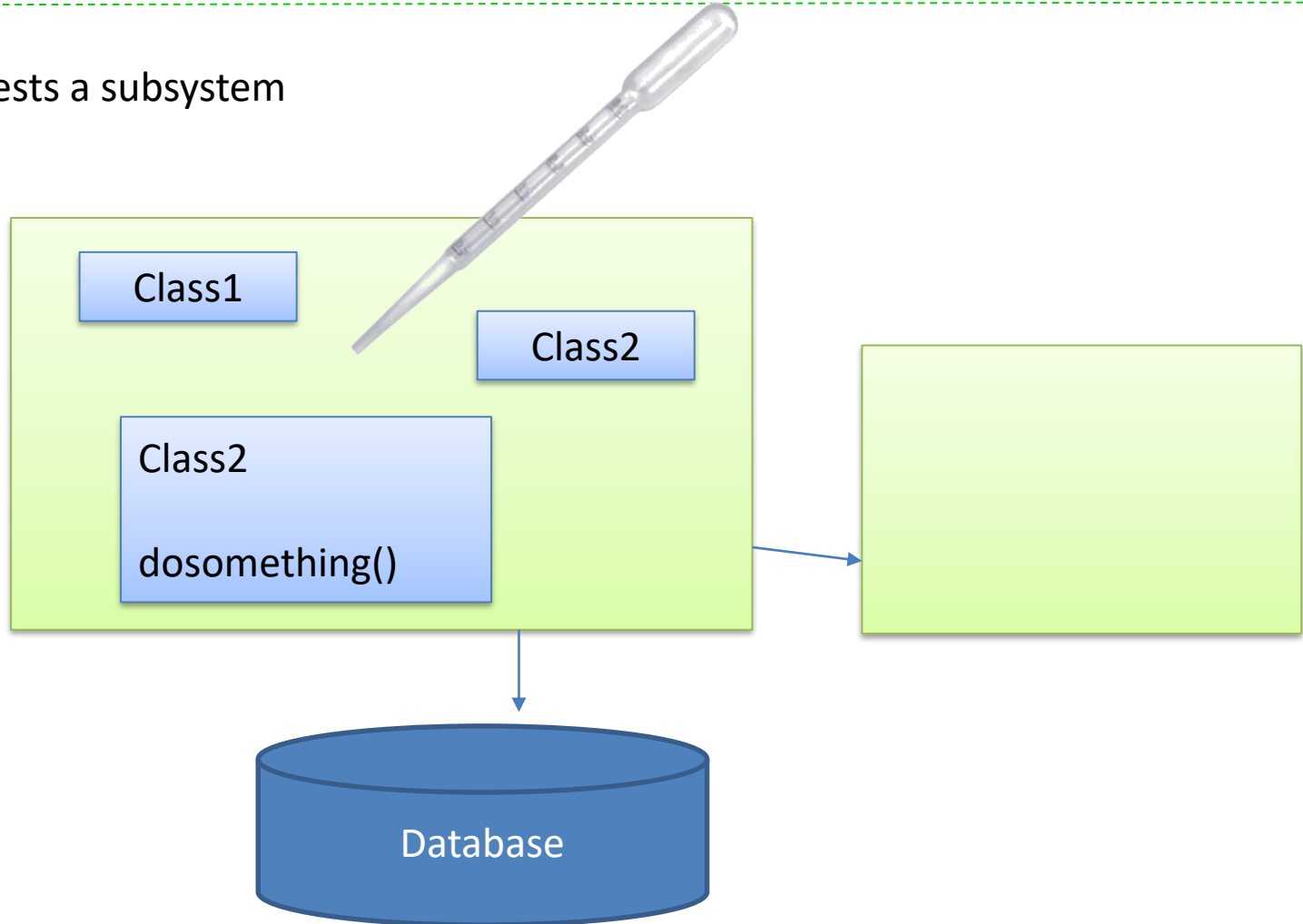
Tests a module/class or methode/function



Testscope: Integrationtest



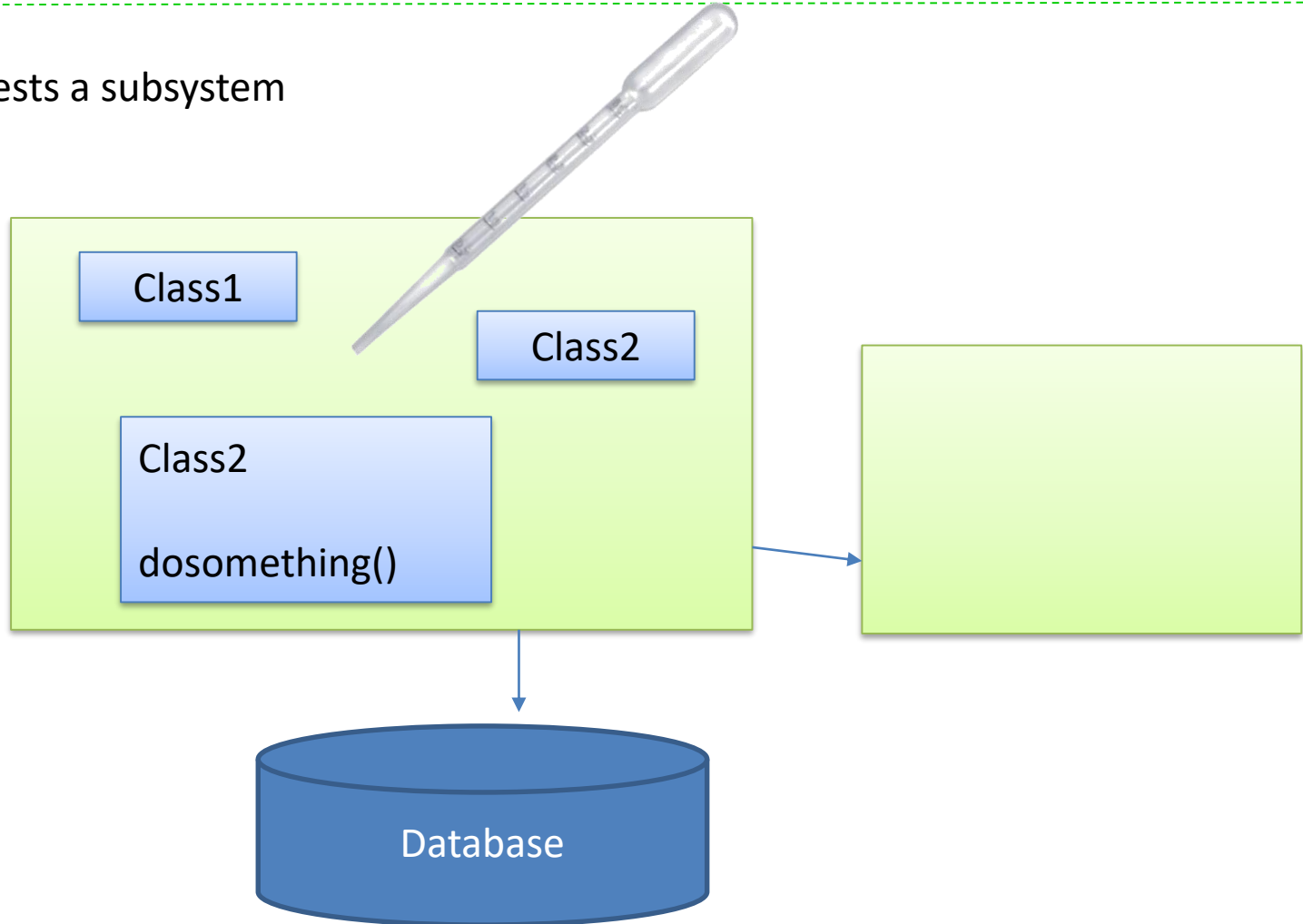
Tests a subsystem



Testscope: Integrationtest



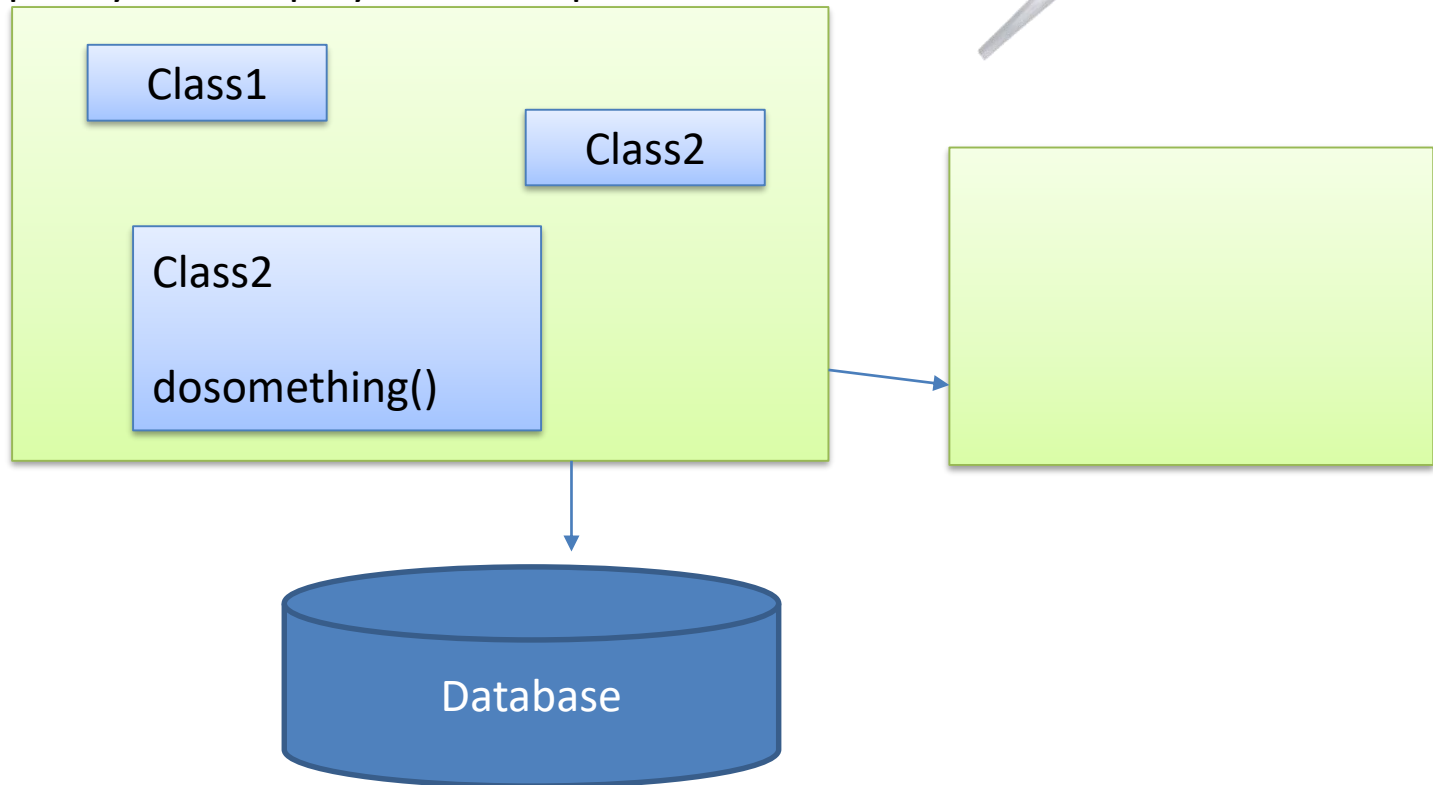
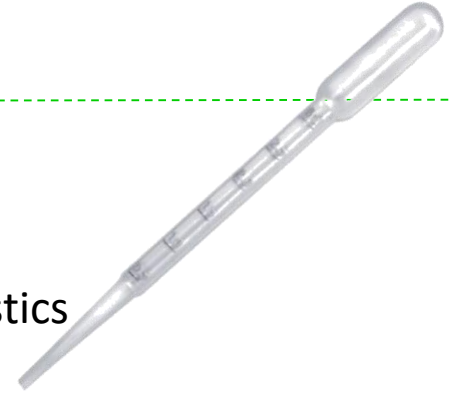
Tests a subsystem



Testscope: Systemtest



Tests an integrated application,
typically parameterized
typically with deployment and platform characteristics



Impact for test-level

- Start very early with testing
- Integrate testing in your development process

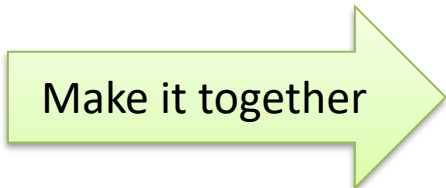
Types of tests

- Start very early with testing
- Integrate testing in your development process



Make it alone

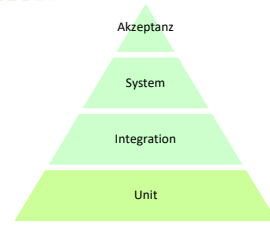
Unit-Tests
Integration-Tests



Make it together

Pair-programming
Code-review
Crowd developing
Crowd architecture

Where can tests help you



- Have you made a testable application
 - Indication for good architecture
 - Indication for good design
 - Indication for no fails
- Indication for no technical debts

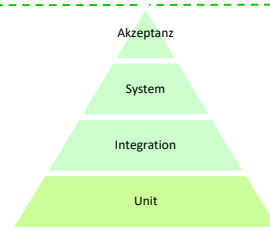
Please note:

An application lives.
You have to tell the same questions time for time.

Be never full satisfied.
Know that current satisfaction is only for the moment.

Do not go ahead too much.
There is no sense for develop requirement you dont know.
Reality will win and overtake.

Where can tests help you



Do you know the Beatles?

Do you know John Lennon?

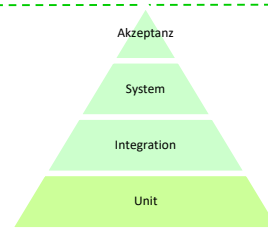
Quote:

Live is what happens while you plan your live.

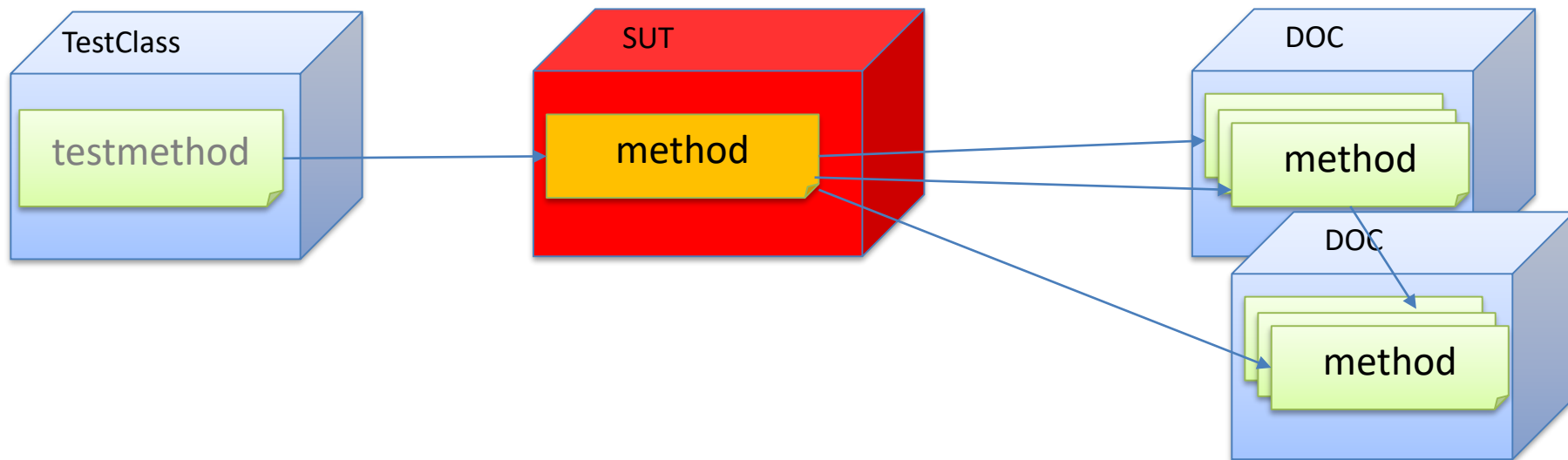
Don't care about the problems will come tomorrow ;)

But be ready to manage the future problems. Than you can solve them in a very light way.

Test-Level, JUnit



- Unit-tests check a special method/function of a component
- Unit-tests check ...
 - ... the implementation of a method/function
 - ... the logic of a method/function



Examples wrong created tests

- Test fails and proceeds accidental
- After changing configuration the test fails
- Test fails according events, e.g. time
- One or more tests fail if they proceed in other order

Hotspots in UnitTests

- Tests check more as one thing
 - E.g. SUT does more than one thing
- Tests pass on concrete order only
- Tests take too much time
- Tests need database
- Tests need complete environment

Tests: what are possible tests?

How many tests are recommendable?

```
/**
 * With the AddMashine can be build a sum of added numbers and calculate the average.
 *
 * @author B. Hegmanns
 */
public class AddMashine {

    private Long value;
    private int addedNumbers;

    public AddMashine(Long initialValue) {
        this.value = initialValue;
        this.addedNumbers = 1;
    }

    public void add(Long value) {
        this.value += value;
        this.addedNumbers++;
    }

    public void sub(Long value) {
        this.value -= value;
        this.addedNumbers++;
    }

    public Long getSum() {
        return value;
    }

    public BigDecimal getAverage() {
        return new BigDecimal(addedNumbers).divide(new BigDecimal(value));
    }
}
```

Black-box tests



- Oriented on behavior without focus on implementation
 - Check output by given input
 - Based on specification

White-box tests

- Oriented in structure / implementation
 - Needs programcode / plan / activity-plan
 - Based on source code



White-box tests

- Oriented in structure / implementation
 - Needs programcode / plan / activity-plan
 - Based on source code
 - Covers the code-specification



More fitting picture for white box test ...

Black box test: methods



- **Functional test**
 - Smoke test
 - Sanity test
 - Regression test
 - User acceptance test
 - Integration test
- **Non-functional test**
 - Usability test
 - Load test
 - Performance test
 - Stress test
 - Scalability test
 - Compatibility test

white box test: methods

- **Basis path test**
- **Data flow test**
- **Path test**
- **Loop test**



white box test: metrics or techniques

- Statement/instruction coverage
- Branch coverage
- Path coverage



Coverage

```
public void withdraw(BigDecimal money) {  
    if (amount.compareTo(BigDecimal.ZERO) >= 0) {  
        amount = amount.subtract(money);  
        if (amount.compareTo(BigDecimal.ZERO) < 0) {  
            throw new RuntimeException("account is now empty ...");  
        }  
    } else {  
        throw new RuntimeException("account is empty");  
    }  
}
```

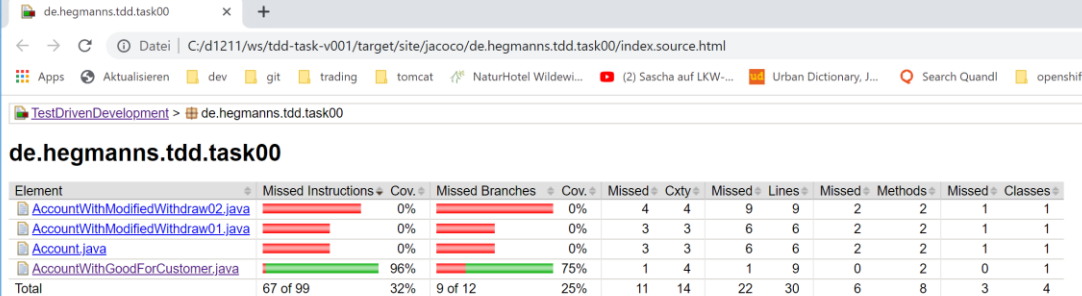
Coverage: statement

AccountWithGoodForCustomer.java

```
1. package de.hegmanns.tdd.task00;
2.
3. import java.math.BigDecimal;
4.
5. public class AccountWithGoodForCustomer {
6.
7.     private String id;
8.     private BigDecimal amount;
9.
10.    public AccountWithGoodForCustomer(BigDecimal amount) {
11.        this.amount = amount;
12.    }
13.
14.    public void withdraw(BigDecimal money) {
15.        if (amount.compareTo(BigDecimal.ZERO) >= 0) {
16.            amount = amount.subtract(money);
17.            if (amount.compareTo(BigDecimal.ZERO) < 0) {
18.                throw new RuntimeException("account is now empty ...");
19.            }
20.        } else {
21.            throw new RuntimeException("account is empty");
22.        }
23.    }
24. }
```

```
@Test
public void testInstructionCoverage1() {
    AccountWithGoodForCustomer account = new AccountWithGoodForCustomer(BigDecimal.ONE);
    RuntimeException thrownException = Assertions.assertThrows(RuntimeException.class,
        () -> account.withdraw(BigDecimal.TEN));
    Assertions.assertEquals("account is now empty ...", thrownException.getMessage());
}

@Test
public void testInstructionCoverage2() {
    AccountWithGoodForCustomer account = new AccountWithGoodForCustomer(BigDecimal.ONE.negate());
    RuntimeException thrownException = Assertions.assertThrows(RuntimeException.class,
        () -> account.withdraw(BigDecimal.ONE));
    Assertions.assertEquals("account is empty", thrownException.getMessage());
}
```

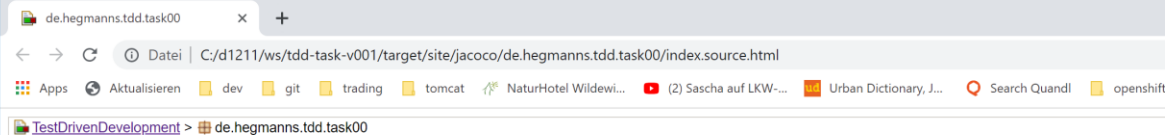


Coverage: branch and path

```
@Test
public void testBranchCoverage1() {
    AccountWithGoodForCustomer account = new AccountWithGoodForCustomer(BigDecimal.TEN);
    account.withdraw(BigDecimal.ONE);
}
```

AccountWithGoodForCustomer.java

```
1. package de.hegmanns.tdd.task00;
2.
3. import java.math.BigDecimal;
4.
5. public class AccountWithGoodForCustomer {
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14.    public void withdraw(BigDecimal money) {
15.        if (amount.compareTo(BigDecimal.ZERO) >= 0) {
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```

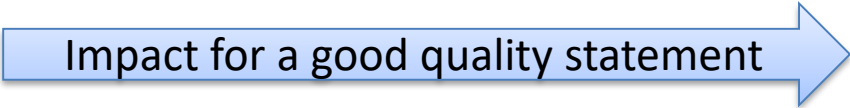


de.hegmanns.tdd.task00

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed Cxty	Missed Lines	Missed Methods	Missed Classes
AccountWithModifiedWithdraw02.java	<div><div></div></div>	0%	<div><div></div></div>	0%	4 4	9 9	2 2	1 1
AccountWithModifiedWithdraw01.java	<div><div></div></div>	0%	<div><div></div></div>	0%	3 3	6 6	2 2	1 1
Account.java	<div><div></div></div>	0%	<div><div></div></div>	0%	3 3	6 6	2 2	1 1
AccountWithGoodForCustomer.java	<div><div></div></div>	100%	<div><div></div></div>	100%	0 4	0 9	0 2	0 1
Total	66 of 99	33%	8 of 12	33%	10 14	21 30	6 8	3 4

Some words of coverage metric

- 100% coverage says nothing
 - Are all important boundaries tested?
 - Are all related partitions considered?
 - A lazy and good developer can make 100% coverage in an easy way ...



Impact for a good quality statement

Combine test with code revision / pair programming
Define quality guard, like „a commit may not decrease coverage“

How to find good inputs

```
public class FinancialAccount {  
  
    private Long amount;  
  
    public boolean widthdraw(Long money) {  
        long balance = amount - money;  
        if (balance >= 0) {  
            amount = balance;  
            return true;  
        } else {  
            return false;  
        }  
    }  
}
```

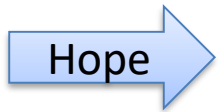
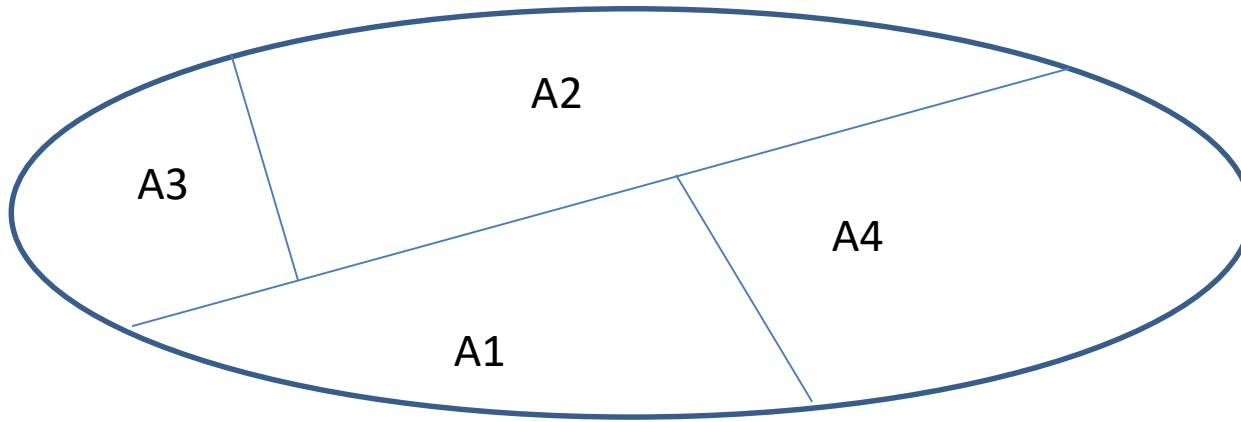


Problem

Testing with all inputs isn't possible.
BUT: We need realistic inputs

Finding input: partition testing, equivalence class

Devide complete possible input into parts (partitions) with equal types.
Take some inputs of every partition



If the test passes for one input-value of a partition, it will passes for all other values of that partition

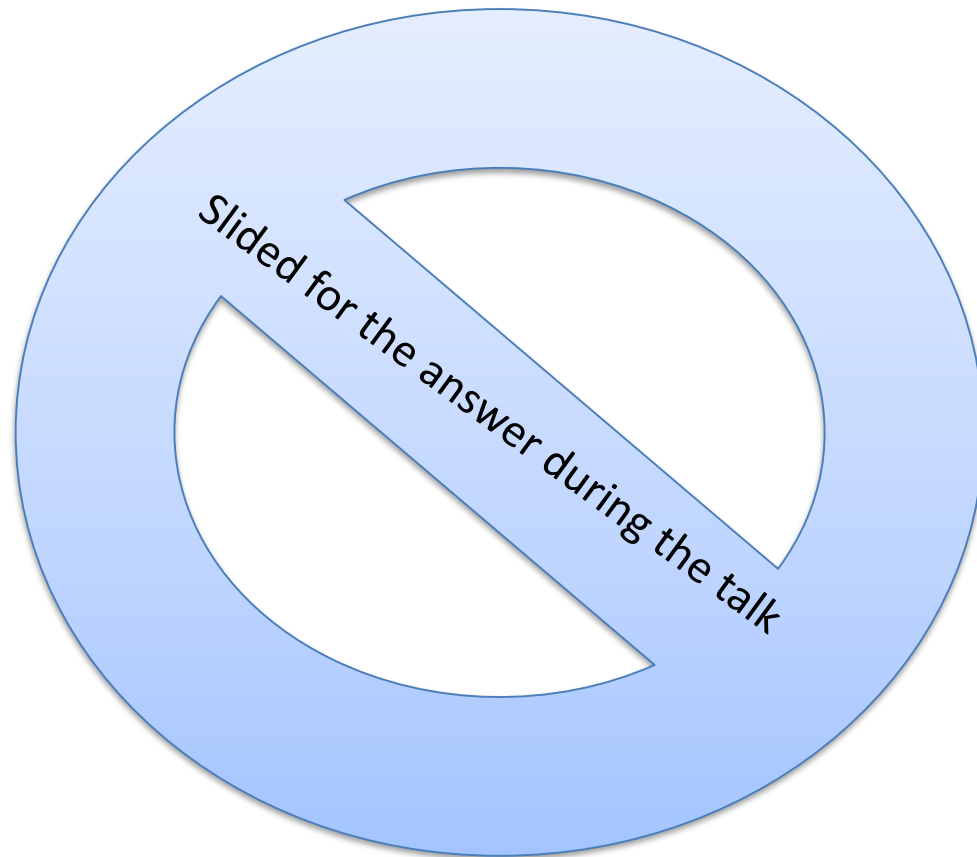
If the test fails for one input-value of a partition, it will fails for all other values of that partition

Partition: Strategies

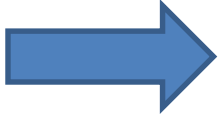
- Boundaries (MAX_LONG, ...)
 - Max possible amount
 - Value „above“ boundaries (look „without any sence“)
- Values at the center of the range
- Well known relevant values (could be zero)
- Values without any sence
- Values with must trigger an error/exception
 - null
 - Zero-length array
 - Not (completly) initialized value

Partition: Example

```
public int calculateInterestDays(  
    Long startYear,  
    Long startMonth,  
    Long startDay,  
    int finalYear,  
    int finalMonth,  
    int finalDay) {  
  
    return 0; // that isn't correct ;)  
}
```



Teststruktur: „Triple A“-Pattern




Arrange the preconditions
Act on the test object
Assert the results



Given a precondition
When a thing happens
Then a result should be observable


teststructure: „Triple A“-Pattern



```
@Test
public void strukturEinesTest() {
    //GIVEN
    String anyOnlyElement = "A";
    Set<String> strings = new HashSet<String>();
    strings.add(anyOnlyElement);

    //WHEN
    strings.add(anyOnlyElement);

    //THEN
    assertTrue("expected size after adding same elements twice times", strings.size() == 1);
}
```



Given a precondition
When a thing happens
Then a result should be observable

Tests: what are possible tests?

How many tests are recommendable?

```
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 * With the AddMashine can be build a sum of added numbers and calculate the average.
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 * @author B. Hegmanns
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        this.addedNumbers++;
    }

    public void sub(Long value) {
        this.value -= value;
        this.addedNumbers++;
    }

    public Long getSum() {
        return value;
    }

    public BigDecimal getAverage() {
        return new BigDecimal(addedNumbers).divide(new BigDecimal(value));
    }
}
```


JUNIT 4 / 5

Junit 4

- A unit-test framework for java
- Monolithic
- You can combine junit with other techniques
 - Spring
 - Java/Jakarta EE
- Extendible
 - ... with limits

Junit 5

- A unit-test framework for java
- Modularized
- Extendible
- Compatible with junit4
- Based on JAVA 8

JUNIT5 dependencies

```
<junit.jupiter.version>5.3.0</junit.jupiter.version>
```

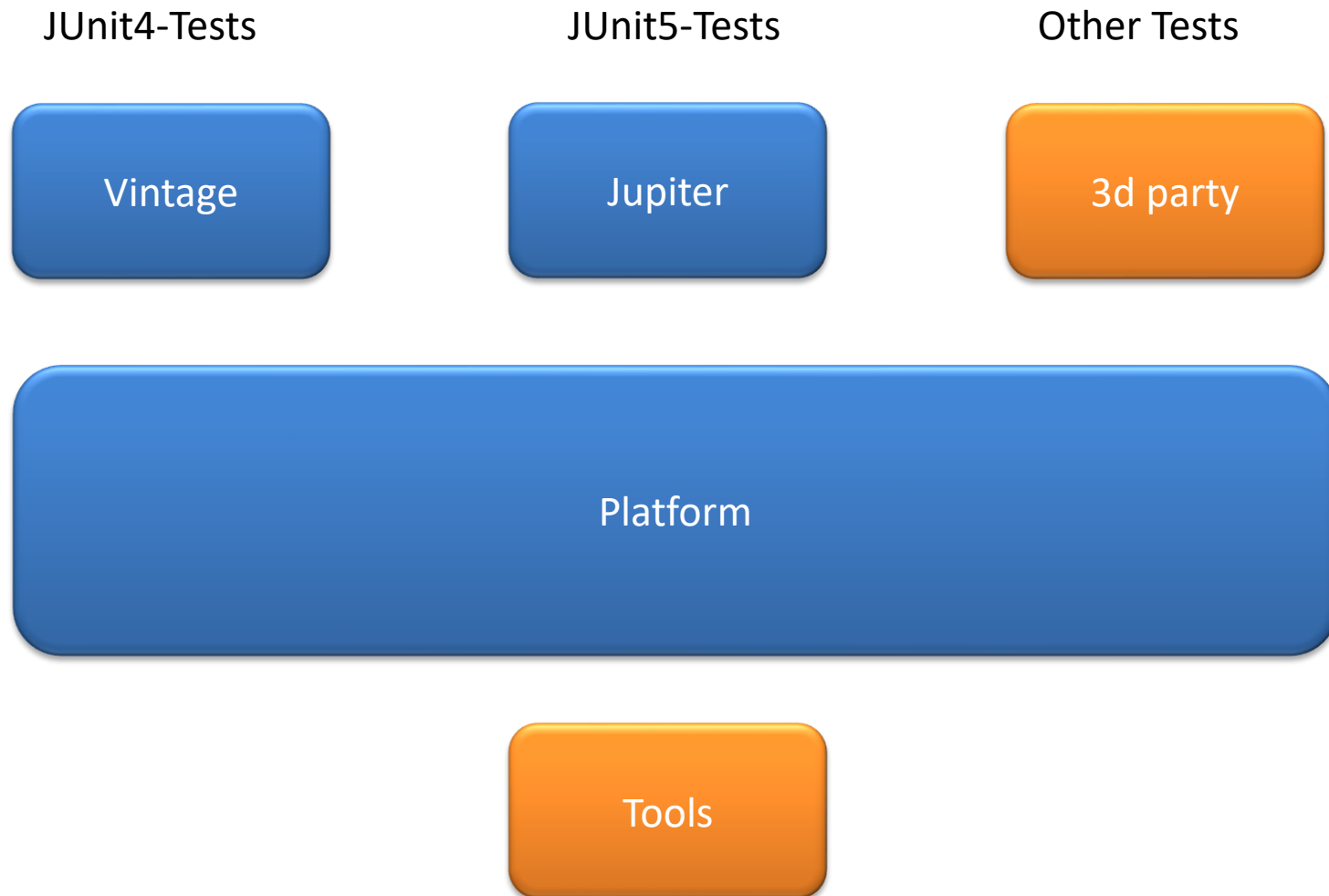
```
<dependency>  
  <groupId>org.junit.jupiter</groupId>  
  <artifactId>junit-jupiter-api</artifactId>  
  <version>${junit.jupiter.version}</version>  
  <scope>test</scope>  
</dependency>  
<dependency>  
  <groupId>org.junit.jupiter</groupId>  
  <artifactId>junit-jupiter-engine</artifactId>  
  <version>${junit.jupiter.version}</version>  
  <scope>test</scope>  
</dependency>
```

JUNIT5: parameterized tests

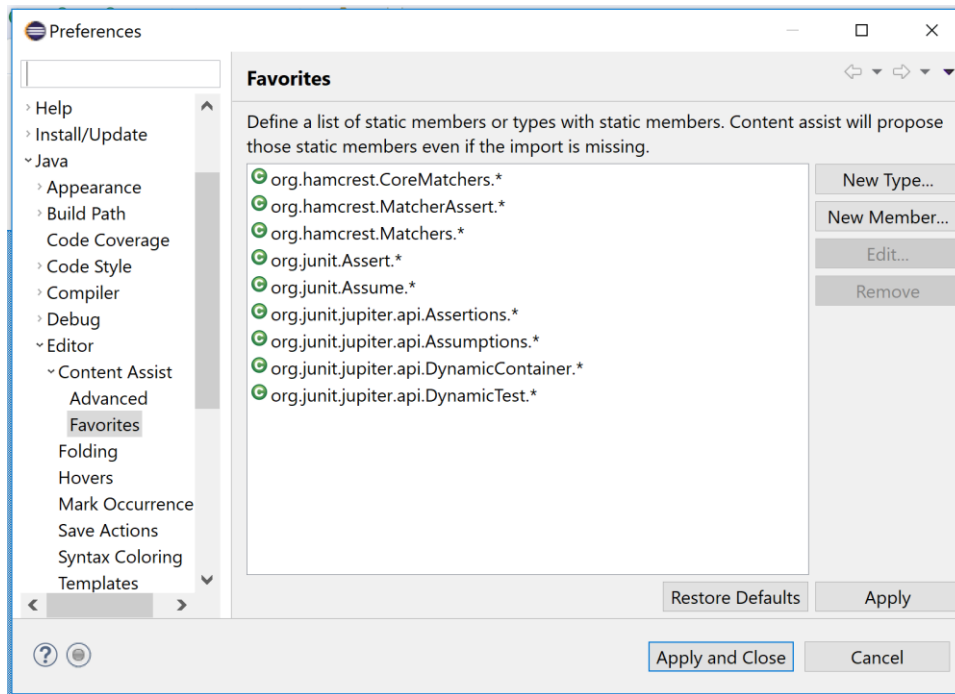
```
<junit.jupiter.version>5.3.0</junit.jupiter.version>
```

```
<dependency>  
  <groupId>org.junit.jupiter</groupId>  
  <artifactId>junit-jupiter-params</artifactId>  
  <version>${junit.jupiter.version}</version>  
  <scope>test</scope>  
</dependency>
```

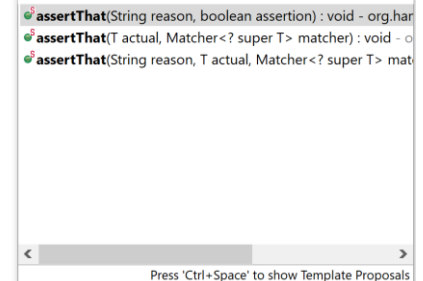
JUnit5-Architektur



Auto-Import in Eclipse

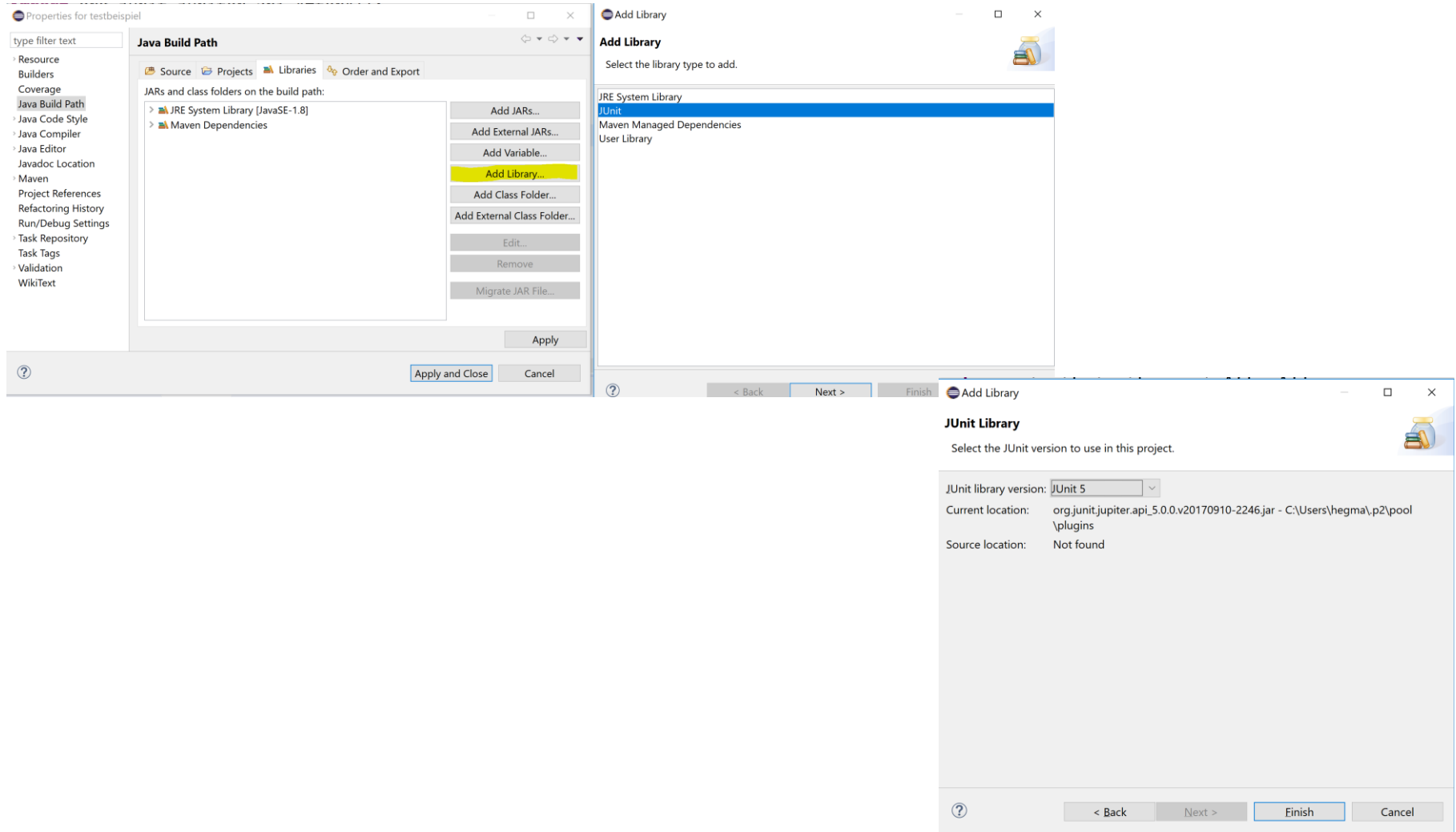


```
public void testForTest() {  
    assertThat  
}
```



JUnit5-Launcher

(in new Eclipse-versions)



Using JUnit4-Launcher (for older Eclipse-Versionen bzw. Launcher)

```
import org.junit.runner.RunWith;

@RunWith(JUnitPlatform.class)
public class LifecycleAnnotationen {
```

HELPFUL für TDD: Shortcut

- In focus of TDD:
 - Quick retest
 - Code and test
- Well used shortcut „Ctrl+F11“
(Relaunch last Run)

JUNIT 4 / 5

What make junit4 / 5

- See a class as a test
 - Condition:
At least one method is annotated with „Test“
 - Junit 4: `org.junit.Test`
 - Junit 5: `org.junit.jupiter.api.Test`
- All with `@Test` annotated methods are proceeded by the test runner
 - Als procceeded tests are shown in the test runner windows

Typical challenge in junit

- Comparing with expected value
 - Result of a method-call with expected result
 - A method-call changed properties of an object
 - A method-call throws an exception
 - A method-call creates an event

Assertions / Checks

- Eingebaut „org.junit.jupiter.Assertions“
 - Very large
- Third-Party: hamcrest
 - Talking syntax
 - Typesafe
 - Typesafe assertions
 - Extendible

JUnit5-Assertions

- `org.junit.jupiter.api.Assertions`
 - May assert-methods



AND-link of asserts:

`Assertions.assertAll(.....)`

Assertions.assertAll

```
@Test
public void assertAllTest() {
    //GIVEN
    String anyOnlyElement = "A";
    Set<String> strings = new HashSet<String>();
    strings.add(anyOnlyElement);

    //WHEN
    strings.add(anyOnlyElement);

    //THEN
    Assertions.assertAll("set",
        () -> assertEquals(1, strings.size()),
        () -> assertEquals("A", strings.iterator().next(), "expected 'A'")
    );
}
```

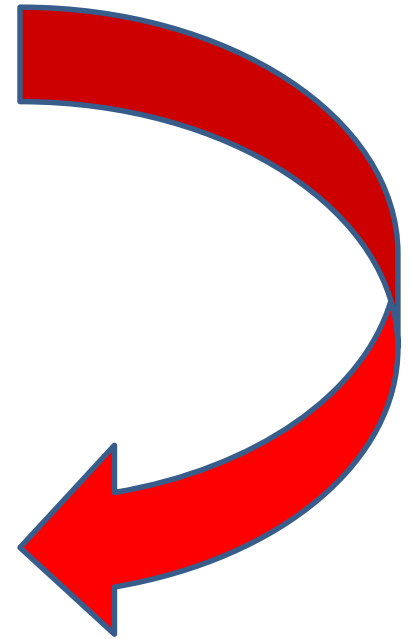

Assertions.assertAll: more asserts

```
@Test
public void assertAllAllFailedTest() {
    //GIVEN
    String anyOnlyElement = "A";
    Set<String> strings = new HashSet<String>();
    strings.add(anyOnlyElement);

    //WHEN
    strings.add(anyOnlyElement);

    //THEN
    Assertions.assertAll("set",
        () -> assertEquals(2, strings.size()),
        () -> assertEquals("B", strings.iterator().next(), "expected 'B'")
    );
}
```

```
org.opentest4j.MultipleFailuresError: set (2 failures)
    expected: <2> but was: <1>
    expected 'B' ==> expected: <B> but was: <A>
    at org.junit.jupiter.api.AssertAll.assertAll(AssertAll.java:66)
```



Assertions.assertAll: more assert

```
@Test
public void assertAllAllFail() {
    //GIVEN
    String anyOnlyE
    Set<String> str
    strings.add(any

    //WHEN
    strings.add(any

    //THEN
    Assertions.asse
        () -> as
        () -> as
    );
}
```

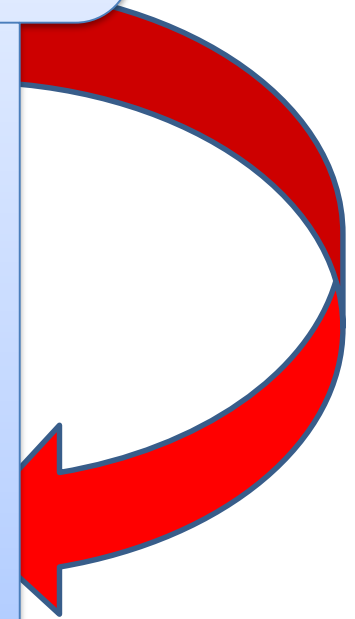
```
org.opentest4j.Multi
expected: <2
expected 'B'
at org.junit
```

note

Be carefull mit testing more than one assert in one test(method).

One test(method) should only test ONE aspect.

Sometimes it is a good idea testing more than one aspect.



Assertions.assertThrows

- Expected Exception
 - ... and you can use it

```
@Test
public void exceptionExpected() {
    //GIVEN
    int anyZaehler = 1;
    int zeroNenner = 0;

    //WHEN
    @SuppressWarnings("unused")
    ArithmeticException exception = assertThrows(ArithmeticException.class, () -> {int bruch = anyZaehler / zeroNenner;});

    //THEN
    assertEquals("/ by zero", exception.getMessage(), "expected Message");
}
```

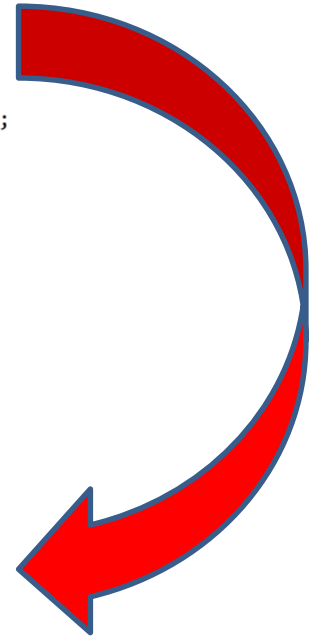
Assertions.assertThrows

```
@Test
public void exceptionExpected() {
    //GIVEN
    int anyZaehler = 1;
    int nullNenner = 1;

    //WHEN
    @SuppressWarnings("unused")
    ArithmeticException exception = assertThrows(ArithmeticException.class, () -> {int bruch = anyZaehler / nullNenner;});

    //THEN
    assertEquals("/ by zero", exception.getMessage(), "expected Message");
}
```

```
org.opentest4j.AssertionFailedError: Expected java.lang.ArithmeticException to be thrown, but nothing was thrown.
    at org.junit.jupiter.api.Assertions.assertThrows(Assertions.java:65)
    at org.junit.jupiter.api.Assertions.assertThrows(Assertions.java:38)
    at org.junit.jupiter.api.Assertions.assertThrows(Assertions.java:1108)
```



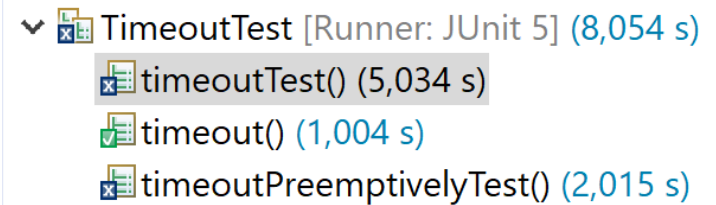
Assertions.assertTimeout

- Max proceed time
 - With waiting (`assertTimeout`)
 - Without waiting (`assertTimeoutPreemptively`)

```
@Test
public void timeoutTest() {
    assertTimeout(Duration.ofSeconds(2), () -> {Thread.sleep(5000);});
}

@Test
public void timeout() {
    assertTimeout(Duration.ofSeconds(2), () -> {Thread.sleep(1000);});
}

@Test
public void timeoutPreemptivelyTest() {
    assertTimeoutPreemptively(Duration.ofSeconds(2), () -> {Thread.sleep(5000);});
}
```



A screenshot of JUnit test results for a class named `TimeoutTest`. The results are displayed in a tree view. The root node is `TimeoutTest [Runner: JUnit 5] (8,054 s)`. It has three child nodes: `timeoutTest() (5,034 s)` with a failure icon (red X), `timeout() (1,004 s)` with a success icon (green checkmark), and `timeoutPreemptivelyTest() (2,015 s)` with a failure icon (red X).

```
▼ TimeoutTest [Runner: JUnit 5] (8,054 s)
  ✗ timeoutTest() (5,034 s)
  ✔ timeout() (1,004 s)
  ✗ timeoutPreemptivelyTest() (2,015 s)
```

Unit-tests

- Unit-Test tests a concrete object/method
 - Well known as „SUBJECT UNDER TEST“ (SUT)
- Rules for unit-test
 - Only test the SUBJECT (not other objects)
 - Only test one thing (output, ...) (make more tests)
 - Do not test with environment
 - Do not test with database

Good name inside unit-test

- Name should describe the use-case
- No continuing numbers
- No fantasy names
- Use possible width
 - Length of names
 - Width of monitor
- Test-classes and methods must not satisfy codestyle rules (PMD)

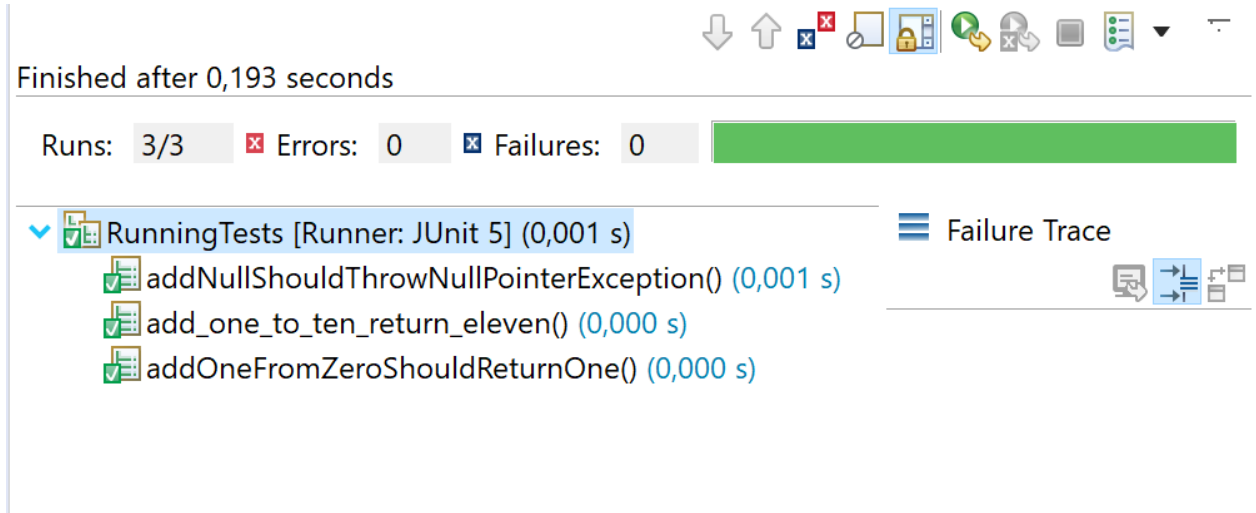
Good name inside unit-test

Examples

```
public void addOneFromZeroShouldReturnOne()
```

```
public void addNullShouldThrowNullPointerException()
```

```
public void add_one_to_ten_return_eleven()
```



Finished after 0,193 seconds

Runs: 3/3 ✖ Errors: 0 ✖ Failures: 0

RunningTests [Runner: JUnit 5] (0,001 s)

- addNullShouldThrowNullPointerException() (0,001 s)
- add_one_to_ten_return_eleven() (0,000 s)
- addOneFromZeroShouldReturnOne() (0,000 s)

Failure Trace

The screenshot shows a test runner interface with a toolbar at the top containing icons for navigation and actions. Below the toolbar, it states 'Finished after 0,193 seconds'. A summary bar shows 'Runs: 3/3', 'Errors: 0', and 'Failures: 0' with a green progress bar. The test results are listed under 'RunningTests [Runner: JUnit 5] (0,001 s)', showing three successful tests: 'addNullShouldThrowNullPointerException() (0,001 s)', 'add_one_to_ten_return_eleven() (0,000 s)', and 'addOneFromZeroShouldReturnOne() (0,000 s)'. A 'Failure Trace' section is visible on the right with navigation icons.

Good name inside unit-test

Examples

```
public void addOneFromZeroShouldReturnOne()
```

```
public void addNullShouldThrowNullPointerException()
```

```
public void add_one_to_ten_return_eleven()
```

Finished after 0,149 seconds

Runs: 3/3 Errors: 0 Failures: 2

RunningTests [Runner: JUnit 5] (0,024 s)

- addNullShouldThrowNullPointerException() (0,020 s) [Failure]
- add_one_to_ten_return_eleven() (0,002 s) [Success]
- addOneFromZeroShouldReturnOne() (0,002 s) [Failure]

Failure Trace

```
org.opentest4j.Assertion
at de.hegmanns.tdd.nai
at java.base/java.util.Arr
at java.base/java.util.Arr
```

Unit-test idea:

look the test-result und you know all

Looking into the test or stack-trace wastes time.

Finished after 0,146 seconds

Runs: 3/3 Errors: 0 Failures: 2

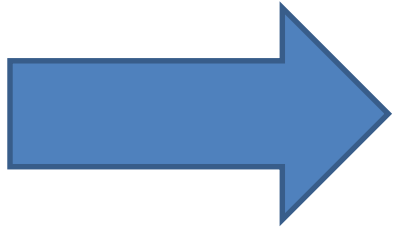
RunningTests [Runner: JUnit 5] (0,017 s)

- addNullShouldThrowNullPointerException() (0,010 s)
- add_one_to_ten_return_eleven() (0,004 s)
- withDrawWithNotEnaupEmountReturnsFalseAndDoesntReduceBalance() (0,004 s)

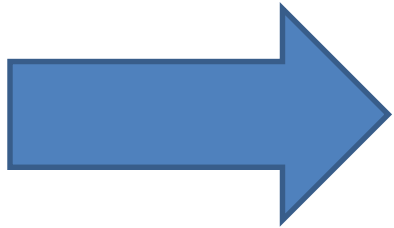
Failure Trace

org.opentest4j.AssertionFailedError: expected: <true> but was: <false>
at de.hegmanns.tdd.r...
at java.base/java.util.A...
at java.base/java.util.A...

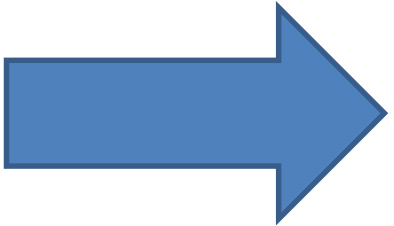
Typical work in a junit test



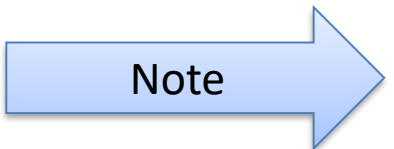
Call a method



Fetch the result



compare the fetched result
with your expectation



Before your call should be some
preparations necessary
(create instance, ...)

Benefits of unit-tests

- Precondition for refactoring
 - You must have sufficient tests
 - You may not have any red test
- Your classes are testable
 - Its a sign of good design

Martin Fowler:

If you want to refactor , the essential precondition is having solid tests.

maintainable software with unittest

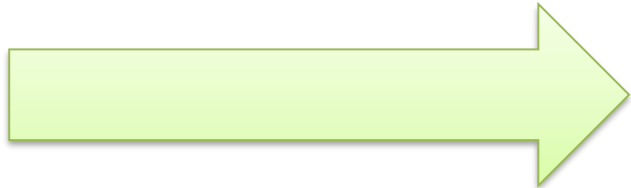
- No untested code
- Clean architecture
- Clean design
- No redundancy
- Precondition for refactoring

From problem/use-case to solution with unit-test

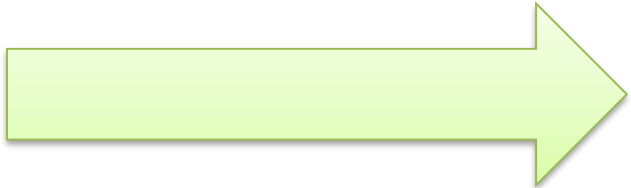
- No solution on stock
- No solution for future (and unknown) problems
- No code on stock
- You do only just necessary

Rules for developing

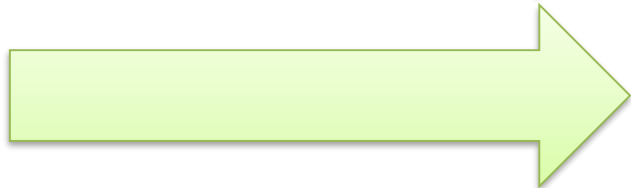
- You make a blind flight without unit-test
 - New features
 - bugfix
 - refactoring



Make a RED test.
Note: Without red test no change



Make changes

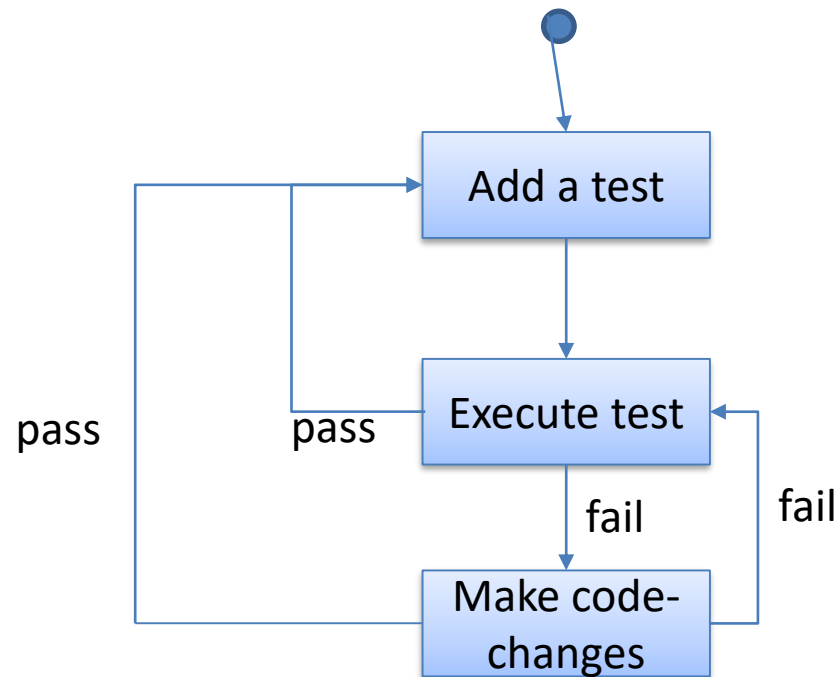


Check test for green.

TDD

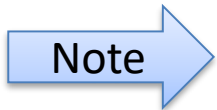
- Test Driven Design
- An agile developing method
 - For quick results
 - For good results
 - Means: simple, clear
 - For testet results
 - Means: bug free

TDD-activities



TDD process

- Building the complete feature/requirement in very small steps
 - Plan the steps
- Work the TDD-Lifecycle for every small step

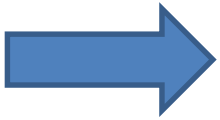


If you are working on a step and your test passes.
Then the step is done.

If you are working on a step and you recognize heavy test-scenario.
Think about refactoring. (but only for green test)

TDD-step example

The password-checker only accepts passwords between 5 and 10 characters (inclusive)



What are good tests?
(Remember equivalence classes)

Testing more than one class

- Junit-test may only test one method
 - You do not know what fails if fail
- But sometime, a method needs some other objects ...
- If you tests all objects, results depend from the result those objects

More Objects: Example

```
public class CurrencyConverter {  
  
    public BigDecimal convert(BigDecimal amount, String currencyFrom, String currencyTo) {  
  
        CurrencyDto dto = new CurrencyDto();  
        BigDecimal exchangeRate = dto.getExchangeRate(currencyFrom, currencyTo);  
  
        return amount.multiply(exchangeRate);  
    }  
}
```

- Result depends vom current rate
 - You do not know the current result (without looking for current rate)
 - You have to change the expected result in tests

Testing more than one class

- Junit-test may only test one method
 - You do not know what fails if fail
- But sometime, a method needs some other objects
 - Refactoring
 - Use defined objects with defined results (proxy-objects)

Proxy-Objects or Mocks

- A Proxy-Object is a deputy for an other object with defined behave.
- You make your tests predictable



A special DTO not connected with database or internet
result the same result for every call.

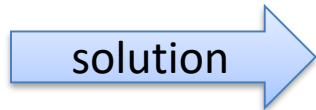
E.g. exchange rate ONE every time.

Benefits for using proxies

- You test only your SUT
- You get a good design
 - You use delegating
 - You use polymorphy

Mock

- Self created proxies
 - For easy output easy to build
 - For complex and changing output complex



Mock-Frameworks (mockito, easymock)

Proxy objects with integrated logic

The logic can be called in various situations

Predefining output for the same proxy/mock

Predefining behavior for the same proxy (e.g. throwing exception)

Mock example

```
@Test
public void absolutMatching() {

    RateProvider provider = Mockito.mock(RateProvider.class);
    when(rateProvider.getFactory(Currency.USD, Currency.EURO)).thenReturn(BigDecimal.TEN);

    BigDecimal amount = converter.convert(Currency.USD, Correny.EURO, BigDecimal.ONE);
    assertThat(amount, compareEquals(BigDecimal.TEN));
}
```

Mock: other features

- Mock checks execution
- Mock checks order of execution

```
public class ListSpyTest {  
  
    @Test  
    public void exampleSpy() {  
        List<String> strings = new ArrayList<>();  
  
        List<String> spyStrings = Mockito.spy(strings);  
        spyStrings.addAll(Arrays.asList("A", "B"));  
        spyStrings.add("C");  
        int anzahlElemente = spyStrings.size();  
  
        assertThat(anzahlElemente, is(3));  
        Mockito.verify(spyStrings).size();  
        Mockito.verify(spyStrings, never()).add("A");  
        Mockito.verify(spyStrings, never()).add("B");  
        Mockito.verify(spyStrings).add("C");  
    }  
}
```