

Testing

- ◉ Automated Testing 
- ◉ JUnit
- ◉ Test-Driven Development
- ◉ Test Coverage
- ◉ Integration Tests

Manual Testing

- ◉ The most basic form of testing
- ◉ Run the program yourself
- ◉ When an error occurs, write it down
- ◉ Ensure that the error can be **reproduced**



Issues with Manual Testing

- To be effective, bugs must be tracked
- Bug reproduction steps must be carefully retained
- Have to re-test after changes
- Expensive and error-prone

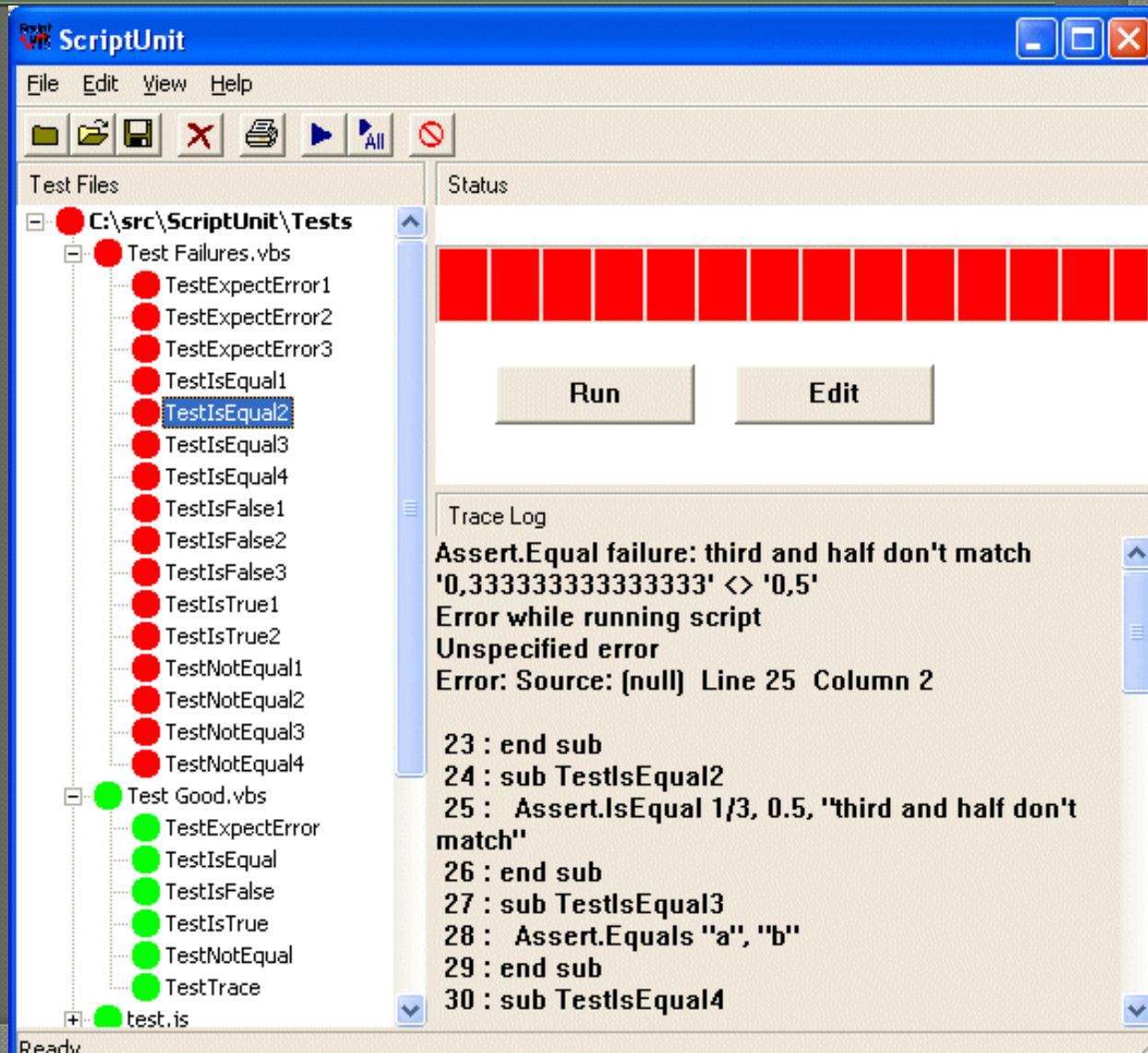


Automated Testing

- ◉ Manual testing is still necessary for sanity checks
- ◉ But we can create *automated tests* to provide immediate feedback
- ◉ Tests are run for each important build
- ◉ We receive a checklist afterwards seeing how many, and which, tests succeeded and failed

Test Framework

- Tests are grouped into cases
- Cases are grouped into units



Unit Testing

- The most common kind of automated testing is Unit Testing
- Unit testing is a form of automated testing where you test a single class, module, or method
- A unit is the smallest testable portion of an application:
 - Each unit test tests one thing
 - We can test every function of the unit, and every meaningful case of the function

Regressions

- It is extremely common for a new update to fix old bugs, but introduce new ones
- If a test passes, but then we update and it fails, this is called a **regression**
- Automated testing provides a mechanism to quickly discover regressions

Be Careful

- The natural instinct is to rely on automated testing
- It is NOT a replacement for manual testing
- And manual testing is not a replacement for code review
- In studies, code review catches more difficult-to-detect bugs than testing!
 - Juristo, N., & Vegas, S. (2003). *Functional testing, structural testing and code reading: What fault type do they each detect?*. In Empirical Methods and Studies in Software Engineering (pp. 208-232). Springer, Berlin, Heidelberg.

Normal Process

