Agile Java

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Part I

基本概念

Chapter 1

开发环境

1.1 JUnit4

基本的 JUnit4 单元测试例子:

```
1
   package net.jade;
2
 3
   import static org.junit.Assert.assertTrue;
   import org.junit.BeforeClass;
   import org.junit.AfterClass;
   import org.junit.Before;
7
   import org.junit.After;
   import org.junit.Test;
   import org.junit.Ignore;
   import junit.framework.JUnit4TestAdapter;
10
11
   public class HelloTest {
12
13
     /**
14
      * class setup must be static
15
16
17
     @BeforeClass
     public static void runBeforeClass() {
18
19
       System.out.println("class setUp...");
20
     }
21
22
      * class tearDown must be static
```

```
*/
24
25
     @AfterClass
     public static void runAfterClass() {
26
27
        System.out.println("class tearDown... ");
28
     }
29
30
     @Before
31
     public void setUp() {
32
       System.out.println("func setUp... ");
33
34
35
     @After
36
     public void tearDown() {
37
        System.out.println("func tearDown... ");
38
     }
39
40
     @Test
41
     public void func01() {
42
        System.out.println("func01... ");
       assertTrue("hello".equals("hello"));
43
44
     }
45
46
       * now can except for exception
47
       */
48
49
     @Test(expected=ArithmeticException.class)
50
     public void func02() {
51
       System.out.println("func02...");
        System.out.println("result is: " + (2/0));
52
53
     }
54
55
56
       * this function will not run
       * we want ignore this function
57
      */
58
59
     @Ignore
     public void func03() {
60
61
        System.out.println("func03...");
62
     }
63
64
      * test time out
65
```

```
66
       */
67
      @Test(timeout=500)
      public void func04() {
68
69
70
        System.out.println("func04...");
71
        try {
72
          Thread.sleep(300);
73
        } catch (InterruptedException ex) {
74
          // do nothing
75
       }
      }
76
77
78
79
       * make junit4 programe alse can be used in
       * junit3 environment
80
       */
81
82
      public static junit.framework.Test suite() {
83
        return new JUnit4TestAdapter(HelloTest.class);
84
      }
   }
85
```

如果用 jdk 自带的方式编译与运行很麻烦:

```
#!/bin/bash
rm -rf build/classes
mkdir build
mkdir build/classes
javac -cp build/classes:lib/junit-4.8.2.jar \
-sourcepath src -d build/classes \
rsc/net/jade/*.java
java -cp build/classes:lib/junit-4.8.2.jar \
org.junit.runner.JUnitCore net.jade.HelloTest
rm -rf build
```

有了 ant 的帮助就方便很多了:

```
8
 9
      roperty name="build.dir"
                                         value="build"/>
                                         value="${build.dir}/classes
10
      roperty name="build.classes"
          "/>
      roperty name="build.lib"
                                         value="${build.dir}/lib"/>
11
                                         value="${build.dir}/pkg"/>
12
      property name="build.pkg"
13
      cproperty name="junit.output.dir" value="${build.dir}/
          junitreport"/>
14
15
      <path id="compile.libs">
        <fileset dir="${lib.dir}">
16
17
          <include name="**/*.jar"/>
18
        </fileset>
19
        <pathelement location="${build.classes}"/>
20
      </path>
21
22
      <target name="clean" description="Remove all generated files.
        <delete dir="${build.dir}" />
23
24
      </target>
25
26
      <target name="prepare" depends="clean"
27
        description="Create build folders.">
        <mkdir dir="${build.dir}"/>
28
        <mkdir dir="${build.classes}"/>
29
30
        <mkdir dir="${build.lib}"/>
31
      </target>
32
33
      <!-- compile. -->
      <target name="compile" depends="prepare"</pre>
34
35
        description="compile java scources.">
36
        <javac srcdir="${src.dir}" destdir="${build.classes}"</pre>
          includeantruntime="off">
37
          <classpath refid="compile.libs"/>
38
39
        </javac>
      </target>
40
41
42
      <!-- Run JUnit test classes. -->
43
      <target name="junit" depends="compile">
        <mkdir dir="${junit.output.dir}"/>
44
        <junit fork="yes" printsummary="withOutAndErr"</pre>
45
          haltonerror="yes" haltonfailure="yes" >
46
```

```
47
          <formatter type="xml"/>
48
          <classpath refid="compile.libs"/>
          <test todir="${junit.output.dir}" name="net.jade.</pre>
49
              HelloTest"/>
50
        </junit>
51
      </target>
52
53
      <!-- Generate JUnit report. -->
      <target name="report" depends="junit">
54
        <junitreport todir="${junit.output.dir}">
55
          <fileset dir="${junit.output.dir}">
56
57
            <include name="TEST-*.xml"/>
          </fileset>
58
          <report format="frames" todir="${junit.output.dir}"/>
59
60
        </junitreport>
      </target>
61
62
63
      <!-- Generate HTML format report. -->
64
      <target name="jar" depends="report" description="compress jar
          .">
        <jar basedir="${build.classes}" excludes="**/Test.class"</pre>
65
66
          jarfile="${build.lib}/${projectName}.jar" />
67
      </target>
68
      <target name="all" depends="jar" description="all.">
69
70
      </target>
71
72
    </project>
```

Part II

常用工具

Chapter 2

日期时间处理

2.1 格里高利历

通过 GregorianCalendar 进行日期操作:

```
package example;
2
3
   import java.util.Date;
   import java.util.Calendar;
   import java.util.GregorianCalendar;
6
7
   /**
8
9
    * 这是 <b一个简单的类></b> 注释。
10
11
    * @author Jade
    * @author 阿左
12
13
14
15
   public class CalendarExample{
16
17
18
19
     * create date
20
     * @param year
     * year
21
22
      * @param month
    * month
```

2.1. 格里高利历 12

```
* @param day
24
25
          day
       */
26
27
     public Date createDate(int year, int month, int day){
       Calendar cal = new GregorianCalendar();
28
29
       cal.clear();
30
        cal.set(Calendar.YEAR, year);
        cal.set(Calendar.MONTH, month-1);
31
        cal.set(Calendar.DAY_OF_MONTH, day);
32
        return cal.getTime();
33
34
     }
35
36
37
       * add days.
38
39
       * @param date
40
       * ori date
       * @param dayNum
41
       * how many day to add
42
43
       */
44
45
     public Date addDay(Date date, int dayNum) {
       Calendar cal = new GregorianCalendar();
46
        cal.setTime(date);
47
        cal.add(Calendar.DAY_OF_YEAR, dayNum);
48
        return cal.getTime();
49
50
     }
51
   }
```

Chapter 3

文本

3.1 换行符

在不同操作系统下取得换行符:

3.2 枚举类型

3 public enum Color {

```
package stringtools;

public enum Gender {
   female, male
}

package stringtools;
```

3.2. 枚举类型 14

```
4
 5
     RED(255, 0, 0), BLUE(0, 0, 255), GREEN(0, 255, 0), //
     YELLOW(255, 255, 0), BLACK(0, 0, 0), WHITE(0, 255, 0);
6
7
8
     private int redValue;
9
     private int greenValue;
10
     private int blueValue;
11
     private Color(int rv, int gv, int bv) {
12
13
       this.redValue = rv;
       this.greenValue = gv;
14
15
       this.blueValue = bv;
16
17
     }
18
     public String toString() {
19
20
       return super.toString() + "(" + redValue + "," + greenValue
           + blueValue + ")";
21
22
     }
23
24
   }
```

```
package test;
 3
   import static org.junit.Assert.assertEquals;
 5 | import org.junit.After;
   import org.junit.Before;
7
   import org.junit.Test;
8
   import stringtools.Gender;
9
10
   import stringtools.Color;
11
12
13
    * @author morgan
14
15
    */
   public class EnumTest {
16
17
18
     @Test
     public void testGender() {
```

3.2. 枚举类型 15

```
20
       Gender g = Gender.male;
21
       assertEquals("male", g.toString());
22
       assertEquals(g, Gender.valueOf("male"));
23
     }
24
25
     @Test
     public void testColor() {
26
27
       Color c = Color.RED;
28
       assertEquals("RED(255,0,0)", c.toString());
       assertEquals(Color.RED, c.valueOf("RED"));
29
     }
30
31
   }
32
```