Practice 3: JUnit Software Design (614G01015)

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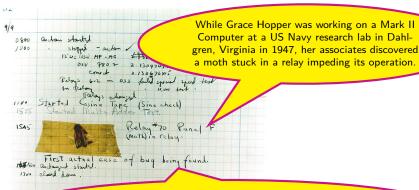


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Introduction

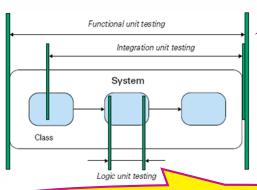


While neither Hopper nor her crew mentioned the phrase "debugging" in their logs, the case was held as an instance of literal "debugging", perhaps the first in history (Wikipedia).



Introduction

The scope of functional tests is the whole system. They test functional requirements from the specification.



The scope of integration tests is the interaction between components (especially external, e.g., a DB).

The scope of unit tests is a class.



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Test-Driven Development

Test-Driven Development, TDD

A programming methodology where you write the tests BEFORE you write the actual code.

- It belongs to agile methodologies.
- The rationale is that writing the tests at the beginning facilitates writing and debugging the subsequent code.
- It also facilitates its refactoring (i.e., rewriting its internal implementation).



Typical outline in TDD

- Write a stub for the class you want to create. That is, define the methods but do not write the actual implementation yet.
- Design and write the tests for those methods and make sure that the tests fail (because the original methods have not been implemented yet).
- Now write the actual implementation for the original methods.
- Run the tests again. Your methods should now pass the tests (assuming the tests were well designed). Otherwise, check what has failed.
- Good code can always be refactored in order to optimize it. Your new methods should still pass your old tests.





Benefits of TDD

Documenting code

■ The tests represent the requirements that our code must meet.

■ Focusing on observable behavior, rather than implementation

Writing the tests at the beginning means adopting the point of view of an external client. This prioritizes interface aspects over implementation aspects.

Facilitating the detection of errors

If the tests are well desinged, checking the validity of the code is as easy as running the tests. This simplifies the task of debugging.

Automating the detection of errors

If we automate testing and then refactor our application, it's easy to check that everything still works correctly. This makes us feel more comfortable with refactoring.



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JUnit



- JUnit is an open-source Java library that helps us develop unit tests (moreover, it can also be used for integration tests or functional tests).
- Before these kind of tools, unit tests were written directly in main methods (awkward and rigid).
- IntelliJ IDEA integrates the JUnit library, so creating a test for a given class is easy.
- More information at: https://junit.org/junit5/ and https://www.jetbrains.com/help/idea/ configuring-testing-libraries.html



Goal

Writing a function that determines if a given year is a leap year.

Specifications

- A leap year is divisible by four (i.e., every four years we get a leap year).
- Exception 1: The years that are divisible by 100 are not considered leap years (every 100 years, there is a year that should be a leap year but isn't, e.g., the year 1900).
- Exception 2: But if the year is divisible by 400, then it is a leap year (e.g., the year 2000).

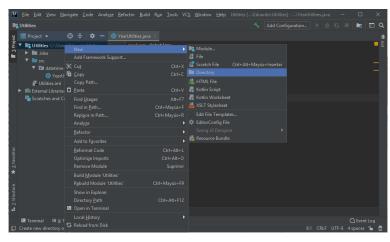


■ The first step is creating a trivial version of the code to be developed.

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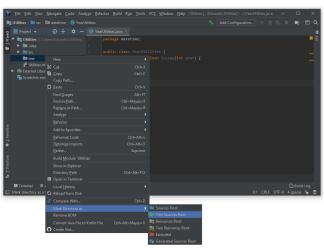


Before we create the tests, we must create a test folder to save them (we recommend keeping them separate from the source code).



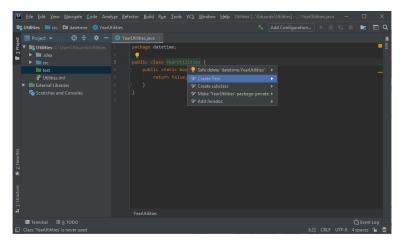


It is necessary to tell IntelliJ IDEA that the test folder contains the tests.



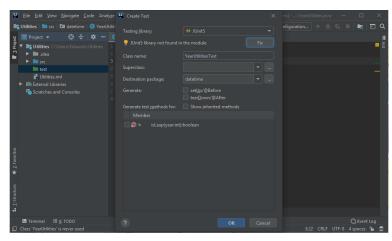


To create a test for a specific class, hover over the class name, hit Alt+Tab and select Create Test.



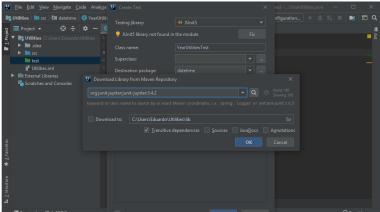


■ Choose the JUnit 5 library. Since it is not included in the current module, you need to click on the *Fix* button.



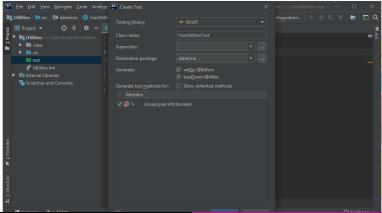


IDEA will download the library from a Maven repository. By default, it will be included in the IntelliJ IDEA distribution (recommended), although it is possible to add it only to the lib folder of the current project.





We choose the name for the test class (the original name with the test suffix), the package that contains it (the original one), whether we include @Before and @After methods, and the method being tested (i.e., isLeap).





■ The external JUnit library is created, the YearUtilitiesTest class is created with methods tagged with "@" annotations, and junit packages are imported.

```
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```



Summary of the main JUnit 5 annotations

| Annotation ¹ | Meaning | |
|-------------------------|--|--|
| @Test | Marks the method as a test. The test succeeds if it finishes and no excep- | |
| | tions were thrown. | |
| @BeforeEach | Indicates that the method must be run before each test method from the | |
| | class. It is generally used to create instances that will be later shared by | |
| | all the tests. | |
| @AfterEach | Indicates that the method must be run after each test method from the | |
| | class. Its execution is guaranteed even if the Before or Test methods | |
| | are interrupted by an exception. | |
| @BeforeAll | Indicates that the method must be run before all the test methods from | |
| | the class. | |
| @AfterAll | Indicates that the method must be run after all the test methods from the | |
| | class. Its execution is guaranteed even if the <code>BeforeAll</code> or <code>Test</code> methods | |
| | are interrupted by an exception. | |
| @Disabled | Marks a test as temporarily disabled. | |
| @Timeout(1) | Makes a test fail if its execution takes longer than a specified duration. | |
| | The duration is expressed in seconds by default, but that is configurable. | |



¹The full list can be consulted at https://junit.org/junit5/docs/current/user-quide/#writing-tests-annotations

- We use JUnit assert methods to check that our code works as expected.
- We must aim to cover all possible situations.

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                                                  class YearUtilitiesTest {
     ► Ilii JUnit5.4
     Scratches and Consoles
    ⊞ 6: TODO 🔀 Terminal
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```



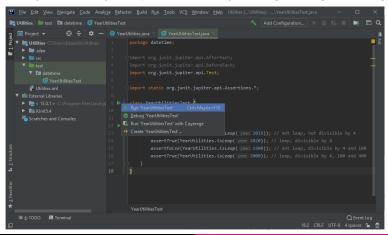
Summary of the main JUnit 5 assertions

| Method ² | Meaning |
|---|--|
| assertArrayEquals | Compares two arrays with type = boolean, |
| (type[] expected, type[] actual) | char, byte, short, int, long or Object. |
| assertArrayEquals | Compares two arrays of decimal numbers, with |
| <pre>(type[] expected, type[] actual,</pre> | a margin of error of delta. type = double, |
| double delta) | float. |
| assertEquals | Checks if two elements are equal. type = |
| (type expected, type actual) | char, byte, short, int, long, Object. |
| assertEquals | Checks if two decimal numbers (type = |
| (type expected, type actual, double | float, double) are equal, with a margin of |
| delta) | error of delta. |
| assertFalse(boolean condition) | Checks if the specified condition is false. |
| assertTrue(boolean condition) | Checks if the specified condition is true. |
| assertNotNull(Object object) | Checks that an object is NOT null. |
| assertNull(Object object) | Checks that an object is null. |
| assertNotSame | Checks that two objects do NOT refer to same |
| (Object unexpected, Object actual) | object (identity). |
| assertSame | Checks that two objects do refer to same ob- |
| (Object expected, Object actual) | ject (identity). |
| assertThrows(Class <t> expectedType,</t> | Checks that the given code throws the speci- |
| Executable executable) | fied exception. |
| fail() | Forces a test to fail. |

²The full list of methods can be consulted at https://junit.org/junit5/docs/current/api/org/junit/jupiter/api/Assertions.html

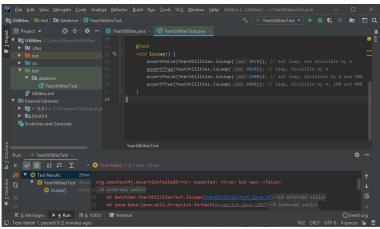


- We run all the tests in a class by clicking on the double green triangle, or hitting Ctrl+Shift+F10.
- Or you can run just a particular test by clicking on its green triangle.





- When you run the tests, you can see how some fail.
- Those that fail are highlighted in red and the corresponding line of code is underlined.





You can now write the full code for the class to check if it passes the tests.

```
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    ► Ilii JUnit5.4
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```

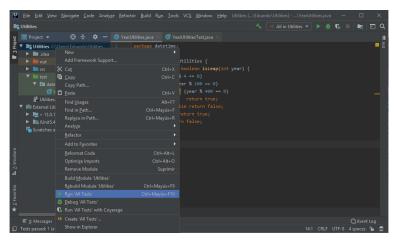


- To run the tests again, you can run once more the YearUtilitiesTest configuration (Ctrl+F5).
- If it passes the tests, the results are highlighted in green.

```
File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help Utilities [...\Edusrdo\Utilities] - ...\YearUtilities.java
if (year % 400 -- 0)
  ▼ III External Libraries
    ► = < 13.0.1 > C:\Program Files\Java\id 1
    ► Ilii JUnit5.4
    Scratches and Consoles
                               Process finished with exit code 0
     4: Run III 6: TODO III Terminal
                                                                                                     12:6 CRLF UTF-8 4 spaces 🚡
```



You can also run all the tests in the project jointly from the Run 'All Tests' option that appears when you right-click on the project.





If we make a mistake in the code and state that the years that are divisible by 400 are not leap years...

```
File Edit View Navigate Code Analyze Refactor Build Run Iools VCS Window Help Utilities [...\Eduardo\Utilities] -...\YearUtilities.
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    ■ 
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  ▼ III External Libraries
    ► = < 13.0.1 > C:\Program Files\Java\id 3
    ► Ilii JUnit5.4
   ■ 0: Messages > 4: Run = 6: TODO ■ Terminal
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```



...you'll see an error in the tests for the one about the year 2000.

```
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```



■ If we remove the test about the year 2000, the code will look like it's correct, but it isn't ⇒ Passing the tests does not prove that there aren't any errors, it depends on the quality of the tests.

```
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                                                                                           — ◎ YearUtilities.iava × ◎ YearUtilitiesTest.iava
                                                 import static org.junit.jupiter.api.Assertions.*
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```



If we presuppose that there is no such thing as a year zero in the current calendar, we can throw an exception if someone passes the year zero as an argument.

```
File Edit View Navigate Code Analyze Refactor Build Run Iools VCS Window Help Utilities [...\Eduardo\Utilities] -...\YearUtilities java
▼ III External Libraries
                                                          return true:
    ► = < 13.0.1 > C:\Program Files\Java\idk 10
   ► Ilii JUnit5.4
  ▶ 4: Run III 6: TODO 🖾 Terminal
                                                                                                10:32 CRLF UTF-8 4 spaces % 6
```



■ To check that a test actually throws an exception, we need to use the assertThrows(Class<T> expectedType, Executable executable) method.

■ First argument:

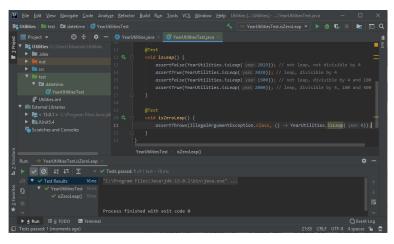
- The first argument is the class of the exception, and the easiest way to refer to it is to add the .class suffix to the class name.
- For example: IllegalArgumentException.class

Second argument:

- The second argument is an Executable object, which is a functional interface that can be used to implement any block of generic code that potentially throws a Throwable object.
- The easiest way to create a functional interface is to use a lambda expression with no parameters which executes the desired method.
- Por ejemplo: () -> YearUtilities.isLeap(0)



■ We create in our tests a new test method that checks that passing zero as an argument throws IllegalArgumentException.



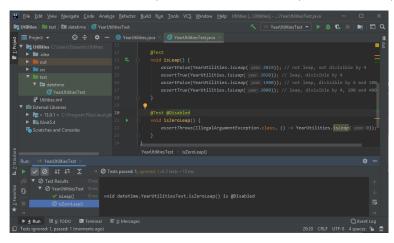


If at some point we don't want a specific test to run (e,g., because there is no code yet that passes it yet), we can omit it with the @Disabled annotation.

```
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                                                                          Year Utilities.java
                                      import org.junit.jupiter.api.Disabled
    ■ Utilities C:\Users\Eduardo\Utilitie
    ▶ src
  ▼ III External Libraries
    ► = < 13.0.1 > C:\Program Files\Java\idk
   ► Ilii JUnit5.4
                                         @Test @Disabled
                                             assertThrows(IllegalArgumentException.class. () -> YearUtilities.isLeap( year 0));
  20:20 CRLF UTF-8 4 spaces %
```



■ When running the tests, the disabled ones will be shown (so we don't forget about them) but highlighted in gray (not green or red).





Best practices

Do I have to write a test for everything?

- No, just test anything that could reasonably break.
- Writing tests takes time. It's better to focus on detecting errors, rather than testing code that is "too simple to break".

What if simple things become complex in the future?

- It is true that adding tests for even these simple methods guards against the possibility that someone refactors and makes the methods "not-so-simple" anymore.
- In that case, though, the refactorer needs to be aware that the method is now complex enough to break, and should write tests for it – and preferably before the refactoring.



Best practices

■ What is "too simple to break"?

- The general philosophy is this: if it can't break on its own, it's too simple to break³.
- Inside this category we have trivial getters and setters.
- Or methods that delegate their functioning in other methods.

Too simple to break

```
public getValue() { return value; }
public setValue() { this.value = value; }
public void myMethod(final int a, final String b) {
    myCollaborator.anotherMethod(a, b);
}
```

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³https://junit.org/junit4/faq.html#best_3

Test execution order

- Well-written test code should not assume any order, i.e., tests should not depend on other tests.
- To ensure a certain state when executing a test we can use annotations like @BeforeEach and @BeforeAll.
- In JUnit 5 it is possible to choose the order of the tests by using the @TestMethodOrder and @Order(number) annotations.
- @TestMethodOrder is an annotation that is placed above the class. The common thing is to use OrderAnnotation, which represents a numeric order from greater to lesser.
- @Order(number) is an annotation above each test that indicates the running order number.
- More info at: https://junit.org/junit5/docs/current/ user-guide/#writing-tests-test-execution-order



■ If one of the new annotations has not been *imported*, use *Alt+Enter* to add new imports.

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File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help Utilities [...\Utilities] - ...\YearUtilitiesTest.java
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       Utilities.iml
  ▼ III External Libraries
    ► = < 13.0.1 > C:\Program Files\Java\jdk 15
    ► Ilii JUnit5.4
                                                    assertThrows(IllegalArgumentException.class, () -> YearUtilities.isLeap( year 0));
   ▶ 4: Run III 6: TODO III Terminal
                                                                                                      10:29 CRLF UTF-8 4 spaces 9
```

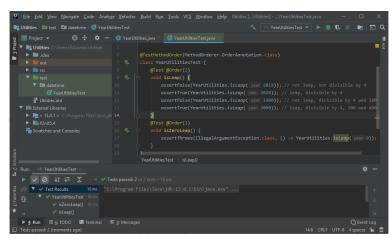


■ Example of running tests in a specific order.

```
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                                                         assertThrows(IllegalArgumentException.class, () -> YearUtilities.isLeop( year 0));
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```



Same example as before but in a different order.





Summary of the transition between JUnit 4 and JUnit 5

- Imports⁴. JUnit 5 uses the new org.junit.jupiter.api package for annotations and classes.
- Annotations. In JUnit 5, @Test loses its parameters (timeout is now the @Timeout annotation) and we get the new annotations @BeforeEach and AfterEach (formerly @Before and @After), @BeforeAll and @AfterAll (formerly @BeforeClass and @AfterClass) and @Disabled (formerly @Ignore).
- Assertions. The Assertions class belongs now to the org.junit.jupiter.api package, and the message is now the last parameter of the method. There is also a new method for assertTimeout().
- Lambda-Expressions. They are used as arguments for methods like assertThrows(), which replaces the parameter expected that was previously a part of the @Test annotation.

More info at https://blogs.oracle.com/javamagazine/
migrating-from-junit-4-to-junit-5-important-differences-and-benefit

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Suitability of the tests

Characteristics of the tests \Rightarrow Quantity and representativeness

- **Quantity**: A high number of tests is desirable.
- Representativeness: Tests must be representative of the whole range of possible situations.

How can we measure representativeness? ⇒ Code coverage

- Line coverage: Number of lines traversed by the tests.
- **Branch coverage**: Number of branches in conditional statements that are traversed by the tests.

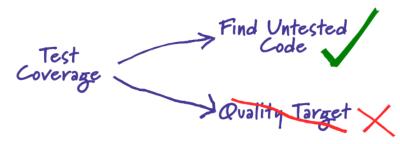


Code coverage

Code coverage objective

To find untested parts of a codebase.

Test coverage is of little use as a numeric statement of how good your tests are.⁵



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⁵https://martinfowler.com/bliki/TestCoverage.html

Code coverage

- Why is test coverage of little use as a numeric statement of how good your tests are?
 - High coverage numbers are too easy to reach with low quality testing techniques such as "Assertion Free Testing"⁶: tests without assertions that go through the code without testing anything. They only test that unexpected exceptions such as NullPointerException are not being thrown.
 - It is easy to obtain a high code coverage testing "too simple to break" methods while leaving fundamental parts of your code without tests

Important!

Low coverage numbers are a sign of trouble in tests. But high numbers don't necessarily mean absence of problems in tests.



⁶https://martinfowler.com/bliki/AssertionFreeTesting.html

If we remove part of the code of our tests, we can see that there are parts of the source code that are not being tested.

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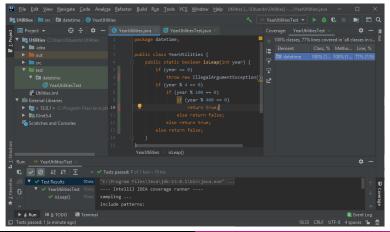


■ To see our tests' coverage you simply have to run them using the option *Run* ... with *Coverage*

```
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III. Iltilities
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                                                                                                     * -
  ▶ 4: Run : 6: TODO I Terminal © 0: Messages
                                                                                    12:3 CRLF UTF-8 4 spaces %
```



We can see that there are tests for all classes (one) and all methods (one) but only (77%) of the lines have been covered. Two lines marked in red are being neglected.

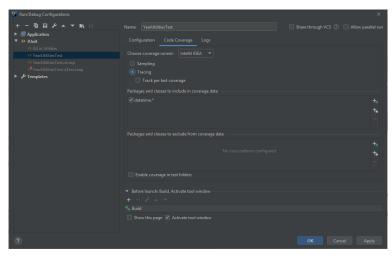




- In order to see branch coverage, you must enable the *Tracing* option.
- From the main menu, we select Run Edit Configurations
- On the JUnit section, we go to the configuration of our test YearUtilitesTest and click on the Code Coverage tab.
- There are three options for coverage:
 - Sampling: It's run by default. Includes only line coverage and is the quickest one.
 - Tracing: Includes branch coverage.
 - Track per test coverage: It's included in the previous one. Allows tracking individual coverage for each test case.

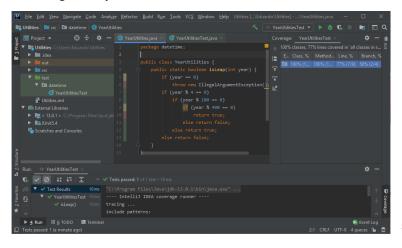


Configuring test execution to include branch coverage.



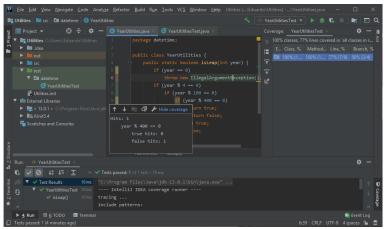


■ When we run the tests again with coverage, it says now that branch coverage is only 50 %.





Clicking on the color that represents coverage, we can see how many hits has has every branch. In the example we can see that the true branch for the 400 is never visited.





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