

# LECTURE 4

## **JUnit Compilation Steps**

Some slides were borrowed from Josh Hug and Adam Jundt

# TESTING

## Black-box Testing

- You don't know (or you pretend you don't know) how something is implemented
- You test only based on inputs and outputs

## Clear-box Testing (asa “white-box testing”)

- If you can look inside the black box and see how a method is implemented, you can do more detailed testing

Why bother??

<http://stackoverflow.com/questions/10858990/why-use-junit-for-testing>

# UNIT (MICRO)-TESTING

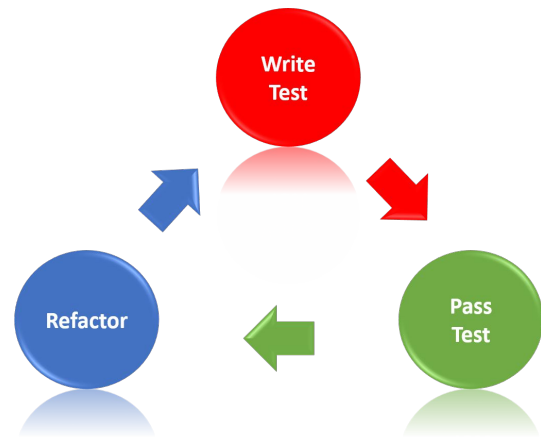
- Whether you are doing black-box or clear-box testing, you should test every unit of a software system.
- What is a *unit*? In object-oriented programming, usually a software unit is taken to be a single method.
- So: we should test every method of every class in the software.
- JUnit is a widely used framework for unit testing of Java software.

# TEST-DRIVEN DEVELOPMENT (TDD)

Steps to developing according to TDD:

- Identify a new feature.
- Write a unit test for that feature.
- Run the test. It should fail. (RED)
- Write code that passes test. (GREEN)
  - Implementation is certifiably good!
- Optional: Refactor code to make it faster, cleaner, etc.

Not required but testing is always needed.



# PROBLEM TO SOLVE.

- Swap characters in the string:
  - “Marina” -> “aniraM”
  - “Class” -> “ssalC”

Idea?

# DID EVERYTHING MAKE SENSE?

A: Yes

B: Almost, need to practice now

C: More or less, need to review (and then practice)

D: Mostly lost

E: Completely lost

# @BEFOREEACH, @AFTEREACH, @BEFOREALL

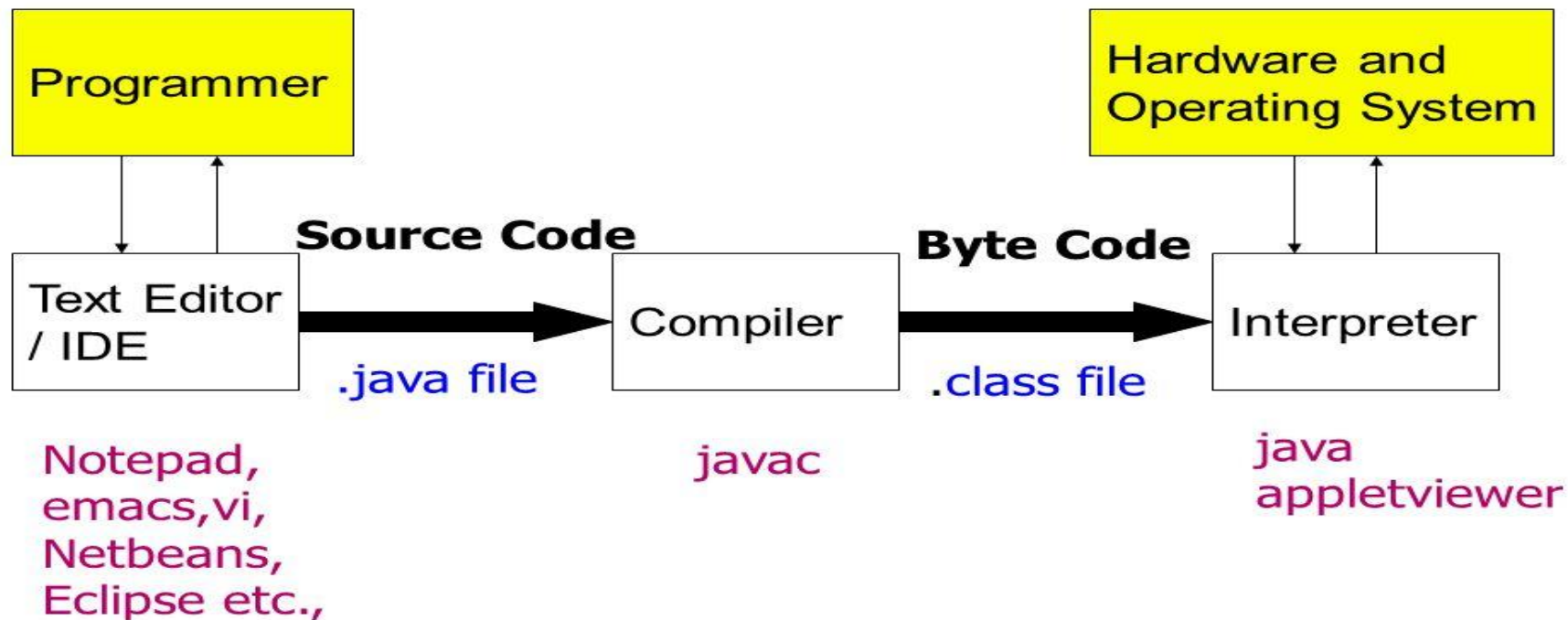
- @BeforeEach
  - annotation is used to signal that the annotated method should be executed before each invocation.
- @AfterEach
  - is used to signal that the annotated method should be executed after each @Test.
- @BeforeAll
  - runs once before any of the test methods in the class.

COMPILATION  
(DEMO)



# JAVA Compilation and Interpretation

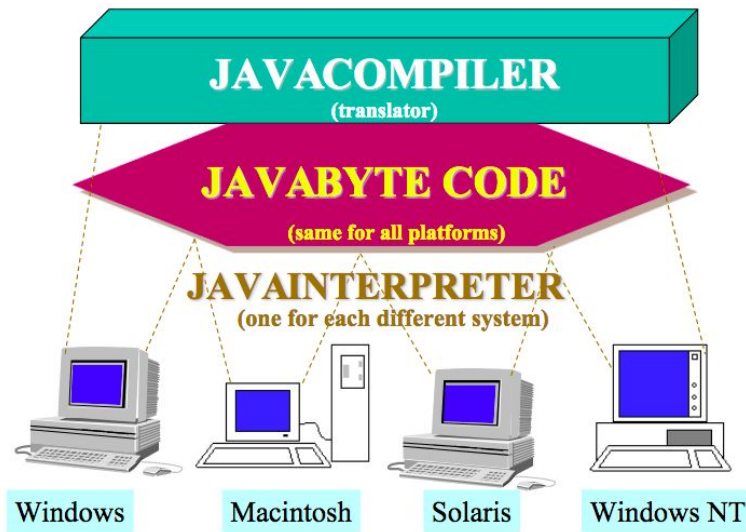
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# WHY BOTHER WITH CLASS FILE?

Why make a class file at all?

- `.class` file has been type checked. Distributed code is safer.
- `.class` files are 'simpler' for machine to execute. Distributed code is faster.
- Platform independent.



# Instantiating the simplified Car class

```
public class CarLauncher {  
    public static void main(String[] args){  
        Car audi;  
        new Car(40);  
        audi = new Car(50);  
        Car honda = new Car(4);  
  
        audi.blowUp();  
        honda.blowUp();  
    }  
}
```

```
class Car {  
    int speed;  
    public Car(int sp){  
        speed = sp;  
    }  
    public void blowUp() { System.out.println("baaaam!: " + speed);  
    }  
}
```

```
public class CarLauncher {  
    public static void main(String[] args) {  
        Car audi;  
        new Car(40);  
        audi = new Car(50);  
        Car honda = new Car(4);  
  
        audi.blowUp();  
        honda.blowUp();  
    }  
} // Link
```