

COPENHAGEN BUSINESS ACADEMY



Automated test 2

Designing for testability

- A modular design is composed of separate modules, each serving a particular purpose in the design

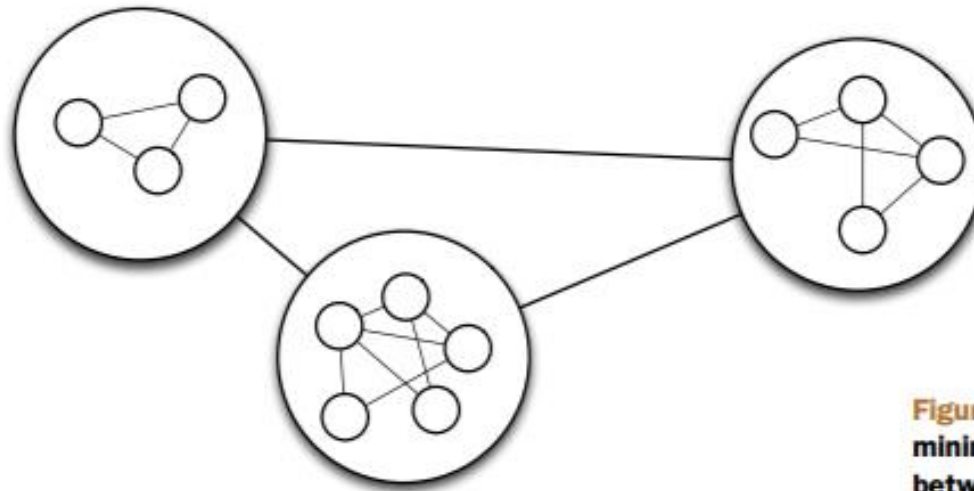


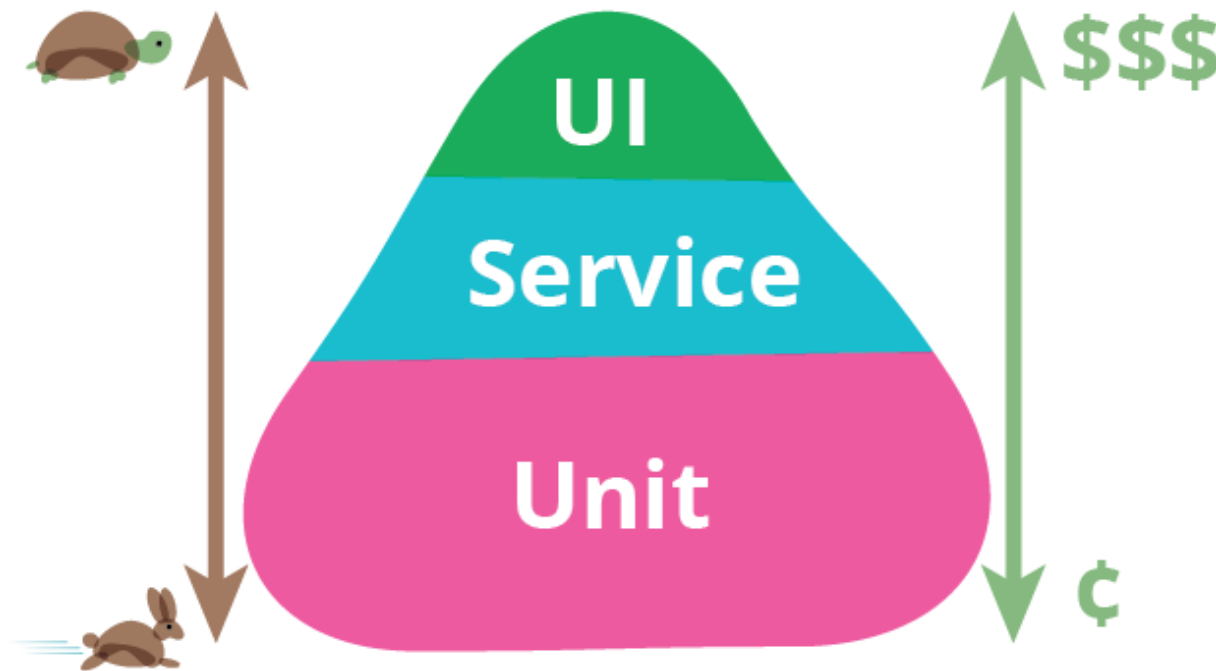
Figure 7.1 Modular designs minimize the dependencies between modules

Source: Effective Unit Testing
by Lasse Koskela

- [SOLID](#) principles and [TDD](#) can help you keep your code modular and testable

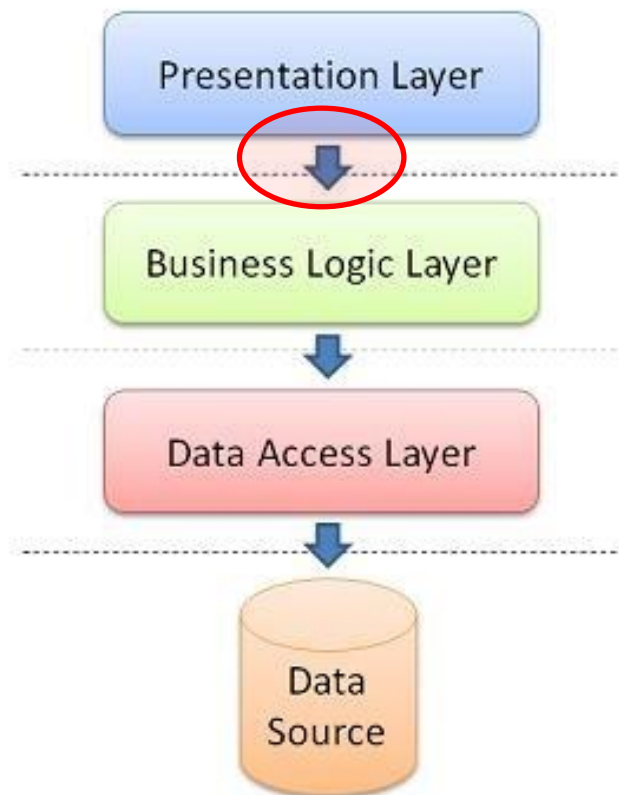
What to test?

- The [test pyramid](#) shows that you should have many more low-level unit tests than high level end-to-end tests running through a GUI.



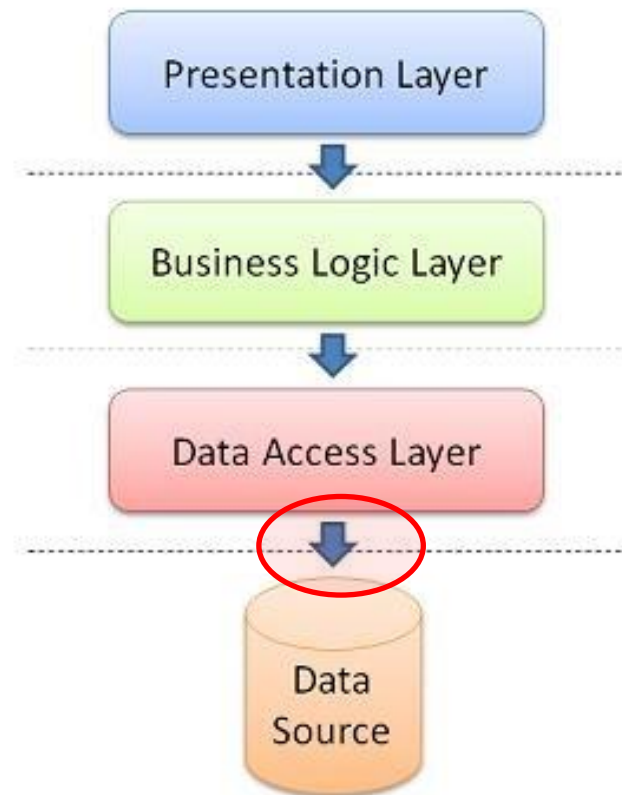
Testing at Service Level

- A layered application often has a frontend to handle the presentation and a backend to execute the business logic.
- Tests can verify that a request passes through the frontend and returns an appropriate response from the backend.



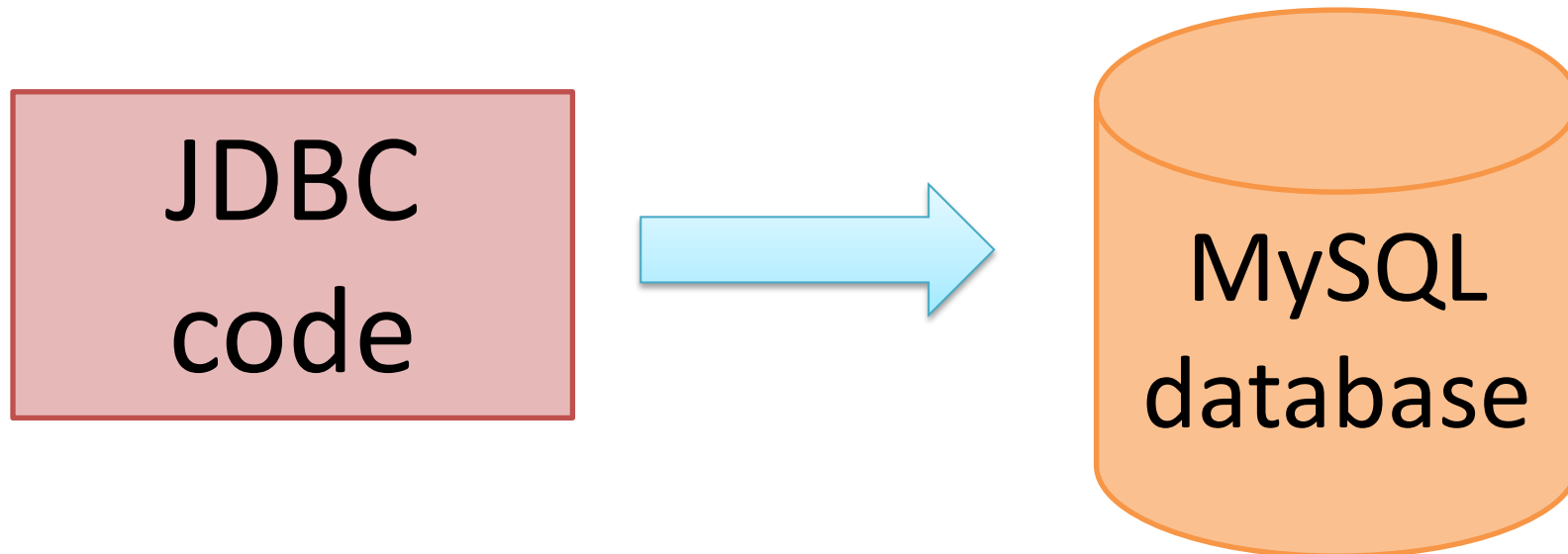
Integration Testing

- We test connection to services such as database, file system or any other external resource or device:



Integration Test Demo

- Test how Data Access Layer communicates with a database – demo!



Considerations when testing the data access layer

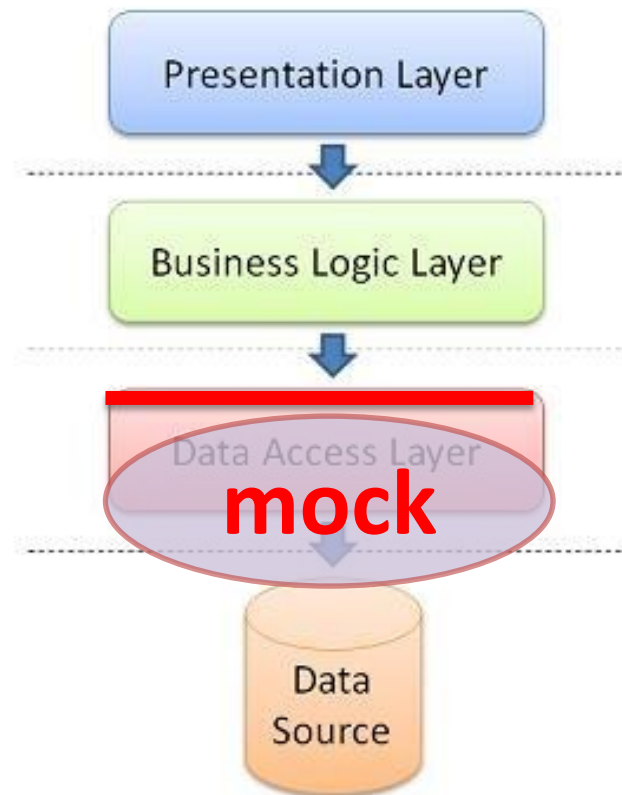
- Test database vs. production database
 - demo
- Designing for testability
 - demo
- Clearing and setting up a database

Mocking

- Setting up a fictive environment to test only one part of the system
 - Is much faster than testing the real database
 - Has focus on testing behavior and is useful when doing TDD (you can mock dependencies that you haven't implemented yet)
 - This is hard!!!! -> so if you really do this it leads to a better structure of your program. It becomes more robust and better structured.
- Mockito is a mocking framework

Mocking the Data Access Layer

- Demo: Mocking the data mapper class
- Communication to data access layer happens through a facade



Stubs vs mocks?

Stubs

- Pros:
 - Fast and lightweight
 - Easy to write and understand
- Cons:
 - Specialized methods are required to verify state
 - They don't test behavior of faked objects

*Rule of thumb:
Stub queries; mock actions*

Mocks

- Pros:
 - They can track domain logic behavior
- Cons:
 - You need to learn a mocking framework
 - You need to know how the mocked API works

How to manage dependencies

- Use Maven to handle dependencies in Netbeans project
- Pom.xml file:

```
<dependencies>
  <dependency>
    <groupId>junit</groupId>
    <artifactId>junit</artifactId>
    <version>4.12</version>
    <scope>test</scope>
  </dependency>
  <dependency>
    <groupId>org.hamcrest</groupId>
    <artifactId>hamcrest-core</artifactId>
    <version>1.3</version>
    <scope>test</scope>
  </dependency>
  <dependency>
    <groupId>org.mockito</groupId>
    <artifactId>mockito-all</artifactId>
    <version>1.9.5</version>
  </dependency>
  <dependency>
    <groupId>mysql</groupId>
    <artifactId>mysql-connector-java</artifactId>
    <version>5.1.23</version>
  </dependency>
</dependencies>
```

JDBC hint

- **The try-with-resources Statement**
- <https://docs.oracle.com/javase/tutorial/essential/exceptions/tryResourceClose.html>