#### Day 7 Revisit (Java 11, 17 Features, Sealed Classes, NIO)

- New Methods in String class isBlank(), strip(), lines(),
- New methods added in file handling
- ReadString() & WriteString()
- Collections toArray
- New way of running the java code (We can directly pass the java source code to jvm to execute it)
- OpenJDK , Merged JDK & JRE folder
- Exception Handling (Types of Exception)
- Exception Hierarchy (Throwable)
- Ways of Handling Exception (Using throws keyword, using try catch block)
- Runtime Exception (Unchecked Exception) and CompileTime Exception (Checked Exception)
- Types of try/catch block
- Try with finally
- Try with catch and finally
- Try with multiple catch block
- Keywords related to Exception Handling (try, catch, finally, throw, throws)
- Access & Non-access Modifier
- Sealed Classes (Introduced in Java15)
- Managing different versions of JDK (1.8,11,17) Environment variable and path.
- Sealed class Restricts no of class which can inherit it.
- Keywords related to sealed class (sealed, permits, non-sealed)
- The class which inherits sealed class should be final, sealed or non-sealed only.
- Pattern Matching (java.util.regex) Regular Expression
- Pattern, Matcher, MatcherResult(I), PatternSyntaxException
- Searching, StringManipulation, Validations
- NIO & NIO2 New streams, Local Variable,
- ByteStream, CharacterStream

#### Ref URL:

https://docs.oracle.com/javase/8/docs/

#### Agenda

- TDD (Test Driven Development)
- Junit 5
- Mockito
- SonarQube
- Lombok
- Logging
- NFR (Non Functional Requirement) Performance Related

TDD – Test Driven Development

- Write the Test first even before starting application code.
- TDD ensures all the functionalities, requirements are taken care.
- Test cases will fail first.
- Write the application code to make the test pass.

TDD – is a software development practice that emphasizes writing tests before writing the actual code.

Test Driven Refactoring – It's way(practice) of improving the application code.

JUNIT 5.

Official Site: https://junit.org/junit5/

Junit – Unit Testing framework for Java

JUnit 5 = JUnit Platform + JUnit Jupiter + JUnit Vintage

**Junit Annotations** 

- @Before
- @Test
- @BeforeEach
- @BeforeClass
- @After

## @AfterEach

## @AfterAll

Best Practice: Import needed code only (Class/Interface/Exception/Annotation)

Static Import – Importing static methods from a class

# Testing - Manual & Automated Testing

## Testing categories

- Unit Testing
- Integration Testing
- E2E Testing (End to End Testing)
- · Performance Related Testing (Load Testing, Stress)
- Black box/White box/Sand box
- Acceptance Testing (UAT)

### Why Testing

- To Ensure all the requirements are implemented
- To Ensure all the functionalities are implemented in expected way.

Env : Dev, Test, Pre-prod, UAT, Production

@Test

@ParameterizedTest

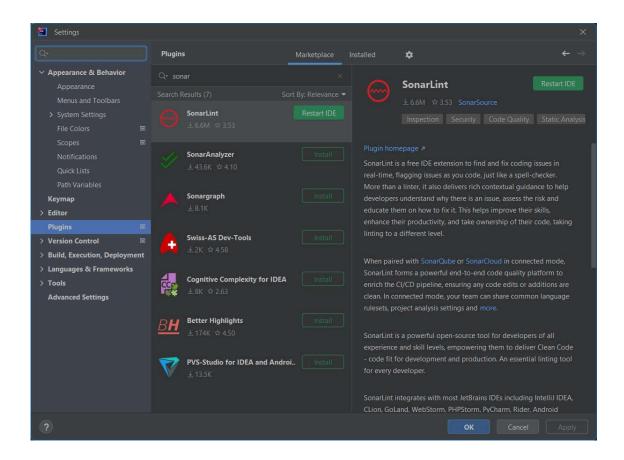
@DisplayName

Lombok - <a href="https://projectlombok.org/">https://projectlombok.org/</a>

Download the Lombok jar -- https://projectlombok.org/download

Install to IDE (Double click to install it)

```
@Data = For generating getters/setters, toString, hashcode()
@Getter = Generate getter method
Mockito -
Mock Objects (Test Double) / Dummy Objects
Recommended Package/folder structure (Project)
Com.sapient.tms (Base package) – Starter Class (Main method)
Com.sapient.tms.model/entity – All the Entity bean classes (Trainer/Company/SME)
Com.sapient.tms.util – DBUtil
Com.sapient.tms.repo (DAO) - Interfaces & for CRUD operation (readAll(), readById(), insert(),
edit/update(), deleteById())
DAO – Data Access Object
DTO - Data Transfer Object
SUT – System Under Test
Mockito - Open Source Mock Testing Framework (Mocking framework) for Java based project
Mock/clone/test double/dummy object
Sonarqube - Static Code analysis - helps to write clean, efficient, vulnerability free code. - Code
Smell
Sonarlint - Plugin that can be integrated with IDE
Adding sonarlint to IntelliJ – File → Settings → plugins (Search for sonarlint)
```



Running All test with coverage - In intellij IDE

Sonar Cloud -

Logging -- the act of keeping a log of events that occur in a computer system, such as problems, errors or just information on current operations

Logging – Java SE

Log4J, Logging for Java

SLF4J – Simple Logging Façade for Java

Log Messages – Date & Time Stamp – From Which Class/Function : Type of Message (Logging Level) – INFO, DEBUG, WARN, ERR