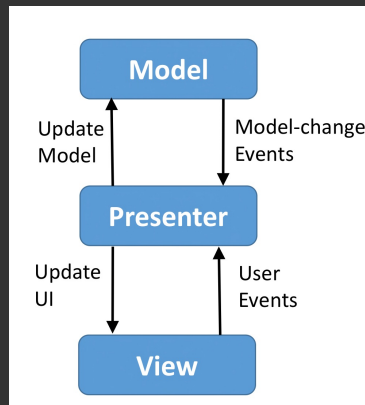




B07 Nov 22 Lec 1 Notes

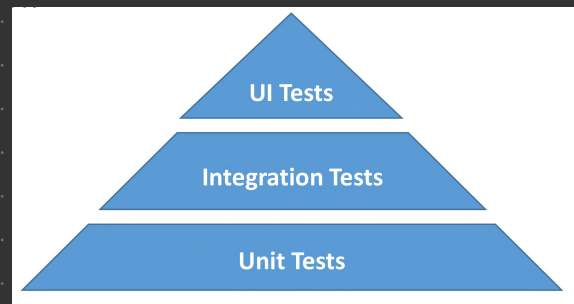
Model - View - Presenter

- ↳ An architectural design pattern that makes code easier to test.



Local and Instrumental Tests

- ↳ Local Unit Tests
 - ↳ Runs on the machine's local JVM.
 - ↳ Does not depend on the android framework.
- ↳ Instrumented tests
 - ↳ Run on an actual device or an emulator.
 - ↳ Usually used for integration and UI tests.



Commonly used tools

- ↳ JUnit
- ↳ Mockito
 - ↳ Creating mock objects to facilitate testing a component in isolation.
- ↳ Roboelectric
 - ↳ Running tests involving the Android framework without an emulator.
- ↳ Espresso
 - ↳ Writing UI tests.

Mock Objects

- ↳ A mock is a software component that is used to replace the "real" component during testing.
- ↳ Mock objects could be used to:
 - ↳ Represent components that have not yet been implemented.
 - ↳ Speed up testing.
 - ↳ Reduce cost
 - ↳ Avoid unrecoverable actions.

Mockito

- ↳ A mocking framework for Java.
- ↳ Features:
 - ↳ Creating mocks
 - ↳ Stubbing - defines behaviour of mock objects, i.e. implement methods of mock objects.
 - ↳ Verifying behaviour - make sure if component is behaving correctly.