# CMPT 473 Software Quality Assurance Unit Testing & Testability

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### Levels of Testing

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  - Unit Tests
  - Integration Tests
  - System Tests
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- Integration Tests
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- The simplest of these is *Unit Testing* 
  - Testing the smallest possible fragments of a program

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  Why? How is this beneficial?

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Have any of you experienced this in your jobs?

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What frameworks have you used to write unit tests?

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  - And I know that you should have seen it before
- We'll use it to drive our discussion, but its features exist in other frameworks, too.

What features do your unit testing frameworks provide?

• Basic Features

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  - Per class set up & tear down
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- Test hiding
  @Ignore

## JUnit

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- Per test set up & tear down @Before & @After
- Test identification & properties @Test (expected=Exception.class) (timeout=100)

- Test hiding @lgnore
- Expectations

assertEquals, assertTrue, assertFalse, assertNull, ...

• Let's work through a simple example

(There shouldn't be anything new here, but it should be a refresher if you haven't seen it in awhile)

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#### But solutions exist! You can *design* code to be testable!

### Testability (by example)

• Let's work together to improve some difficult to test code....

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Given dependency injection, what happens to the way we create objects?

How might we mitigate boilerplate issues?

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#### [DEMO]

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- Dependency Injection

e.g. Google Guice, Pico Container, etc.