EBU5304 – Software Engineering

TDD

- Test Driven Development in Agile Process
- Using JUnit

Test Driven Development in Agile process

TDD cycle

- TDD: write tests prior to write the production code
- TDD is a simple, short-cycled mechanism
  - Write a specification, in code and in the form of a unit test. The test verifies a functional unit of your code.
  - Demonstrate test failure.
  - Write code to meet the specification.
  - Demonstrate test success.
  - Refactor the code, to ensure that the system still has an optimally clean code base.
- Run all tests against the entire system at all time.

JUnit

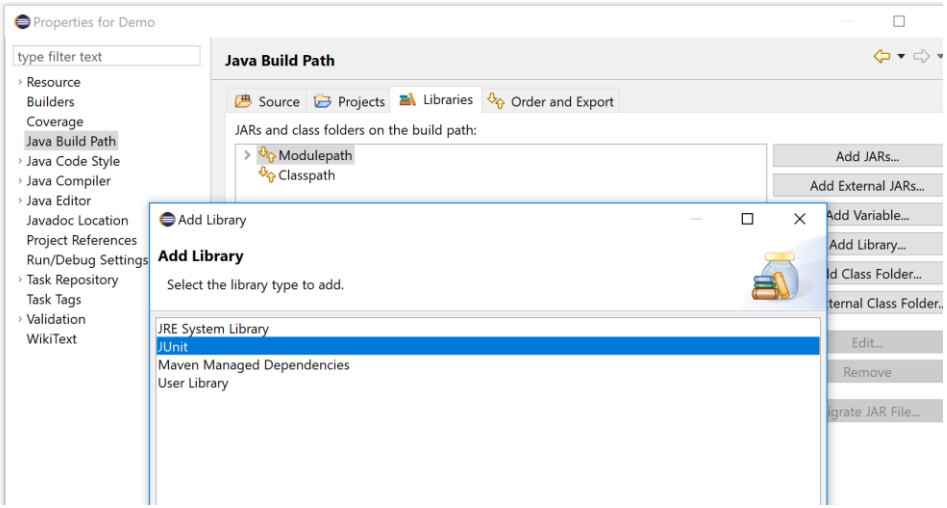
- Junit is a simple unit-testing framework for supporting TDD
- Download JUnit from https://junit.org/
- Current version: JUnit 5
- Comes with major IDE, e.g. Eclipse

Tutorial

- Write a StudentTest class: test code
- Write a Student class: product code
- Using Eclipse with JUnit 5

Eclipse set up

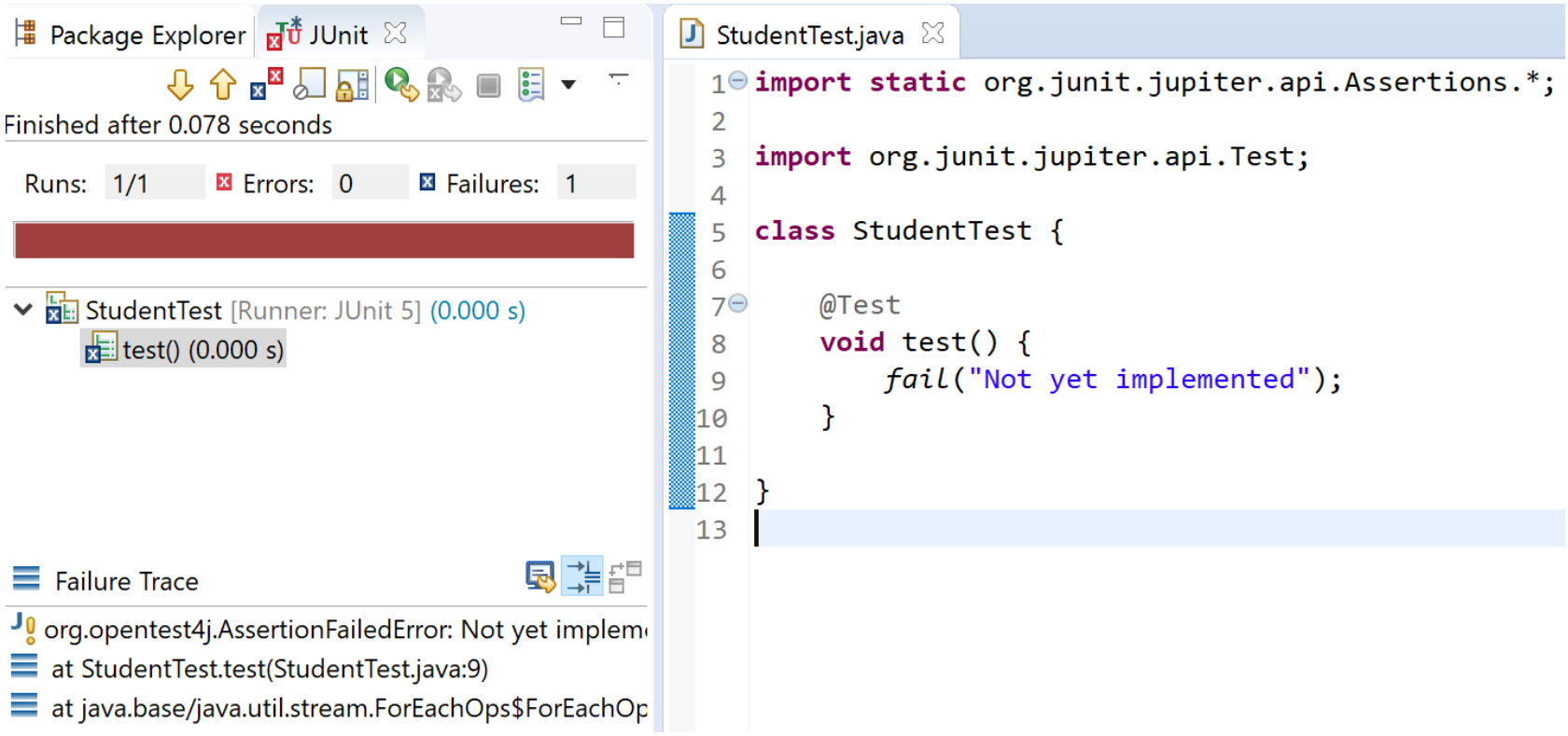
1. Create a new Java project
2. Right click the project then choose > Properties > Java Build Path > Libraries
3. Click the button “Add Library” then select “JUnit”



4. Choose the version JUnit 5

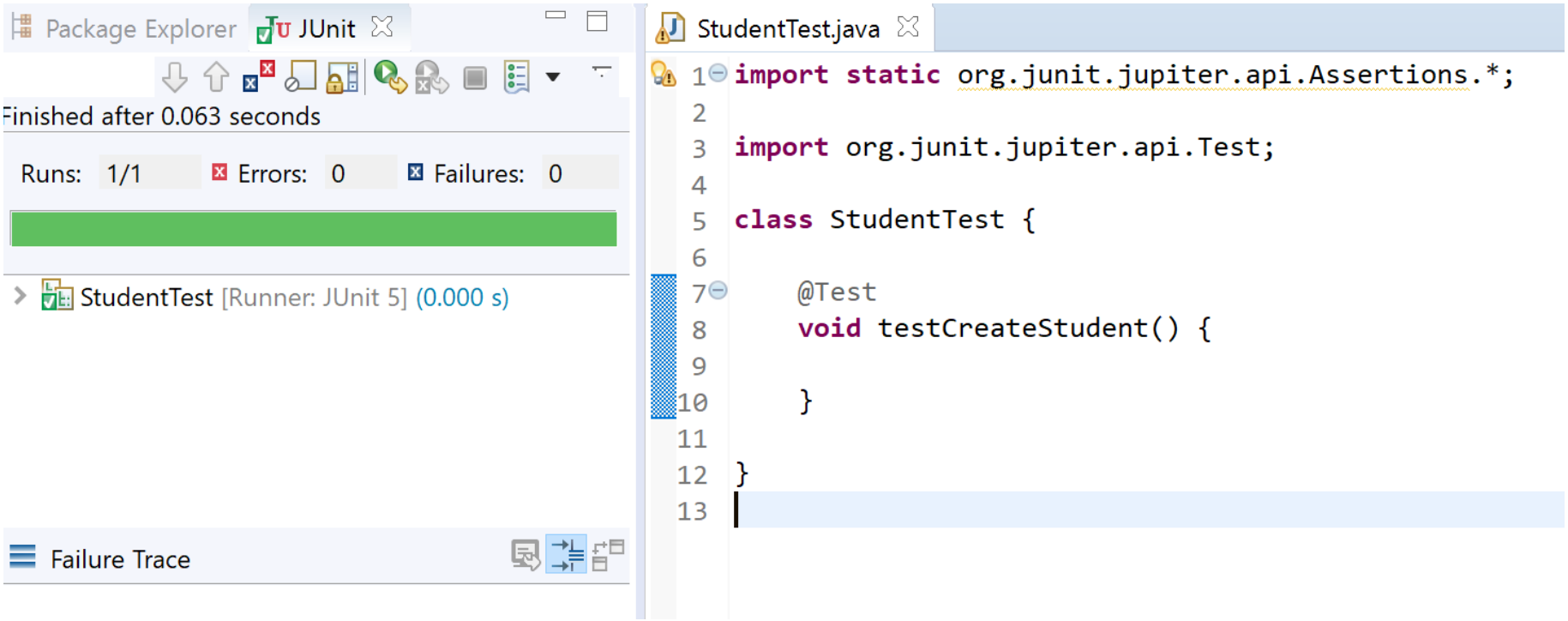
Create a test class

Create a new JUnit test class (right click the project->New->Junit Test Case)



show test failure – red bar

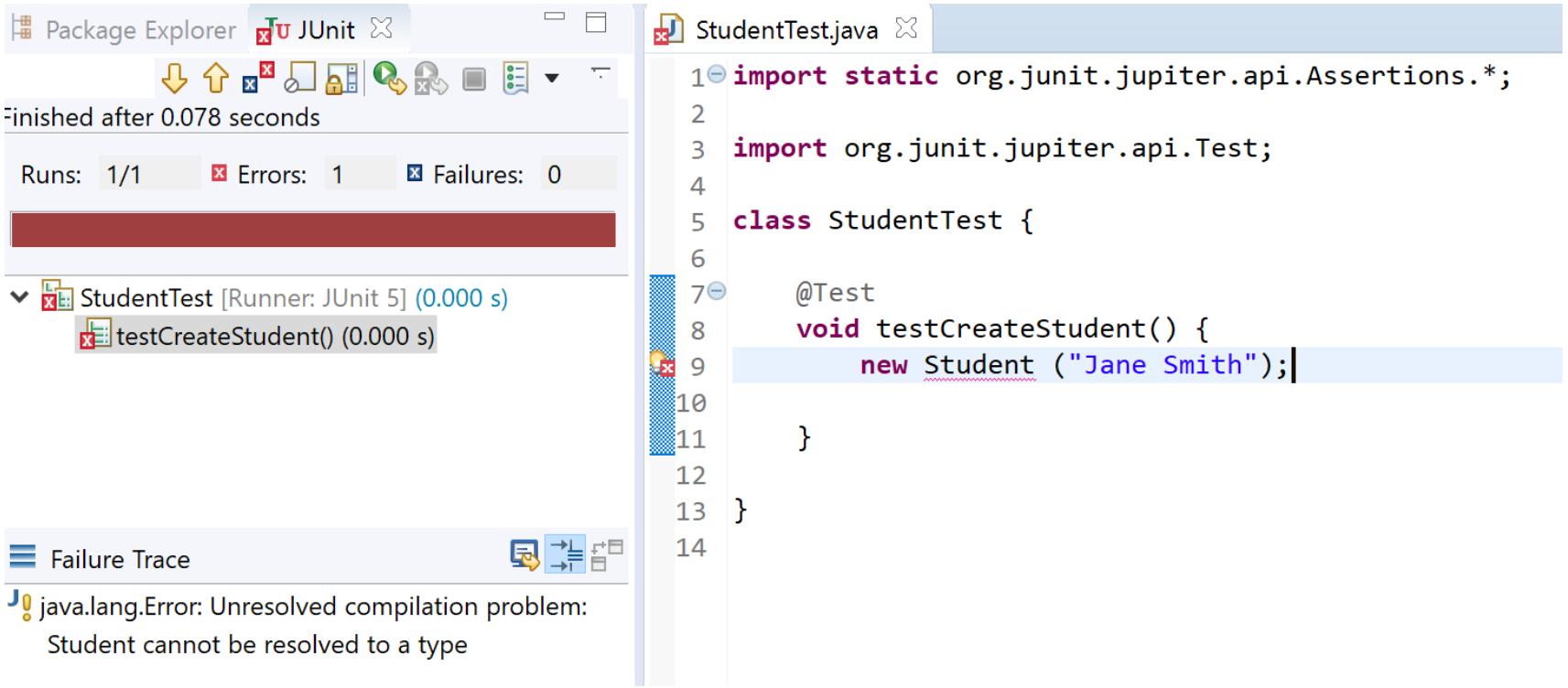
Empty test



JUnit test success – green bar

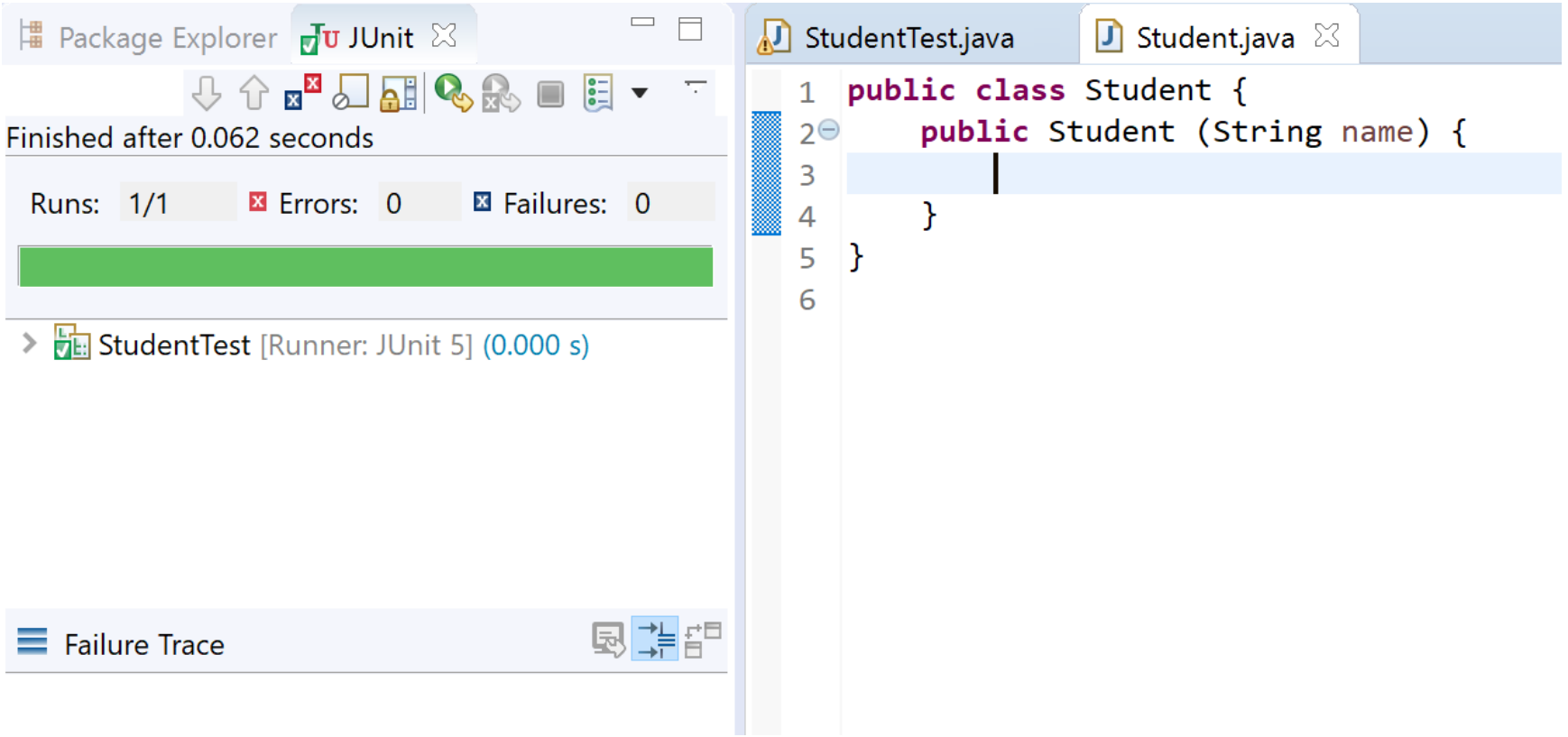
An empty test method will always pass

no object - failure

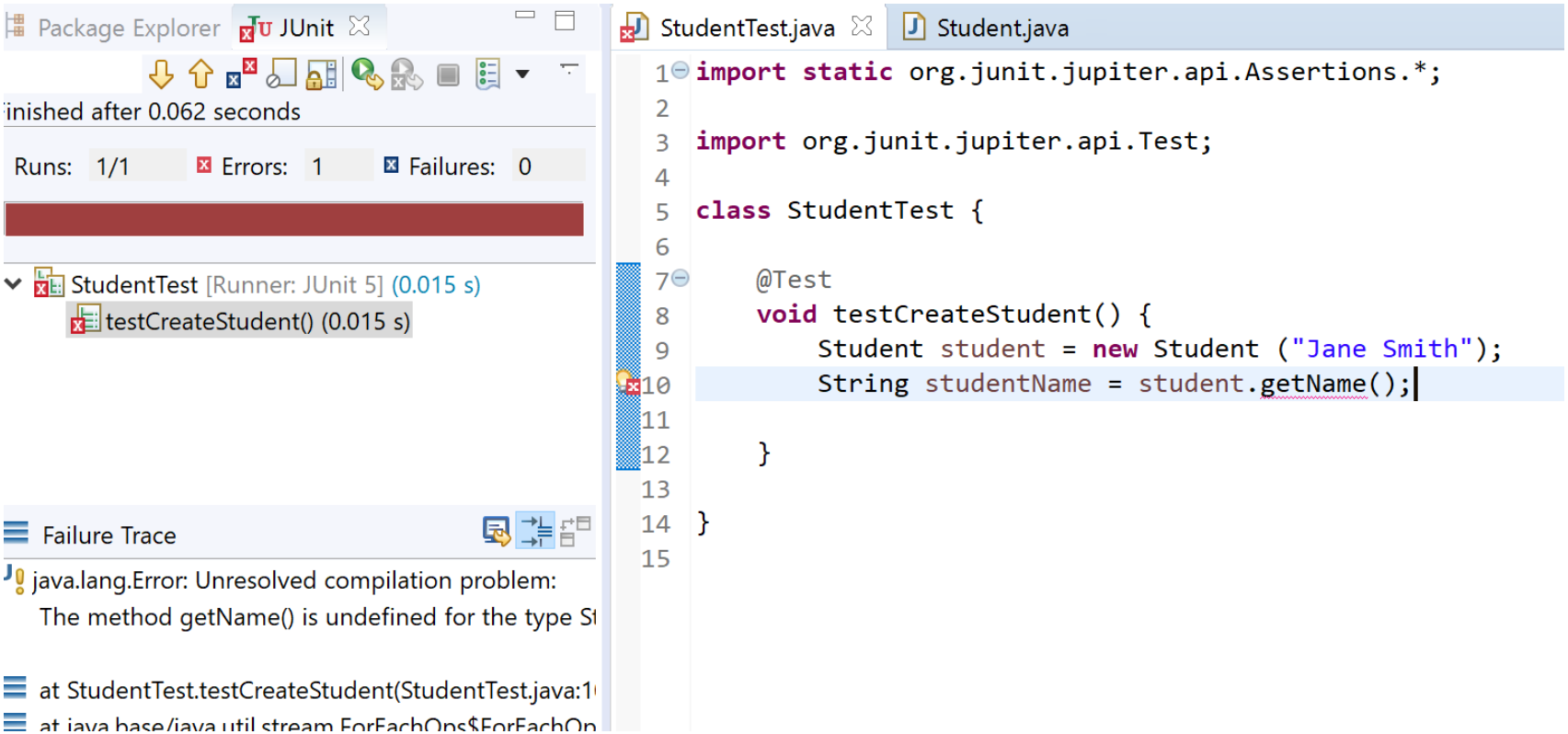


Now it is time to create **`Student`** class

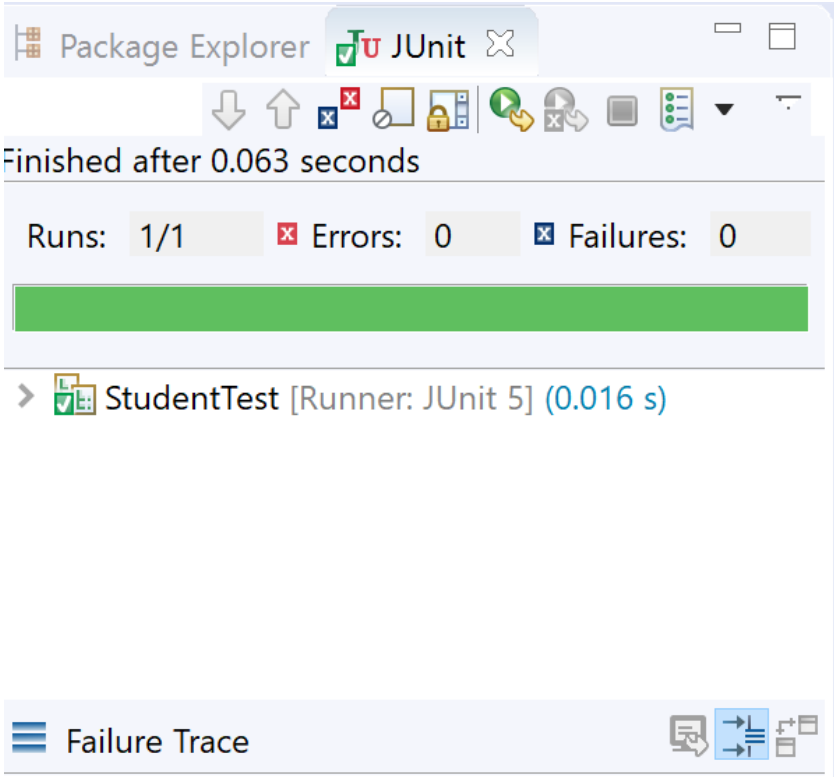
Adding student class - success

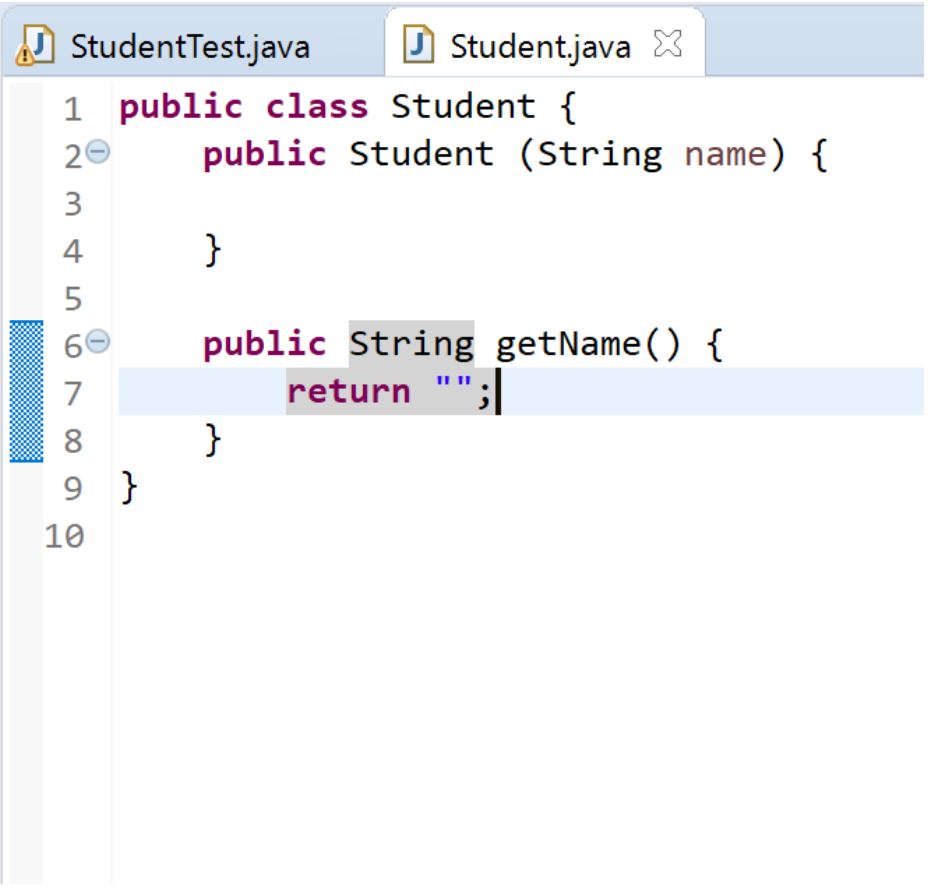


Undefined method - failure

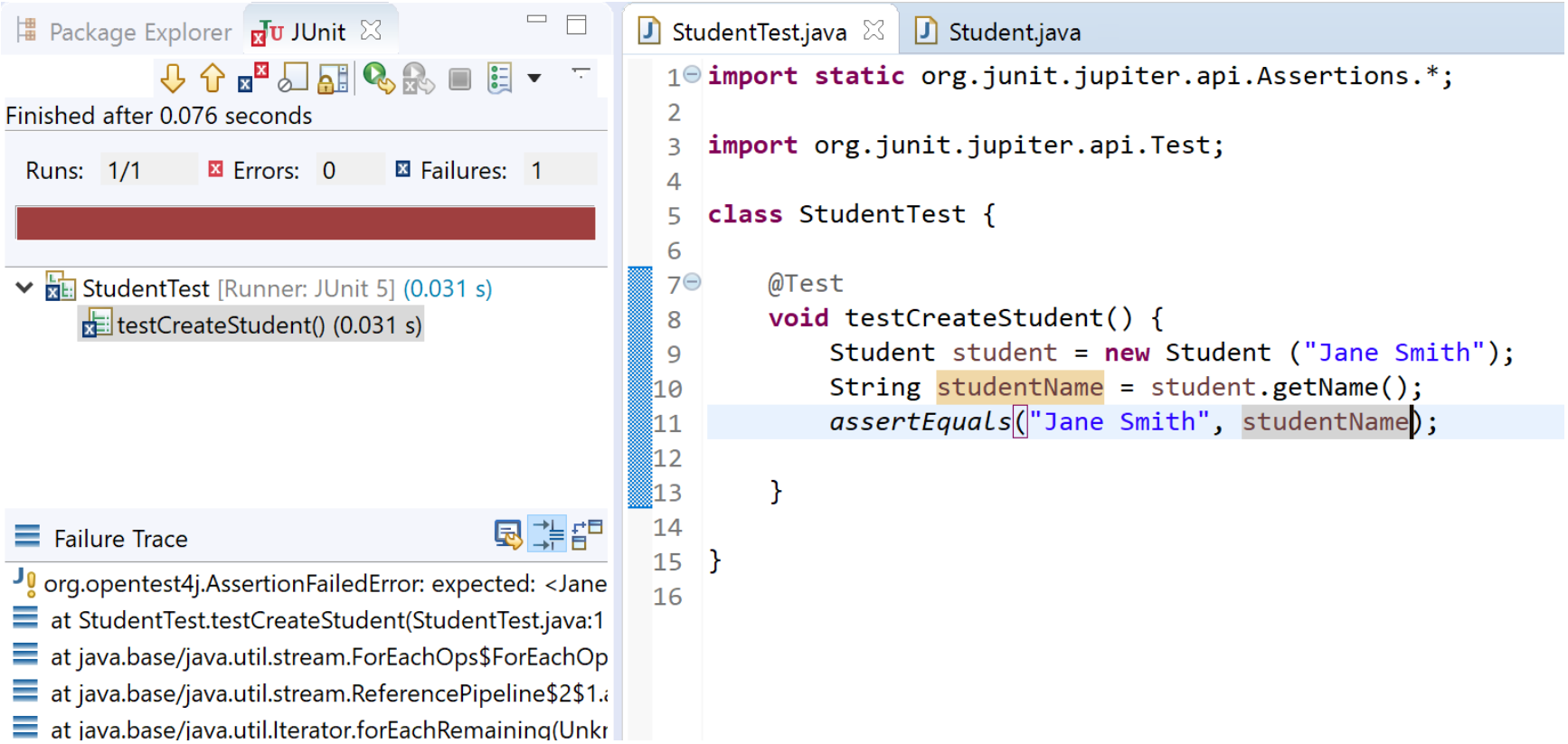


Add getName() method - success



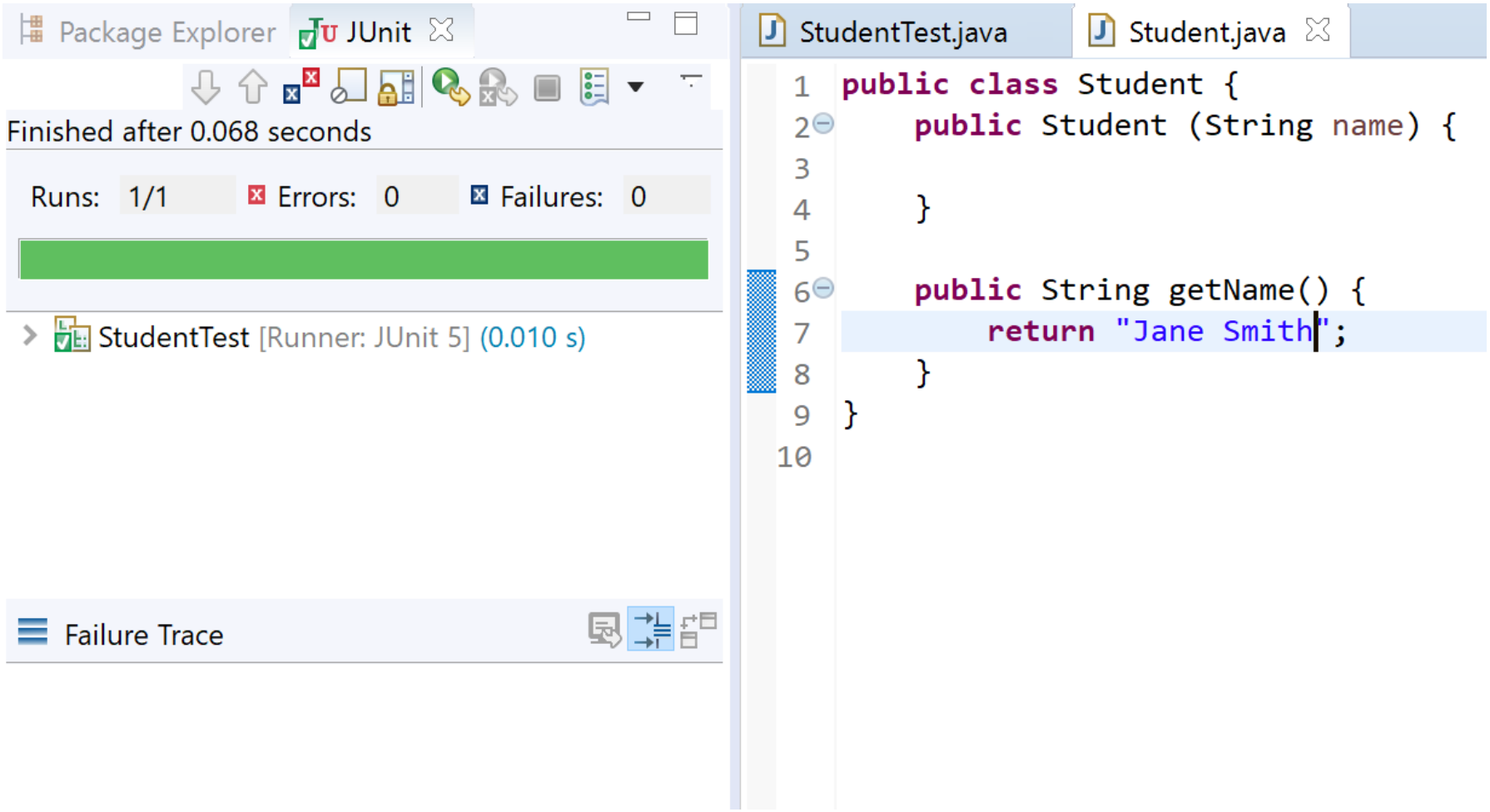


Assertion failure

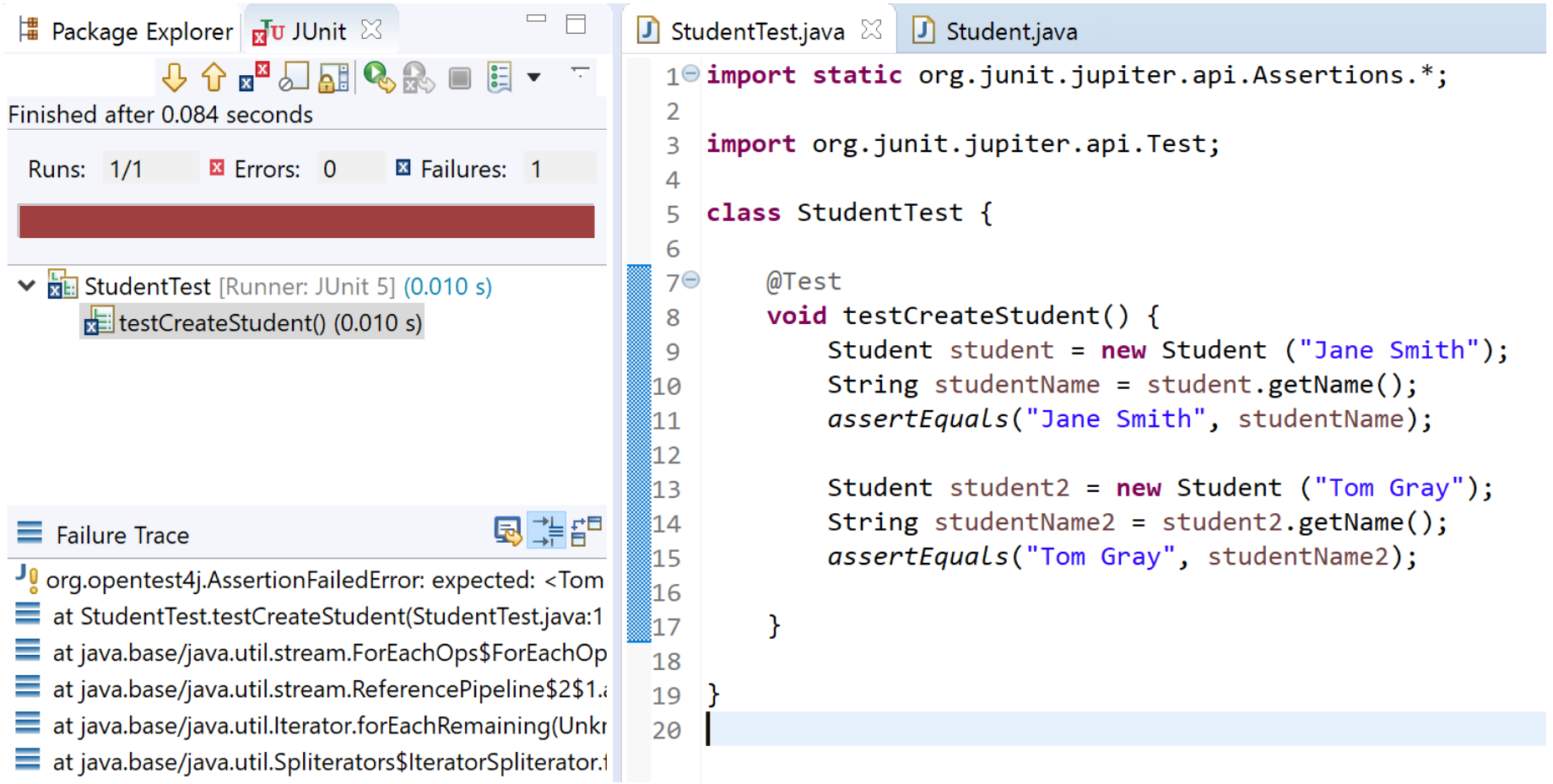


`assertEquals("Jane Smith", studentName);`
An assertion that the first argument is the same as the second argument.

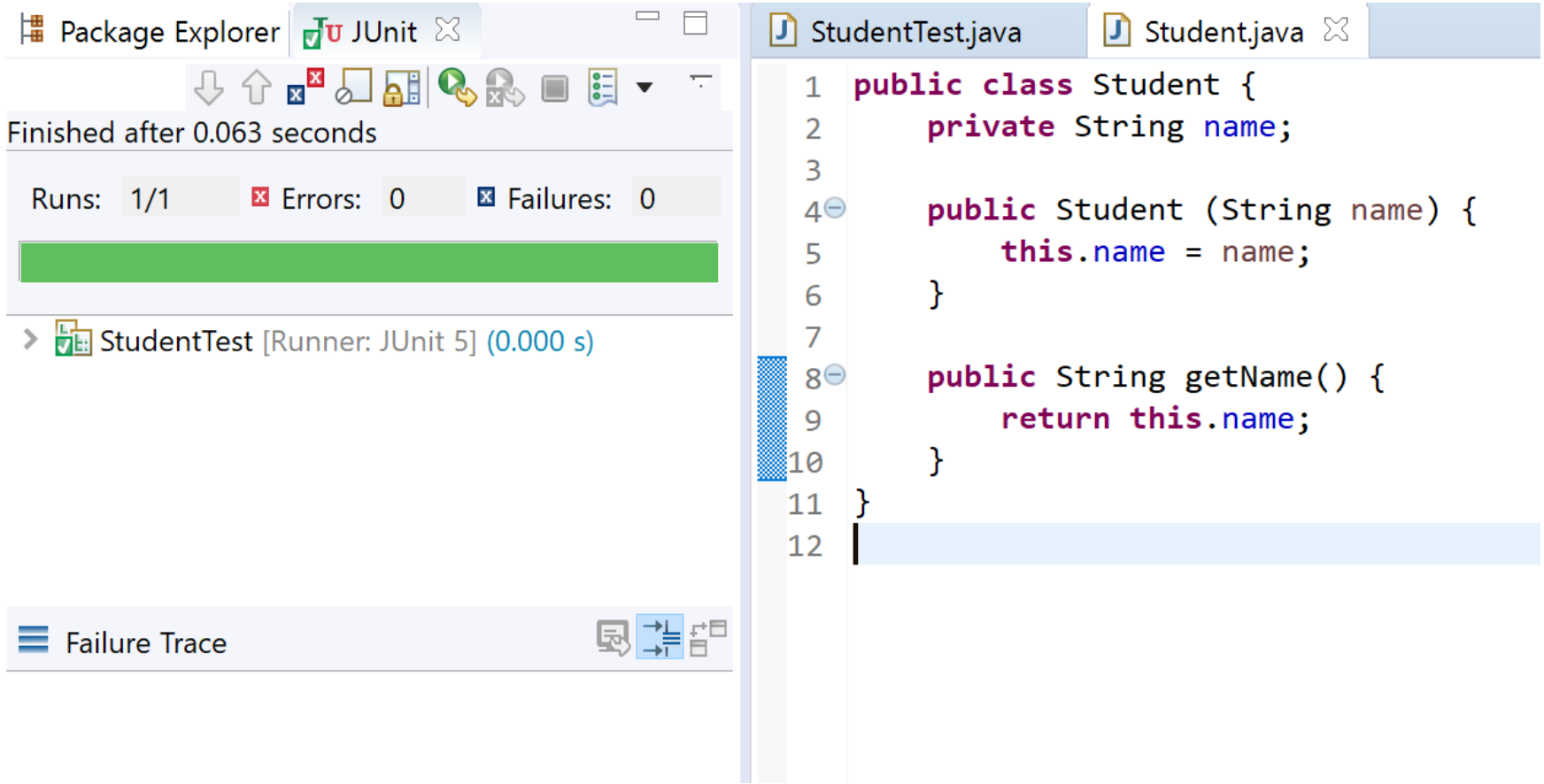
Assertion success



Assertion failure



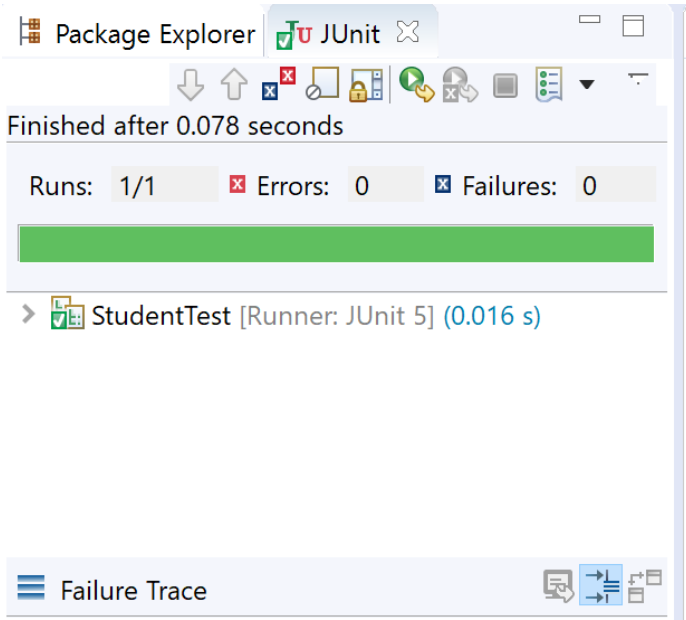
Assertion success



Refactoring

- Your primary job is to get the code to work.
- Your second job is to ensure that the code stays clean.
  - No duplicate code in the system
  - The code is clean and expressive, clearly stating the intent of the code
- Frequently review your code
  - Refactoring

Refactoring our test code



StudentTest.java | Student.java

```
1  import static org.junit.jupiter.api.Assertions.*;
2
3  import org.junit.jupiter.api.Test;
4
5  class StudentTest {
6
7      @Test
8      void testCreateStudent() {
9          Student student = new Student ("Jane Smith");
10         assertEquals("Jane Smith", student.getName());
11
12         Student student2 = new Student ("Tom Gray");
13         assertEquals("Tom Gray", student2.getName());
14
15     }
16
17 }
18
```

Remove unnecessary local variables

Useful methods

- assertTrue(condition)
- assertFalse(condition)
- assertNull(object)
- assertNotNull(object)
- assertEquals(expected, actual)
- assertArrayEquals(expected, actual)
- assertEquals(expected[i],actual[i])
- assertArrayEquals(expected[i],actual[i])
- fail(message)

https://junit.org/junit5/docs/5.0.1/api/org/junit/jupiter/api/Assertions.html

Small cycle

- Write a small test to assert some piece of functionality.
- Demonstrate that the test fails.
- Write a small bit of code to make this test pass.
- Refactor both the test and code, eliminating duplicate concepts and ensuring that the code is expressive.

Summary

- Test Driven Development in Agile Process
- Using JUnit

References

- Chapters 8 – “Software Engineering” textbook by Ian Sommerville
- Agile Java™: Crafting Code with Test-Driven Development, Jeff Langr