



JUNIT

Assert methods and Annotations

Agenda

1

Assert methods and Annotations

Objectives

At the end of this module, you will be able to:

- Work with Assert methods
- Work with Annotations related to JUNIT

Assert methods and Annotations



Assert methods with JUnit

- **assertArrayEquals()**

- Used to test if two arrays are equal to each other

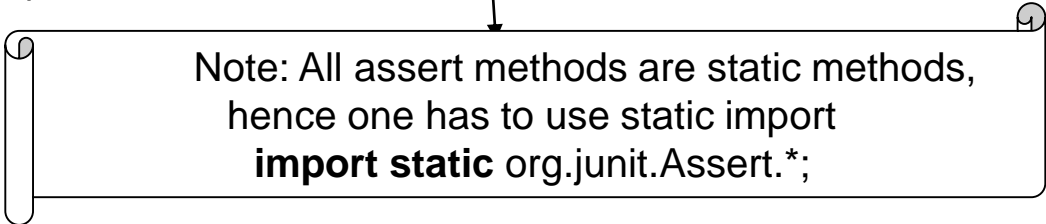
```
int[] expectedArray = {100,200,300};  
int[] resultArray = myClass.getIntArray();  
assertArrayEquals(expectedArray, resultArray);
```

- **assertEquals()**

- It compares two objects for their equality

```
String result = myClass.concat("Hello", "World");  
assertEquals("HelloWorld", result);  
assertEquals("Reason for failure", "HelloWorld", result);
```

Will get printed if the test will fail



Note: All assert methods are static methods,
hence one has to use static import
import static org.junit.Assert.*;

Assert methods with JUnit

- **assertArrayEquals()**

Used to test if two arrays are equal to each other. If the arrays are equal, the `assertArrayEquals()` will proceed without errors. If the arrays are not equal, an exception will be thrown, and the test aborted. Any test code after the `assertArrayEquals()` will not be executed.

- **assertEquals**

The `assertEquals()` method can compare any two objects to each other. If the two objects compared are not same, then an `AssertionError` will be thrown.

Assert methods with JUnit

- The new assertEquals methods use Autoboxing, and hence all the assertEquals(primitive, primitive) methods will be tested as assertEquals(Object, Object).
- This may lead to some interesting results. For example autoboxing will convert all numbers to the Integer class, so an Integer(10) may not be equal to Long(10).
- This has to be considered when writing tests for arithmetic methods.
- For example,

The following Calc class and it's corresponding test CalcTest will give you an error.

```
public class Calc {  
    public long add(int a, int b) {  
        return a+b;  
    }  
}
```

Assert methods with Junit(Contd.).

```
import org.junit.Test;

import static org.junit.Assert.assertEquals;

public class CalcTest {

    @Test

    public void testAdd() {

        assertEquals(5, new Calc().add(2, 3));

    }

}
```

- You will end up with the following error.

java.lang.AssertionError: expected:<5> but was:<5>

- This is due to autoboxing. By default all the integers are cast to Integer, but we were expecting long here. Hence the error.
- In order to overcome this problem, it is better if you type cast the first parameter in the **assertEquals** to the appropriate return type for the tested method as follows

```
assertEquals((long)5, new Calc().add(2, 3));
```


Assert methods with JUnit (Contd.).

- **assertTrue() , assertFalse()**

- Used to test whether a method returns true or false

```
assertTrue (testClass.isSafe());
```

```
assertFalse(testClass.isSafe());
```

- **assertNull(),assertNotNull()**

- Used to test a variable to see if it is null or not null

```
assertNull(testClass.getObject());
```

```
assertNotNull(testClass.getObject());
```

- **assertSame() and assertNotSame()**

- Used to test if two object references point to the same object or not

```
String s1="Hello";
```

```
String s2="Hello";
```

```
assertSame(s1,s2); ->true
```

Assert methods with JUnit (Contd.).

■ **assertTrue() , assertFalse()**

- If the `isSafe()` method returns true, the `assertTrue()` method will return normally. Else an exception will be thrown, and the test will stop there.
- If the `isSafe()` method returns false, the `assertFalse()` method will return normally. Else an exception will be thrown, and the test will stop there.

■ **assertNull(),assertNotNull()**

- If the `testClass.getObject()` returns null, the `assertNull()` method will return normally, else the `assertNull()` method will throw an exception, and the test will be stopped.
- The `assertNotNull()` method works oppositely of the `assertNull()` method. It throws an exception if a null value is passed to it, and returns normally if a non-null value is passed to it.

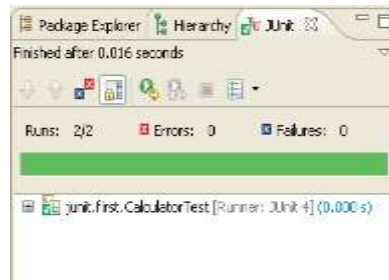
■ **assertSame(),assertNotSame()**

- Used to check if two object references point to the same object or not.

Annotations

- Fixtures
 - The set of common resources or data that you need to run one or more tests
- @Before
 - It is used to call the annotated function before running each of the tests
- @After
 - It is used to call the annotated function after each test method

O/P :
Before Test
Add function
After Test
Before Test
Sub function
After Test



```
public class CalculatorTest {
    Calculator c=null;

    @Before
    public void before()
    {
        System.out.println("Before Test");
        c=new Calculator();
    }
    @After
    public void after()
    {
        System.out.println("After Test");
    }

    @Test
    public void testAdd() {
        System.out.println("Add function");
        assertEquals("Result",5,c.add(2,3));
    }
    @Test
    public void testSub() {
        System.out.println("Sub function");
        assertEquals("Result",20,c.sub(100,80))
    }
}
```

Annotations(Contd.).

- Let's consider the case in which each of the tests that you design needs a common set of objects. One approach can be to create those objects in each of the methods. Alternatively, the JUnit framework provides two special methods, `setUp()` and `tearDown()`, to initialize and clean up any common objects. This avoids duplicating the test code necessary to do the common setup and cleanup tasks. These are together referred to as *fixtures*. The framework calls the `setUp()` before and `tearDown()` after each test method—thereby ensuring that there are no side effects from one test run to the next.
- In JUnit 4.x the `@Before` annotation does the role of the `setUp()` method and the `@After` annotation performs the role of the `tearDown()` method of JUnit 3.x

Annotations (Contd.).

- @BeforeClass
 - The annotated method will run before executing any of the test method
 - The method has to be static
- @AfterClass
 - The annotated method will run after executing all the test methods
 - The method has to be static

O/P :
Before Test
Add function
Sub function
After Test

```
public class CalculatorTest {
    static Calculator c=null;
    @BeforeClass
    public static void before()
    {
        System.out.println("Before Test");
        c=new Calculator();
    }

    @AfterClass
    public static void after()
    {
        System.out.println("After Test");
    }

    @Test
    public void testAdd() {
        System.out.println("Add function");
        assertEquals("Result",5,c.add(2,3));
    }
    @Test
    public void testSub() {
        System.out.println("Sub function");
        assertEquals("Result",20,c.sub(100,80));
    }
}
```

Annotations (Contd.).

- **@Ignore**

- Used for test cases you wanted to ignore
- A String parameter can be added to define the reason for ignoring

```
@Ignore("Not Ready to Run")
```

```
@Test
```

```
public void testComuteTax() { }
```

- **@Test**

- Used to identify that a method is a test method

Annotations (Contd.).

Two optional parameters are supported by Test Annotation.

- The first optional parameter 'expected' is used to declare that a test method should throw an exception. If it doesn't throw an exception or if it throws a different exception than the one declared the test fails.
- For example, the following test succeeds:

```
@Test (expected=IndexOutOfBoundsException.class)
    public void checkOutOfBounds()
    {
        new ArrayList<String>().get(1);
    }
```

- The second optional parameter, '**timeout**', causes a test to fail if it takes longer than a specified amount of clock time (measured in milliseconds). The following test fails:

```
@Test (timeout=1000)
    public void infinityCheck()
    {
        while(true);
    }
```

Annotations (Contd.).

- **Timeout**

- It defines a timeout period in milliseconds with “timeout” parameter
- The test fails when the timeout period exceeds.

```
@Test (timeout = 1000)
public void testinfinity() {
    while (true)
    ;
}
```


Quiz

- From tester point of view, What is the use of @Ignore annotation?
- From tester point of view, What is the use of
`@Test (timeout = 1000)`



Summary

- Assert methods
- Annotations



Thank You