CSE 331
Software Design & Implementation

Spring 2021
Section 4 – Graphs, Testing
Administrivia

• Done with HW4!

• HW5-1 and HW5-2 Spec out on the website
  – Always plan for work taking 3x longer than expected, so start early!

• Any questions?
Agenda

• Graph concepts

• Testing in practice
  – Script Testing
  – JUnit Testing

• Testing exercise
Graphs
A graph represents relationships

A graph is a set of **nodes** and a set of **edges** between them.

Nodes may be **labeled**.

Edges may be **labeled**.

Edges may have a **direction**.
Example: road map

**Nodes:** intersections (cities)

**Label:** name/location

**Edges:** roads

**Label:** name/length
Example: airline flights

Nodes: airports
Label: airport code

Edges: flights
Label: cost/time
Example: CSE courses

Nodes: Courses
Label: Course name

Edges: pointer to next class
Label: none
You’ve used graphs before!

Singly linked Lists:

Nodes: Linked list node  
Label: integer

Edges: pointer to next node  
Label: none
You’ve used graphs before!

Doubly linked Lists:

Nodes: Linked list node
Label: integer

Edges: pointers to prev/next nodes
Label: none
You’ve used graphs before!

Binary trees:

Nodes: Tree node
Label: Integer

Edges: pointers to children
Label: none
An edge points from source to dest.

Each edge “points” from a **source** to a **destination**.

- **Outgoing** from source
- **Incoming** to destination

N.B.: We’re only dealing with directed graphs from here on out.
An edge points from source to dest.

Each edge “points” from a source to a destination.
• **Outgoing** from source
• **Incoming** to destination

Edge A is **Node 1 → Node 2**.
• Outgoing from **Node 1**
• Incoming to **Node 2**
An edge points from source to dest.

Each edge “points” from a source to a destination.
- **Outgoing** from source
- **Incoming** to destination

Edge C is Node 2 → Node 3.
- Outgoing from Node 2
- Incoming to Node 3
A node has children

A node’s outgoing edges point to its children.
• Potentially empty set
A node has children

A node’s outgoing edges point to its children.
• Potentially empty set

Node 3 has three children:
• Node 1
• Node 4
• Node 5
A node has children

A node’s outgoing edges point to its children.
• Potentially empty set

Node 2 has two children:
• Node 2
• Node 3
A node has parents

A node’s incoming edges point from its parents.
• Potentially empty set
A node has parents

A node’s incoming edges point from its **parents**.
- Potentially empty set

Node 4 has two parents:
- Node 3
- Node 5
A node has parents

A node’s incoming edges point from its *parents*.
- Potentially empty set

Node 5 has one parent:
- Node 3
A node has neighbors

A node’s neighbors are its children plus its parents.
• Potentially empty set
A node has neighbors

A node’s **neighbors** are its children plus its parents.
- Potentially empty set

Node 2 has four neighbors:
- Node 1 (parent)
- Node 2 (self-pointing)
- Node 3 (child)
- Node 4 (parent)
A node has neighbors

A node’s **neighbors** are its children plus its parents.
- Potentially empty set

Node 3 has four neighbors:
- Node 1 (child)
- Node 2 (parent)
- Node 4 (parent *and* child)
- Node 5 (child)
A **path** is a “chain” of edges from a **source** to a **destination**.

- Potentially empty sequence
- Might include a cycle
- Often want shortest
Paths between nodes

A path is a “chain” of edges from a source to a destination.

• Potentially empty sequence
• Might include a cycle
• Often want shortest

Path from Node 1 to Node 5:
1. Edge A : Node 1 → Node 2
2. Edge C : Node 2 → Node 3
3. Edge G : Node 3 → Node 5
A **path** is a “chain” of edges from a **source** to a **destination**.
- Potentially empty sequence
- Might include a cycle
- Often want shortest

Path from **Node 1** to **Node 5**:
1. Edge A : Node 1 → Node 2
2. Edge C : Node 2 → Node 3
3. Edge E : Node 3 → Node 4
4. Edge F : Node 4 → Node 3
5. Edge G : Node 3 → Node 5
Paths between nodes

A path is a “chain” of edges from a source to a destination.
- Potentially empty sequence
- Might include a cycle
- Often want shortest

Path from Node 1 to Node 1:
1. Edge A : Node 1 → Node 2
2. Edge C : Node 2 → Node 3
3. Edge B : Node 3 → Node 1
A **path** is a “chain” of edges from a **source** to a **destination**.

- Potentially empty sequence
- Might include a cycle
- Often want shortest

Path from **Node 2** to **Node 2**:
1. Edge I : **Node 2** → **Node 2**
Possible graph operations

**Creators**
- Construct an empty graph

**Observers**
- Look up node(s) by label, children of, parents of, neighbors of, …
- Look up edge(s) by label, incoming to, outgoing from, …
- Iterate through all nodes
- Iterate through all edges

**Mutators**
- Insert/remove a node
- Insert/remove an edge

**More observers**
- Find path(s) from one node to another
- Find all reachable nodes
- Count indegree, outdegree

You *might or might not* want to include all of these operations in your graph ADT design.
HW5: Design before implementation

- HW5: Building an ADT for labeled, directed graphs
  - Labeled: Nodes and edges have label values (Strings)
  - Directed: Edges have direction
  - Edges with same source and destination will have unique labels
HW5: Design before implementation

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  - Labeled: Nodes and edges have label values (Strings)
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- The exact interface of your Graph class is up to you
  - So, no given JUnit tests bundled with the starter code
  - Advice: Look ahead at HW6 and consider its likely needs
    - Will be posted before Saturday
  - Reminder: Not a generic class.
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- HW5 split into 2 parts
  1. Design and specify a graph ADT
  2. Implement that ADT specification
HW5: Specifications in JavaDoc

• Write class/method specifications in proper JavaDoc comments
  – See “Resources” → “Class and Method Specifications”

• You can generate nice HTML pages cleanly presenting all your JavaDoc specifications

• Let’s look at the JavaDoc from HW4… (demo)
HW5: Testing

- The design process includes crafting a good test suite
  - Script tests and JUnit tests

- **Script Tests** *(src/test/resources/testScripts/)*
  - Test script files *name*.test with corresponding *name*.expected
  - Validate behavior intrinsic to high-level concept (abstract meaning)
  - Tested properties should be expected of any solution to HW5

- **JUnit Tests** *(src/test/java/graph/junitTests/)*
  - JUnit test classes
  - Validate behavior that can't be tested with script tests.

- If you can validate a behavior using either test type, use a script test!
HW5: Why Script Tests?

- Everyone’s implementation could (will!) be different, so we (staff) cannot write JUnit tests for everyone to use or to use for checking everyone’s code.

- We still need a way to test that you specify and implement the proper behavior, so we use script tests that work regardless of the implementation.

- They test what the methods are doing, they don’t care how the methods are doing it.
HW5: Script Tests

Each script test is expressed as text-based script `foo.test`
- One command per line, of the form: `Command arg_1 arg_2 ...`
- Script’s output compared against `foo.expected`
- Precise details specified in the homework
- Match format *exactly*, including whitespace!

<table>
<thead>
<tr>
<th>Command (in <code>foo.test</code>)</th>
<th>Output (in <code>foo.expected</code>)</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CreateGraph</code> name <code>graph</code></td>
<td><code>created graph name</code></td>
</tr>
<tr>
<td><code>AddNode</code> <code>graph</code> <code>label</code></td>
<td><code>added node label to graph</code></td>
</tr>
<tr>
<td><code>AddEdge</code> <code>graph</code> <code>parent</code> <code>child</code> <code>label</code></td>
<td><code>added edge label from parent to child in graph</code></td>
</tr>
<tr>
<td><code>ListNodes</code> <code>graph</code></td>
<td><code>graph contains: label_{node} ...</code></td>
</tr>
<tr>
<td><code>ListChildren</code> <code>graph</code> <code>parent</code></td>
<td><code>the children of parent in graph are: child (label_{edge}) ...</code></td>
</tr>
<tr>
<td><code># This is comment text ...</code></td>
<td><code># This is comment text ...</code></td>
</tr>
</tbody>
</table>
HW5: `example.test`

# 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 all nodes in the graph
ListNodes graph1

# Print all child nodes of n1 with outgoing edge
ListChildren graph1 n1
# 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 all nodes in the graph
graph1 contains: n1 n2

# Print all child nodes of n1 with outgoing edge
the children of n1 in graph1 are: n2(e1)
HW5: Creating a script test

1. Write test steps as script commands in a file `foo.test`

2. Write expected (“correct”) output in a file `foo.expected`
   – …taking care to match the output format exactly

3. Place both files under `src/test/resources/testScripts/`

4. Run all such tests via the Gradle task `scriptTests`
   – After class implemented and `GraphTestDriver` stubs filled
HW5: Creating JUnit tests

1. Create JUnit test class in `src/test/java/graph/junitTests/
2. Write a test method for each unit test
3. Run all such tests via the Gradle task `junitTests`

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

/** Document class... */
public class FooTests {
    /** Document method... */
    @Test
    public void testBar() {
        /* JUnit assertions */
    }
}
```
HW5: Creating JUnit tests

1. Note: Your JUnit tests will fail in hw5 part 1, because you have not implemented the actual methods yet
   - The same goes for your script tests

2. You will do that in part 2
JUnit for test authors

The following slides are included for reference and add additional material that you’ll need to write tests for HW 5.
Writing tests with JUnit

Annotate a method with @Test to flag it as a JUnit test

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

/** Unit tests for my Foo ADT implementation */
public class FooTests {
    @Test
    public void testBar() {
        ... /* use JUnit assertions in here */
    }
}
```
Common JUnit assertions

JUnit’s documentation has a full list, but these are the most common assertions.

<table>
<thead>
<tr>
<th>Assertion</th>
<th>Failure condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>assertTrue(test)</td>
<td>test == false</td>
</tr>
<tr>
<td>assertFalse(test)</td>
<td>test == true</td>
</tr>
<tr>
<td>assertEquals(expected, actual)</td>
<td>expected and actual are not equal</td>
</tr>
<tr>
<td>assertSame(expected, actual)</td>
<td>expected != actual</td>
</tr>
<tr>
<td>assertNotSame(expected, actual)</td>
<td>expected == actual</td>
</tr>
<tr>
<td>assertNull(value)</td>
<td>value != null</td>
</tr>
<tr>
<td>assertNotNonNull(value)</td>
<td>value == null</td>
</tr>
</tbody>
</table>

Any JUnit assertion can also take a string to show in case of failure, e.g., assertEquals(“helpful message”, expected, actual).
Always* use $\geq 1$ JUnit Assertion

- If you don’t use any JUnit assertions, you are only checking that no exception/error occurs

- That’s a pretty weak notion of passing a test; rarely the best test you could write

- Having more than one JUnit assertion in a test may make sense, but one is the most common scenario
  - “Each test should test one (new) thing” (most of the time)

* = Special-case coming in a couple slides ☀️
JUnit assertions vs Java’s assert

- Use JUnit assertions **only in JUnit test code**
  - JUnit assertions have names like `assertEquals`, `assertNotNull`, `assertTrue`
  - Part of JUnit framework used to report test results
    - Accessed via `import org.junit`....
  - **Don’t** use in ordinary Java code (**never** `import org.junit`.... in non-JUnit code)

- Use Java’s `assert` statement in ordinary Java code
  - Use liberally to annotate/check “must be true” / “must not happen” / etc. conditions
  - Use in `checkRep()` to detect failure if problem(s) found
  - **Do not** use in JUnit tests to check test result – does not interact properly with JUnit framework to report results
Checking for a thrown exception

• Need to test that your code throws exceptions as specified

• This kind of test method fails if its body does not throw an exception of the named class
  – May not need any JUnit assertions inside the test method

```java
@Test(expected=IndexOutOfBoundsException.class)
public void testGetEmptyList() {
    List<String> list = new ArrayList<String>();
    list.get(0);
}
```
JUnit does not promise to run tests in any particular order.

However, JUnit can run helper methods for common setup/cleanup

• Run before/after *each* test method in the class:

```java
@Before
class void m() { ... }

@After
class void m() { ... }
```

• Run before/after *all* test methods in the class:

```java
@BeforeClass
class static void m() { ... }

@AfterClass
class static void m() { ... }
```
Tips for effective testing

• Use constants instead of hard-coded values
  – Makes change easier later on

• Take advantage of assertion messages

• Give a descriptive name to each unit test (method)
  –Verbose but clear is better than short and inscrutable
  – Don’t go overboard, though :-) 

• Write tests with a simple structure
  – Isolate bugs one at a time with successive assertions
  – Helps avoid bugs in your tests too!

• Aim for thorough test coverage
  – Big/small inputs, common/edge cases, exceptions, ...
Test Design Worksheet

- Work in pairs
- Give logic of the tests, not actual code
- Only test operations provided on the worksheet
- More details in lecture if additional information/review needed