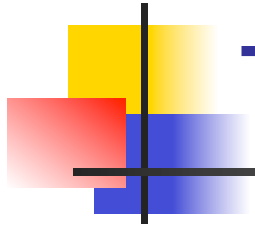




# Test Code Patterns

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How to design your test code



# Testing and Inheritance

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- Should you retest inherited methods?
- Can you reuse superclass tests for inherited and overridden methods?
- To what extent should you exercise interaction among methods of all superclasses and of the subclass under test?



# Inheritance

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- In the early years people thought that inheritance will reduce the need for testing
  - Claim 1: “If we have a well-tested superclass, we can reuse its code (in subclasses, through inheritance) with confidence and without retesting inherited code”
  - Claim 2: “A good-quality test suite used for a superclass will also be sufficient for a subclass”
- Both claims are wrong.



# Inheritance-related bugs

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- Missing Override

- A subclass omits to provide a specialized version of a superclass method
- Subclass objects will have to use the superclass version, which might not be appropriate
- E.g. method `equals` in `Object` tests for reference equality. In a given class, it might be right to override this behaviour



# Inheritance-related bugs

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- Direct access to superclass fields from the subclass code
  - Changes to the superclass implementation can create subclass bugs
  - Subclass bugs or side effects can cause failure in superclass methods
  - If a superclass is changed, all subclasses need to be tested
  - If a subclass is changed, superclass features used in the subclass must be retested



# Testing of Inheritance

---

- Principle: inherited methods should be retested in the context of a subclass
- Example 1: if we change some method **m** in a superclass, we need to retest **m** inside all subclasses that inherit it



## Example 2

```
class A {  
    int x; // invariant: x > 100  
    void m() { // correctness depends on  
                // the invariant } }
```

```
class B extends A {  
    void m2() { x = 1; } }
```

- If we add a new method **m2** that has a bug and breaks the invariant, method **m** is incorrect in the context of **B** even though it is correct in **A**
  - Therefore, **m** should be tested in **B**



## Example 3

```
class A {  
void m() { ...; m2(); ... }  
void m2() { ... } }
```

```
class B extends A {  
    void m2() { ... } }
```

- If inside **B** we override a method from **A**, this indirectly affects other methods inherited from **A**
  - e.g., method **m** calls **B.m2**, not **A.m2**: so, we cannot be sure that **m** is correct anymore and we need to retest it inside **B**





# Testing of Inheritance (cont)

---

- Test cases developed for a method **m** defined in class **A** are not necessarily sufficient for retesting **m** in subclasses of **A**
  - e.g., if **m** calls **m2** in **A** and then some subclass overrides **m2** we have a completely new interaction that may not be covered well by the old test cases for **m**
- Still it is essential to run all superclass tests on a subclass
  - Goal: check behavioral conformance of the subclass w.r.t. the superclass (LSP)



# Inheritance-related bugs

---

- Square Peg in a Round Hole
  - Design Problem
  - A subclass is incorrectly located in a hierarchy
  - Liskov Substitution Principle: Functions that use references to base classes must be able to use objects of derived classes without knowing it.



# An example

---

- Consider class Rectangle below

```
class Rectangle{
    public void setWidth(double w) {itsWidth=w;}
    public void setHeight(double h) {itsHeight=w;}
    public double getHeight() {return itsHeight;}
    public double getWidth() {return itsWidth;}

    private double itsWidth;
    private double itsHeight;
};
```



# An example

---

- Assume that the system containing Rectangle needs to deal with squares as well
- Since a square is a rectangle, it seems to make sense to have a new class Square that extends Rectangle
- That very “reasonable” design can cause some significant problems



## Problems with this design

---

- Do not need both itsHeight and itsWidth
- setWidth and setHeight can bring a Square object to a corrupt state (when height is not equal to width)

One  
solution

```
class Square{
    setWidth(double w) {
        super.setWidth(w);
        super.setHeight(w);
    }
    // Similar for setHeight
}
```



# Not really a solution

---

- Consider this client code

```
Rectangle r;  
...  
r.setWidth(5);  
r.setHeight(4);  
assert(r.getWidth() * r.getHeight() == 20);
```

- The problem is definitely not with the client code



# What went wrong?

---

- The Liskov substitution principle was violated
  - If you are expecting a rectangle, you can not accept a square
- The overridden versions of `setWidth` and `setHeight` broke the postconditions of their superclass versions
- Isn't a square a rectangle? Yes, but not when it pertains to its behaviour



# Effect of Inheritance on Testing?

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- Does not reduce the volume of test cases
- Rather, number of interactions to be verified goes up at each level of the hierarchy





# Polymorphic Server Test

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- Consider all test cases that exercise polymorphic methods
- According to LSP, these should apply at every level of the inheritance hierarchy
- Expand each test case into a set of test cases, one for each polymorphic variation



# An example

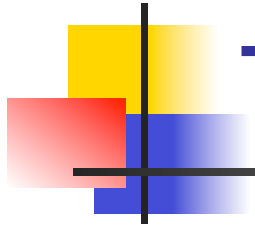
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```
class TestAccount {
    Account a;
    @Before
    public void setUp() {
        a = new Account();
    }
    @Test
    public final void testDeposit() {
        a.deposit(100);
        assertTrue(a.getBalance() == 100);
    }
}
```



# An example

```
class TestSavingsAccount
    extends TestAccount{
    SavingsAccount sa;
    @Before
    public void setUp() {
        a = new SavingsAccount();
        sa = new SavingsAccount();
    }
    @Test
    public void testInterest() {
        sa.deposit(100);
        sa.applyInterest();
        assertTrue(sa.getBalance() == 101);
    }
}
```



# Testing abstract classes

---

- Abstract classes cannot be instantiated
- However, they define an interface and behaviour (contracts) that implementing classes will have to adhere to
- We would like to test abstract classes for functional compliance
  - Functional Compliance is a module's compliance with some documented or published functional specification



# Functional vs. syntactic compliance

---

- The compiler can easily test that a class is syntactically compliant to an interface
  - All methods in the interface have to be implemented with the correct signature
- Tougher to test functional compliance
  - A class implementing the interface `java.util.List` may be implementing `get(int index)` or `isEmpty()` incorrectly
- Think LSP...



# Abstract Test Pattern

---

- This pattern provides the following
  - A way to build a test suite that can be reused across descendants
  - A test suite that can be reused for future as-yet-unidentified descendants
    - Especially useful for writers of APIs.



# An example

---

- Consider a statistics application that uses the Strategy design pattern

```
public interface StatPak
{
    public void reset();
    public void addValue(double x);
    public double getN();
    public double getMean();
    public double getStdDev();
}
```



# Abstract Test Rule 1

---

- Write an abstract test class for every interface and abstract class
- An abstract test should have test cases that cannot be overridden
- It should also have an abstract Factory Method for creating instances of the class to be tested.





# Example abstract test class

```
public abstract TestStatPak {
    private StatPak statPak;
    @Before
    public final setUp() throws Exception {
        statPak = createStatPak();
        assertNotNull(statPak);
    }
    // Factory Method. Every test class of a
    // concrete subclass K must override this
    // to return an instance of K
    public abstract StatPak createStatPak();
    //Continued in next slide...
```



# Example abstract test class

```
@Test
public final void testMean() {
    statPak.addValue(2.0);
    statPak.addValue(3.0);
    statPak.addValue(4.0);
    statPak.addValue(2.0);
    statPak.addValue(4.0);
    assertEquals("Mean value of test data
should be 3.0", 3.0, statPak.getMean());
}
@Test
public final void testStdDev() { ... }}
```



## Abstract Test Rule 2

---

- Write a concrete test class for every implementation of the interface (or abstract class)
- The concrete test class should extend the abstract test class and implement the factory method



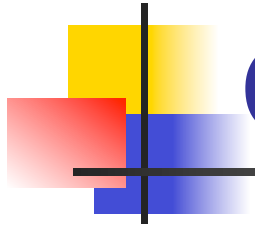
# Example concrete test class

---

```
public class TestSuperSlowStatPak
    extends TestStatPak {

    public StatPak createStatPak()
    {
        return new SuperSlowStatPak();
    }
}
```

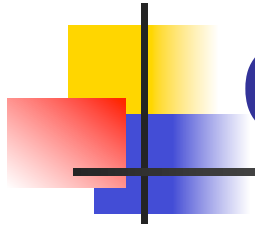
Only a few lines of code and all the test cases for the interface have been reused



# Guideline

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- Tests defining the functionality of the interface belong in the abstract test class
- Tests specific to an implementation belong in a concrete test class
  - We can add more test cases to `TestSuperSlowStatPak` that are specific to its implementation



# Crash Test Dummy

---

- Most software systems contain a large amount of error handling code
- Sometimes, it is quite hard to create the situation that will cause the error
  - Example: Error creating a file because the file system is full
- Solution: Fake it!

```
import java.io.File;
import java.io.IOException;

class FullFile extends File {

    public FullFile(String path) {
        super(path);
    }

    public boolean createNewFile()
        throws IOException {
        throw new IOException();
    }
}
```

```
public void testFileSystemFull() {  
    File f = new FullFile("foo");  
    try {  
        saveAs(f);  
        fail();  
    }  
    catch (IOException e)  
    {}  
}
```



```
public void testFileSystemFull() {  
    File f = new FullFile("foo") {  
        public boolean createNewFile()  
            throws IOException {  
            throw new IOException();  
        }  
    };  
    try {  
        saveAs(f);  
        fail();  
    }  
    catch (IOException e)  
    {}  
}
```



# Log String

---

- Often one needs to test that the sequence in which methods are called is correct
- Solution: Have each method append to a log string when it is called
  - Then, assert that the log string is the correct one
  - Requires changes to the implementation



# Accessing private fields

---

- Object-oriented design guidelines often designate that certain fields should be private / protected
- This can be a problem for testing since a tester may need to assert certain conditions about private fields
- Making these fields public defeats the purpose



# A solution

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- Using reflection, one can actually call private methods and access private attributes!
- An example

```
class A {  
    private String sayHello(String name) {  
        return "Hello, " + name;  
    }  
}
```

```
import java.lang.reflect.Method;

public void testPrivateMethod {
    A test = new A();
    Method[] methods =
        test.getClass().getDeclaredMethods();
    for (int i = 0; i < methods.length; ++i) {
        if (methods[i].getName().equals("sayHello")) {
            Object params[] = {"Ross"};
            methods[i].setAccessible(true);
            Object ret = methods[i].invoke(test, params);
            System.out.println(ret);
        }
    }
}
```