JUnit in the context and JUnit Format

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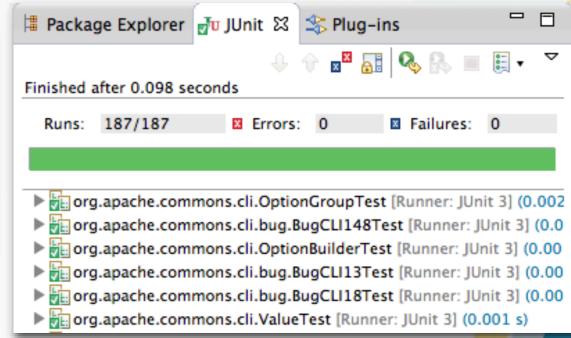
Slides adapted from cs4218 (NUS)

Credits: Konstantin Rubinov

JUnit is a format and a framework for Java programs

by Erich Gamma and Kent Beck

```
@Test
public void testAdd() {
    Calculator calculator = new Calculator();
    double result = calculator.add(10, 50);
    assertEquals(60, result, 0);
}
```

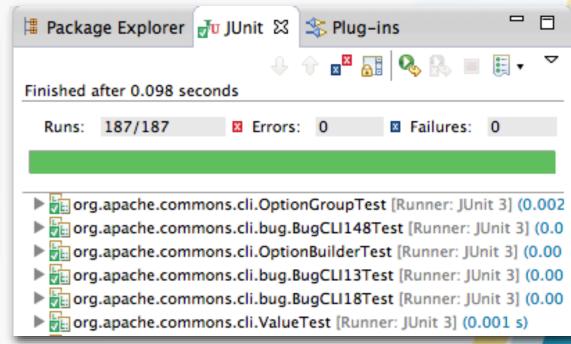


for specifying and executing test cases automatically

JUnit is a format and a framework for Java programs

by Erich Gamma and Kent Beck

```
@Test
public void testAdd() {
    Calculator calculator = new Calculator();
    double result = calculator.add(10, 50);
    assertEquals(60, result, 0);
}
```



JUnit Framework is integrated into Eclipse through a graphical plug-in and it provides a set of classes and conventions

JUnit test cases are Java code

```
@Test
public void testAdd() {
    Calculator calculator = new Calculator();
    double result = calculator.add(10, 50);
    assertEquals(60, result, 0);
}
```

Why JUnit?

Developer testing is more advanced and simpler than println-ing

Why JUnit?

- Naturally supports continuous testing
- Aids fault localization
- Automates test execution process

Developer testing is more advanced and simpler than println-ing

Why JUnit?

- Aids alternative thinking about system under test
- Is a software specification (intended behavior)
- Consolidates test results and execution statistics

JUnit testing

```
@Test
public void testAdd() {
    Calculator calculator = new Calculator();
    double result = calculator.add(10, 50);
    assertEquals(60, result, 0);
}
```

Println-ing

```
public class CalculatorTest {
   public static void main(String[] args) {
      Calculator calculator = new Calculator();
      double result = calculator.add(10,50);
      if (result != 60) {
            System.out.println("Bad result: " + result);
      }
    }
}
```

JUnit testing

```
@Test
public void testAdd() {
    Calculator calculator = new Calculator();
    double result = calculator.add(10, 50);
    assertEquals(60, result, 0);
}
```

Println-ing

- unnecessary main() method
- •placing and then removing 'System.out.println(...)'
- inspecting output manually

JUnit testing

- appropriate use of main() method
- automatic test execution and generated reports
- no need for manual inspection

VS.

Println-ing

- unnecessary main() method
- •placing and then removing 'System.out.println(...)'
- inspecting output manually

String Wrapper testing:

```
/**
 * Purpose: program for wrapping strings on spaces and
indenting strings if we break them before '+' or '=' symbols as in Java.
 */
public class Wrapper {
    public String wrap(String s, int length) {
    ...
    }
}
```

'Developer testing' perspective helps to see system behavior in new ways

```
@Test
public void testWrapNull() {
   assertEquals("", wrapper.wrap(null, 10));
@Test
public void ThreeWordsOverTheLimitShouldWrapAtSecondWord() {
   assertEquals("word word\nword", wrapper.wrap("word word word", 5));
@Test
public void TwoWordsLongerThanLimitShouldNotWrap() {
   assertEquals("word word", wrapper.wrap("word word", 6));
```

```
@Test
public void testWrapNull() {
    assertEquals("", wrapper.wrap(null, 10));
}

@Test
public void ThreeWordsOverTheLimitShouldWrapAtSecondWord() {
    assertEquals("word word\nword", wrapper.wrap("word word
word", 5));
}

@Test
public void TwoWordsLongerThanLimitShouldNotWrap() {
```

How should we wrap a string of spaces?

```
@Test
    public void testWrapConsequtiveSpaces() {
        assertEquals(" ", wrapper.wrap(" ", 2));
    }
```

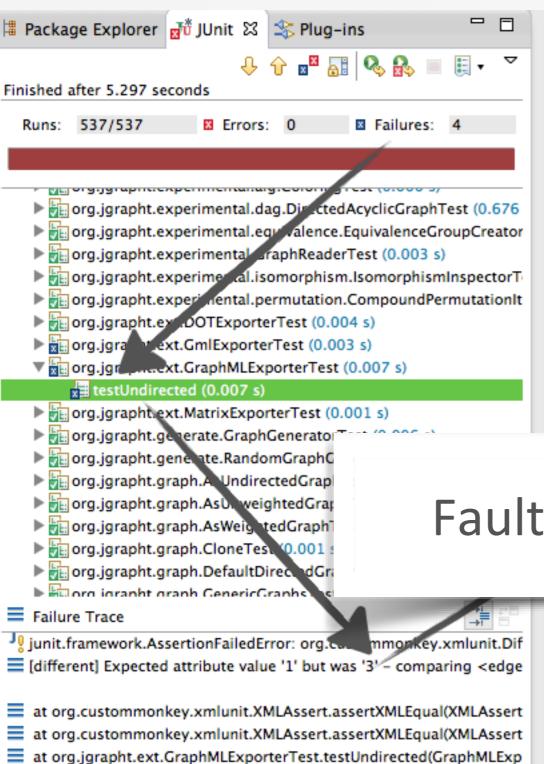
```
@Test
public void testWrapNull() {
    assertEquals("", wrapper.wrap(null, 10));
}

@Test
public void ThreeWordsOverTheLimitShouldWrapAtSecondWord() {
```

JUnit test case as a specification of intended behavior

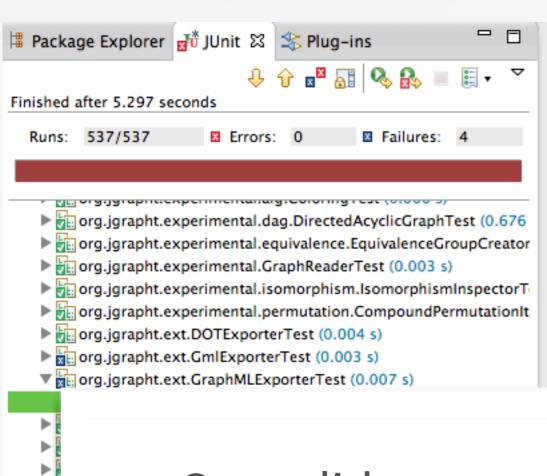
```
public void TwoWordsLongerThanLimitShouldNotWrap() {
    assertEquals("word word", wrapper.wrap("word word", 6));
}

@Test
    public void testWrapConsequtiveSpaces() {
        assertEquals(" ", wrapper.wrap(" ", 2));
    }
```



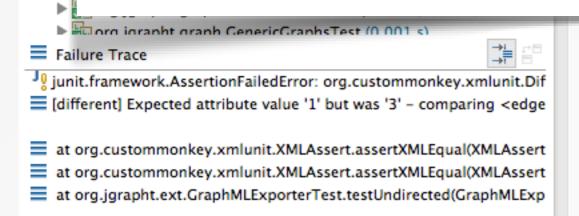
```
public void testUndirected()
 81⊝
 82
             throws Exception
 83
 84
             UndirectedGraph<String, DefaultEdge> g =
 85
                 new SimpleGraph<String, DefaultEdge>(DefaultEdge.class);
 86
             g.addVertex(V1);
 87
             g.addVertex(V2);
             g.addEdge(V1, V2);
 88
 89
             g.addVertex(V3);
 90
             g.addEdge(V3, V1);
 91
 92
             StringWriter w = new StringWriter();
 93
             exporter.export(w, g);
 94
 95
             if (System.getProperty("java.vm.version").startsWith("1.4")) {
 96
                 // NOTE jvs 16-Mar-2007: XML prefix mapping comes out
 97
                 // with missing info on 1.4, so skip the verification part
 98
                 // of the test.
 99
                 return;
100
101
102
             XMLAssert.assertXMLEqual(UNDIRECTED, w.toString());
103
104 }
```

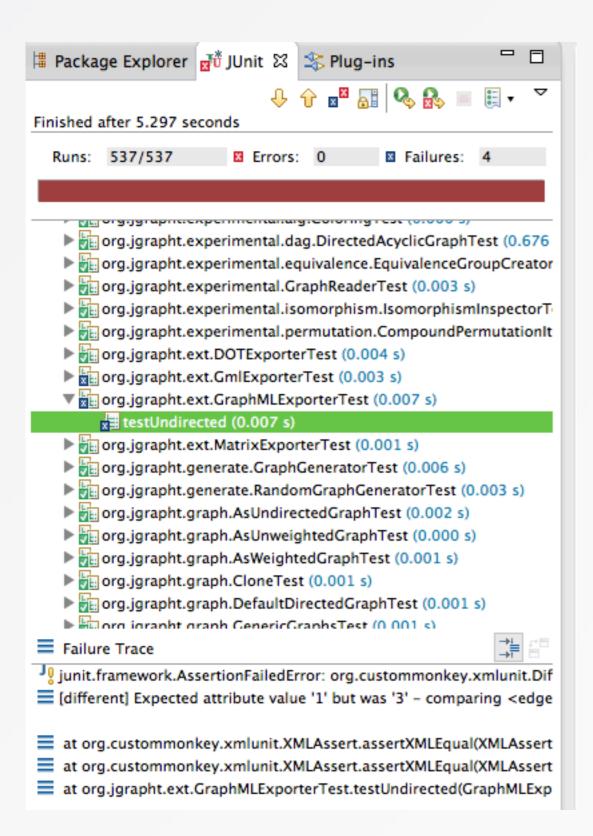
Fault localization



- Execution time
- Failures/Errors
- Stack traces
- Contrast expected and actual

Consolidate results and provide statistics





Failure vs. Error

Failure: if assertion is violated

Error: compilation problems, unexpected exception

Elements of a Test case

@test method

Methods annotated with @Test are executed by JUnit

```
@Test
  public void testWrapNull() {
  Wrapper wrapper = new Wrapper();
  String result = wrapper.wrap(null, 10);
    assertEquals("", result);
  }
```

Logical structure

- Object under test
- Method under test with parameters
- Comparison of expected and actual data

```
@Test
  public void testWrapNull() {
  Wrapper wrapper = new Wrapper();
  String result = wrapper.wrap(null, 10);
    assertEquals("", result);
  }
```

What? When? Then...

Logic:



assert: a family of methods to check conditions assertEquals("", result); "check if expected and actual values are equal"

```
@Test
  public void testWrapNull() {
  Wrapper wrapper = new Wrapper();
  String result = wrapper.wrap(null, 10);
    assertEquals("", result);
  }
```

assert:

a family of methods to check conditions

assertEquals("", result);

"check if expected and actual values are equal"

If assertion fails (checked condition is not satisfied):

- current test is marked as 'failed'
- •JUnit skips execution of the rest of the test method and proceeds executing remaining test methods

assert

for a boolean condition:

```
assertTrue("message for fail", condition);
assertFalse("message", condition);
```

for object, int, long, and byte values, array:

```
assertEquals(expected_value, expression);
```

• for float and double values:

```
assertEquals(expected, expression, error);
```

• for objects references:

```
assertNull(obj_ref)
assertNotNull(obj_ref)
assertSame(obj_ref, obj_ref2)
```

• • •

assert: example

```
@Test
 public void testPush() {
  Stack aStack = new Stack();
  assertTrue("Stack should be empty!",
                 aStack.isEmpty());
  aStack.push(10);
  assertFalse("Stack should not be empty!",
                 aStack.isEmpty());
  aStack.push(4);
  assertEquals(4, aStack.pop());
  assertEquals(10, aStack.pop());
```

assert: better example

```
@Test
public void testStackEmpty() {
  Stack aStack = new Stack();
  assertTrue("Stack should be empty!", aStack.isEmpty());
  aStack.push(10);
  assertFalse("Stack should not be empty!", aStack.isEmpty());
@Test
public void testStackOperations() {
  Stack aStack = new Stack();
  aStack.push(10);
  aStack.push(-4);
  assertEquals(-4, aStack.pop());
  assertEquals(10, aStack.pop());
```

Separate @Test methods for testing individual scenarios and methods

assertEquals vs. assertSame

for values:

```
assertEquals(expected_value, expression);
assertEquals(expected, expression, error);
```

for objects references:

```
assertSame(obj_ref, obj_ref2)
```

Important distinction:

- assertEquals() and assertSame() are used for different purposes
- careful when comparing Strings

assertEquals vs. assertSame

Will the test fail? Where?

```
public void testEquality() {
    String a = "abcde";
    String b = new String(a);
    assertTrue(a.equals(b));
    assertFalse(a == b);
    assertEquals(a, b);

    String c = "abcde";
    assertNotSame(a, b);
    assertSame(a,c);
}
```

Important distinction:

- assertEquals() and assertSame() are used for different purposes
- •be prudent when comparing Strings

Test class

```
import static org.junit.Assert.*;
import org.junit.Test;

public class CalculatorTest {
    @Test
    public void testAdd() {
        Calculator calculator = new Calculator();
        double result = calculator.add(10, 50);
        assertEquals(60, result, 0);
    }
}
```

TestMethod ← TestClass

```
public class ListTest {
  protected List<Integer> fEmpty;
  protected List<Integer> fFull;
  protected static List<Integer> fgHeavy;
  @BeforeClass
  public static void setUpOnce() {
    fgHeavy = new ArrayList<Integer>();
    for (int i = 0; i < 1000; i++) {
      fgHeavy.add(i);
  @Before
  public void setUp() {
    fEmpty = new ArrayList<Integer>();
    fFull = new ArrayList<Integer>();
    fFull.add(1);
    fFull.add(2);
    fFull.add(3);
  @Test
  public void testCopy() {
    List<Integer> copy = new ArrayList<Integer>(fFull.size());
    copy.addAll(fFull);
    assertTrue(copy.size() == fFull.size());
    assertTrue(copy.contains(1));
  @Test(expected = IndexOutOfBoundsException.class)
  public void elementAt() {
    int i = fFull.get(0);
    assertTrue(i == 1);
    fFull.get(fFull.size()); // Should throw IndexOutOfBoundsException
  @Test
  public void removeAll() {
    fFull.removeAll(fFull);
    fEmpty.removeAll(fEmpty);
    assertTrue(fFull.isEmpty());
    assertTrue(fEmpty.isEmpty());
```

A public class that aggregates @Test methods and special auxiliary JUnit methods (setup and tear-down)

Test class

```
@Test
public void testCopy() {
  List<Integer> copy = new ArrayList<Integer>(fFull.size());
  copy.addAll(fFull);
  assertTrue(copy.size() == fFull.size());
  assertTrue(copy.contains(1));
@Test(expected = IndexOutOfBoundsException.class)
public void elementAt() {
 int i = fFull.get(0);
  assertTrue(i == 1);
 fFull.get(fFull.size()); // Should throw IndexOutOfBoundsException
@Test
public void removeAll() {
 fFull.removeAll(fFull);
 fEmpty.removeAll(fEmpty);
  assertTrue(fFull.isEmpty());
  assertTrue(fEmpty.isEmpty());
```

@Test methods

```
public class ListTest {
  protected List<Integer> fEmpty;
  protected List<Integer> fFull;
  protected static List<Integer> fgHeavy;
  @Before
  public void setup() {
    fEmpty = new ArrayList<Integer>();
    fFull = new ArrayList<Integer>();
    fFull.add(1);
    fFull.add(2);
    fFull.add(3);
  @After
  public void tearDown() {
    fFull = null;
```

Setup methods
prepare common
objects/resources for
test execution

Tear-down
methods release
common
objects/resources
after test execution

Auxiliary setup and tear-down methods

@Before @After

```
public class ListTest {
 protected List<Integer> fEmpty;
                                                                            setup
 protected List<Integer> fFull;
 protected static List<Integer> fgHeavy;
 @BeforeClass
                                                                          executed
 public static void setUpOnce() {
   fgHeavy = new ArrayList<Integer>();
                                                                         once for a
   for (int i = 0; i < 1000; i++) {
     fgHeavy.add(i);
                                                                         test class
 @Before
 public void setUp() {
                                                                          executed
   fEmpty = new ArrayList<Integer>();
   fFull = new ArrayList<Integer>();
                                                                             before
   fFull.add(1);
   fFull.add(2);
                                                                         every test
   fFull.add(3);
                                                                           method
```

Aid code reuse - extract common object creation/release from test methods

```
@Test
public void contains() {
  assertTrue(fFull.contains(1));
  assertTrue(!fEmpty.contains(1));
@Test
public void removeAll() {
  fFull.removeAll(fFull);
  fEmpty.removeAll(fEmpty);
  assertTrue(fFull.isEmpty());
  assertTrue(fEmpty.isEmpty());
```

```
If removeAll()
test case is
executed first,
then
contains() test
case will give
wrong results!
```

Caution: common objects may cause unwanted dependence between test methods

```
@Test
public void contains() {
    assertTrue(fFull.contains(1));
    assertTrue(!fEmpty.contains(1));
}

@Test
public void removeAll() {
    fFull.removeAll(fFull);
    fEmpty.removeAll(fEmpty);
    assertTrue(fFull.isEmpty());
    assertTrue(fEmpty.isEmpty());
}
```

If removeAll() test case is executed first, then contains() test case will give wrong results!

Caution: common setup/tear-down may cause unwanted dependence between test methods

```
@Test
public void contains() {
   assertTrue(fFull contains(1)):
```

```
If removeAll() test
```

It is a developer (your) responsibility to make sure test methods are isolated from each other!

```
fEmpty.removeAll(fEmpty);
assertTrue(fFull.isEmpty());
assertTrue(fEmpty.isEmpty());
}
```

test case will give wrong results!

Caution: common setup/tear-down may cause unwanted dependence between test methods

TestClass ☐ TestSuite

```
@RunWith(Suite.class)
@SuiteClasses({CSVRendererTest.class, EmacsRendererTest.class, XMLRendererTest.class,
TextPadRendererTest.class})
public class RenderersTests {
}
```

Allows grouping test classes in different sets for test execution

Special JUnit runner -> org.junit.runners.Suite.class

Test of "Exceptions"

- There are two cases:
 - 1. We expect a normal behavior and then no exceptions.
 - We expect an anomalous behavior and then an exception.

We expect a normal behavior ...

```
try {
    // We call the method with correct parameters
    object.method("Parameter");
    assertTrue(true); // OK
} catch(PossibleException e){
    fail("method should not fail !!!");
}
```

```
class TheClass {
public void method(String p)
throws PossibleException
{ /*... */ }
}
```

We expect an exception ...

```
try {
   // we call the method with wrong parameters
 object.method(null);
 fail("method should fail!!");
} catch(PossibleException e){
  assertTrue(true); // OK
                                      class TheClass {
                                 public void method(String p)
```

40

throws PossibleException

{ /*... */ }

Do you know about what is it called when two programmers work together at one workstation in agile?

Pair Programming

Let's try "Pair Testing"

Lab exercise

Simple TriType Example

- TriTyp: Given three integers for the lengths of the sides of a triangle, find the type of triangle
- Try testing the "Triang(int, int,int)" method
- Go to this link to get the program:

https://classroom.github.com/a/0EgnbwO5

This is an graded (passed/failed) lab assignment. You get full score as long as you accept the invitation link and commit your test ("TriTypTest.java" file) at the last step.

Pair Testing

- 1. Form a team of two with your neighbors 🙂
- 0000
- 2. Write two JUnit tests for TriTyp individually
- 3. Write two JUnit tests for TriTyp to check for corner/boundary cases individually
- 4. Compile & run your tests & theory to see if they are passing
- 5. Show all your tests to your teammate and try the following:
 - a) Convince your teammate that your tests are better
 - b) Convince your teammate that your tests are testing different behavior than his/her tests
 - c) Convince your teammate that your tests are of the same quality
 - d) Let your teammate knows if you feel that his/her test is better
- 6. Combine all the final tests and save as "TriTypTest.java" file. Commit the file to GitHub.

How many tests you have now?

- 2 JUnit Tests?
- 3 JUnit Tests?
- 4 JUnit Tests?
- > 4 JUnit Tests?

How can unit tests help?

Watch the video on how to start working on open-source project (use tests to help you)

- International student:
- https://www.youtube.com/watch?v=k1T5W bx0NMw
- Local student:

https://www.bilibili.com/video/BV1dc411h7

<u>VH</u>

How can unit tests help?

