

jUnit 4 Summary

Exerpt from <http://courses.cs.washington.edu/courses/cse331/11au/sections/section4-cheat-sheet.pdf>

Method annotations:

tag	description
<code>@Test</code> <code>@Test(timeout = time)</code> <code>@Test(expected = exception.class)</code>	Turns a public method into a JUnit test case. Adding a timeout will cause the test case to fail after time milliseconds. Adding an expected exception will cause the test case to fail if exception is not thrown.
<code>@Before</code>	Method to run before every test case
<code>@After</code>	Method to run after every test case
<code>@BeforeClass</code>	Method to run once, before any test cases have run
<code>@AfterClass</code>	Method to run once, after all test cases have run

Assertion methods:

method	description
<code>assertTrue(test)</code>	fails if the Boolean test is <i>false</i>
<code>assertFalse(test)</code>	fails if the Boolean test is <i>true</i>
<code>assertEquals(expected, actual)</code>	fails if the values are not equal
<code>assertSame(expected, actual)</code>	fails if the values are <i>not</i> the same (by ==)
<code>assertNotSame(expected, actual)</code>	fails if the values are the same (by ==)
<code>assertNull(value)</code>	fails if the given value is <i>not</i> null
<code>assertNotNull(value)</code>	fails if the given value is null
<code>fail()</code>	causes current test to immediately fail

Unit testing tips

- The entire goal is FAILURE ATOMICITY – the ability to know exactly what failed when a test case did not pass
- Tests should be self-contained and not care about each other
- You cannot test everything! Instead, think about:
 - boundary cases,
 - empty cases,
 - error cases
 - behavior in combination (but not to excess)
- Each test case should test ONE THING
 - 10 small tests are better than 1 test 10x as large
 - Rule of thumb: 1 assert statement per test case
 - Try to avoid complicated logic
- Torture tests are ok, but only in addition to simple tests

JUnit best practices:

- Use descriptive test names
- Add a default timeout to every test
- Use private methods to get rid of redundant test code
- Create test suites using `@RunWith` and `@Suite.SuiteClasses` to run tests for several classes at once
- Build quick arrays and collections using array literals
 - `int[] quick = new int[] {1, 2, 3, 4};`
 - `List list = Arrays.asList(7, 4, -3, 18);`
 - `Set set = new HashSet(Arrays.asList(5, 6, 10));`