

JUnit tests

Object Oriented Programming

<https://softeng.polito.it/courses/09CBI>



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JUnit

- JUnit is a testing framework for Java programs
 - ♦ Written by Kent Beck and Erich Gamma
- It is a framework with unit-testing functionalities
- Integrated in Eclipse development Environment



<http://www.junit.org>

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Unit Testing

- Unit testing is particularly important when software requirements change frequently
 - ♦ Code often has to be refactored to incorporate the changes
 - ♦ Unit testing helps ensure that the refactored code continues to work
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JUnit Framework

- JUnit helps the programmer:
 - ♦ Define and execute tests and test suites
 - ♦ Formalize requirements and clarify architecture
 - ♦ Write and debug code
 - ♦ Integrate code and always be ready to release a working version
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History

- 1997 on the plane to OOPSLA97 Kent Beck and Erich Gamma wrote JUnit
 - Junit.org – August 2000
 - Junit 3.8.1 – September 2002
 - Junit 4.0 – February 2006
 - ♦ Latest release: 4.12 – Dec 2012
 - Junit 5.0 – September 2017
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What JUnit does

- For each test (method) JUnit
 - ♦ calls pre-test fixture
 - Intended to acquire resources and create any objects that may be needed for testing
 - ♦ calls the test method
 - Checks the output of the element under test
 - ♦ calls post-test fixtures
 - Intended to release resources and remove any objects created that is no longer needed
-

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Test method

- A test method doesn't return a result
 - It performs operations on the code under test and checks the results
 - Checks are performed using a set of **assert*()** methods
 - The JUnit framework detects the anomalies and reports them
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Standard `assert*` () methods

```
assertTrue(boolean test)  
assertFalse(boolean test)  
assertEquals(expected, actual)  
assertSame(Object exp, Object actual)  
assertNotSame(Object exp, Object act)  
assertNull(Object object)  
assertNotNull(Object object)  
fail()
```

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Standard `assert*` () methods

- For a condition

```
assertTrue(condition)
```

- ♦ If the tested condition is

- `true` => proceeds with execution
 - `false` => aborts the test method execution,
prints out the optional message
-

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Standard `assert*` ()

- For objects, int, long, byte:

`assertEquals(expected, actual)`

♦ EX. `assertEquals(2 , unoStack.size());`

- For floating point values:

`assertEquals(expected, actual, err)`

♦ EX. `assertEquals(1.0, Math.cos(3.14), 0.01);`

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Standard `assert*` w/message

- All the assertion methods may take an optional addition message argument, e.g.

JUnit 3 / 4

```
static void assertTrue(  
    String message, boolean test)
```

```
static void assertTrue(  
    boolean test, String message )
```

```
static void assertTrue(  
    boolean test,  
    Supplier<String> messageSupplier)
```

JUnit 5

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Testing exceptions

- In presence of exceptions two main cases shall be checked:
 - a normal behavior is expected, therefore no exception should be thrown
 - ♦ In this case the tests fails if that exception is raised
 - an anomaly is expected, therefore an exception should be thrown
 - ♦ In this case the tests fails if NO exception is detected
-

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Fixtures

- Portions of test cases that are cloned
 - ♦ For initializing or releasing resources
 - They are called fixtures
 - ♦ Pre-test (set up)
 - ♦ Post-test (tear down)
 - Collected in separate methods
 - ♦ Avoid duplication
 - ♦ Shorten test cases
 - ♦ Automatically executed before tests
-

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Sample class: Stack

```
public class Stack {  
    private int[] stack; private int next = 0;  
    public Stack(){ this(10);}  
    public Stack(int size){ stack = new int[size];}  
    public boolean isEmpty(){ return next==0; }  
    public boolean push(int i) {  
        if(next==stack.length) return false;  
        stack[next++] = i;  
        return true; }  
    public int pop() { return stack[--next]; }}
```

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JUnit 3

SYNTAX

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Test a Stack

extends TestCase

```
public class StackTest extends TestCase {
    public void testStack() {
        Stack aStack = new Stack();
        assertTrue("Should be empty at first!",
            aStack.isEmpty());
        aStack.push(10);
        assertTrue("Should not be empty!",
            !aStack.isEmpty());
        aStack.push(-4);
        assertEquals(-4, aStack.pop());
        assertEquals(10, aStack.pop());
    }
}
```

Test method name:
testSomething

One or more assertions
to check results

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Test a Stack

```
public void testStackEmpty() {
    Stack aStack = new Stack();
    assertTrue("Stack should be empty!",
        aStack.isEmpty());
    aStack.push(10);
    assertFalse("Stack should not be empty!",
        aStack.isEmpty());
}

public void testStackOperations() {
    Stack aStack = new Stack();
    aStack.push(10);
    aStack.push(-4);
    assertEquals(-4, aStack.pop());
    assertEquals(10, aStack.pop());
}
```

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Test case execution

- Running a test case
 - ♦ Executes all methods
 - **public**
 - Returning **void**
 - Name starting with “**test**”
 - With no arguments **()**
 - ♦ Ignores the rest of methods
 - The class can contain helper methods provided they
 - ♦ are not public or
 - ♦ do not start with “**test**”
-

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Creating a test class

- Define a subclass of **TestCase**
 - Override the **setUp()** method to initialize object(s) under test.
 - Override the **tearDown()** method to release object(s) under test.
 - Define one or more public **testXXX()** methods that exercise the object(s) under test and assert expected results.
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Pre-test fixture

- Override **setUp()** to initialize the variables, and objects
 - ♦ Implements a initialization fixture
 - Since **setUp()** is your code, you can modify it any way you like (such as creating new objects in it)
 - ♦ Typically it initializes instance attributes that are later used by test methods
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Post-test fixture

- In most cases, the **tearDown()** method doesn't need to do anything
 - ♦ The next time you run **setUp()**, your objects will be replaced, and the old objects will be available for garbage collection
 - ♦ Like the **finally** clause in a try-catch-finally statement, **tearDown()** is where you would release system resources (such as streams)
-

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Expected exception test

```
try{
    // e.g. method invoked with "wrong" args
    obj.method(null);
    fail("Method didn't detected anomaly");
}catch(PossibleException e){
    assertTrue(true); // OK
}
```

```
class TheClassUnderTest {
    public void method(String p)
        throws PossibleException
    { /*... */ }
}
```

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Unexpected exception test

```
public void testSomething()
    throws PossibleException {
    // e.g. method invoked with right args
    obj.method("Right Argument");
}
```

Exception → Error

Runs: 2/2 ✖ Errors: 1 ✖ Failures: 0

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Unexpected exception test

```
try{
    // e.g. method invoked with right args
    obj.method("Right Argument");
    assertTrue(true); // OK
}catch(PossibleException e){
    fail("Method should not raise except.");
}
```

Exception → Failure

Runs: 2/2 ✖ Errors: 0 ✖ Failures: 1

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TestSuite

- Allow running a group of related tests
- To do so, group your test methods in a class which extends **TestSuite**

```
public class AllTests extends TestSuite {
    public static TestSuite suite() {
        TestSuite suite = new TestSuite();
        suite.addTestSuite(StackTester.class);
        suite.addTestSuite(AnotherTester.class);
    }
}
```

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JUnit 4

SYNTAX

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JUnit 4



- Makes use of java annotations
 - ♦ Less constraints on names
 - ♦ Easier to read/write
 - Backward compatible with JUnit 3
 - Assertions
 - ♦ `assert*()` methods
 - ♦ `assertThat()` method
 - To use the Hamcrest matchers
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Test a Stack (JUnit4)

Any class

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```
public class TestStack {  
    @Test  
    public void testStack() {  
        Stack aStack = new Stack();  
        assertTrue("Stack should be empty",  
            aStack.isEmpty());  
        aStack.push(10);  
        assertFalse("Stack should not be empty!",  
            aStack.isEmpty());  
        aStack.push(-4);  
        assertEquals(-4, aStack.pop());  
        assertEquals(10, aStack.pop());  
    }  
}
```

@Test annotation

One or more assertions
to check results

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Running a test case

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- The JUnit runner executes all methods
 - ♦ Annotated with “@Test”
 - ♦ **public**
 - ♦ Returning **void**
 - ♦ With no arguments **()**
 - ♦ Ignores the rest of the class
- The class may contain any helper methods provided they are
 - Not annotated
 - Not public

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The pre-test fixture



- Annotate a method with `@Before` to make it a pre-test fixture:
 - ♦ It is executed before each test method is run
 - ♦ It is intended to initialize the objects that will be used by test methods
- There is no limit to the setup you can do in a pre-test method
- Helps reducing duplication of code

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The post-test fixture



- Annotate a method with `@After` to make it a post-test fixture
 - ♦ It is executed after each test method is run
 - ♦ It is intended to release system resources (such as streams)
- In most cases, a post-test fixture is not required
 - ♦ Before the next test is executed the pre-test fixture is run again so attribute will be re-initialized

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Expected exception test

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```
@Test(expected=PossibleException.class)
public void testSomething()
    throws PossibleException {
    // e.g. method invoked with "wrong" args
    obj.method("Wrong Argument");
}
```

```
class TheClassUnderTest {
    public void method(String p)
        throws PossibleException
    { /*... */ }
}
```

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Unexpected exception test

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```
@Test
public void testSomething()
    throws PossibleException {
    // e.g. method invoked with right args
    obj.method("Right Argument");
}
```

Exception → Error

Runs: 2/2 ✖ Errors: 1 ✖ Failures: 0

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TestSuite



- Allows running a group of related tests as a single batch:

```
@RunWith(Suite.class)
@SuiteClasses({
    TestStack.class, AnotherTest.class
})
public class AllTests { }
```

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JUnit 4 Annotations



- **@Test**
 - ♦ Marks test methods
- **@Before** and **@After**
 - ♦ Mark pre and post fixtures
- Test suites require:
 - **@RunWith(Suite.class)**
 - **@Suite.SuiteClasses({ ... })**

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JUnit 4 Imports



- All classes are in package `org.junit`
- Assertions are made available with
 - ♦ `import static org.junit.Assert.*;`
- Annotations must be imported as
 - ♦ `import org.junit.After;`
 - ♦ `import org.junit.Before;`
 - ♦ `import org.junit.Test;`
- Suites require:
 - ♦ `import org.junit.runners.Suite;`
 - ♦ `import org.junit.runners.Suite. SuiteClasses;`

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JUnit 
SYNTAX

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JUnit 5

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- Uses Java annotations but different from 4:
 - ♦ `@Before/@After` → `@BeforeEach/@AfterEach`
 - ♦ `@BeforeClass/@AfterClass` → `@BeforeAll/@AfterAll`
- Test methods not necessarily public
- Java8 Lambda support, extensions, parameterized tests, etc.
- Suites
 - ♦ `@RunWith(JUnitPlatform.class)`
 - ♦ `@SelectClasses({ ... })`
 - ♦ `@SelectPackages({ ... })`

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Test a Stack (JUnit5)

Any class

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```
public class TestStack {  
    @Test  
    public void testStack() {  
        Stack aStack = new Stack();  
        assertTrue(aStack.isEmpty(),  
                    "Stack should be empty");  
        aStack.push(10);  
        assertFalse(aStack.isEmpty(),  
                    "Stack should not be empty!");  
        aStack.push(-4);  
        assertEquals(-4, aStack.pop());  
        assertEquals(10, aStack.pop());  
    }  
}
```

@Test annotation

Message as
last argument

One or more assertions
to check results

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Expected exception test

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```
@Test
public void testSomething(){
    // e.g. method invoked with "wrong" args
    assertThrows(PossibleException.class, ()->{
        obj.method("Wrong Argument")
    });
}
```

```
class TheClassUnderTest {
    public void method(String p)
        throws PossibleException
    { /*... */ }
}
```



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Unexpected exception test

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```
@Test
public void testSomething()
    throws PossibleException {
    // e.g. method invoked with right args
    obj.method("Right Argument");
}
```

Exception → Error

Runs: 2/2  Errors: 1  Failures: 0

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TestSuite

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- Indicate the `JUnitPlatform` runner
- Select classes with `SelectClasses`

```
@RunWith(JUnitPlatform.class)
@SelectClasses({
    TestStack.class, AnotherTest.class
})
public class AllTests { }
```

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JUnit 5 Imports

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- All in package `org.junit.jupiter.api`
- Assertions are made available with
 - ♦ `import static org.junit.jupiter.api.Assertions.*;`
- Annotations have to be imported as
 - ♦ `import org.junit.jupiter.api.AfterEach;`
 - ♦ `import org.junit.jupiter.api.BeforeEach;`
 - ♦ `import org.junit.jupiter.api.Test;`
- Suites require:
 - ♦ `import org.junit.platform.runner.JUnitPlatform;`
 - ♦ `import org.junit.platform.suite.api.SelectClasses;`

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ASSERTION STYLES

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Assertions Styles

- Different ways of writing assertions
 - ♦ Standard JUnit assert methods
 - ♦ Hamcrest matchers
 - ♦ AssertJ fluent assertions

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Hamcrest matchers

- A single assert method:

`assertThat(value, matcher)`

- Accepts the actual value and a matcher, e.g.

`assertThat(res, is(equalTo(expect)));`

- ♦ This is equivalent to:

`- assertEquals(expect, res);`

- More readable, better message

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Hamcrest matchers – Object

- `equalTo()`
 - ♦ test object equality using `Object.equals`
- `instanceOf()`
 - ♦ test type
- `notNullValue()`, `nullValue()`
 - ♦ test for null
- `sameInstance()`
 - ♦ test object identity

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Hamcrest matchers – Numbers

- **closeTo()**
 - test floating point values are close to a given value
- **greaterThan()**,
greaterThanOrEqualTo(),
lessThan(), **lessThanOrEqualTo()**
 - ♦ test ordering

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Hamcrest matchers – Logical

- **allOf()**
 - ♦ matches if all matchers match, short circuits (like Java &&)
- **anyOf()**
 - ♦ matches if any matchers match, short circuits (like Java ||)
- **not()**
 - ♦ matches if the wrapped matcher doesn't match and vice versa

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Hamcrest matchers – String

- **equalToIgnoringCase()**
 - ♦ test string equality ignoring case
- **equalToIgnoringWhiteSpace()**
 - ♦ test string equality ignoring differences in runs of whitespace
- **containsString()**, **endsWith()**, **startsWith()**
 - ♦ test string matching

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Hamcrest matchers – Collections

- **array()**
 - ♦ test an array's elements against an array
- **hasItemInArray()**
 - ♦ test an array contains an element
- **hasItem()**, **hasItems()**
 - ♦ test a **Collection** contains elements
- **hasEntry()**, **hasKey()**, **hasValue()**
 - ♦ test a **Map** contains an entry, key or value

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Hamcrest imports

- Required imports
 - ♦ `import static org.hamcrest.MatcherAssert.assertThat;`
 - ♦ `import static org.hamcrest.Matchers.*;`
- The jar with only core matchers is included in Eclipse when using the Java4 library

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AssertJ Fluent

- A single assert builder method:
`assertThat(actual)`
 - ♦ Accepts the actual value
- Returns an Assert object the provides building methods
- Method `as()` can be used to define a contextual message in case of failure
- More readable, better messages

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AssertJ Fluent example

```
assertThat(res) .  
    as("Checking return value") .  
    isNotNull() .  
    isEqualTo(expected) ;
```

♦ Equivalent to:

```
assertNotNull("Checking return value", res) ;  
assertEquals("Checking return value",  
    expected, res) ;
```

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Using AssertJ

- Download latest jar from Maven
 - ♦ <https://search.maven.org/remotecontent?filepath=org/assertj/assertj-core/3.12.2/assertj-core-3.12.2.jar>
- Include the jar in the classpath
- Import the static definitions:

```
import static org.assertj.core.api.Assertions.*;
```

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AssertJ – Object

- **isEqualTo()**
 - ♦ test object equality using `Object.equals`
- **assertInstanceOf()**
 - ♦ test type
- **isNotNull(), isNull()**
 - ♦ test for `null`
- **isSameAs()**
 - ♦ test object identity

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AssertJ – Object

- **returns()**
 - ♦ test a value is returned by `Function`
- **hasFieldOrPropertyWithValue()**
 - ♦ Retrieves value (using reflection) looking for:
 - Getter: `field` → `getField()`
 - Field: attribute in class
- **extracting()**
 - ♦ Applies extractor `Function` and produces an object or a list that becomes the actual value

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Checking method return

- Equivalent assertions:

```
assertThat(new Counter())  
  .isNotNull()  
  .hasFieldOrPropertyWithValue("value", 0)  
  
  .returns(0, Counter::getValue)  
  
  .extracting(c -> c.getValue())  
    .isEqualTo(0);
```

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Check

- Equ

```
asser  
  .isNotNull()  
  .hasFieldOrPropertyWithValue("value", 0)  
  
  .returns(0  
  .extracting(c -> c.getValue())  
    .isEqualTo(0);
```

java.lang.AssertionError: [Initial counter state]
Expecting
<TestExampleAsserJ\$Counter@3339ad8e>
to have a property or a field named <"value"> with value
<0>
but value was:
<1>

org.junit.ComparisonFailure: [Initial counter state]
expected:<[0]> but was:<[1]>

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AssertJ – Numbers

- `isCloseTo()`
 - ♦ test fp value is close to a given value
- `isGreaterThan()`,
`isGreaterThanOrEqualTo()`,
`isLessThan()`,
`isLessThanOrEqualTo()`
 - ♦ test ordering
- `isBetween()`
 - ♦ test actual value is in range

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AssertJ – Strings

- `startsWith()`,
`endsWith()`
 - ♦ test endings
- `contains()`,
`doesNotContain()`
 - ♦ test content contains a substring
- `isEqualToIgnoringCase()`
 - ♦ test content

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AssertJ – Containers

- `hasSize()`, `hasSizeLessThan()`, `hasSizeGreaterThan()`, ...
 - ♦ test collection size
- `isSorted()`
 - ♦ test if list is sorted
- `contains()`, `containsExactly()`,
 - ♦ test that elements are present
- `extracting()`
 - ♦ Map each element to a list
- `filteredOn()`
 - ♦ Filters the element of the list

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AssertJ – Maps

- `containsKeys()`, `containsEntry()`
 - ♦ test if list is sorted
- `contains()`
 - ♦ checks entries, that can be defined with `entry()`
- `extractingFromEntries()`
 - ♦ Map each entry to a list or a list of tuples that can be matched with a contains of `tuple()`

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Maps example

```
assertThat(turnout).as("Turnout map").contains(  
    entry("PIEMONTE", 67.45),  
    entry("SICILIA", 42.88),  
    entry("UMBRIA", 70.50)  
);
```

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AssertJ – Exceptions

- **assertThatThrownBy()**
 - ♦ Create an assert on the thrown exception
- **hasMessage()**
 - ♦ Checks the message of exception

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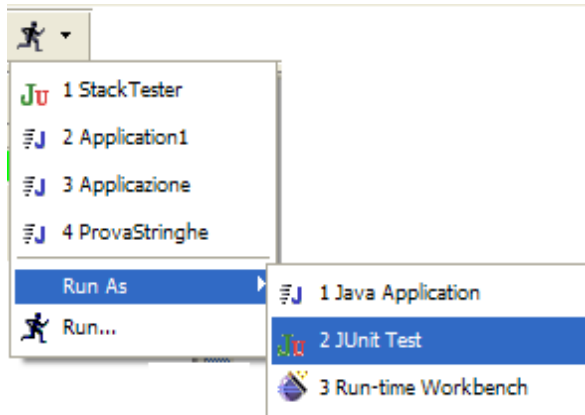
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ECLIPSE JUNIT PLUG-IN

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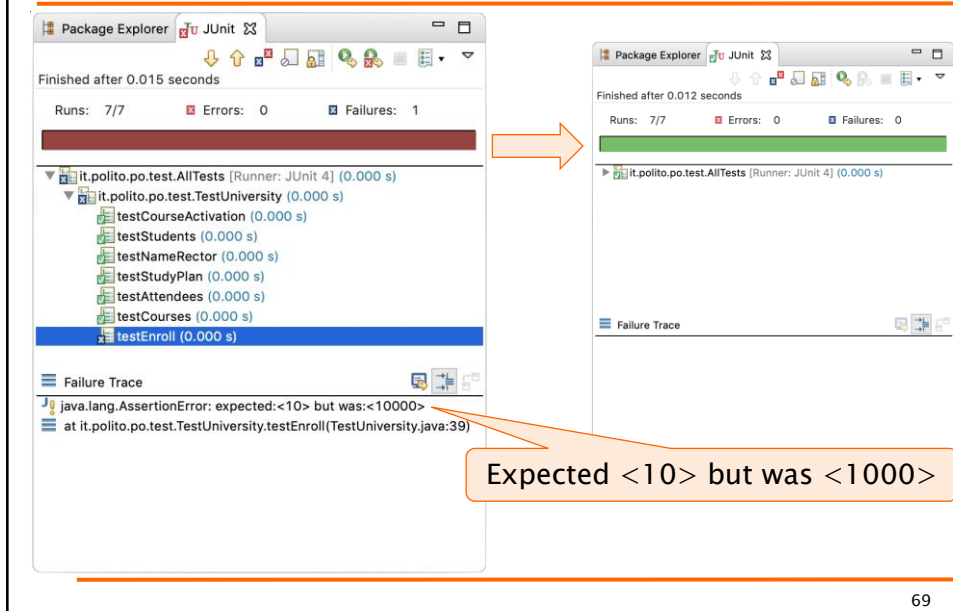
JUnit in Eclipse – Run as JUnit Test

- Run
- Run As..
- JUnit Test



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Red Bar – Green Bar



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Failures vs. Errors

- Failure
 - ♦ An `assert*()` method found the condition it has to check is not verified
 - ♦ The program produced an output, but it is not the expected one
- Error
 - ♦ During the execution of the tests an error was found (e.g. `NullPointerException`)
 - ♦ The program could not produce any output due to an error

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...use JUnit

Keep the bar green to keep the code clean...



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JUnit in Eclipse – Path Setup

- When creating a new test case
 - ♦ Eclipse suggests adding the JUnit library
 - When importing a test (e.g. in a jar), the library must be added explicitly
 - ♦ open project's property window
 - ♦ Select *java build path*
 - ♦ Then *Libraries*
 - ♦ Select Junit, the suitable version
-

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Organizing Tests in Eclipse

- Separate source folder (*test*)
 - ♦ Place tests in a separate source folder
 - ♦ Allows clear separation
 - ♦ Add JUnit library to the project
 - Separate project
 - ♦ Place tests inside a separate project
 - ♦ Refer to the primary project
 - ♦ Add JUnit library to the new project
 - No test libraries are added to your primary project
-

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USING JUNIT

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Test-Driven Development

- Specify part of a feature yet to be coded
- Run the test and see it fail (red bar)
- Write code until the test pass (green bar)
- Repeat until whole feature implemented
- Refactor while maintaining the bar green

*Keep your code clean:
keep the bar green*

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Bug reproduction

- When a bug is reported
 - Specify the expected correct outcome
 - See the test fail
 - ♦ I.e. reproduce the bug
 - Modify the code and adjust it until the bug-reproducing tests pass.
 - Check for regressions
 - ♦ With the existing test suites
-

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Guidelines

- Test should be written **before** code
- Test everything that can break
- Run tests as often as possible

Whenever you are tempted to type something into a print statement or a debugger expression write it as a test

– M.Fowler

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Limitations of unit testing

- JUnit is designed to call methods and compare the results they return against expected results
 - ♦ This ignores:
 - Programs that do work in response to GUI commands
 - Methods that are used primary to produce output

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Limitations of unit testing...

- Heavy use of JUnit encourages a “functional” style, where most methods are called to compute a value, rather than to have side effects
 - ♦ This can actually be a good thing
 - ♦ Methods that *just* return results, without side effects (such as printing), are simpler, more general, and easier to reuse
-

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Summary: elements of JUnit

- **assert* ()**
 - ♦ Assertion functions
 - Test cases
 - ♦ Are implemented by methods in test classes
 - TestSuite
 - ♦ Class containing a sequence of TestCase
-

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References

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 - ♦ <http://joel-costigliola.github.io/assertj/index.html>