In-class test for SOEN 345, Prof Rigby

Worth 15% of total grade. Don't cheat, 15% isn't worth the black mark on your academic record. 60 minutes. Answer all questions in the exam booklet!

Multiple Choice [3 marks]

Question 1: Mockito can only mock classes (True or False)

Question 2: After establishing the first and last commit as good and bad respectively, what is the maximum number of test executions we would need to find the culprit?

-2---3---4---5---6---7---8---9---10----11

Question 3: Which tests should we run first?

- a. The flakiest test.
- b. The test that has failed the least in the past.
- C. The test that has failed the most in the past.

Short Answer [4 marks]

Question 4: What are the implications of Gall's law [2 marks] - incrementally develop software - write to re-write, not general re-use - large overly general designs will fail

Question 5: Define flaky tests [1 mark]

A test that passes and fails on the same build

Question 6: How do we solve the "Construction Blob" testing smell? [1 mark]

Replace a dependency through a supersede Instance Veriable method

Coding Questions

Question 10: Write a test to characterize the following code [2 marks]

public float division(float numerator, float denominator) {
 if (denominator == 0) {
 return 0;
 }
 return numerator/denominator;
}

assert Equals (2.0), division (4)

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Question 8: Refactor, Dependency Injection, and Mocking [6 marks]

```
public class Movie {
    ProjectorScreen s;
    Price p;
    public Movie() {
        this.s = new ProjectorScreen(16,9);
        this.p = new price();
    }
    public void playMovie(Float discount) {
        p.discount(discount);
        s.play(this);
    }
...
}
```

- a. In a diagram, break the dependency on ProjectorScreen and add an iPadScreen
- b. Parameterize the constructor
- c. In a test, mock out the dependencies and ensure that price is discounted at 15% or .15 and that the movie plays on the screen

Question 9: ArgumentCaptor and InOrder [4 marks]

Recall this simple code written in class:

See below

```
public void testSaleScan() {
    Display display = mock(Display.class);
    HashStorage storage = mock(HashStorage.class);
    when(storage.barcode("1A")).thenReturn("Milk, 3.99");

    Sale sale = new Sale(display, storage);
    sale.scan("1A");

    verify(display).showLine("1A");
    verify(storage).barcode("1A");
    verify(display).showLine("Milk, 3.99");
}
```

Important: you only need to re-write the lines you are changing not the entire piece of code

a. Re-write the code so that ArgumentCaptor is used in place of the item id and the order of calls are checked (ie check that storage is called before display)

play (Movie) I interface with playmethod Projector Screethis. 5 = n this (new Projector Screen (16, 9), new Price ())1 Public Movie (I Screen S, Price P) & - . 5 for any mistake. I Screen 3 = mock (I Screen. class); correct syntax = moch (Price . class) i Movie (S, P) / cells class under test verify (playthavie). discount (.15); regular is correct m. Play Movie (.15); verify (S). play (m);

Q9

TestSale.java

```
Dest

public void testScanArgCaptor() {

Sale sale = new Sale(display, storage, interac);
sale.scan("1A");
ArgumentCaptor<String> argCaptor =
ArgumentCaptor.forClass(String.class);

InOrder inOrder = inOrder(display, storage);

InOrder inOrder = inOrder(display, storage);

order //whatever value is being requested from the data store is ...
inOrder.verify(storage).barcode(argCaptor.capture());
order inOrder.verify(display).showLine(argCaptor.getValue());

inOrder.verify(display).showLine("Milk, 3.99");
}
```