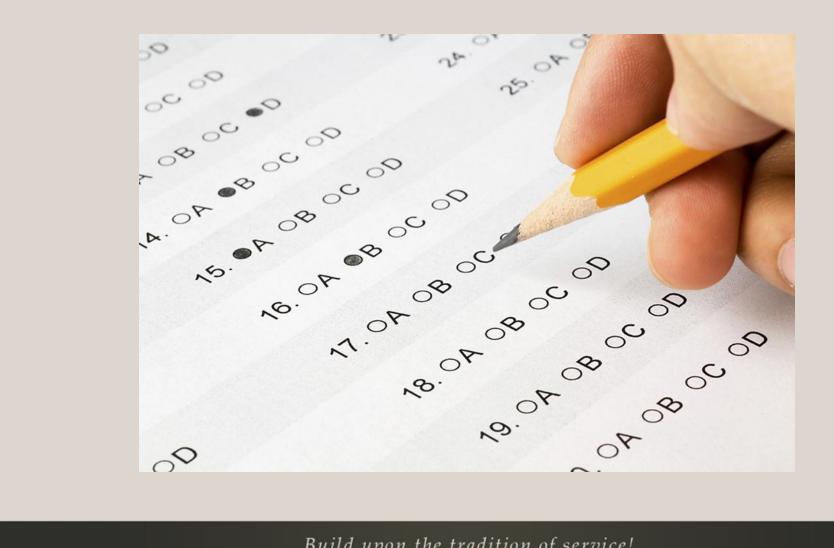


Unit Testing with TestNG

Jeremy Lund

- This is a training, NOT a presentation
- Please ask questions
- This is being recorded
- https://tech.lds.org/wiki/Java_Stack_Training
- Prerequisites
 - Basic Java
 - Installed LDSTech IDE (or other equivalent)

- By the end of the training, you should be able to answer the following questions:
 - What is a unit test really, and why should I care about tests?
 - What should I test?
 - How can I use a unit test to maintain bug-free code?
 - How can I use a unit test to fix bugs?
 - How do I write clean, maintainable, flexible tests?



"a set of questions, problems, or the like, used as a means of evaluating the abilities, aptitudes, skills, or performance of an individual or group; examination."

What is an Unit?



What is an Unit?

- An application
- A set of collaborative objects
- Package
- Class
- Method
- Execution path

What is an Unit?

- An application
- A set of collaborative objects
- Package
- Class (very rarely)
- Method
- Execution path

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Unit Test



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Integration Test



Functional Test

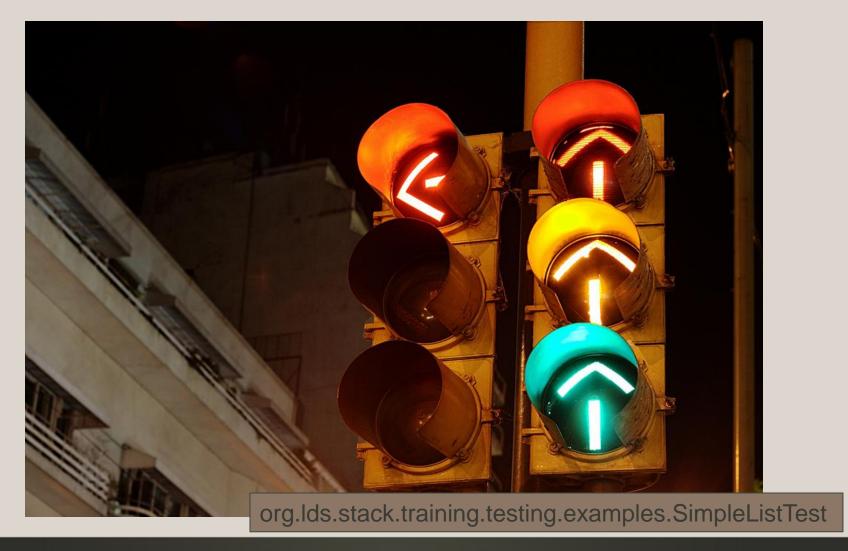


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Why Should I Care?

- Technically, it's your job
- Tests help new developers
- Tests help you
- Regression testing
- Fix the problems—not the symptoms

Anatomy of a Unit Test



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Available Assertions

```
import org.testng.Assert;
Assert.assertNull(expression [, message]);
Assert.assertNotNull(expression [, message]);
Assert.assertTrue(expression [, message]);
Assert.assertFalse(expression, [, message]);
Assert.assertEquals(actual, expected [, message]);
Assert.assertSame(actual, expected [, message]);
Assert.assertNotSame(actual, expected [, message]);
Assert.fail([message] [, Throwable]);
```

Available Assertions

```
import static org.testng.Assert.*;
assertNull(expression [, message]);
assertNotNull(expression [, message]);
assertTrue(expression [, message]);
assertFalse(expression, [, message]);
assertEquals (actual, expected [, message]);
assertSame(actual, expected [, message]);
assertNotSame(actual, expected [, message]);
fail([message] [, Throwable]);
```

Test Fixtures



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What Should I Test?



The Right-BICEP

- Right
- Boundary conditions
- Inverse relationships
- Cross-check results
- Error conditions
- Performance characteristics

Testing "Right"-ness

- Does it do what I want?
- Does it do what I want all of the time?
- Can I depend on it?
- Does it document my intent?

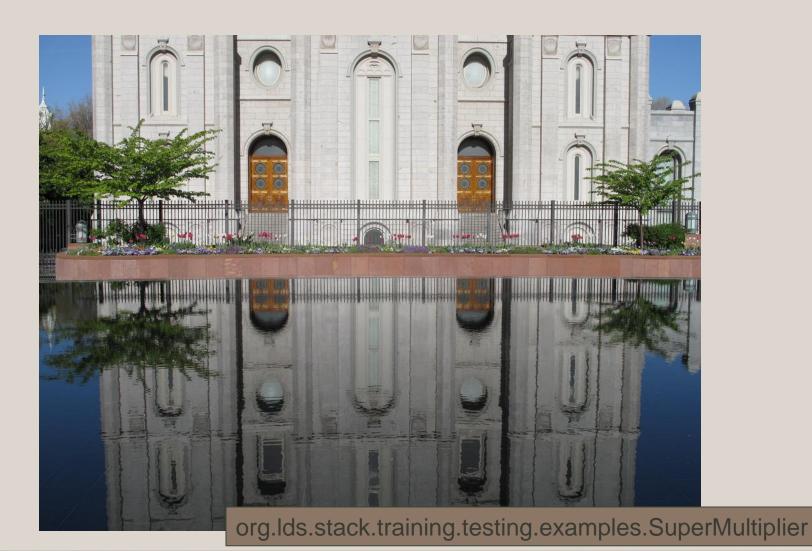
Boundary Conditions

- Empty or missing values
- Values that are out of range
- Poorly-formatted values
- Beginning or end of collections, arrays
- Is the value CORRECT?

Boundary Conditions - CORRECT

- Conformance
- Ordering
- Range
- Reference
- Existence
- Cardinality
- Time

Check Inverse Relationships



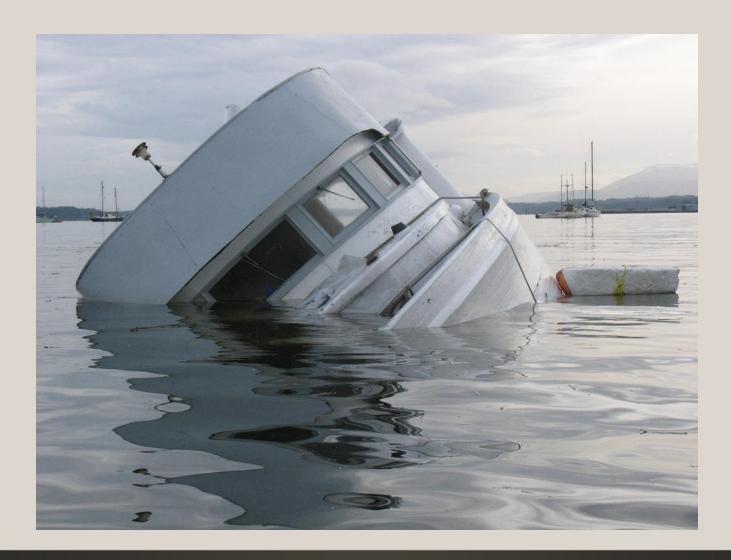
Cross-Check Results



org.lds.stack.training.testing.examples.StringUtil

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Force Error Conditions



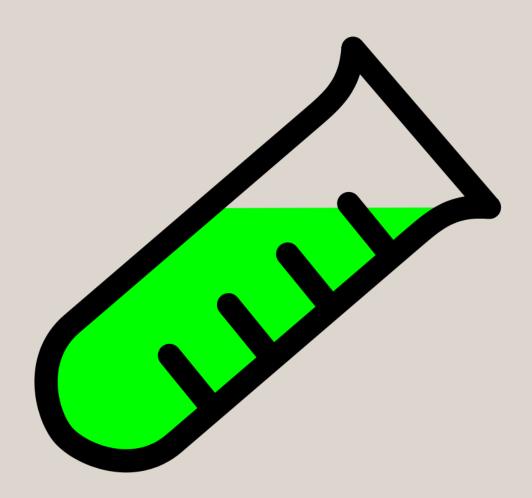
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Performance Characteristics

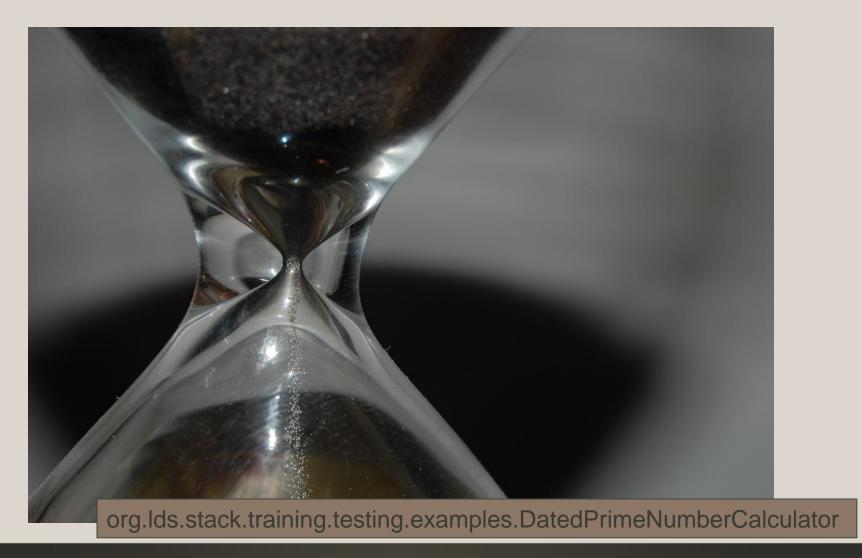


org.lds.stack.training.testing.examples.PrimeNumberCalculator

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Testing Temporal Values



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Testing for Expected Exceptions

```
import static org.testng.Assert.*;
Import static org.testng.annotations.*;
...
@Test(expectedExceptions = IndexOutOfBoundsException.class)
public void testOutOfBoundsOnEmptyList() {
   new ArrayList<Object>().get(0);
}
```

org.lds.stack.training.testing.examples. ArrayListOutOfBoundsTest

```
import org.lds.stack.test.unit.TestUtils;
...
@Test
public void testMe() {
   TestUtils.testProperties(object);
}
```

org.lds.stack.training.testing.examples. ExampleBeanTest

TestUtils

```
import org.lds.stack.test.unit.TestUtils;
...
TestUtils.testProperties(Object);
TestUtils.testPropertiesExclude(Object, String...);
TestUtils.testPropertiesInclude(Object, String...);
TestUtils.testEquals(Serializable);
TestUtils.testEquals(Class<?>);
TestUtils.testEquals(Object, Object);
```

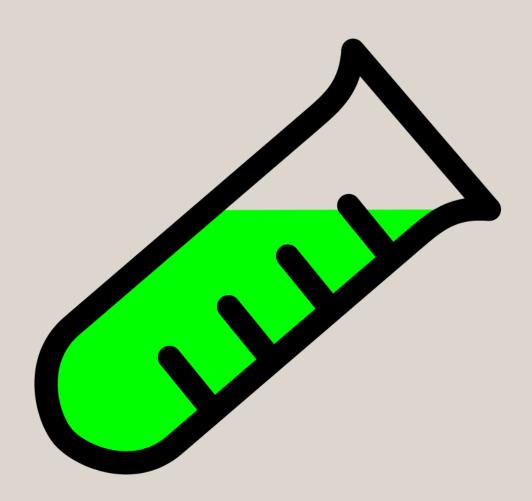
Using Tests to Maintain Bug-Free Code

- Write a failing test to test new feature.
- Write the new feature.
- When the test passes, you're done.
- Refine, refactor, improve.
- Run the tests again.

Using Unit Tests to Fix Bugs

- Write a <u>new</u> failing test to expose the bug.
- Write a fix.
- When the test passes, you're done.
- Refine, refactor, improve.
- Run the tests again.

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Writing Clean, Maintainable Unit Tests



"Listening to Your Tests"



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org.lds.stack.training.testing.examples.PasswordChecker

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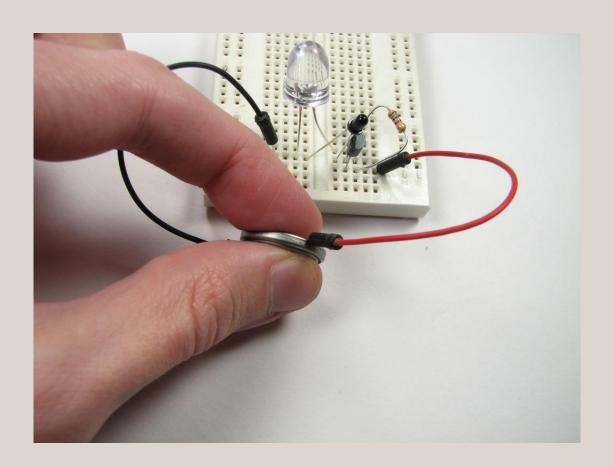
Tips and Tricks



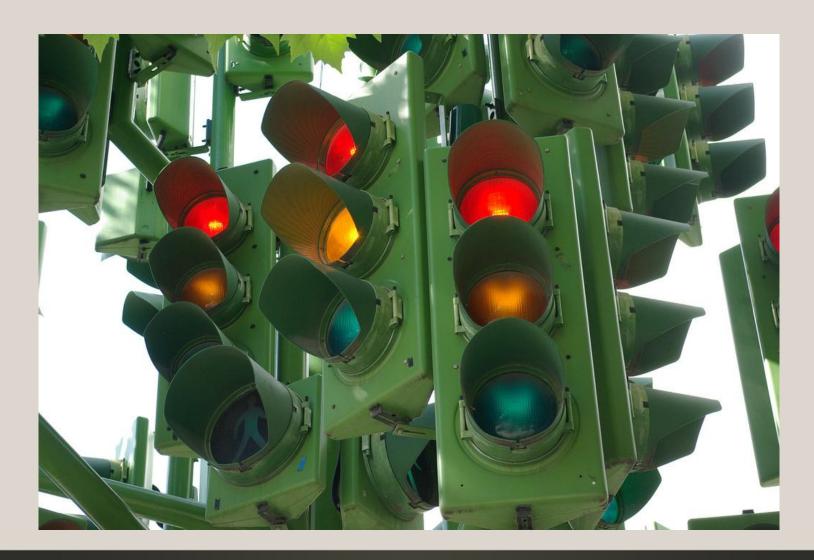
Tip#1: One Assertion Per Test



Tip #2: Write a Test, Then Fix it

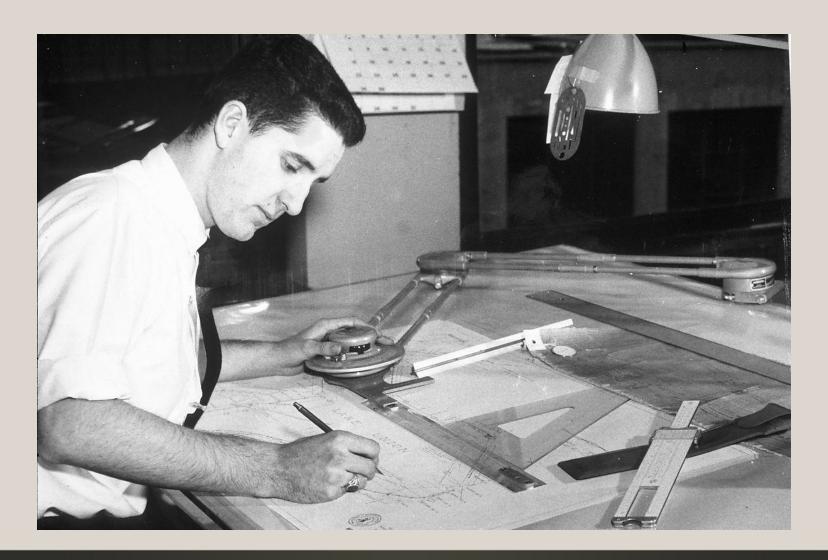


Tip #3: Keep Tests Independent



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Tip #4: Use Good Design in Code & Tests



Tip #5: Test for Basic Correctness

- "Given the myth of perfect technology, do we compute the right answer?"
- Do I ask collaborators the right questions?
- Can I handle the collaborators responses?
- Do not use integration tests to show basic correctness.

- "Pragmatic Unit Testing in Java with JUnit" Andrew Hunt and David Thomas
- "Growing Object-Oriented Software, Guided By Tests" - Steve Freeman and Nat Pryce
- "Guide: Writing Testable Code" http://misko.hevery.com/code-reviewers-guide/

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