

MSc/ICY Software Workshop

Classes and Objects, JUnit Tests

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Classes as Generalized Types

Classes can be considered as generalized types.

There are 8 basic **types** in Java (such as **int** and **double**).

Classes are general and can be user defined. For instance, we can define a class **Date**, consisting of an **int**, a **String**, and another **int**, representing the day of the month, the month and the year.

Objects as Elements of Classes

Objects are elements of **Classes**.

E.g., **5 October 2016** would be a **Date**.

Formally in Java

```
/** First, we declare the variables we use in this class.
 *  *private* means that the variable cannot be accessed
 *  from outside the class.
 *  (As opposed to *public* which means that it can be
 *  accessed. We declare the variables as private because
 *  of data encapsulation.
 */
public class Date{
    private int    day;
    private String month;
    private int    year;
}
```

Note: Each class goes in a separate file!

Formally in Java – Constructor

```
/** This constructor creates a date from the three parts:
 *  day, month, and year, which are an int, a String,
 *  and an int, respectively.
 */
public Date (int    d,
             String m,
             int    y){
    day      = d;
    month    = m;
    year     = y;
}
```

Getter methods

```
/** Now we write *methods* to get the parts of a Date,
 *  so called *accessor methods* or *getters*
 */

/**
 * return the day of a Date
 */
public int getDay(){
    return day;
}

/**
 * return the month of a Date
 */
public String getMonth(){
    return month;
}

/**
 * return the year of a Date
 */
public int getYear(){
    return year;
}
```

Setter Methods

```
/** Now we write methods to set the parts of a Date,  
 * so called *setters*.  
 */  
  
/**  
 * sets the day of a Date  
 * param newDay is the new day to which the day is set  
 */  
public void setDay(int newDay){  
    day = newDay;  
}  
  
/**  
 * sets the month of a Date  
 * param newMonth is the new month to which the month is set  
 */  
public void setMonth(String newMonth){  
    month = newMonth;  
}
```

(Likewise for setYear.)

Printing of Objects by the toString Method

```
/**
 * this method says how to print a date
 * return a String how the object is printed
 */
public String toString(){
    return day + " " + month + " " + year;    // European
    //return year + ", " + month + " " + day; // American
}
```


Checking equality by the equals Method

```
public boolean equals(Date date){  
    return (this.getDay() == date.getDay()) &&  
           (this.getMonth().equals(date.getMonth())) &&  
           (this.getYear() == date.getYear());  
}
```

Some boolean expressions

`3 == 4`

Some boolean expressions

`3 == 4`

\mapsto

`false`

Some boolean expressions

`3 == 4`

\mapsto

`false`

`3 > 4`

Some boolean expressions

`3 == 4`

\mapsto

`false`

`3 > 4`

\mapsto

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Some boolean expressions

`3 == 4`

\mapsto

`false`

`3 > 4`

\mapsto

`false`

`3 < 4`

Some boolean expressions

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\mapsto

`false`

`3 > 4`

\mapsto

`false`

`3 < 4`

\mapsto

`true`

Some boolean expressions

<code>3 == 4</code>	\mapsto	<code>false</code>
<code>3 > 4</code>	\mapsto	<code>false</code>
<code>3 < 4</code>	\mapsto	<code>true</code>
<code>3 < 4 && 4 < 5</code>		

Some boolean expressions

<code>3 == 4</code>	\mapsto	false
<code>3 > 4</code>	\mapsto	false
<code>3 < 4</code>	\mapsto	true
<code>3 < 4 && 4 < 5</code>	\mapsto	true

Some boolean expressions

<code>3 == 4</code>	\mapsto	false
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<code>3 < 4</code>	\mapsto	true
<code>3 < 4 && 4 < 5</code>	\mapsto	true
<code>4 < 3 4 < 5</code>		

Some boolean expressions

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Some boolean expressions

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<code>3 > 4</code>	\mapsto	false
<code>3 < 4</code>	\mapsto	true
<code>3 < 4 && 4 < 5</code>	\mapsto	true
<code>4 < 3 4 < 5</code>	\mapsto	true
<code>!(4 < 3 4 < 5)</code>		

Some boolean expressions

<code>3 == 4</code>	\mapsto	false
<code>3 > 4</code>	\mapsto	false
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<code>(4 < 3 4 < 5) && 3 == 4</code>		

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<code>4 < 3 4 < 5</code>	\mapsto	true
<code>!(4 < 3 4 < 5)</code>	\mapsto	false
<code>(4 < 3 4 < 5) && 3 == 4</code>	\mapsto	false

Some boolean expressions

<code>3 == 4</code>	\mapsto	<code>false</code>
<code>3 > 4</code>	\mapsto	<code>false</code>
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<code>3 < 4 && 4 < 5</code>	\mapsto	<code>true</code>
<code>4 < 3 4 < 5</code>	\mapsto	<code>true</code>
<code>!(4 < 3 4 < 5)</code>	\mapsto	<code>false</code>
<code>(4 < 3 4 < 5) && 3 == 4</code>	\mapsto	<code>false</code>
<code>"test".equals("test")</code>		

Some boolean expressions

<code>3 == 4</code>	\mapsto	false
<code>3 > 4</code>	\mapsto	false
<code>3 < 4</code>	\mapsto	true
<code>3 < 4 && 4 < 5</code>	\mapsto	true
<code>4 < 3 4 < 5</code>	\mapsto	true
<code>!(4 < 3 4 < 5)</code>	\mapsto	false
<code>(4 < 3 4 < 5) && 3 == 4</code>	\mapsto	false
<code>"test".equals("test")</code>	\mapsto	true

Some boolean expressions

<code>3 == 4</code>	\mapsto	false
<code>3 > 4</code>	\mapsto	false
<code>3 < 4</code>	\mapsto	true
<code>3 < 4 && 4 < 5</code>	\mapsto	true
<code>4 < 3 4 < 5</code>	\mapsto	true
<code>!(4 < 3 4 < 5)</code>	\mapsto	false
<code>(4 < 3 4 < 5) && 3 == 4</code>	\mapsto	false
<code>"test".equals("test")</code>	\mapsto	true
<code>"test1".equals("test2")</code>		

Some boolean expressions

<code>3 == 4</code>	\mapsto	false
<code>3 > 4</code>	\mapsto	false
<code>3 < 4</code>	\mapsto	true
<code>3 < 4 && 4 < 5</code>	\mapsto	true
<code>4 < 3 4 < 5</code>	\mapsto	true
<code>!(4 < 3 4 < 5)</code>	\mapsto	false
<code>(4 < 3 4 < 5) && 3 == 4</code>	\mapsto	false
<code>"test".equals("test")</code>	\mapsto	true
<code>"test1".equals("test2")</code>	\mapsto	false

Another EXAMPLE – BankAccount

```
/** BankAccount is a class for a very simple bank
 *  account created from a bank account and the
 *  name of the account holder.
 *  @author   Manfred Kerber
 *  @version  6 October 2015
 */
public class BankAccount{
    private int      accountNumber;
    private String   accountName;
    private int      balance;
```

Constructor

```
/** BankAccount is a constructor for a very
 *  simple bank account created
 *  @param  accountNumber is the account number as int
 *  @param  accountName the account name as String
 */
public BankAccount(int    accountNumber,
                    String accountName){
    this.accountNumber    = accountNumber;
    this.accountName      = accountName;
    this.balance          = 0;
}
```

Getter methods

```
/* Now we write methods to get the parts of a
 * BankAccount, so called accessor methods.
 */
/**
 * @return the account number of a
 * BankAccount as int
 */
public int getAccountNumber(){
    return accountNumber;
}

/**
 * @return the accountName as a String
 */
public String getAccountName(){
    return accountName;
}

/**
 * @return the balance of a BankAccount
 */
public int getBalance(){
    return balance;
}
```

Setter Methods

```
/* Now we write methods to set the parts of a bank account.  
 * so called setters.  
 */  
  
/**  
 * sets the account number of a BankAccount  
 * @param accountNumber for the changed account number  
 */  
public void setAccountNumber(int accountNumber){  
    this.accountNumber = accountNumber;  
}  
  
/**  
 * sets the balance of a BankAccount  
 * @param newBalance the new balance on the account  
 */  
public void setBalance(int balance){  
    this.balance = balance;  
}
```

Printing of Objects by the toString Method

```
/** toString defines how to print a BankAccount
 *
 * @return the print type of an account
 */
public String toString(){
    return "Account number: " + accountNumber +
        " Account name: " + accountName +
        " Balance: " + balance;
}
```


Checking equality by the equals Method

```
public boolean equals(Account a){  
    return  
        (this.getAccountNumber() == a.getAccountNumber()) &&  
        (this.getAccountName().equals(a.getAccountName)) &&  
        (this.getBalance() == a.getBalance());  
}
```

Write comments in the following form

```
/**
 *   In the following we define the Date class ...
 *   @author Manfred Kerber
 *   @version 2015-10-07
 */
public class Date{
    /**
     *   toString of a Date gives a printed version of a Date
     *   @return The String how the date will be printed.
     */
    public String toString(){
return day + " " + month + " " + year;
    }
}
```

javac vs javadoc

With javac we compile the .java file:

```
javac BankAccount.java
```

With javadoc we extract documentation from it:

```
javadoc -author -version BankAccount.java
```

We use the tags:

- `author` (author of a class)
- `version` (the date when class written, e.g.)
- `param` (one entry for each parameter)
- `return` (return value for non void methods)

JUnit Testing

In JUnit testing we compare the **expected result** of a method or a computation to the **actual result**. If the result agrees then the test **passes**, otherwise it **fails**.

We use initially only `assertEquals`, `assertFalse`, and `assertTrue`.

Details on <http://junit.org/>

For a fuller list of assertions see:

<https://github.com/junit-team/junit/wiki/Assertions>

Write the tests into a class with an appropriate name, e.g.

Name.java, compile it with `javac Name.java`,

and run it with `java org.junit.runner.JUnitCore Name`.

JUnit Testing

```
@Test
public void assertEqualsTest1() {
    assertEquals("failure in assertEqualsTest1: " +
        " expected string not equal given string", //errorMsg
        "text", //expected value
        "te" + "xt");//actual value
}
```

```
@Test
public void assertEqualsTest2() {
    assertEquals("failure in assertEqualsTest2: " +
        " expected number not approx. equal given number", //errorMsg
        2.0, //expectedValue
        2.1, //actualValue
        0.11); // tolerance >= |expectedValue - actualValue|
}
```

JUnit Testing (Cont'd)

@Test

```
public void assertFalseTest() {  
    assertFalse("failure in assertFalseTest: " +  
        " expected false but got true", //errorMsg  
        3 == 4);  
}
```

@Test

```
public void assertTrueTest() {  
    assertTrue("failure in assertTrueTest: " +  
        "expected true but got false", //errorMsg  
        5 > 2);  
}
```