

Developer Testing

Part 1: Microtests and TDD

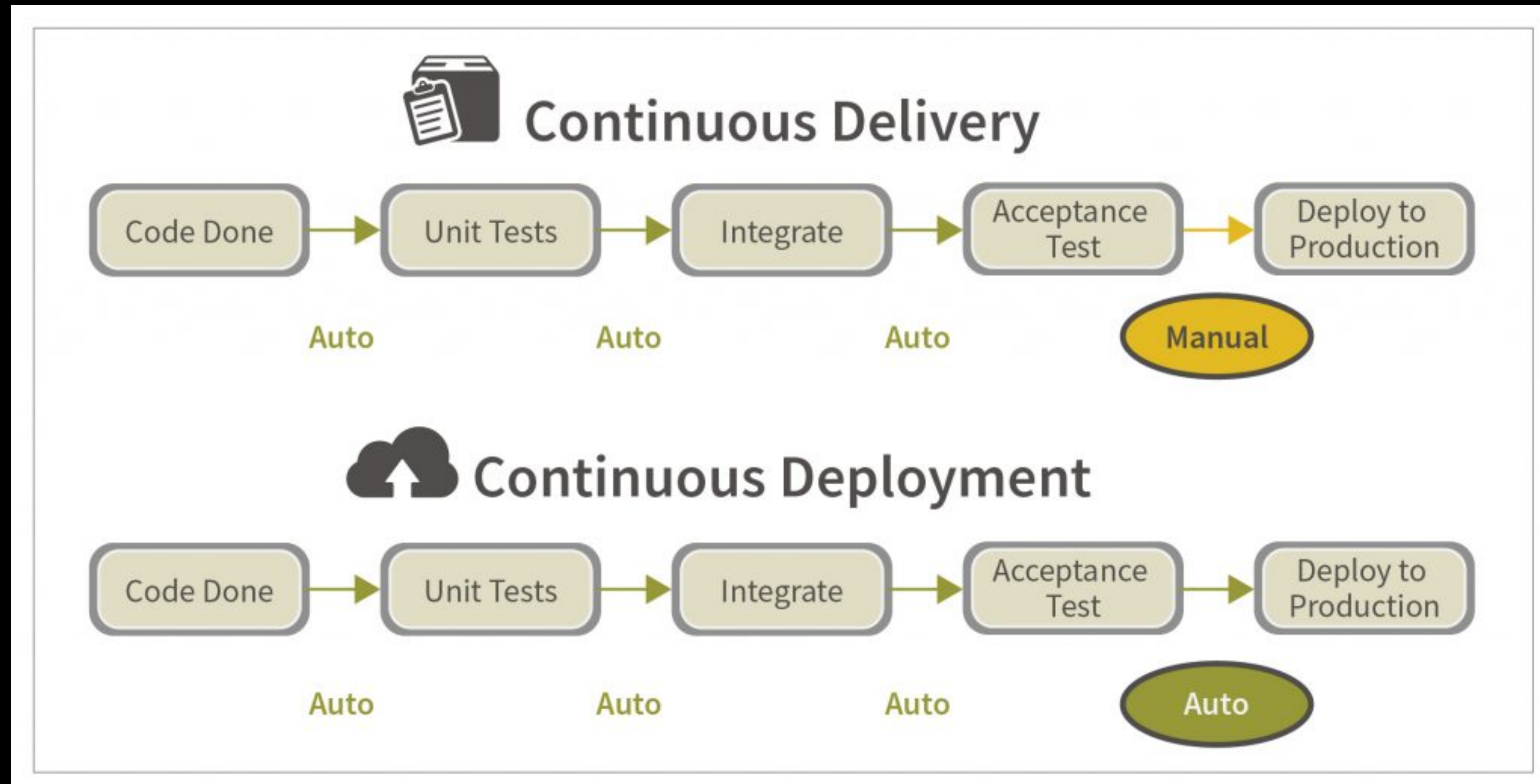
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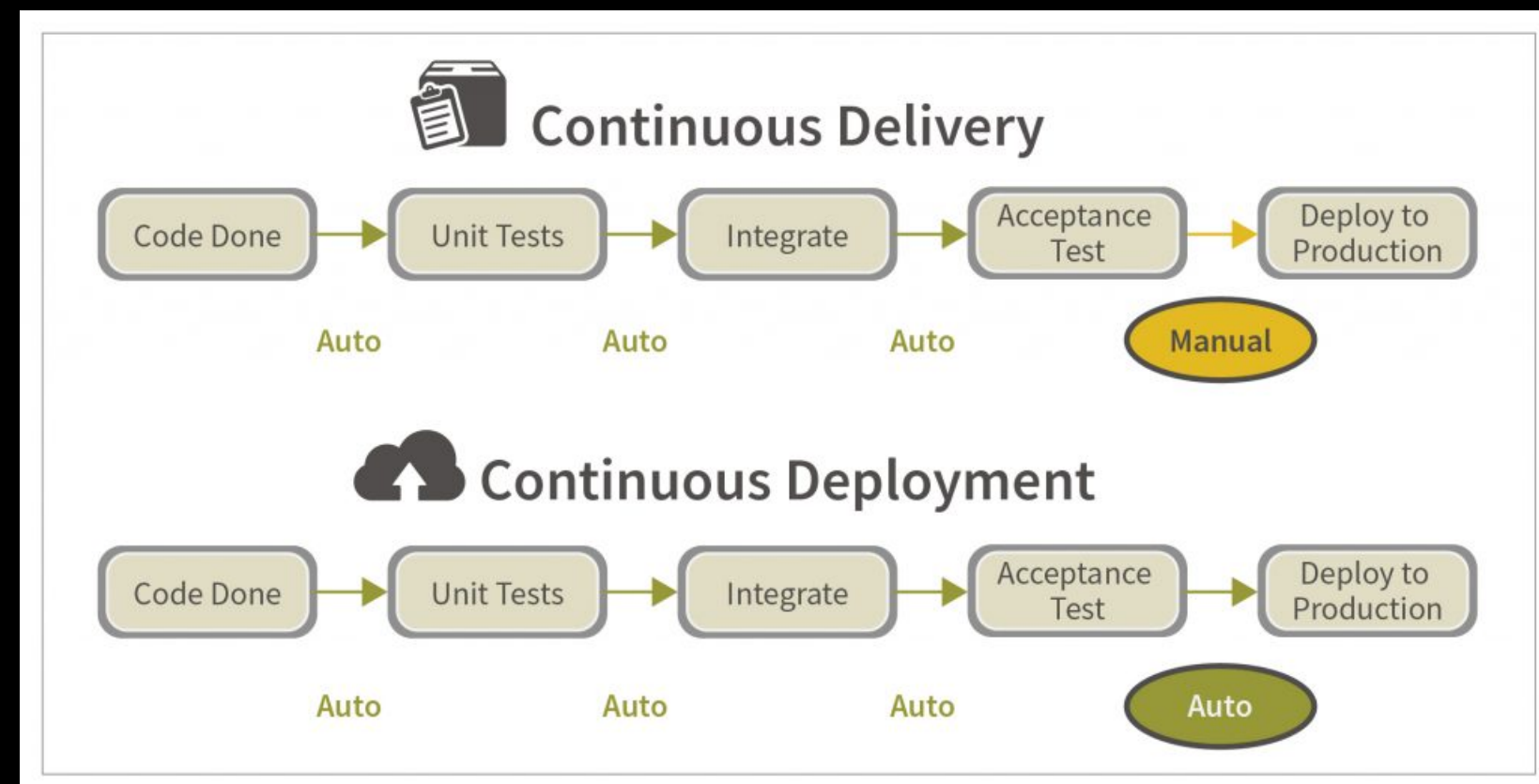
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Why do we need Test Automation?



from: <http://www.softcrylic.com/blogs/testing-strategies-continuous-delivery/>

Why do we need Test Automation?



We need Feedback:

- ▶ Fast
- ▶ Reliable
- ▶ Up to date

➡ Test Automation must be tightly integrated with development

What do we want to learn from our automated tests?

- Have we developed,
what we wanted to develop?
- Have we developed,
what the customer needs?

We need more than one testing approach

- Developers write automated tests to verify **their own code**
- The customer (analyst, expert, ...) specifies **acceptance tests** to verify their **functional requirements** and expectations

Goals of Developer Testing

- **Validate** your **expectations**
- **Find bugs** or prevent them
- Absence of bugs cannot be proven with automated tests!

Tools for Developer Testing should have...

- **Tight integration** with normal development
- **Fast** turn-around

JUnit

junit.org

- Tests are written **in Java**
- Tests can be run from IDE
- Tests are supported by build tools
- Current versions
 - ▶ JUnit Platform: 1.3.2
 - ▶ Jupiter: 5.3.2

JUnit Demo

Structure of a Test Case

- Any class can be container for test cases
- Test cases are methods
`@Test public void myTest()`
- Check expectations with assertion methods
`Assertions.assert...()` und
`Assertions.fail()` für Zusicherungen
- Failing assertion will stop the current test case

```
import org.junit.jupiter.api.Test;
import static org.junit.jupiter.api.Assertions.*;

class EuroTests {
    @Test
    void amount() {
        Euro two = new Euro(2.00);
        assertTrue(two.getAmount() == 2.00);
    }
}
```

Test Container Classes

- Use instance variables for common test fixture
- `@BeforeEach public void ...()`
to setup test fixture and required resources
- `@AfterEach public void ...()`
to release resources (if necessary)

```
class EuroTests {  
    private Euro two;  
    @BeforeEach  
    void initialize() {  
        two = new Euro(2.00);  
    }  
    @Test  
    void adding() {  
        Euro sum = two.plus(two);  
        assertEquals(new Euro(4.00), sum);  
        assertEquals(new Euro(2.00), two);  
    }  
}
```

Important Methods in *Assertions*

```
assertTrue(boolean condition)
```

```
assertFalse(boolean condition)
```

```
assertEquals(Object expected, Object actual)
```

```
assertEquals(double expected, double actual, double delta)
```

```
assertSame(Object expected, Object actual)
```

```
assertNull(Object actual)
```

```
assertNotNull(Object actual)
```

```
...
```

```
assert...( ..., String description)
```

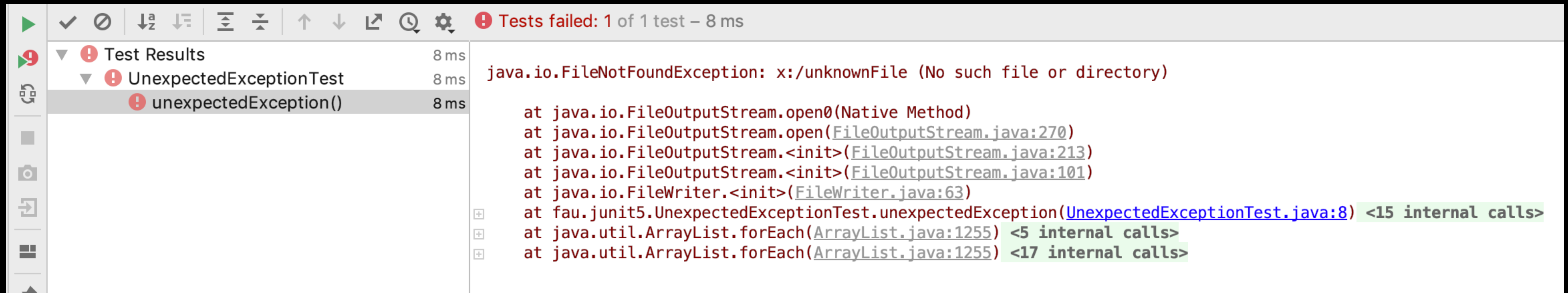
Expected Exceptions

```
@Test
void cannotCreateNegativeEuroAmount() {
    assertThrows(IllegalArgumentException.class, () -> {
        final double NEGATIVE_AMOUNT = -2.00;
        new Euro(NEGATIVE_AMOUNT);
    });
}
```

Check robust behaviour in case of exceptions!

Unexpected Exceptions are Recorded as Test Failure!

```
class UnexpectedExceptionTest {  
    @Test  
    void unexpectedException() throws Exception {  
        new java.io.FileWriter("x:/unknownFile");  
    }  
}
```



More Jupiter Features

@Disabled("Not yet finished")

@BeforeAll, @AfterAll

@Tag("fast")

@DisplayName("size should return # of elements")

- Parameter Injection
- Extension-Model

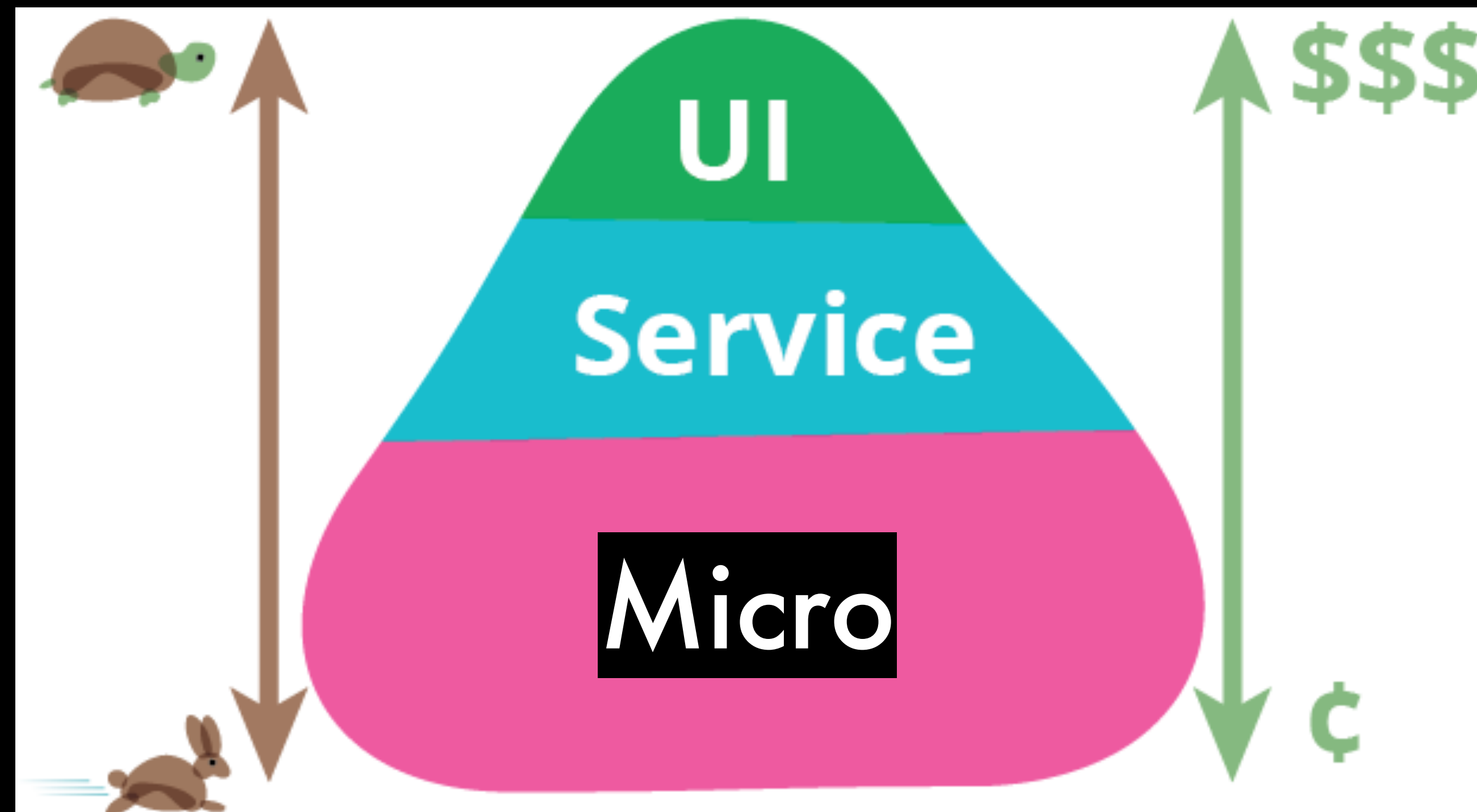
Structure of a Test Case (AAA)

- **Arrange:**
Create the object under test and set it up for testing
- **Act:**
Invoke the behaviour you want to check
- **Assert:**
Verify the expected results

Arrange - Act - Assert

```
class EuroTests...  
    private Euro two;  
  
    @BeforeEach  
    void initialize() {  
        two = new Euro(2.00); Arrange  
    }  
  
    @Test  
    void adding() {  
        Euro sum = two.plus(two); Act  
        assertEquals(new Euro(4.00), sum);  
        assertEquals(new Euro(2.00), two); Assert  
    }  
}
```

Test Automation Pyramid



from: <https://martinfowler.com/bliki/TestPyramid.html>

Microtests

formerly known as Unit Tests

- fast
- short
- precise
- allow checking of details
- effort scales linearly

A little bit of Terminology

- Test Case and Test Suite
- White-Box vs Black-box vs Grey-box Testing
- **Integration** Tests vs **Integrated** Tests

Test-driven Development

TDD

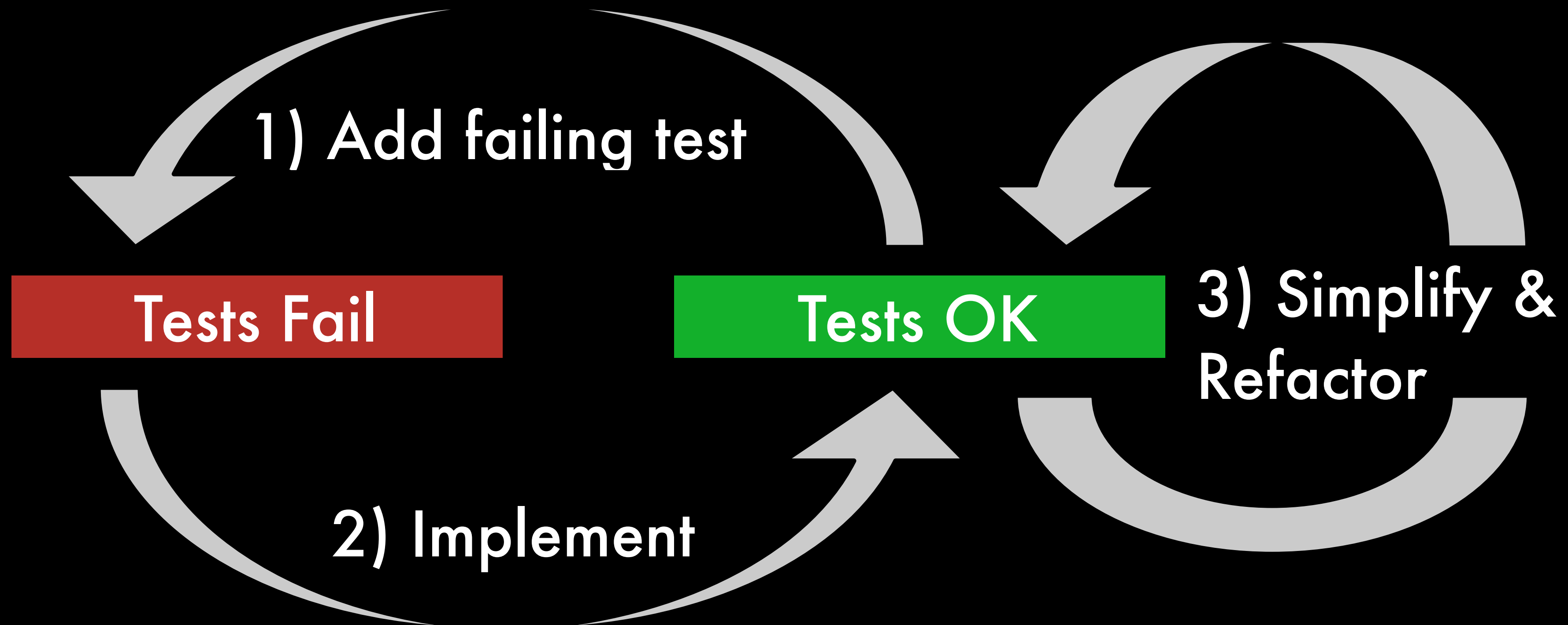
What is TDD?

- Developers write automated tests **as they go**
- Tests are written **in advance** of the code
- Design **a little at a time**

Why do I practice TDD?

- Tests **secure** the current functionality
- Refactoring **prolongs the productive life** of our software
- Writing automated tests **afterwards** can be **difficult**
 - ▶ Testability as basic requirement
 - ▶ You never have time at the end
- Small steps enforce continuous progress and **regular feedback**

Test / Code / Refactor



Test/Code/Refactor – Zyklus

grün-rot: Schreibe einen Test, der zunächst fehlschlagen sollte. Schreibe gerade soviel Code, dass der Test kompiliert.

rot-grün: Schreibe gerade soviel Code, dass alle Tests laufen.

grün-grün: Eliminiere Duplikation und andere üble Codegerüche.

TDD Demo

Prime factorization

How many tests are enough?

- Every missing test means elevated risk
 - Every redundant test is a lost investment
 - Test code must be maintained!
-
- ➡ Test the **essential** things
 - ➡ Avoid duplicated tests
 - ➡ Choose next test based on risk and learning potential
 - ➡ You're allowed to throw tests away

Heuristics

- Check the main path
- Check the border cases
- Check error behaviour
- Document preconditions

Structuring and Naming of Tests and Test Containers

- Meaningful and Navigable
 - ▶ What behaviour can I expect?
 - ▶ Which test must be changed?
- Robustness during Changes and Refactorings
 - ▶ Change implementation of function
 - ▶ Change name of class or function
 - ▶ Change signature of function
 - ▶ Change location of function

Overall Structure

- Every module has its own set of microtests
- Put tests in same package as module under tests
- Integrated Tests live in module(s) of their own

Debatable Conventions

- One **test class per domain class**, e.g.
class MyObject is tested in MyObjectTest
- Name tests **like the methods they test**, e.g.
class Stack { void push(Object element) }
@Test pushTest() {}
- Enforce **1:n relation** between public methods
and test cases

Naming Tests: Basic Style

"Describe the feature under test"

```
Class AccountTests...  
    creatingAnAccount()  
    withdrawing()  
    withdrawingNegativeAmount()  
    withdrawingAmountNotCovered()
```

Naming Tests: Advanced Style

"Describe the feature, an optional context, and the expected outcome"

```
Class AccountTests...  
    aNewAccount_returnsCustomer()  
    aNewAccount_hasZeroBalance()  
    withdrawingAmount_reducesBalanceByAmount()  
    withdrawingNegativeAmount_failsWithException()  
    withdrawingNegativeAmount_doesNotChangeBalance()
```

Naming Tests: Advanced Style

"Describe the feature, an optional context, and the expected outcome"

```
Class AccountTests...  
    @Nested class NewAccount...  
        returnsCustomer()  
        hasZeroBalance()  
  
    @Nested class WithdrawingMoney...  
        reducesBalanceByAmount()  
  
    @Nested class WithNegativeAmount  
        failsWithException()  
        doesNotChangeBalance()
```

Structure and Interpretation of Test Cases

Kevlin Henney: <https://vimeo.com/289852238>

```
class Leap_year_spec {  
    @Nested  
    class A_year_is_a_leap_year {  
        @Test  
        void if_it_is_divisible_by_four_but_not_by_100() {}  
        @Test  
        void if_it_is_divisible_by_400() {}  
    }  
    @Nested  
    class A_year_is_not_a_leap_year {  
        @Test  
        void if_it_is_not_divisible_by_four() {}  
        @Test  
        void if_it_is_divisible_by_100_but_not_by_400() {}  
    }  
}
```

Structure and Interpretation of Test Cases

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```
class Leap_year_spec {  
  @Nested  
  class A_year_is_a_leap_year {  
    @Test  
    void if_it_is_divisible_by_four_but_not_by_100() {}  
    @Test  
    void if_it_is_divisible_by_400() {}  
  }  
  
  @Nested  
  class A_year_is_not_a_leap_year {  
    @Test  
    void if_it_is_not_divisible_by_four() {}  
    @Test  
    void if_it_is_divisible_by_100_but_not_by_400() {}  
  }  
}
```

```
@DisplayNameGeneration(DisplayNameGenerator.ReplaceUnderscores.class)
class Stack_spec {
    Stack<Object> stack;

    @Test
    void A_stack_is_instantiated_using_its_noarg_constructor() {
        new Stack<>();
    }

    @Nested
    class A_new_stack {
        @BeforeEach
        void is_created() {
            stack = new Stack<>();
        }

        @Test
        void is_empty() {
            assertTrue(stack.isEmpty());
        }
    }

    @Nested
    class An_empty_stack {...}

    @Nested
    class A_non_empty_stack {...}
}
```


▼ ✓ Test Results

▼ ✓ Stack spec

- ✓ A stack is instantiated using its noarg constructor()

▼ ✓ A non empty stack

- ✓ returns last pushed item when peeked()

- ✓ returns last pushed item when popped and removes it from stack()

- ✓ acquires more depth when another item is pushed()

- ✓ is no longer empty()

▼ ✓ An empty stack

- ✓ acquires depth by retaining a pushed item()

- ✓ throws an EmptyStackException when peeked()

- ✓ throws an EmptyStackException when popped()

▼ ✓ A new stack

- ✓ is empty()

Quality of a Test Suite

- Who is testing the tests?
 - ▶ The application code itself
 - ▶ Code Coverage Metrics
 - integrated in many IDEs
 - ▶ Mutation Testing
 - <http://pitest.org/>
- Metrics can be very helpful for evaluation and improvement
- Metrics should not be a measured target

Code:

<http://github.com/jlink/tdd-fau>

Slides:

<http://github.com/jlink/tdd-fau/slides>

Sources

- Kent Beck: *Test-Driven Development by Example*
- Martin Fowler: *The Practical Test Pyramid*
<https://martinfowler.com/articles/practical-test-pyramid.html>
- Gerard Meszaros:
xUnit Test Patterns: Refactoring Test Code
- Kevlin Henney: *Structure and Interpretation of Test Cases*
<https://vimeo.com/289852238>