Unit Testing Code
Testing a unit of code

```c
int findMax(int a, int b, int c) {
    if (a > b) {
        if (a > c) return a;
        else return c;
    }
    else {
        if (b > c) return b;
        else return a; // should be c
    }
}
```
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```

Identify:
1. **INPUT**, possibly including any state variables
2. Generate, manually or through means OUTSIDE of your code an **EXPECTED OUTPUT**
3. Executed code to get an **ACTUAL OUTPUT**
Test Case

• An Input
• An EXPECTED output
• And an ACTUAL output.

• If an expected output doesn’t match the actual output, one of the two is wrong
  • Usually, but not necessarily, the actual output is wrong
Testing a unit of code

```c
int findMax(int a, int b, int c) {
    if (a > b) {
        if (a > c) return a;
        else return c;
    }
    else {
        if (b > c) return b;
        else return a; // should be c
    }
}
```

Test Case #1: Input = \{3,2,1\}; Expected output = 3; Actual output = 3

PASS!!!

Test Case #2: Input = \{1,2,3\}; Expected output = 3; Actual output = 1

FAIL!!!
Testing is like potato chips

- They both contribute to my overall poor health*

- Additionally, you can’t have just one
  - One test passing may have no bearing on another test passing

*credit to Will McBurney (?) for this good joke
Why does Test 1 Pass and Not Test 2

• Test 1 does not cover/execute the underlying **FAULT** in the code.
  • A fault is a static defect in the code, or “bug”

Test Case #1: Input = \{3,2,1\}; Expected output = 3; Actual output = 3

PASS!!!

Test Case #2: Input = \{1,2,3\}; Expected output = 3; Actual output = 1

FAIL!!!
JUnit

• An automatic testing tool that allows you to write tests once and continue to use them again and again

• In this way, if you change something later that breaks code that worked previously, you will immediately know because your tests fail

• Technically not built into Java
Import Statements

Start all Test files with the two important statements below.

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

public class CounterTest {
    @Test
    public void test() {
        fail("Not yet implemented");
    }
}
```
Writing a test

@Test  //This must be before every test function
public void testFindMax0() { //Notice – no static keyword
    //inputs
    int a = 3;
    int b = 2;
    int c = 1;
    //expected – generated manually
    int expected = 3;
    //actual – Execute the code with the above input
    int actual = max(a, b, c);
    //Assertion – if the two things below aren’t equal, the
    //                  test fails. Always put expected argument first.
    assertEquals(expected, actual).
}
@Test  //This must be before every test function
public void testFindMax0() {  //Notice – no static keyword
    //inputs
    int a = 3;
    int b = 2;
    int c = 1;
    //expected – generated manually
    int expected = 3;
    //actual – Execute the code with the above input
    int actual = max(a, b, c);
    //Assertion – if the two things below aren’t equal, the test fails. Always put expected argument first.
    assertEquals(expected, actual).
}
public void testFindMax0() {
    // have a error message if test fails
    String message = "ERROR: findMax(3,2,1) returned an incorrect result";
    int expected = 3; // you manually find and enter this
    int actual = findMax(3,2,1); // generated by your code
    assertEquals(message, expected, actual); // the test
}
What a test failing means

• A test failing doesn’t always mean the code has a bug
  • The test could be written wrong (that is, the test writer came up with the wrong expected output)

• A test passing doesn’t mean there is no bug
  • The test code not execute a buggy statement
  • The test could execute a buggy statement in a way that a failure doesn’t manifest
Consider these test cases

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        if (a > c) return a;
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    }
    else {
        if (b > c) return b;
        else return a; // should be c
    }
}
```

Test Case #3: Input = \{1,1,1\}; Expected output = 1; Actual output = 1

PASS!!!

Test Case #4: Input = \{4,5,6\}; Expected output = 4; Actual output = 4

PASS!!!
Consider these test cases

• Covering the fault doesn’t mean your test will fail.
• Your test could be erroneous!

Test Case #3: Input = {1,1,1}; Expected output = 1; Actual output = 1

PASS!!!
False positive

- If your test is erroneous, you could get a false positive.
- This test DOESN’T cover the fault, but still fails, due to erroneous testing.

Test Case #4: Input = {9,8,7}; **Expected output = 7**; Actual output = 9

FAIL!!!
Testing Strategies

• Exhaustive Testing
  • Attempt a test with every possible input
  • Not even remotely feasible in most cases

• Random Testing
  • Select random inputs
  • Likely to miss narrow inputs that are special cases
    (example, dividing by zero)
Testing Strategies

• Black-box Testing
  • Select inputs based on the specification space
  • “Assume the code can’t be seen”
  • *We focus on this one*

• White-box Testing
  • Select inputs based on the code itself
  • Have every line of code covered by at least one test
The need for automatic testing

• Automatic testing (such as JUnit) allows for testing rapidly after each update

• If an update breaks a test, a commit can be rejected

• Ensure you don’t break something that already worked
  • Not fool proof