

# Testing

## ENGI 5895: Software Design

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# Outline

- 1 Levels of Testing
- 2 Testing Methods
- 3 Test Driven Development
- 4 JUnit

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All of these are important, but methods for integration and system testing will depend on your application. We focus here on **unit testing**.

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We will take the perspective of the developer and focus on **white box testing**.

# Test Driven Development

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- ➏ Repeat

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- Forces developer to consider the usage of their code by clients
- Tests act as **executable documentation** for your code!
- Forces developer to decouple components required to run the tests
  - "Writing tests before code improves our designs."  
[Martin(2003)]

# Decoupling

In order to write a unit test, we will need to decouple the software unit being tested from other objects.

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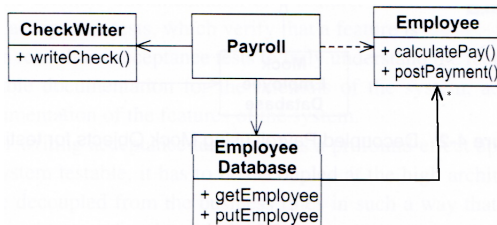
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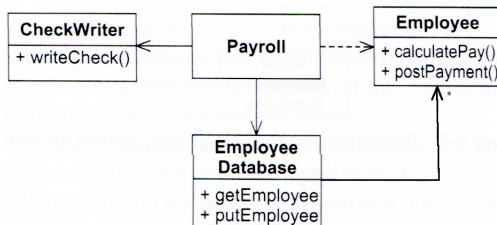


**Figure 4-1** Coupled Payroll Model

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e.g. Test the `payEmployees` method of our `Payroll` class. Here is our design so far:



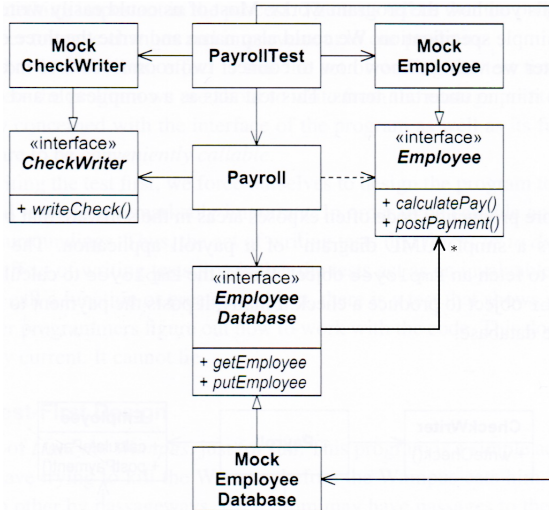
**Figure 4-1** Coupled Payroll Model

(Note: modified from [Martin(2003)]).

How can we test `Payroll` without complete implementations for the other classes? Solution: the Mock Object design pattern.

Create interfaces in place of the other classes and provide mock implementations. Later these mock implementations can be replaced:

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**Figure 4-2** Decoupled Payroll using Mock Objects for testing

We can now write our test for payEmployees:

```
public void testPayroll() {  
    MockEmployeeDatabase db = new MockEmployeeDatabase();  
    MockCheckWriter w = new MockCheckWriter();  
    Payroll p = new Payroll(db, w);  
  
    p.payEmployees();  
  
    assert w.checksWereWrittenCorrectly();  
    assert db.paymentsWerePostedCorrectly();  
}
```

# JUnit

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Examples:

- Basic usage:
  - BoundedAngle and TestBoundedAngle
- Using a test fixture:
  - IntVect and TestIntVect

# References



Robert C. Martin.

*Agile Software Development: Principles, Patterns, and Practices.*

Prentice Hall, 2003.