

# **JUnit & TDD**

# The Bad Old Way

- write lots of code
  - and some code to test the code
- run the program
  - wait 5 minutes for it to start
- test the program
  - type and click lots of times to get to just the right place in the code
- observe the results
  - Ahhhhh! It failed.
- repeat

# Demo

Coding the Hard Way

# Computers Laugh At Us

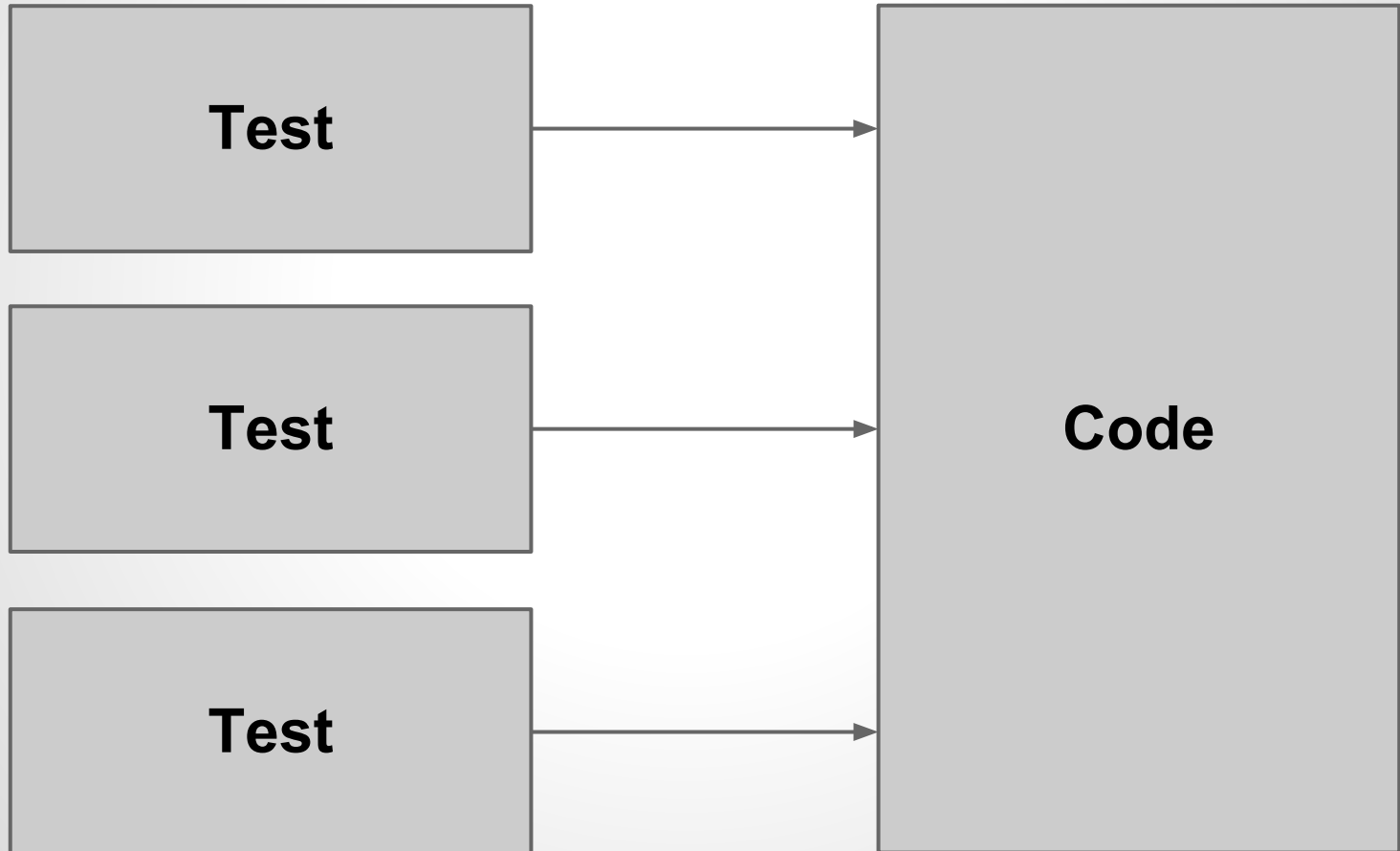
- we created them to...
  - ...automate repetitive and redundant things
  - ...make our lives easier
- we use them and...
  - ...we do the same thing over and over again
  - ...we are frustrated

If only there were a way...

# **Automated Unit Testing**

It runs the test so you don't have to.

# JUnit



# Writing A Test

## Test

```
public class EchoTest {  
  
    @Test  
    public void itEchosAString() {  
        Echo echo = new Echo();  
        assertEquals("echo", echo.echo("echo"));  
    }  
  
}
```




## Code

```
public class Echo {  
  
    public String echo(String s) {  
        return s;  
    }  
  
}
```

# Writing Another Test

## Test

```
public class EchoTest {  
  
    @Test  
    public void itEchosAString() {  
        Echo echo = new Echo();  
        assertEquals("echo", echo.echo("echo"));  
    }  
  
    @Test  
    public void itEchosAnotherString() {  
        Echo echo = new Echo();  
        assertEquals("hello", echo.echo("hello"));  
    }  
}
```



## Code

```
public class Echo {  
  
    public String echo(String s) {  
        return s;  
    }  
}
```



# Don't Repeat Yourself!

## Test

```
public class EchoTest {  
  
    private Echo echo;  
  
    @Before  
    void setup() {  
        echo = new Echo();  
    }  
  
    @Test  
    public void itEchosAString() {  
        assertEquals("echo", echo.echo("echo"));  
    }  
  
    @Test  
    public void itEchosAnotherString() {  
        assertEquals("hello", echo.echo("hello"));  
    }  
}
```



## Code

```
public class Echo {  
  
    public String echo(String s) {  
        return s;  
    }  
}
```

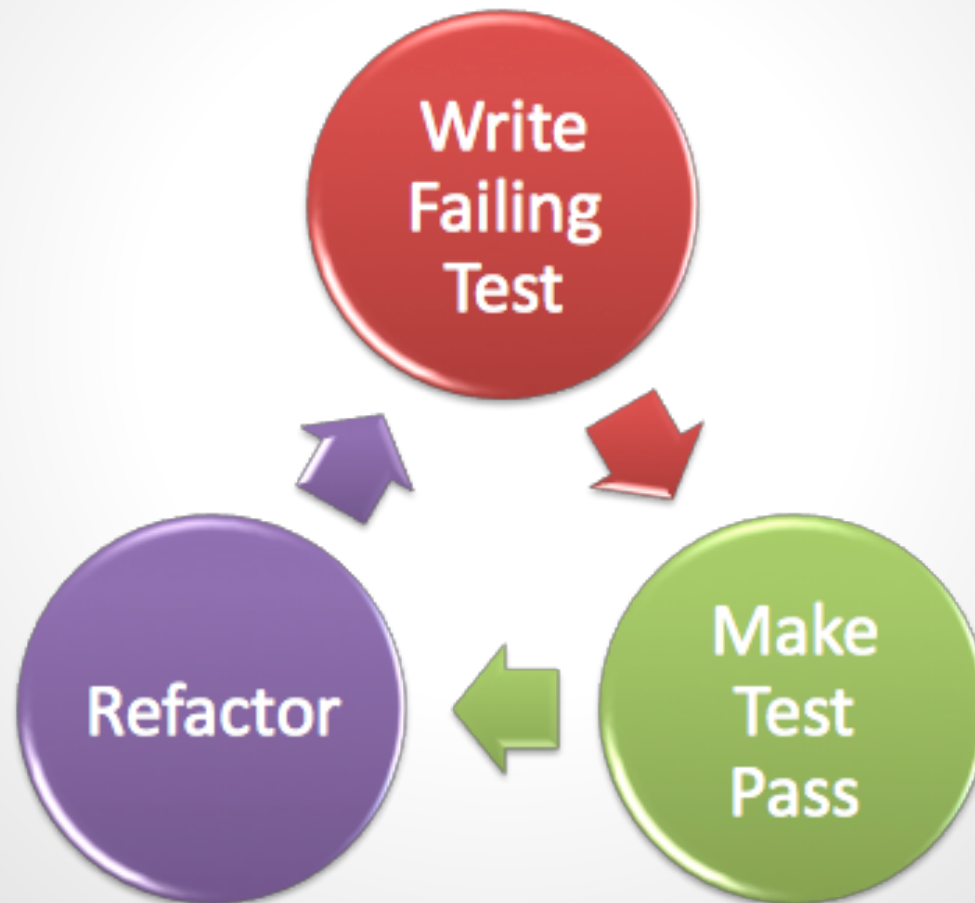
# Demo

Automated Unit Testing

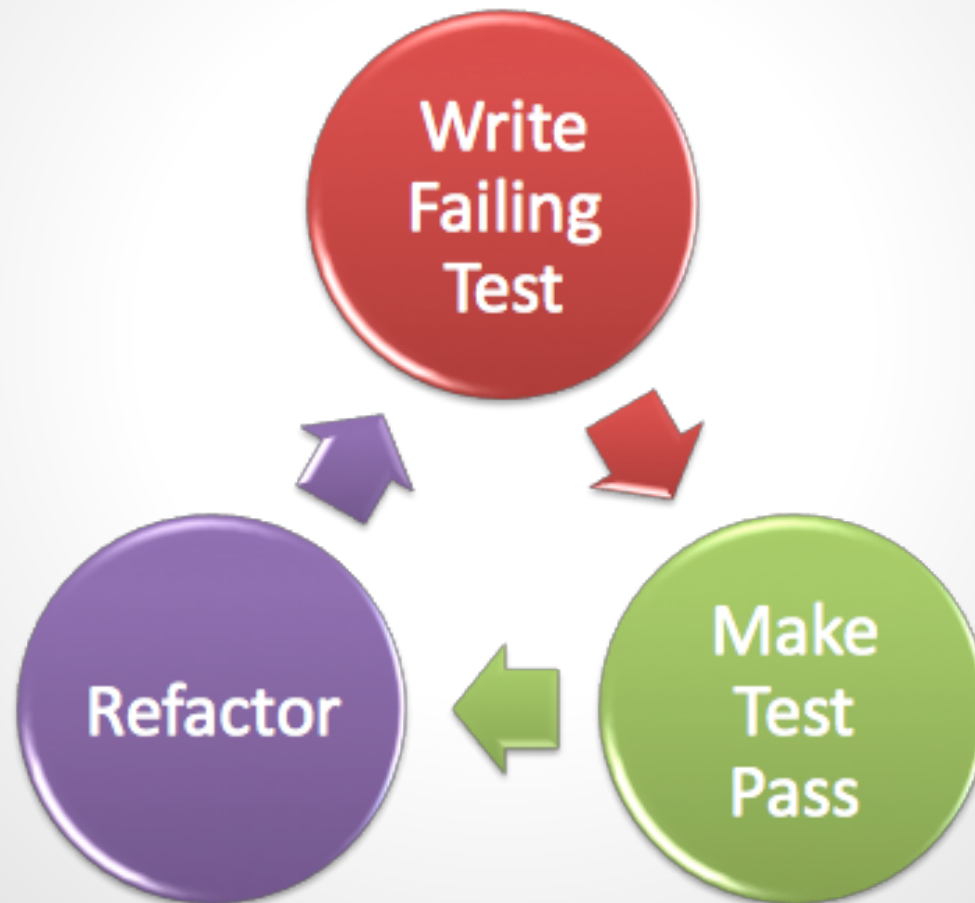
# Test Driven Development

It's simple really. Write your test first.

# The TDD Cycle



# Ping Pong Pairing



# Dos & Don'ts

## Do...

- ...start with a failing test.
- ...write tests that become more and more specific.
- ...write code that becomes more and more generic.
- ...take turns writing tests, coding, and refactoring.
- ...kibitz while pairing.
- ...consider keeping a list of tests you need to write

## Don't...

- ...write more than one test at a time.
- ...have more than one assertion in a test.
- ...write any more code than is needed to make the current test pass.
- ...code alone.

# Demo

Test Driving TDD