

Deterministic testing in a less deterministic world

Definitions

- ✿ Determinism:
- ✿ Random:
- ✿ Race Condition:

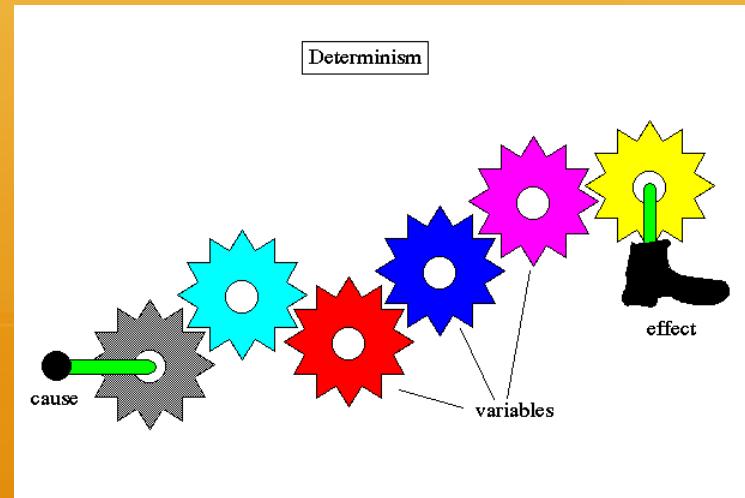
Definitions

✿ Determinism:

The philosophy that everything has a cause, and that a particular cause leads to a unique effect.

✿ Random:

✿ Race Condition:



Definitions

✿ Determinism: .

✿ **Random:**

lack of pattern or predictability in events

✿ Race Condition:



Definitions

✿ Determinism:

✿ Pseudorandom:
Algorithm that
generates
approximately
random #s.

✿ Race Condition:



Definitions

- ❖ Determinism:
- ❖ Pseudorandom:

❖ **Race Condition:**

The output is dependent on the sequence or timing of other uncontrollable events.



Time then and now

✿ Old way:

Do NOT do this!

```
public void badMethod(){
    Date now = new Date();
    if (DEADLINE.before(now)){
        //do something...
    }
}
```

Time then and now

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✿ Better way:
Java 8 introduced
LocalTime

```
public void betterMethod(){
    LocalTime now = LocalTime.now();
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Java 8 introduced
LocalTime and **Clock**

```
public void betterMethod(){
    LocalTime now = LocalTime.now();
    if (DEADLINE.isBefore(now)){
        //do something...
    }
}
```

```
public void bestMethod(Clock clock){
    LocalTime now = LocalTime.now(clock);
    if (DEADLINE.isBefore(now)){
        //do something...
    }
}
```

Time then and now

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Embrace Pseudorandom

✿ Naïve way:
Do NOT do this!

```
public void badRandom(){
    Random die = new Random();
    int roll = die.nextInt(6);
    switch(roll){
        case 0: //do something
        case 1: //do something
        case 2: //do something
        case 3: //do something
        case 4: //do something
        case 5: //do something
        default:
            throw new IllegalArgumentException(
                "cannot happen: " + roll);
    }
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✿ Better way: Pass a **seed** to Random

```
public void betterRandom(long seed){
    Random die = new Random(seed);
    int roll = die.nextInt(6);
    switch(roll){
        case 0: //do something
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Control Race Conditions

✿ Thread Safety:

Many strategies to avoid corrupting data that is manipulated by multiple threads.

Use:

java.util.concurrent

✿ Reproducible:

✿ Producer-Consumer:



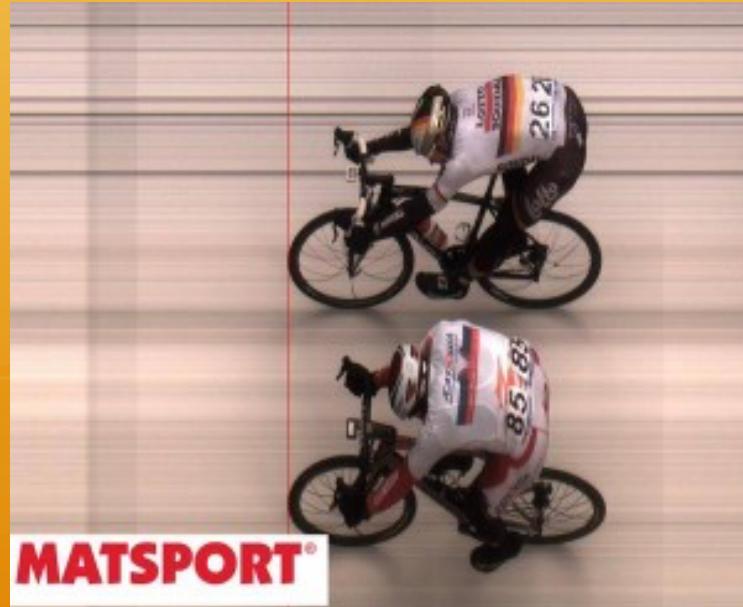
Control Race Conditions

- ✿ Thread Safety:

- ✿ **Reproducible:**

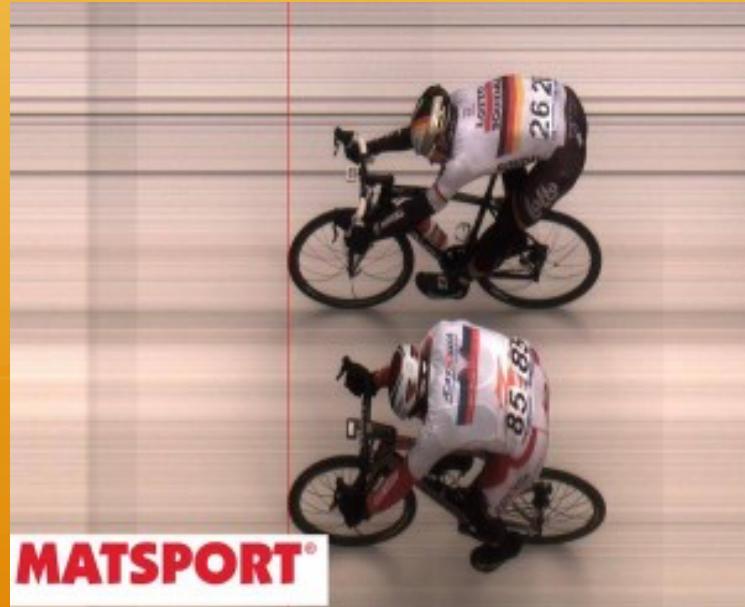
More important
for this discussion.

- ✿ Producer-Consumer:



Control Race Conditions

- ✿ Thread Safety:
- ✿ Reproducible:
- ✿ Producer-Consumer:
One thread adds
to a Queue, the
other removes.



Control Race Conditions

```
/** WARNING: do not use as synchronization monitor */
public class CommandManager {

    private List<Command> commandsForNextCycle = new LinkedList<Command>();

    Producer-Consumer:
    public synchronized void add(Command command) {
        commandsForNextCycle.add(command);
    }

    public synchronized List<Command> processAll() {
        List<Command> commandsToReturn = commandsForNextCycle;
        //cutoff: from this point on, we are collecting commands for the next cycle.
        commandsForNextCycle = new LinkedList<Command>();
        return commandsToReturn;
    }
}
```

Bring it all Together

- ✿ **FleetingDataAndServices:**

I like to create a single class that holds all of these critical Services together.

- ✿ **What Data?**

Commands.

- ✿ **What Services?**

Clock,
Random Seed.



Bring it all Together

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Clock,
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- ✿ **And...**

Pass it around!

commands



Bring it all Together

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Bring it all Together

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I like to create a single class that holds all of these critical Services together.

- ✿ **What Data?**

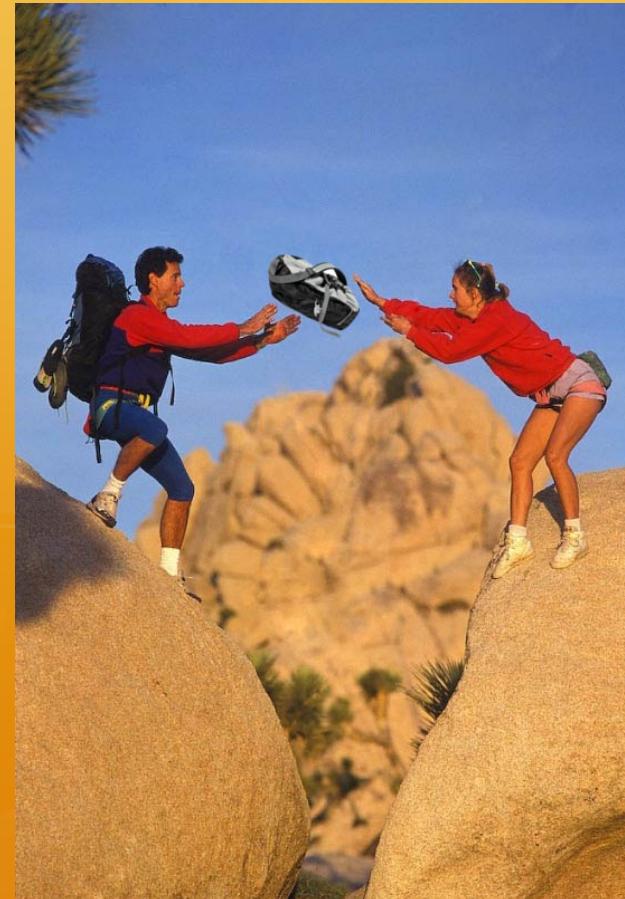
Commands.

- ✿ **What Services?**

Clock,
Random Seed.

- ✿ **And...**

Pass it around!



FleetingDataAndServices

```
private FleetingDataAndServices(Clock clock, long randomSeed, List<Command> commands, Auditor auditor) {
    this.randomSeed = randomSeed;
    random = new Random(randomSeed);
    this.clock = Clock.fixed(clock.instant(), clock.getZone());
    this.commands = commands;
    this.auditor = auditor;
    this.tempo = tempo;
}
```

Pass it around!

FleetingDataAndServices

Pass it around!

```
private Fle  
this.r  
rando  
this.  
this.  
this.d  
this.te  
}  
  
d = random  
Random(random  
Clock.fixedC  
instant(), clock.getZone());  
commands; t  
auditor;
```

Bring it all Together

blog it wisely



"NO, IT'S 'I' BEFORE 'E',
EXCEPT AFTER 'C'! "

Bring it all Together

• log it wisely

• and you've got
yourself...



Bring it all Together

•log it wisely

•and you've got
yourself...

A nice,



Bring it all Together

• log it wisely

• and you've got
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A nice,
testable



Bring it all Together

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• and you've got
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A nice,
testable
system.



Deterministic testing in a less deterministic world

Blog: **[arturofalck.wordpress.com](#)**

Code: github.com/afalck/offbeet-utils