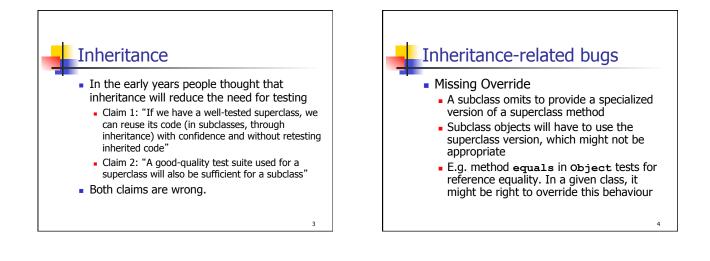
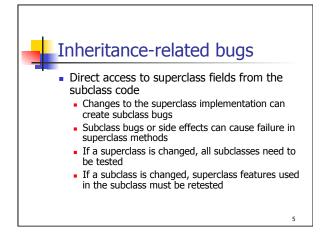


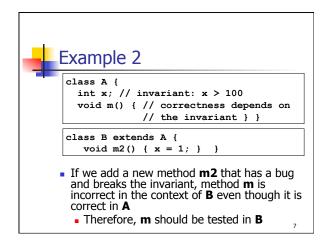
 To what extent should you exercise interaction among methods of all superclasses and of the subclass under test?

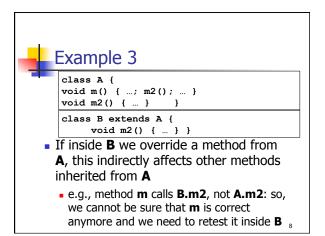


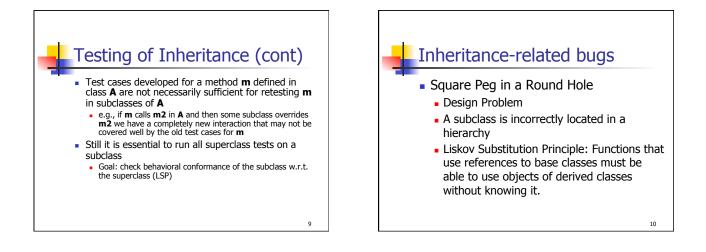


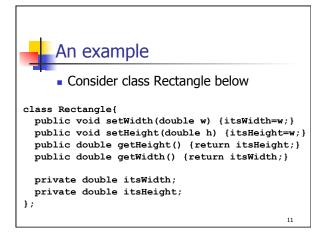
Testing of Inheritance

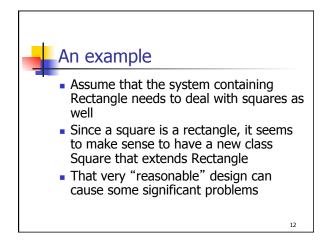
- Principle: inherited methods should be retested in the context of a subclass
- Example 1: if we change some method m in a superclass, we need to retest m inside all subclasses that inherit it

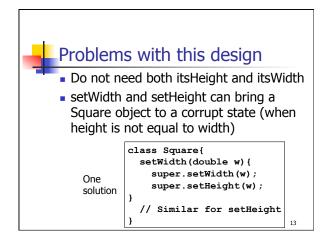


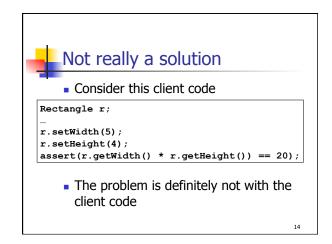


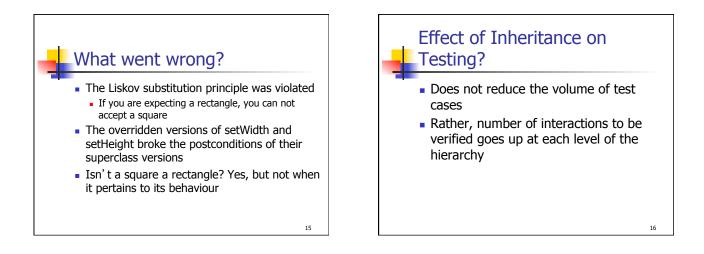


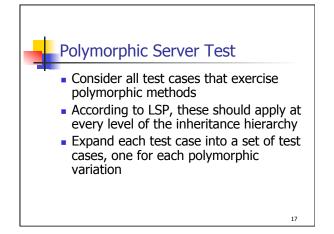


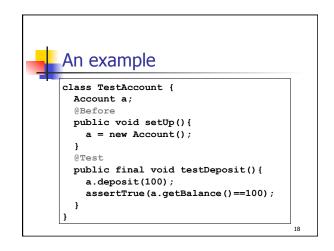


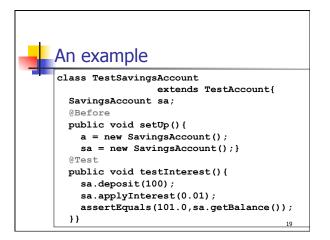


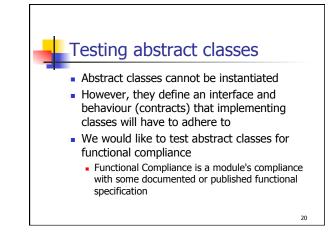


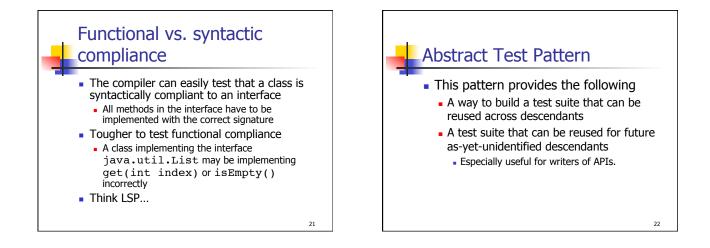


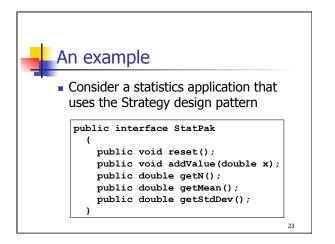


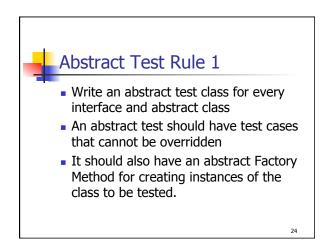


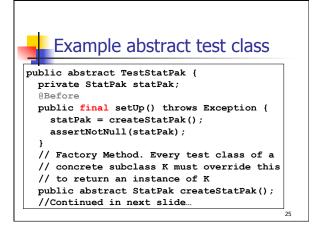


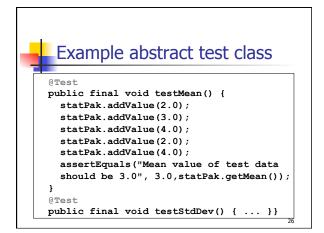


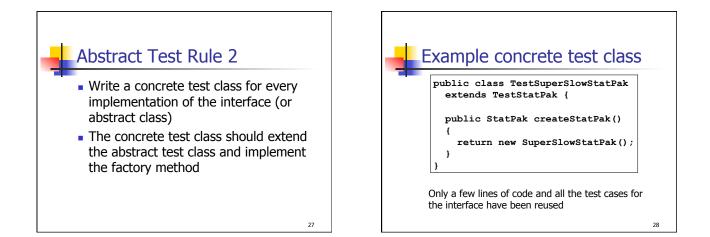


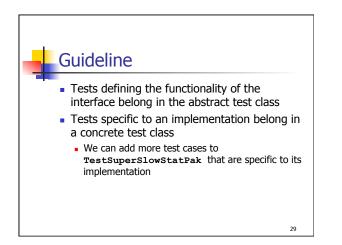


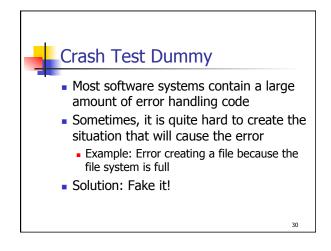












```
public void testFileSystemFull() {
    File f = new FullFile("foo");
    try {
        saveAs(f);
        fail();
    }
    catch (IOException e)
    {}
}
```

