

UISpec4J

Goals

- Open source
 - <http://www.uispec4j.org>
- Ease the testing of Swing-based GUIs
- Provide a code-oriented tool
- Promote the use of functional testing

Features

- API designed for readability
- Smart component search
- Rely on displayed information only
- Invisible execution
- No modifications needed in production code

Initializing UISpec4J

```
public class MyOwnTest extends TestCase
{
    static { UISpec4J.init(); }
    public void testSomething() {
        ...perform your tests here...
    } ...
}
```

Writing unit tests

- Production class

```
public class MyOwnPanel extends JPanel { ... provide  
your own panel contents and behaviour ... }
```

- Unit Test

```
public class MyOwnPanelTest extends TestCase {  
public void testInitialState() {
```

```
    ... setup the context needed to instantiate  
    MyOwnPanel ...
```

```
        Panel panel = new Panel(new MyOwnPanel(...));  
        panel.getTable().contentEquals(...); ...  
        panel.getButton("Apply").click(); ... } } ...
```

Writing functional tests

```
public void MyFunctionalTestCase extends
    UISpecTestCase {
    public void test() {
        Window mainWindow = getMainWindow();
        mainWindow.getMenuBar().getMenu("File").getSubMenu("Open...").click(); ...
        mainWindow.getTree().contentEquals(...);
    }
}
```

Binding with Application

- Interface

```
public interface UISpecAdapter {  
    Window    getMainWindow();  
}
```

- Run

```
– java -cp ... -  
  Duispec4j.adapter=com.mycomp.MyUISpecAdapt  
  er ...
```

Tutorial

- <http://www.uispec4j.org/tutorial>