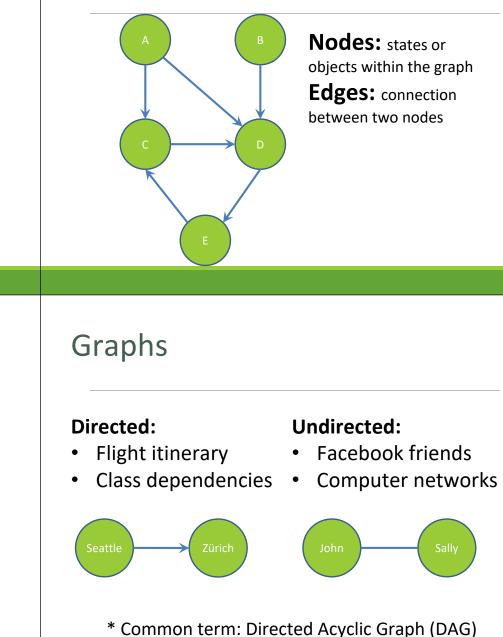
<section-header><section-header><section-header><section-header><section-header><section-header><text></text></section-header></section-header></section-header></section-header></section-header></section-header>	Agenda <ul> <li>Graphs (HW 5)</li> <li>JUnit Testing</li> <li>Test Script Language</li> <li>JavaDoc</li> </ul>
Graphs < Node < Edge	<pre>Graphs      × Node      + data item in a graph      × Edge      + connection between two nodes</pre>

# Graphs

- × *Directed* graph: edges have a *source* and *destination*
- $\times$  Edges represented with arrows
- × Parent/child nodes: related by an edge

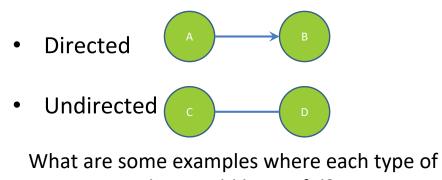
Graphs

collection of nodes (vertices) and edges

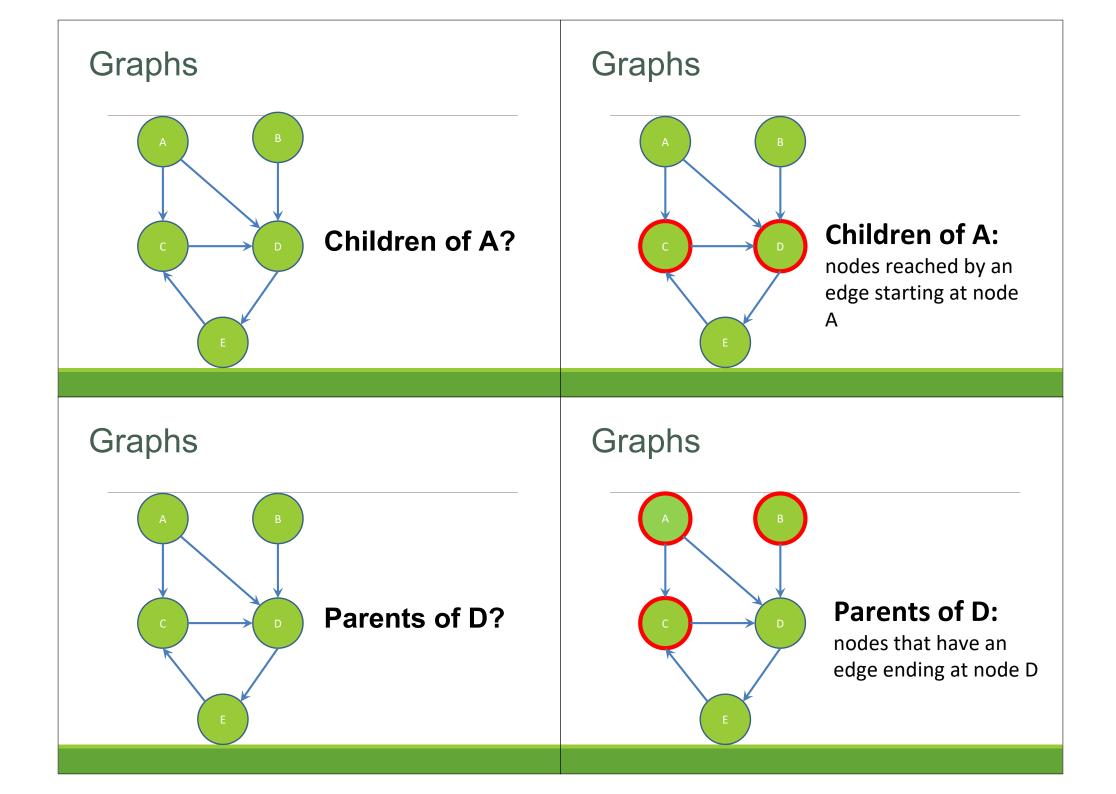


Graphs

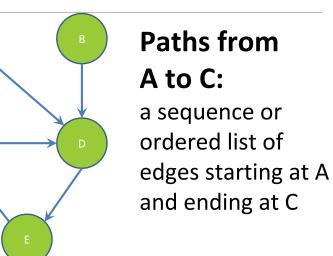
## Edges can be:



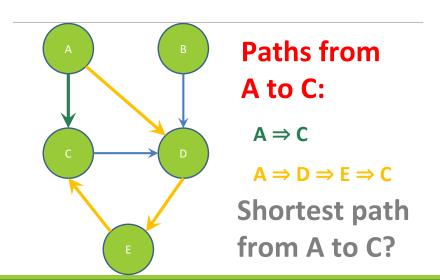
edge would be useful?



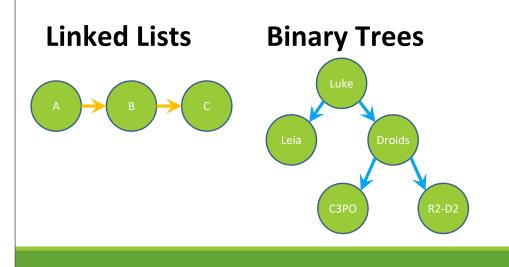
## Graphs



## Graphs



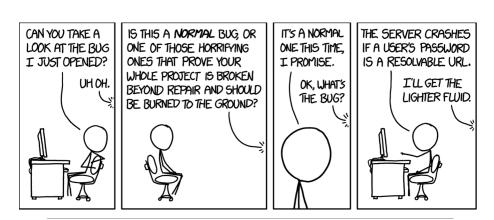
REMINDER: You've seen Graphs before!



Before we move on...

Read the wikipedia article in the spec!

(It has implementation hints!)



# Testing

## Internal vs. external

### × Internal : JUnit

- + How you decide to implement the object
- + Checked with implementation tests
- × External: test script
  - + Your API and specifications
  - + Testing against the specification
  - + Checked with specification tests

## A JUnit test class

 $\times\,$  A method with <code>@Test</code> is flagged as a JUnit test  $\times\,$  All <code>@Test</code> methods run when JUnit runs

```
import org.junit.*;
import static org.junit.Assert.*;
```

public class TestSuite {

#### **@Test**

public void Test1() { ... }

## Using JUnit assertions

- × Verifies that a value matches expectations
  - x assertEquals(42, meaningOfLife());
  - x assertTrue(list.isEmpty());
- $\times$  If the assert fails:
  - + Test immediately terminates
  - Other tests in the test class are still run as normal
  - + Results show "details" of failed tests (We'll get to this later)

## Using JUnit assertions

Assertion	Case for failure
assertTrue(test)	the boolean test is false
assertFalse(test)	the boolean test is true
assertEquals(expected, actual)	the values are not equal
assertSame(expected, actual)	the values are not the same (by ==)
<pre>assertNotSame(expected, actual)</pre>	the values are the same (by ==)
assertNull(value)	the given value is not null
assertNotNull(value)	the given value is null

- And others: <u>https://junit.org/junit4/javadoc/4.11/org/junit/Assert.html</u> Each method can also be passed a string to display if it fails:
  - assertEquals("message", expected, actual)

## Checking for exceptions

- × Verify that a method throws an exception when it should:
  - $\times$  Passes only if specified exception is thrown
- $\times$  Only time it's OK to write a test without a form of <code>asserts</code>

#### @Test(expected=IndexOutOfBoundsException.class)

```
public void testGetEmptyList() {
  List<String> list = new ArrayList<String>();
  list.get(0);
```

## USING JUNIT ASSERTIONS

- When writing JUnit assertions, make sure to use the appropriate test
- Ex: Testing Java's List.size()

Use assertEquals(list.size(), 1)

Don't use assertTrue(list.size() == 1)

## Setup and teardown

× Methods to run before/after each test case method is called:

#### **@Before**

```
public void name() { ... }
```

#### **@After**

public void name() { ... }

 $\times\,$  Methods to run once before/after the entire test class runs:

## @BeforeClass public static void name() { ... }

```
@AfterClass
```

public static void name() { ... }

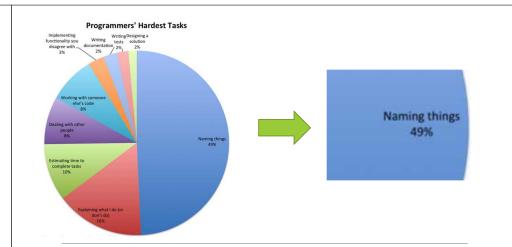
## Setup and teardown

```
public class Example {
   List empty;
```

#### **@Before**

```
public void initialize() {
    empty = new ArrayList();
}
@Test
public void size() {...}
@Test
```

```
public void remove() {...}
```



# **Test Writing Etiquette**

## Ground rules

1. Don't Repeat Yourself

• Use constants and helper methods

2. Be Descriptive

}

- Take advantage of message, expected, and actual values
- <sup>o</sup> Ex: testAddElementToEmptyList instead of testAdd

#### 3. Keep Tests Small

- Isolate bugs one at a time; failing assertion halts test
- Helps to catch bugs at the source
- 4. Be Thorough
  - Test big, small, boundaries, exceptions, errors
- 5. Order of Testing Matters
  - If methodB() relies on methodA() to work correctly, test methodA()
    first

## Let's put it all together!

public class DateTest {

 $\ensuremath{{//}}$  Test addDays when it causes a rollover between months

#### @Test

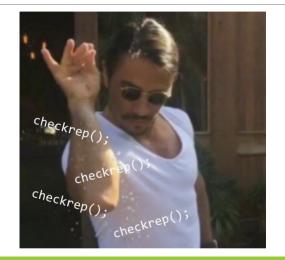
public void testAddDaysWrapToNextMonth() {
 Date actual = new Date(2050, 2, 15);
 actual.addDays(14);
 Date expected = new Date(2050, 3, 1);
 assertEquals("date after +14 days",
 expected, actual);

### JUnit asserts vs. Java asserts How to create JUnit test classes × We've just been discussing JUnit × Right-click hw5.test -> New -> JUnit Test Case assertions so far × Tests for incorrect behavior × Important: Follow naming guidelines we provide × Java itself has assertions × Demo × Tests for invalid states public class LitterBox { ArrayList<Kitten> kittens; public Kitten getKitten(int n) { $assert(n \ge 0);$ return kittens(n); } ł

# Reminder: Enabling asserts in Eclipse

To enable asserts: Go to Run -> Run Configurations... -> Arguments tab -> input **-ea** in VM arguments section

## Don't forgot your CheckReps!



## Expensive CheckReps

- × ant validate and staff grading will have assertions enabled
- × But sometimes a checkRep can be expensive
   × For example, looking at each node in a Graph with a large number of nodes
- imes This could cause the grading scripts to timeout

## Expensive CheckReps

- $\times\,$  Before your final commit, remove the checking of expensive parts of your checkRep or the checking of your checkRep entirely
- imes Example: boolean flag and structure your checkRep as so:

private void checkRep() {
 cheap-stuff
 if(DEBUG\_FLAG) { // or can have this for entire checkRep
 expensive-stuff
 }
 cheap-stuff

Test script language

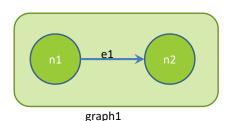
- $\times$  Text file with one command listed per line
- $\times$  First word is always the command name
- × Remaining words are arguments
- × Commands will correspond to methods in your code

External tests: Test script language

## Test script language

# Create a graph
CreateGraph graph1

# Add a pair of nodes
AddNode graph1 n1
AddNode graph1 n2



# Add an edge
AddEdge graph1 n1 n2 e1

# Print the nodes in the graph and the outgoing edges from n1 ListNodes graph1 ListChildren graph1 n1

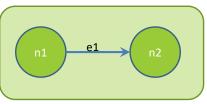
## Test script language

# Create a graph
CreateGraph graph1

# Add a pair of nodes
AddNode graph1 n1
AddNode graph1 n2

# Add an edge
AddEdge graph1 n1 n2 e1

# Print the nodes in the graph and the outgoing edges from n1 ListNodes graph1 ListChildren graph1 n1



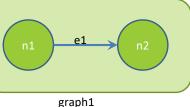
graph1

## Test script language

# Create a graph
created graph graph1

# Add a pair of nodes

added node n1 to graph1



added node n2 to graph1

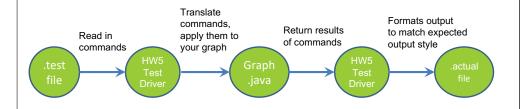
# Add an edge added edge e1 from n1 to n2 in graph1

# Print the nodes in the graph and the outgoing edges from n1 graph1 contains: n1 n2 the children of n1 in graph1 are: n2(e1)

## How to create specification tests

- $\times$  Create .test and .expected file pairs under hw5.test
- × Implement parts of HW5TestDriver
  - driver connects commands from .test file to your Graph implementation to the output which is matched with .expected file
- imes Run all tests by running SpecificationTests.java
  - + Note: staff will have our own .test and .expected pairs to run with your code
  - + **Do not** hardcode .test/.expected pairs to pass, but instead make sure the format in hw5 instructions is correctly followed

## Workflow for Specification Tests



# Demo: Test script language

JavaDoc API

- × Now you can generate the JavaDoc API for your code
- × Instructions in the Editing/Compiling Handout
- × Demo: Generate JavaDocs
- $\times$  Demo steps are in spec