

## 1. Error Handling

- Error Types
- Exceptions & try/catch block

## 2. Unit Testing

- The AAA Pattern

## 3. Mocha & Chai





sli.do

#js-advanced



# Error Handling

Concepts, Examples, Exceptions

# Error Handling

- The fundamental **principle** of error handling says that a function (method) should either:
  - Do what its **name** suggests
  - Indicate a **problem**
  - Any other behavior is **incorrect**



- A function failed to do what its name suggests should:
  - Return a special value (e.g. **undefined** / **false** / **-1**)
  - Throw an **exception** / **error**
  - Exceptions indicate **abnormal** execution **circumstances**

```
let str = "Hello, SoftUni";  
console.log(str.indexOf("Sofia")); // -1  
// Special case returns a special value to indicate "not found"
```

- There are **three types** of errors in programming:
  - **Syntax Errors** - during parsing
  - **Runtime Errors** - occur during execution
    - After compilation, when the application is running
  - **Logical Errors** - occur when a mistake has been made in the logic of the script and the expected result is incorrect
    - Also known as bugs

# Error Handling – Exceptions (Errors)

- **Exception** - a function is unable to do its work (**fatal error**)

```
let arr = new Array(-1); // RangeError
```

```
let bigArr = new Array(99999999999); // RangeError
```

```
let index = undefined.indexOf("hi"); // TypeError
```

```
console.log(George); // ReferenceError
```

```
console.print('hi'); // TypeError
```

# Error Handling – Special Values

```
let sqrt = Math.sqrt(-1); // NaN (special value)
```

```
let sub = "hello".substring(2, 1000); // llo  
let sub = "hello".substring(-100, 100); // hello  
// Error avoidance - invalid ranges are adjusted
```

```
let invalid = new Date("Christmas"); // Invalid Date  
let date = invalid.getDate(); // NaN
```



# Problem : Sub Sum

- Sum a **range** of elements in **array** from **startIndex** to **endIndex**
  - Receive three parameters: **array**, **startIndex**, **endIndex**
- Handle **special cases**:
  - First parameter is **not** array → return **NaN**
  - **startIndex** < 0 → assume **startIndex** = 0
  - **endIndex** > **array**.length-1 → assume **endIndex** = **array**.length-1

# Solution: Sub Sum

```
function solve(array, startIndex, endIndex) {  
  if (Array.isArray(array) == false) {  
    return NaN;  
  }  
  if (startIndex < 0) {startIndex = 0; }  
  if (endIndex > array.length - 1) {  
    endIndex = array.length - 1;  
  }  
  return array  
    .slice(startIndex, endIndex + 1)  
    .map(Number)  
    .reduce((acc, x) => acc + x, 0);  
}
```

# Throwing Errors (Exceptions)

- The **throw** statement lets you create custom errors

- **General Error**

```
throw new Error('Invalid state');
```

- **Range Error**

```
throw new RangeError("Invalid index")
```

- **Type Error**

```
throw new TypeError("String expected")
```


- **Reference Error**

```
throw new ReferenceError("Missing age")
```



# Try – Catch

- The **try** statement tests a block of code for **errors**
- The **catch** statement **handles** the error
- **Try** and **catch** come in pairs



```
try {  
    // Code that can throw an exception  
    // Some other code - not executed in case of error!  
} catch (ex) {  
    // This code is executed in case of exception  
    // Ex holds the info about the exception  
}
```

# Exception Properties

- An **Error object** with properties is created

```
try {  
    throw new RangeError("Invalid range.");  
    console.log("This will not be executed.");  
} catch (ex) {  
    console.log("Exception object: " + ex);  
    console.log("Type: " + ex.name);  
    console.log("Message: " + ex.message);  
    console.log("Stack: " + ex.stack);  
}
```





# Live Demonstration

## Lab Problem 2




# Unit Testing

Definition, Structure, Examples, Frameworks

# Unit Testing

- A **unit test** is a piece of code that checks whether certain functionality **works as expected**
- Allows developers to see **where & why errors occur**



```
function sortNums(arr) {  
    arr.sort((a,b) => a - b);  
}
```

```
let nums = [2, 15, -2, 4];  
sortNums(nums);  
if (JSON.stringify(nums) === "[-2,2,4,15]") {  
    console.error("They are equal!");  
}
```



# Unit Testing



- Testing enables the following:
- **Easier maintenance** of the code base
  - Bugs are found ASAP
- **Faster development**
  - The so called "Test-driven development"
  - Tests before code
- **Automated way to find code wrongness**
  - If most of the features have tests, running them shows their correctness

# Unit Tests Structure

- The **AAA** Pattern: **Arrange**, **Act**, **Assert**

*// Arrange all necessary preconditions and inputs*

```
let nums = [2, 15, -2, 4];
```

*// Act on the object or method under test*

```
sortNums(nums);
```

*// Assert that the obtained results are what we expect*

```
if (JSON.stringify(nums) === "[-2,2,4,15]") {  
    console.error("They are equal!");  
}
```



- JS Unit Testing:
  - Mocha, QUnit, Unit.js, Jasmine, **Jest (All in one)**
- Assertion frameworks (perform checks):
  - Chai, Assert.js, Should.js
- Mocking frameworks (mocks and stubs):
  - Sinon, JMock, Mockito, Moq





# Modules

Definition, Import, Export

# Modules

- A **set of functions** to be included in applications
- Group related behavior
- Resolve naming collisions
  - **`http.get(url)`** and **`students.get()`**
- Expose only public behavior
  - They do not populate the global scope with unnecessary objects



a module for loading  
indicator

```
const loading = {  
  show() { },  
  hide() { },  
};
```

# Node.js Modules

- **require()** is used to **import** modules

```
const http = require('http');  
// For NPM packages
```

```
const myModule = require('./myModule.js');  
// For internal modules
```

- **Internal** modules need to be **exported** before being required
- In **Node.js** each file has its own scope



# Node.js Modules

- Whatever value has **module.exports** will be the value when using **require**

```
const myModule = () => {...};  
module.exports = myModule;
```

- To **export more than one** function, the value of **module.exports** will be an **object**

```
module.exports = {  
  toCamelCase: convertToCamelCase,  
  toLowerCase: convertToLowerCase  
};
```





# Unit Testing with Mocha and Chai

Installation, Configuration, Approaches



# What is Mocha?

- Feature-rich JS test framework
- Provides common testing functions including **it**, **describe** and the **main function** that runs tests


```
describe("title", function () {  
    it("title", function () { ... });  
});
```

- Usually used together with **Chai**



# What is Chai?

- A library with many assertions
- Allows the usage of a lot of different assertions such as **assert.equal**



```
let assert = require("chai").assert;
describe("pow", function() {
  it("2 raised to power 3 is 8", function() {
    assert.equal(pow(2, 3), 8);
  });
});
```

- To install **frameworks** and **libraries**, use the CMD
  - Installing **Mocha** and **Chai** through **npm**

```
npm init -y
```

```
npm install chai
```

```
npm install mocha
```



```
npm init -y
```

```
npm i chai mocha
```



- To load a library, we need to **require** it

```
const expect = require("chai").expect;

describe("Test group #1", function () {
  it("should... when...", function () {
    expect(actual).to.be.equal(expected);
  });
  it("should... when...", function () { ... });
});
describe("Test group #2", function () {
  it("should... when...", function () {
    expect(actual).to.be.equal(expected);
  });
});
```



# Live Demonstration

Lab Problems 5 and 6

# Unit Testing Approaches



- **"Code First"** (code and test) approach
  - Classical approach
- **"Test First"** approach
  - **Test-driven development (TDD)**

# The Code and Test Approach

Write code

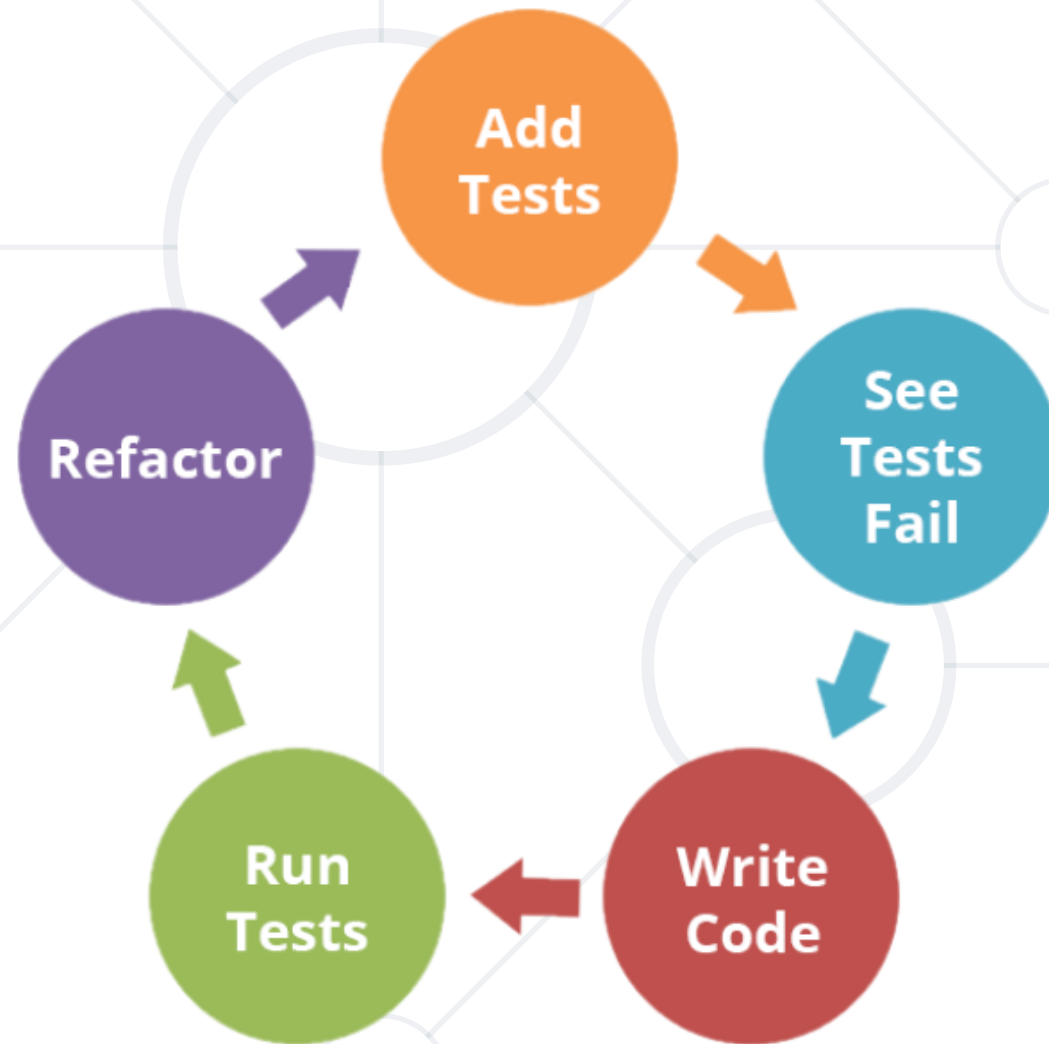
Write unit test

Run and succeed



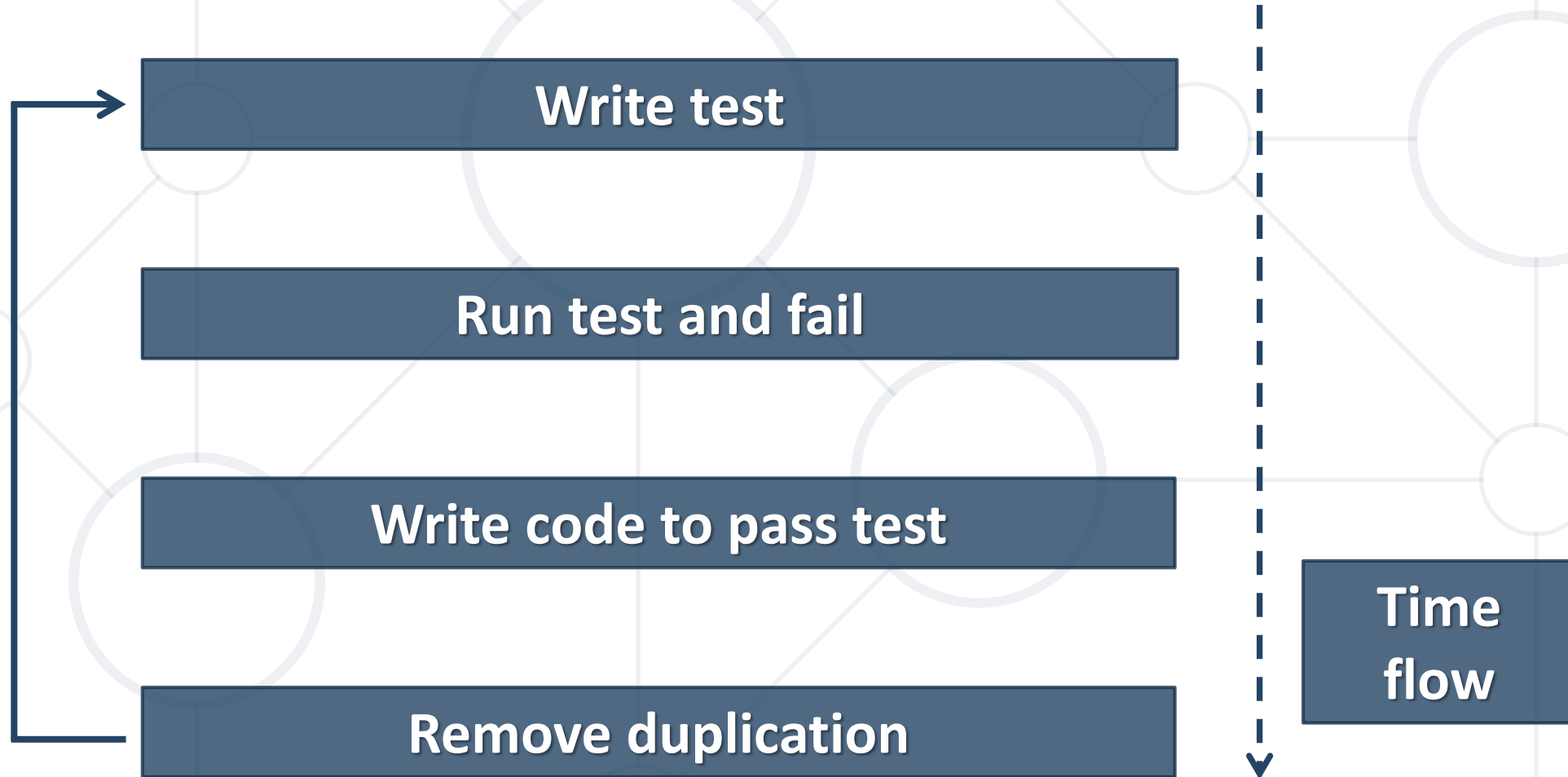
Time  
flow

# The Test-Driven Development Approach





# Test-Driven Development (TDD)



# Why TDD?

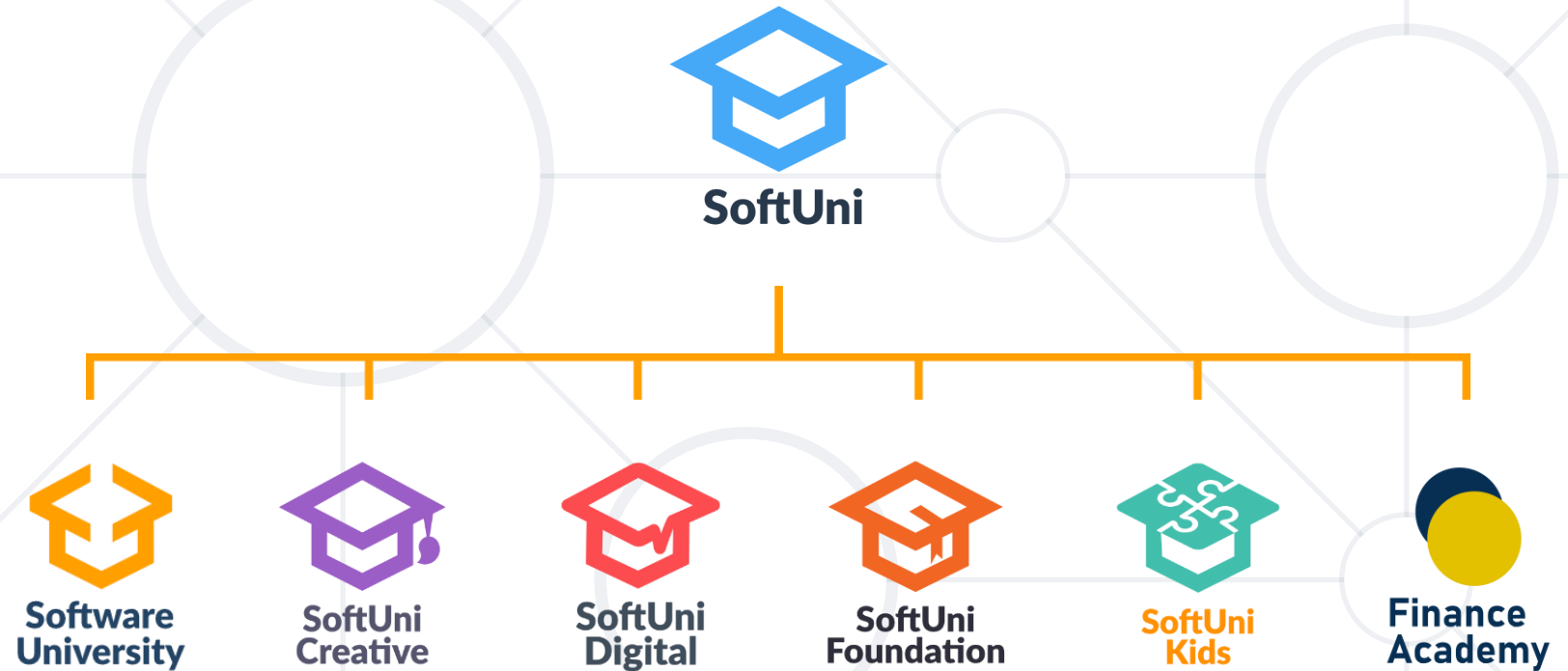
- TDD helps find design issues early
  - Avoids reworking
- Writing code to satisfy a test is a focused activity
  - Less chance of error
- Tests will be more comprehensive than if they are written after the code



- Errors in JavaScript
  - Types & **try/catch** statement
- Modules are a **set of functions** to be included in applications
- Unit tests **check** if certain functionality **works as expected**
- Mocha is a feature-rich **JS testing framework**
- Chain is an **assertion** library
- Different testing approaches



# Questions?



# SoftUni Diamond Partners

**SUPER  
HOSTING  
.BG**



**Coca-Cola HBC  
Bulgaria**



**POKERSTARS**  
POKER | CASINO | SPORTS  
a Flutter International brand

**INDEAVR**  
Serving the high achievers



**AMBITIONED**

 **DRAFT  
KINGS**



**SOFTWARE  
GROUP**

createX



**Postbank**  
Решения за твоето утре

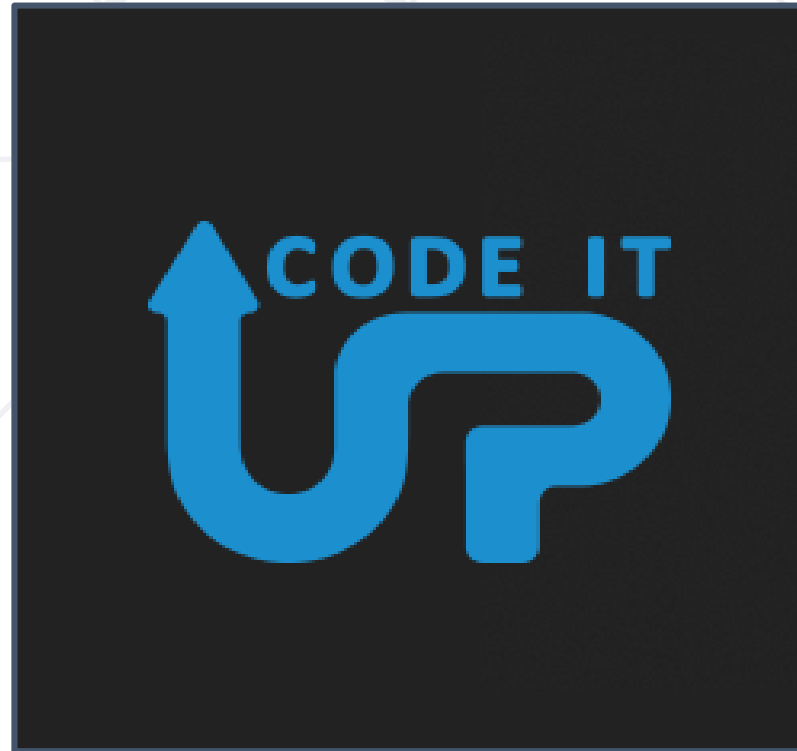


**BOSCH**

**DXC**  
TECHNOLOGY



**SmartIT**



- This course (slides, examples, demos, exercises, homework, documents, videos and other assets) is **copyrighted content**
- Unauthorized copy, reproduction or use is illegal
- © SoftUni – <https://about.softuni.bg/>
- © Software University – <https://softuni.bg>



- Software University – High-Quality Education, Profession and Job for Software Developers

- [softuni.bg](http://softuni.bg), [about.softuni.bg](http://about.softuni.bg)

- Software University Foundation

- [softuni.foundation](http://softuni.foundation)

- Software University @ Facebook

- [facebook.com/SoftwareUniversity](https://facebook.com/SoftwareUniversity)

- Software University Forums

- [forum.softuni.bg](http://forum.softuni.bg)

