COMP3111: Software Engineering

Unit Testing

Learning Outcomes

- Be able to debug using the Eclipse debugger
- Be able to write unit tests
- Be able to generate and understand coverage reports

Supervised Lab Exercises

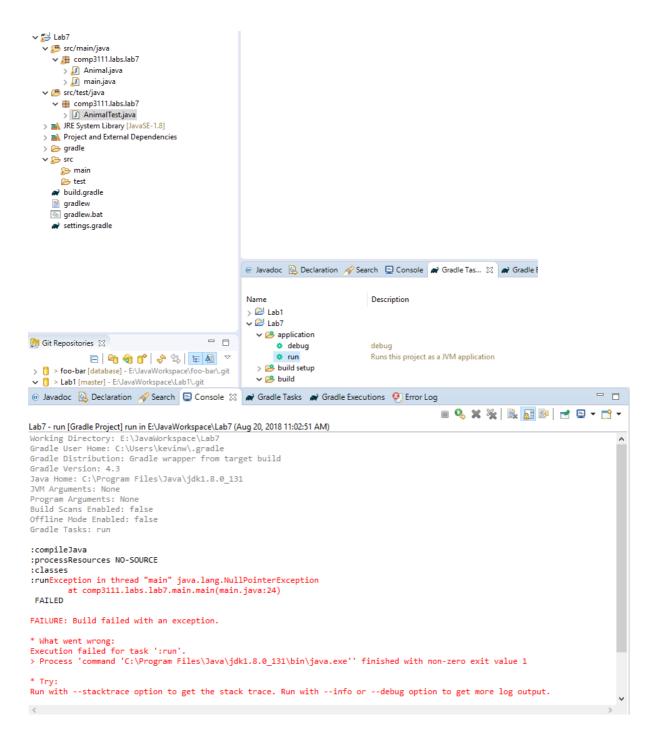
Environment: Eclipse (Version: Photon RC3 (4.8.0RC3)) with Java Development Kit (JDK 8 64-bits) installed on a Windows 10. The steps may be slightly difference if you are using other versions of Eclipse or Mac

Setup: Clone the Unit Testing lab repository from https://github.com/khwanq0/comp3111-lab7 into Eclipse.

Exercise 1: Locate and fix a bug

Step 1.1: Go to the Gradle Task windows and click run. You should encounter some errors.

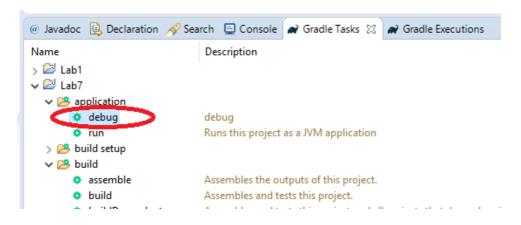
Note: if you cannot find the Gradle task windows, open it from the the menu bar > Windows > Show View > Others.



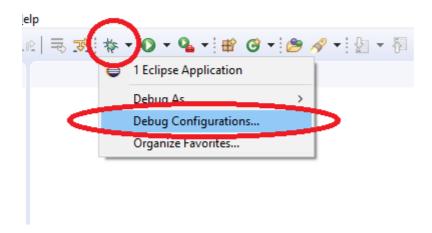
Despite this time the console states pretty clear what has happened, sometime you can have a very lengthy error in Java. So we try to enable the debugger by the following ways

Step 1.2: Go to the Gradle Task windows and click debug. The program is now prepared to be debugged.

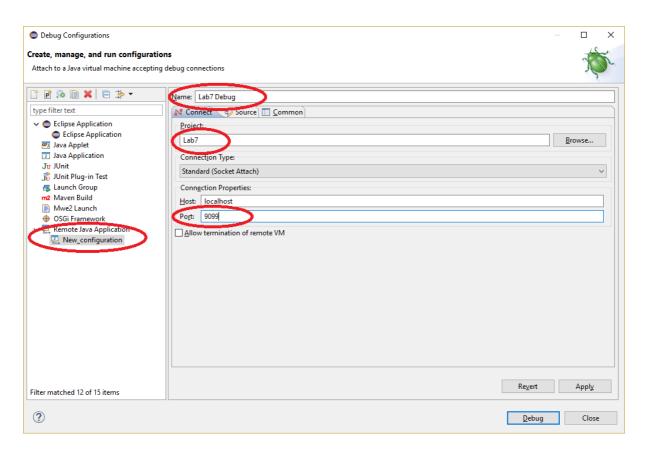
Note: this debug task is a user created task and it does not come with the default setting. In this task we bind the port 9099 for a debugger to attach to. For details, please look at the build.gradle.



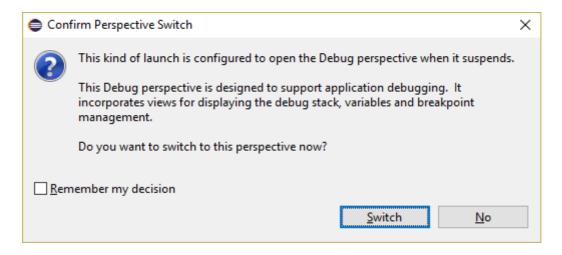
Step 1.3: Click the Debug icon on the menu bar and select Debug Configurations.



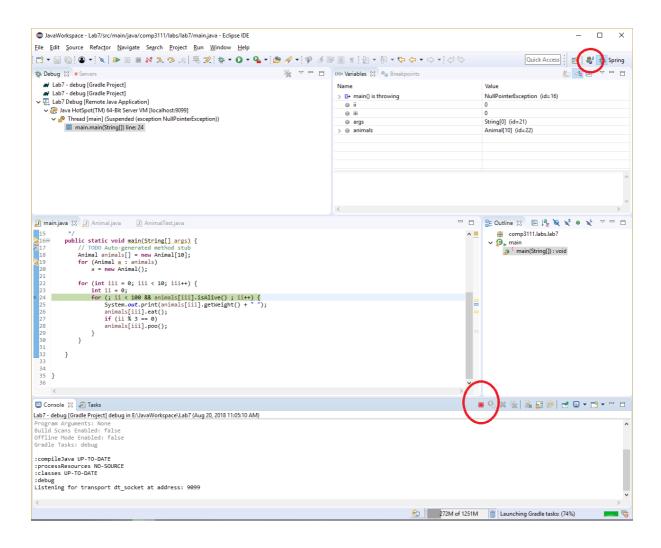
Step 1.4: Double click on "Remote Java Application" to add a new configuration. Type the info as below. Click **Debug**.



Step 1.5: You will see the following dialog, click "Switch". This will change to the debug perspective.



Now you should see an entire different screen and pause the program at the point of the error. **Click stop button** and **click the icon that circled below** to switch back to the Java perspective.



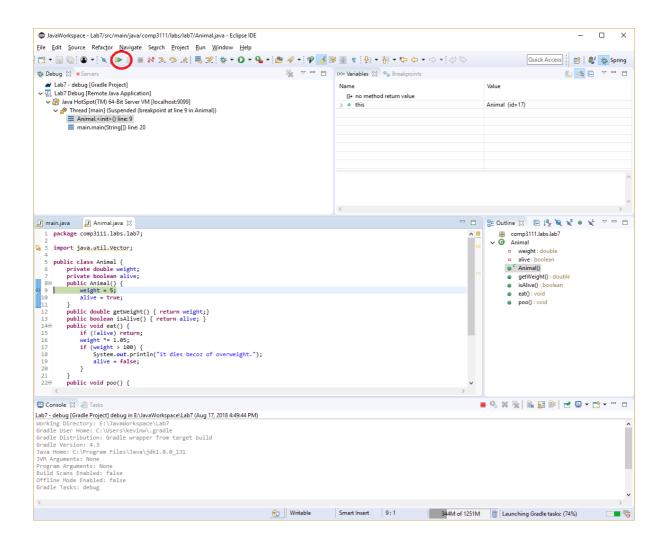
Step 1.6: Now we need to insert a breakpoint to your program. We know the program will be stopped at line 25 or main.java. To assure the constructor of Animal has been executed, we insert a breakpoint inside the constructor of Animal.java.

Open Animal.java and double click the line-number 9 to insert a breakpoint there.

```
🔎 main.java
              💹 Animal.java 🔀
  package comp3111.labs.lab7;
3 import java.util.Vector;
  5 public class Animal {
        private double weight;
        private boolean alive;
  7
        public Animal() {
  80
 9
            weight = 5;
 10
            alive = true;
 11
 12
         public double getWeight() { return weight;}
 13
        public boolean isAlive() { return alive; }
 14⊝
         public void eat() {
 15
            if (!alive) return;
            weight *= 1.05;
 16
 17
            if (weight > 100) {
                System.out.println("it dies becoz of overweight.");
 18
 19
                alive = false;
 20
             }
 21
         }
 22⊝
         public void poo() {
 23
            if (!alive) return;
 24
            weight -= 1;
 25
            if (weight < 0) {</pre>
                System.out.println("it dies becoz of underweight.");
 26
```

Note: Your program will stop at a breakpoint when you run it in debug mode. To remove the breakpoint, simply double click it again.

Step 1.7: Redo Step 1.2 and rerun the Debug from menu bar, your program should be stopping at the breakpoint. You can click the resume botton (F8) to continue the program. After clicking for 10 times, you will encounter the same error. That means the bug is still there.



Exercise 2: Writing unit tests

Step 2.1: Open AnimalTeset.java from src/text/java.

```
package comp3111.labs.lab7;
 3⊕ import static org.junit.Assert.*; ...
8 public class AnimalTest {
10⊖
       @Test
       public void testInitWeight() {
11
12
           Animal a = new Animal();
13
           assertEquals((int)a.getWeight(), 5);
14
15
      @Test
16⊝
       public void testDieByFeedingTooMuch() {
17
18
           Animal a = new Animal();
19
           for (int i = 0; i < 100; i++)
20
               a.eat();
21
           assertEquals(a.isAlive(), false);
22
       }
23
24 }
```

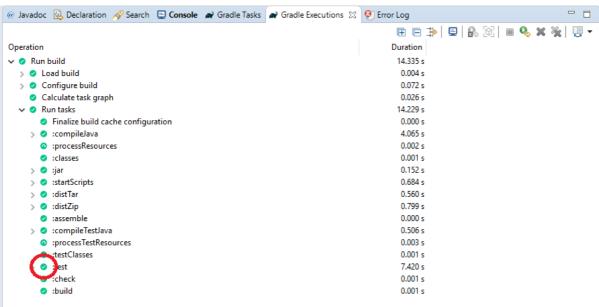
Further explanation:

This is a JUnit test.

- Each of the function annotated with @Test will be run independently during the unit
- assertEquals is used to check whether or not the class behaves as expected. In the function testInitWeigth(), we check whether the initial weight of an animal is equals to 5
- JUnit provides many assert methods. These take an expected value and an actual value, reporting a failure if these two values do not match.

Step 2.2: Click "Gradle Tasks" > "build" and then Click "Gradle Tasks" > "test" (In most of the cases build will also do the task "test". We click test again just to confirm the test is executed).





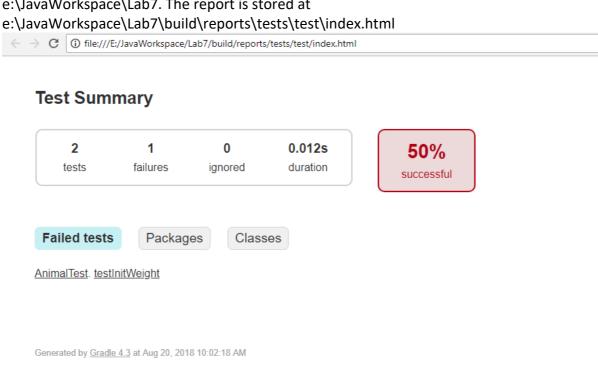
Note: The task test was executed successfully.

Exercise 2.3: Now change line 13 of AnimalTest.java to assertEquals((int)a.getWeight(), 50);

Repeat Step 2.2 and you should witness a fail of test case as follows. Undo the change.

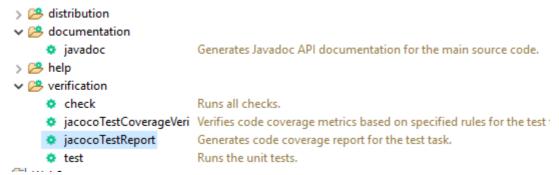


Exercise 2.4: You can also browse the error report from <your project folder>\build\reports\report\tests\test\index.html. So for example my project folder is e:\JavaWorkspace\Lab7. The report is stored at e:\JavaWorkspace\Lab7\build\reports\tests\test\index.html



Exercise 3: Generating coverage reports





And you should see this

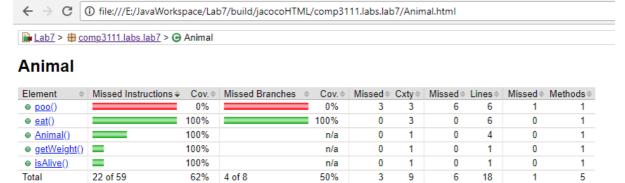


Exercise 3.2: Go to your project folder and open c



Click on "comp3111.labs.lab7" > "Animal" and you should see this:

62% 4 of 8



Further explanation:

There are two types of coverage: statement coverage and branch coverage.

A statement is covered if there is a test case that executes that statement

- A branch is covered if there are test cases that evaluate the condition as true and the condition as false.
- As you can see the function poo() has not been tested.

Note that 100% coverage does not mean that your code is bug free! For example, your test cases may only cover a small range of values. To make sure your code is bug free, you should always consider testing a wide range of values even if your coverage no longer changes. But, if the coverage is low (<50%), it implies there are not enough effort in testing.

Lab Activity and Assessment

Lab Activity

1) Fix the bug in the main.java so that the program ends outputs

```
:compileJava
:processResources NO-SOURCE
:classes|
5.0 4.25 4.4625 4.685625000000001 3.9199062500000013 4.115901562500001 4.321696640625001 3.5377814726562518 3.714670546285
5.0 4.25 4.4625 4.685625000000001 3.9199062500000013 4.115901562500001 4.321696640625001 3.5377814726562518 3.714670546285
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5.0 4.25 4.4625 4.685625000000001 3.9199062500000013 4.1159015625000001 4.321696640625001 3.5377814726562518 3.714670546285
5.0 4.25 4.4625 4.68562500
```

.where each line ends with

- ... 0.5353828341528297 0.5621519758604713 it dies becoz of underweight.
- 2) Write a unit test that for the function Animal.poo(). The branch coverage of the animal class should reach 100%.

Assessment

Show your TA the following:

- 1) The correct executation of the program.
- 2) 100% pass of the tests.
- 3) JacocoReport that says 100% branch coverage on the class Animal.