

Object-Oriented Software Analysis and Design

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Test-Driven Development

Test-Driven Development

- ▶ An excellent practice promoted by the iterative and agile XP method, and applicable to the UP, is **test-driven development (TDD)**. It is also known as **test-first development**.
- ▶ TDD covers more than just unit testing (testing individual components), but this introduction will focus on its application to unit testing individual classes.

Test-Driven Development (contd.)

- ▶ In OO unit testing TDD-style, test code is written before the class to be tested, and the developer writes unit testing code for nearly all production code.
- ▶ The basic rhythm is to write a little test code, then write a little production code, make it pass the test, then write some more test code, and so forth.
- ▶ **Key Point:** The test is written first, imagining the code to be tested is written.

Test-Driven Development: Advantages

- ▶ The unit tests actually get written
- ▶ Programmer satisfaction leading to more consistent test writing
- ▶ Clarification of detailed interface and behavior
- ▶ Provable, repeatable, automated verification
- ▶ The confidence to change things

Software Testing

- ▶ As Edsger Dijkstra, an early contributor to the development of software engineering, eloquently stated (Dijkstra et al., 1972):

“Testing can only show the presence of errors, not their absence”

- ▶ Testing is part of a broader process of software **verification** and **validation** (V & V). Verification and validation are not the same thing, although they are often confused.

Validation: Are we building the right product?

Verification: Are we building the product right?

Software Testing

- ▶ Typically, a commercial software system has to go through three stages of testing:
- ▶ **Development testing**, where the system is tested **during development to discover bugs and defects**. System designers and programmers are likely to be involved in the testing process.
- ▶ **Release testing**, where a separate testing team **tests a complete version of the system** before it is released to users. The aim of release testing is to check that the system meets the requirements of the system stakeholders.

Software Testing

- ▶ **User testing**, where users or potential users of a system **test the system in their own environment**. For software products, the “user” may be an internal marketing group that decides if the software can be marketed, released and sold.
- ▶ **Acceptance testing** is one type of user testing where the customer formally **tests a system to decide if it should be accepted from the system supplier or if further development is required**.

Development Testing

There are three stages of development testing:

- ▶ **Unit testing**, where **individual program units or object classes are tested**. Unit testing should **focus on testing the functionality of objects or methods**.
- ▶ **Component testing**, where several individual units are integrated to create composite components. Component testing should **focus on testing the component interfaces** that provide access to the component functions.
- ▶ **System testing**, where some or all of the components in a system are integrated and the system is **tested as a whole**. System testing should **focus on testing component interactions**.

Unit testing

- ▶ Unit testing is the **process of testing program components**, such as methods or object classes.
- ▶ Individual functions or methods are the simplest type of component. Your tests should be calls to these routines with different input parameters.
- ▶ When you are testing object classes, you should design your tests to provide coverage of all of the features of the object.

Unit testing (contd.)

- ▶ Whenever possible, you should automate unit testing.
- ▶ In automated unit testing, you **make use of a test automation framework** (such as **JUnit**) to write and run your program tests.
- ▶ Unit testing frameworks provide generic test classes that you extend to create specific test cases.
- ▶ They can then run all of the tests that you have implemented and report, on the success or failure of the tests.
- ▶ An entire test suite can often be run in a few seconds so it is possible to execute all the tests every time you make a change to the program.

The Test Pyramid¹

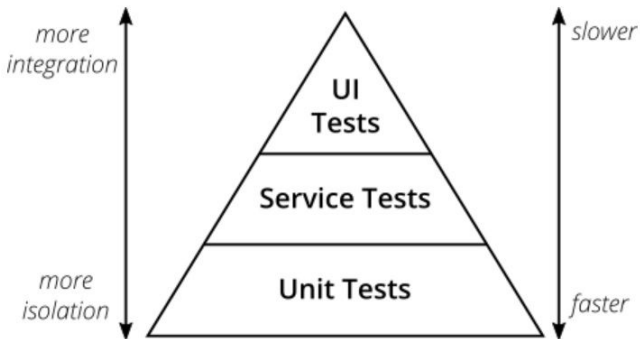


Figure 2: The Test Pyramid

¹from Martin Fowler's article

Choosing Unit Test Cases

- ▶ Testing is expensive and time consuming, so it is important that you choose effective unit test cases. Effectiveness, in this case, means two things:
 - ▶ The test cases should show that, when used as expected, the component that you are testing does what it is supposed to do.
 - ▶ If there are defects in the component, these should be revealed by test cases.

JUnit Testing

JUnit

- ▶ **JUnit** is an open source unit testing framework for the Java programming language.

Some JUnit Annotations

Annotation	Description
@Test	Denotes that a method is a test method.
@DisplayName	Declares a custom display name for the test class or test method.
@BeforeEach	Denotes that the annotated method should be executed before each test method in the test class.
@AfterEach	Denotes that the annotated method should be executed after each test method in the test class.
@BeforeAll	Denotes that the annotated method should be executed before all test methods in the test class.
@AfterAll	Denotes that the annotated method should be executed after all test methods in the test class.
@Tag	Used to declare tags for filtering tests, either at the class or method level
@Disabled	Used to disable a test class or test method.

Writing Tests: Assertions

- ▶ Use the various `assertXXX()` methods to test different conditions.
- ▶ `junit.framework.TestCase`, the base class for all test cases, extends from `junit.framework.Assert`, which defines numerous overloaded `assertXXX()` methods. Your tests function by calling these methods.

Writing Tests: Assertions

Method	Description
<code>assertEquals()</code>	Compares two values for equality. The test passes if the values are equal.
<code>assertFalse()</code>	Evaluates a boolean expression. The test passes if the expression is false.
<code>assertNotNull()</code>	Compares an object reference to null. The test passes if the reference is not null.
<code>assertNotSame()</code>	Compares the memory address of two object references using the <code>==</code> operator. The test passes if both refer to different objects.
<code>assertNull()</code>	Compares an object reference to null. The test passes if the reference is null.
<code>assertSame()</code>	Compares the memory address of two object references using the <code>==</code> operator. The test passes if both refer to the same object.
<code>assertTrue()</code>	Evaluates a boolean expression. The test passes if the expression is true.

It's Quiz Time

1. JUnit provides Assertions for testing expected results. (True or False)

Writing Tests: Example-2

- ▶ CalcJUnit

Writing Tests: Example-3

- ▶ CustomerJUnit

Writing Tests: Example-4

- ▶ EmployeeJUnit

Step-by-step instructions to create a Java project in Eclipse

