



# UNIT AND INTEGRATION TESTING

CSC Software Testing Materials (Unit and Integration Testing)

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# WHAT IS UNIT & INTEGRATION TESTING?

- Code testing is known!
- We can use our code to guide our tests
- Exercises:
  - Independent paths within the source code
  - Logical decisions as both true and false
  - Loops at their boundaries
  - Internal data structures
- Unit Testing → testing the functionality of individual methods
- Integration testing: → testing how units of code work together

# WRITING UNIT TESTS

- Focus on methods – how can we test? – Automation!
- Create a **separate test class** to exercise **all** of your program's methods (except main ) – You will want to move most of your functionality out of main so you can test it
- **Name** your test class **<NameOfSourceClass>Test.java**
- Test class should be in the **test directory**
- Test methods
  - Test cases can be broken out into methods
  - One or more test method for each method under test.
  - Naming convention: **test<MethodName><DescriptionOfTest>**
  - **Each test method will have one or more JUnit assert statements.**

# JUNIT

- Software testing framework for the Java programming language that reduces the complexity of implementing unit test cases for your code
- JUnit is not provided in the default Java libraries
- Download the JUnit libraries to lib (JUnit5)
- JUnit Annotations
  - **@Before** is used to identify a method that executes before each of your individual test methods. This is useful for constructing new objects and ensures that each test executes with the same initial starting conditions.
  - **@Test** is used to identify each test method in your test class.



# TEST CLASS SKELETON

Example Programming Requirements: Paycheck: <https://go.ncsu.edu/csc-testing-requirements>

```
1 import static org.junit.jupiter.api.Assertions.*;
2
3 import org.junit.jupiter.api.Test;
4
5 /**
6  * Test class for the Paycheck program.
7  *
8  * @author Sarah Heckman
9  * @author Jessica Young Schmidt
10 */
11 public class PaycheckTest {
12
13     /**
14      * Test the Paycheck.getPayRate() method.
15     */
16     @Test
17     public void testGetPayRate() {
18
19     }
20
21     /**
22      * Test the Paycheck.calculateRegularPay() method.
23     */
24     @Test
25     public void testCalculateRegularPay() {
26
27     }
28
29     // Additional test methods
30 }
```

# DIRECTORY STRUCTURE

Paycheck

→ **src**

→ Paycheck.java

→ **test**

→ PaycheckTest.java

→ **lib**

→ junit-platform-console-standalone-1.6.2.jar

→ bin

→ Paycheck.class

→ PaycheckTest.class

# ASSERT STATEMENTS

- `assertTrue(boolean condition, String message)`
- `assertFalse(boolean condition, String message)`
- `assertEquals(int expected, int actual, String message)`
- `assertEquals(char expected, char actual, String message)`
- `assertEquals(Object expected, Object actual, String message)`
- `assertEquals(double expected, double actual, double delta, String message)`

```
/**
 * Test the Paycheck.calculateRegularPay() method.
 */
@Test
public void testCalculateRegularPay() {
    // Less than 40 hours
    // Regular Level 1 36 hours
    assertEquals(68400,
        Paycheck.calculateRegularPay(Paycheck.LEVEL_1_PAY_RATE, 36),
        "Testing Level 1 for 36 hours");
}
```



# COMPILE & EXECUTE TEST CASES

## Compiling Source Code

```
javac -d bin -cp bin src/Paycheck.java
```

## Executing Source Code

```
java -cp bin Paycheck
```

## Compiling Test Cases

→ Mac/Linux → `javac -d bin -cp "bin:lib/*" test/PaycheckTest.java`

→ Windows → `javac -d bin -cp "bin;lib/*" test/PaycheckTest.java`

## Executing Test Cases

```
java -jar lib/* -cp bin -c PaycheckTest
```

# DIRECTORY STRUCTURE

Paycheck

→ src

→ Paycheck.java

→ test

→ PaycheckTest.java

→ lib

→ junit-platform-console-standalone-1.6.2.jar

→ bin

→ Paycheck.class

→ PaycheckTest.class

# INTERPRETING THE RESULTS

```
$ java -jar lib/* -cp bin -c PaycheckTest
```

Thanks for using JUnit! Support its development at <https://junit.org/sponsoring>

```
- JUnit Jupiter
- PaycheckTest (check)
  - testCalculateNetPay() (check)
  - testGetPayRate() (check)
  - testCalculateOvertimePay() X
    Paycheck.calculateOvertimePay(Paycheck.LEVEL_1_PAY_RATE, 36) ==> expected: <0> but was: <1>
  - testCalculateRetirement() (check)
  - testCalculateRegularPay() (check)
  - testCalculateGrossPay() (check)
- JUnit Vintage (check)
```

Failures (1):

```
JUnit Jupiter:PaycheckTest:testCalculateOvertimePay()
MethodSource [className = 'PaycheckTest', methodName = 'testCalculateOvertimePay', methodParameterTypes = '']
=> org.opentest4j.AssertionFailedError:
  Paycheck.calculateOvertimePay(Paycheck.LEVEL_1_PAY_RATE, 36) ==> expected: <0> but was: <1>
  org.junit.jupiter.api.AssertionUtils.fail(AssertionUtils.java:55)
  org.junit.jupiter.api.AssertionUtils.failNotEqual(AssertionUtils.java:62)
  org.junit.jupiter.api.AssertEquals.assertEquals(AssertEquals.java:150)
  org.junit.jupiter.api.Assertions.assertEquals(Assertions.java:542)
  PaycheckTest.testCalculateOvertimePay(PaycheckTest.java:159)
  java.base/jdk.internal.reflect.NativeMethodAccessorImpl.invoke0(Native Method)
  java.base/jdk.internal.reflect.NativeMethodAccessorImpl.invoke(NativeMethodAccessorImpl.java:62)
  java.base/jdk.internal.reflect.DelegatingMethodAccessorImpl.invoke(DelegatingMethodAccessorImpl.java:43)
  java.base/java.lang.reflect.Method.invoke(Method.java:566)
  org.junit.platform.commons.util.ReflectionUtils.invokeMethod(ReflectionUtils.java:686)
  [...]
```

```
Test run finished after 108 ms
[   3 containers found   ]
[   0 containers skipped ]
[   3 containers started ]
[   0 containers aborted ]
[   3 containers successful ]
[   0 containers failed ]
[   6 tests found       ]
[   0 tests skipped     ]
[   6 tests started     ]
[   0 tests aborted     ]
[   5 tests successful  ]
[   1 tests failed      ]
```

# INTERPRETING THE RESULTS

```
$ java -jar lib/* -cp bin -c PaycheckTest
```

*Thanks for using JUnit! Support its development at <https://junit.org/sponsoring>*

```
- JUnit Jupiter (check)
  - PaycheckTest (check)
    - testCalculateNetPay() (check)
    - testGetPayRate() (check)
    - testCalculateOvertimePay() (check)
    - testCalculateRetirement() (check)
    - testCalculateRegularPay() (check)
    - testCalculateGrossPay() (check)
- JUnit Vintage (check)
```

*Test run finished after 127 ms*


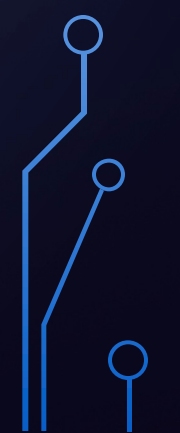
```
[      3 containers found      ]
[      0 containers skipped    ]
[      3 containers started    ]
[      0 containers aborted    ]
[      3 containers successful  ]
[      0 containers failed     ]
[      6 tests found           ]
[      0 tests skipped         ]
[      6 tests started         ]
[      0 tests aborted         ]
[      6 tests successful      ]
[      0 tests failed          ]
```





# TESTING STRATEGIES



- Test Requirements
  - Test Equivalence Classes
  - Test Boundary Values
  - Test All Paths
  - Test Exceptions
- 
- 

# CONTROL FLOW DIAGRAM

- Pictorial description of the flow of program control
  - Diamonds → represent decisions
  - Rectangles → represent program statements
- Break apart compound conditionals
- Loops have one decision (the continuation test)
  - Unless the while loop has compound conditional tests – those should be broken up

# CYCLOMATIC COMPLEXITY

- Measure of a method's complexity
- Number of independent paths in the basis set of a method
  - Basis set  $\rightarrow$  minimum number of paths that can be combined to generate every possible path paths may not be possible
- Use to estimate number of tests to write
  - Upper bound for the number of tests that must be conducted to cover the paths of a method
- Cyclomatic Complexity = number of decisions diamonds + 1

# KEY POINTS

- With unit and integration testing, the code we are testing is known. We should use the code to guide our tests
  - One testing strategy is to ensure that **every path** in the method has been executed **at least once**.
  - We can determine all of the valid paths, called the basis set, through a method and write a test for each one.
  - Using **equivalence classes** to drive unit testing should identify most of the possible paths through a method.
- **System testing should be completed along with unit and integration testing!**