

Lecture 8: unit testing

This Set

- Unit testing and JUnit



CMSC 131 Fall 2007
Jan Plane (adapted from Bonnie Dorri)

The problem



- **Problems:**
 - need to be able to make sure all parts are tested
 - need to know in testing exactly which part was not as expected
 - need to be able to keep the tests for modifications made later
- **Unit testing** helps overcome this problems of making sure everything is tested
 - Unit testing: test each class and each part of the class (unit) individually
 - Goal is to eliminate inconsistencies between the API and the actual working of the code

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Unit Testing

- **Unit testing** helps overcome this problems of making sure everything is tested in a structured way
 - Unit testing: test each unit individually (micro level – each method or specifically each interaction described in the API)
 - Goal is to eliminate errors within classes
- Needs for unit testing
 - Method for defining tests = inputs, expected outputs
 - Method for running tests
 - Method for reporting results
- One possibility: write a driver for each class
 - Driver class contains main method
 - main method creates objects in class to be tested, calls methods, prints outputs
 - User checks outputs, determines correctness
 - Good: easy, no special tools needed
 - Bad: tedious, relies on human inspection of outputs
- Another approach: **JUnit**

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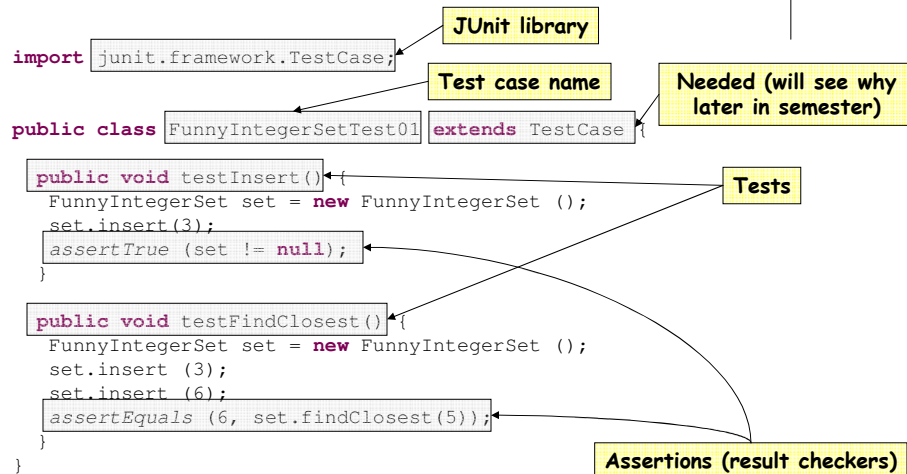
JUnit

- A unit-testing tool for Java
- Includes capabilities for:
 - Test definition, including output checking
 - Test running (execution)
 - Result reporting
- Seamless integration with Eclipse
- **Note**
 - In this class we will use JUnit 3.8.1
 - So, when given a choice select **JUnit 3**

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Structure of a JUnit 3.8.1 Test Case



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A Test Case Is ... A Class!



- **assertion checkers**
 - `assertTrue (expression) ;`
 - If statement is true, keep running test; otherwise, halt test, report "fail"
 - `assertFalse (expression) ;`
 - If statement is false, keep running test; otherwise, halt test, report "fail"
 - `assertEquals (expression1, expression2) ;`
 - If expression1, expression2 equal, keep running test; otherwise, halt test, report "fail"
- If test terminates without failing, it passes that test
- It continues with all subsequent tests regardless of passing or failing the current test

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Hints on Testing

- Give names to tests that relate to class being tested
- Develop some tests before you code
 - Helps you to clarify what you are supposed to be doing
 - Gives you some ready-made tests to run while you code
- Use tests to debug
- How many tests?
 - **Statement coverage:** develop tests to make sure each statement in class is executed at least once (including constructors)
 - **Decision coverage:** develop tests to make each condition (if statement) in program both true and false
 - You should at least reach statement coverage in your own testing