Inf2C: Software Engineering
Lecture 19: Verification, validation and testing: Test automation, test coverage, bug reporting, alternatives to testing

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Last lecture

Verification, validation and testing (”VV&T”)

- Motivation
- Definitions
- Essence of testing
- The ”bug” terminology
- Kinds of tests
- How to test:
  - Test-first development
  - Test-driven development
  - Behaviour-driven development
- Evolving tests
- Limitations of testing
This lecture

- Test automation with JUnit 5
  - Main components of a JUnit 5 test class
  - Assertion statements in JUnit 5
- Java inline assertions and their alternatives
- Test coverage and tools for it
  - The IntelliJ IDEA coverage tool
- Bug reporting and tools for it
  - Bug reporting with Trac and JIRA
- Alternatives to testing:
  - Reviews/walkthroughs/inspections
  - Static Analysis and tools for it
Test automation and JUnit

Automation of tests is essential, particularly when tests must be re-run frequently.

JUnit is a framework for automated testing of Java programs. You will use JUnit 5 in Coursework 3.

Similar frameworks now available for most languages.
Main components of a JUnit 5 test class

A JUnit test is a method annotated with @Test in a test class.

Contents: code to execute the code under test, assert method(s), usually an informative message if the test fails.

The test method can also have additional annotations:

- @DisplayName("<Name>") for a more readable description of the test name (spaces allowed) for when it is run.
- @Disabled("reason") to make the test inactive for a reason.
- @Tag("<TagName>") to tag the test; JUnit 5 allows running tests with a certain tag.

@RepeatedTest(<Number>) can be used instead of @Test to repeat a test a number of times.
Main components of a JUnit 5 test class

There can also be other methods in a test class, annotated with:

- `@BeforeEach`: executed before each test, to prepare the test environment
- `@AfterEach`: executed after each test to clean up the environment
- `@BeforeAll`: executed before all tests in the test class to e.g. connect to a database
- `@AfterAll`: executed after all tests to e.g. disconnect from a database
JUnit provides a library of *assert methods* to use in test code for checking output of the program being tested.

Typical use:

```java
assertEquals(expectedResult, obj.yourMethod());
```
## Assertions

Some alternatives to `assertEquals`:

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>assertTrue(boolean condition)</code></td>
<td>Asserts that the supplied condition is true.</td>
</tr>
<tr>
<td><code>assertFalse(boolean condition)</code></td>
<td>Asserts that the supplied condition is not true.</td>
</tr>
<tr>
<td><code>assertNull(Object actual)</code></td>
<td>Asserts that actual is null.</td>
</tr>
<tr>
<td><code>assertNotNull(Object actual)</code></td>
<td>Asserts that actual is not null.</td>
</tr>
<tr>
<td><code>assertNotEquals(Object unexpected, Object actual)</code></td>
<td>Asserts that unexpected and actual are not equal.</td>
</tr>
<tr>
<td><code>assertSame(Object expected, Object actual)</code></td>
<td>Asserts that expected and actual refer to the same object.</td>
</tr>
<tr>
<td><code>assertNotSame(Object unexpected, Object actual)</code></td>
<td>Asserts that unexpected and actual do not refer to the same object.</td>
</tr>
<tr>
<td><code>assertArrayEquals(type[] expected, type[] actual)</code></td>
<td>Asserts that expected and actual arrays of type type are equal.</td>
</tr>
</tbody>
</table>

Each of these can also get as an extra parameter a custom error message (`String`) to be displayed when the assertion fails.
Inline assertions

Checks can also be spread throughout the program code itself.

Goals: record assumptions throughout the code; do 'sanity checks' during execution; turn faults into failures (AssertionError exception errors raised on failure)

Examples:

```java
  public static double sqrt (double x){
    assert x>=0;
    /*...*/
  }
```

```java
  int numWheels = 2 * numBikes;
  /* ... */
  numWheels+ = 2;
  /* ... */
  assert numWheels % 2 == 0;
```

Such assertion checking can be switched on/off.
Alternatives to inline assertions

Don’t do this: *overly defensive programming*

```java
public static double sqrt (double x){
    if (x<0){
        return NAN;
    }
    /* ... */
}
```

Usually a bad idea, as it carries faults across. Better to find and avoid faults, than to hide them.
Alternatives to inline assertions

Why not always handle errors properly, by using *defensive programming with error handling*?

```java
public static double sqrt (double x) throws NegativeArgumentException{
    if (x < 0){
        throw NegativeArgumentException{"Cannot take the square root of a negative number"};
    }
    /* ... */
}
```

Pros: program will fail gracefully (as opposed to inline assertions).
Cons: checking inputs everywhere this way leads to duplicated code between classes. Often better to only do this at the level of the UI. In this case, inline assertions still useful to catch other faults.
Test coverage

Test coverage is a measure of the degree to which the source code of a program is executed by its tests.

Checking coverage and ensuring that tests achieve a high enough level of coverage is often done during white-box testing.

Some types of test coverage:

- **Statement coverage**: what percentage of the lines of the code were executed by at least one test?
- **Branch coverage**: what percentage of the branches of the code were executed by at least one test?
- **Basic condition coverage, modified condition/decision coverage, path coverage, ...**

We will only look at statement and branch coverage in this course.
Statement and branch coverage

Example:

```java
void decideGreater (int a, int b){
    if (a > b)
        System.out.println("a is greater than b");
}
```

One test where \(a = 5\) and \(b = 4\) (or any number of tests where value of \(a >\) value of \(b\)):

- We achieve 100% statement coverage because the test would exercise all lines of code.
- But do we have 100% branch coverage?
  - No, because we never execute the branch of the code in which \(a > b\) is false.
Statement and branch coverage

We can add tests where the value of a <= value of b.
We then find that these tests do not print the expected ”b is greater or equal to a” (i.e. they fail), and we can fix the code:

```java
void decideGreater (int a, int b){
    if (a > b)
        System.out.println("a is greater than b");
    else
        System.out.println("b is greater or equal to a");
}
```

Coverage has helped unveil an unconsidered case in the code.
Things more complicated when we have combinations of (complex) nested conditions.
Statement and branch coverage

100% branch coverage guarantees 100% statement coverage.

But 100% statement doesn’t guarantee 100% branch coverage!

They help realise whether we have missed any code or its branches in our tests, and may help reveal bugs, but:

- Achieving high (even 100%) coverage does not mean code is bug-free! E.g. maybe not all classes of inputs considered
- It may be easy to achieve high coverage without proper testing
- It may be impossible to achieve 100% coverage, e.g. dead code, branches that can never be reached
- Other types of coverage, e.g. path, complicate things a lot!

In general, such testing should be combined with black-box testing.
Test coverage tools in general and in IntelliJ IDEA

There are numerous:

- Open-source code coverage tools for Java with JUnit: CodeCover, EMMA, Gretel, JaCoCo, Quilt.
- Commercial test coverage tools: Atlassian Clover, Testwell.

IntelliJ IDEA has its own test coverage tool, as well as the possibility to integrate with JaCoCo and EMMA.
Test coverage in IntelliJ IDEA
Test coverage in IntelliJ IDEA
Bug tracking

How does one keep track of bugs, the status of addressing them and splitting this work within a team?

Many projects use a *bug tracking system* for both bug reports and new feature requests.

Open source tools include: Bugzilla, Gnats, Trac, RT (used by our support), MantisBT, Redmine and others.

Commercial tools include: JIRA, Axosoft, HP ALM/ Quality Center, BugHost, IBM Rational ClearQuest

These provide extensive support for receiving, tracking, notifying, monitoring, etc.

We will look at Trac and JIRA (very popular, free for teams smaller than 10).
## Bug tracking: Trac

<table>
<thead>
<tr>
<th>Ticket</th>
<th>Summary</th>
<th>Component</th>
<th>Version</th>
<th>Milestone</th>
<th>Type</th>
<th>Owner</th>
<th>Status</th>
<th>Created</th>
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<tbody>
<tr>
<td>#3292</td>
<td>OOS on rejoin with new pathfinder</td>
<td>Core engine</td>
<td>Alpha 19</td>
<td>defect</td>
<td>new</td>
<td>Jun 13, 2015</td>
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<td>#3471</td>
<td>Units not detecting invalid path.</td>
<td>Core engine</td>
<td>Alpha 19</td>
<td>defect</td>
<td>new</td>
<td>Sep 30, 2015</td>
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<td>#3505</td>
<td>Pathfinder - Units in formation stuck frequently</td>
<td>Core engine</td>
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<td>Oct 8, 2015</td>
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<td>#3551</td>
<td>[PATCH] Prohibit developer overlay cheats in rated games</td>
<td>UI &amp; Simulation</td>
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<td>#3255</td>
<td>[PATCH] Prevent replay overwrites by using date and sequential ID</td>
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<td>[PATCH] Crash the game using cheats</td>
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<td>#1791</td>
<td>Units command queue is reset when they enter new formation</td>
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<td>#2001</td>
<td>Melee units with big maximum range can attack through walls</td>
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<td>#2303</td>
<td>Update tutorials and increase their visibility</td>
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</table>
Bug tracking: Trac

#3471  new defect

Units not detecting invalid path.

Reported by: stanislas69
Priority: Release Blocker
Component: Core engine
Cc: Itms

Owned by:
Milestone: Alpha 19
Keywords: pathfinding

Description (last modified by alexis) △

We played a match today with ellexis and ffm, and we noticed that units would often try to go from a point 'a' to a point 'b' without realising they wouldn't be able to reach it. So they just walk into the void.

The only we could workaround it, is by cancelling orders, and removing formations (setting it to none)

FFM stated formation should be disabled whereas I think it should be set to none by default.
Bug tracking: Jira

Projects / JiraDemo-Project

Issues

<table>
<thead>
<tr>
<th>Type</th>
<th>Key</th>
<th>Summary</th>
<th>Assignee</th>
<th>Reporter</th>
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<td>Secure authentication - prevent join as a different player</td>
<td>Cristina Adriana Alexandru</td>
<td>Cristina Adriana Alexandru</td>
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<td>Refind - units in formation stuck frequently</td>
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<td>Players through each other out of the game</td>
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<td>Units command queue is reset when they enter new formation</td>
<td>Cristina Adriana Alexandru</td>
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<td>Kick/bad players from the game</td>
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<td>Crash the game using cheats</td>
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Bug tracking: Jira

OOS on rejoin with new pathfinder

Description - Unsolved changes
I played a game today and noticed that units would often try to go from a point 'a' to a point 'b' without realising they wouldn't be able to reach it. So they just walk into the void.

The only way we can work around it is to cancel orders and remove formations.

Environment
This did not work on Windows 10 OS.
Alternatives to testing: 1.
Reviews/walkthroughs/inspections

One complementary approach is to get a group of people to look for problems.

This can:

- find bugs that are hard to find by testing,
- discover when requirements have been misunderstood,
- spot unmaintainable code,
- work on non-executable things:
  - e.g. requirements specification, UML model, test plan.

Of course the author(s) of each artefact should be looking for such problems – but it can help to have outside views too.

For our purposes reviews/walkthroughs/inspections are all the same; “Review” for short.
Alternatives to testing: 2. Static Analysis

Static analysis involves automatically (more or less) inspecting code to determine properties of it \textit{without} running it. This is a very active area for research.

E.g. Type-checking during compilation is a basic kind of static analysis.

Tools vary in what problems they address, e.g.

- runtime exception issues (e.g. null pointer exceptions, array index out of bounds)
- correctness of pre/post-condition specification of methods
- concurrency bugs e.g. race conditions
Alternatives to testing: 2. Static Analysis- Trade-offs

When more complicated properties checked, tools generally

- can analyse only smaller programs,
- are less automated (e.g. annotations required)

As tools more automated and designed to work on larger programs, they often cannot

- guarantee every problem flagged is a real error,
- find every error.

Can think of such tools more as bug-hunting tools rather than tools ensuring correctness.
Static analysis tools for Java

**SpotBugs** (FindBugs) is relatively widely used: looks for *bug patterns*, code idioms that are often errors

**ThreadSafe** from the Informatics spinout *Contemplate* focusses on finding concurrency bugs
http://www.contemplateltd.com/threadsafe

**Infer** from Facebook applies lightweight static analysis techniques that scale to $10^6+$ LOC. Finds e.g. concurrency and null pointer exception issues.

Give **SpotBugs** or **Infer** a try!
Reading

Essential: Prepare to be able to write tests in JUnit 5:

- http://www.junit.org
- *JUnit Tutorial* http://www.vogella.com/articles/JUnit/article.html
- *JUnit 5 Tutorial: Writing Assertions With JUnit 5* Assertion API https://www.petrikainulainen.net/programming/testing/junit-5-tutorial-writing-assertions-with-junit-5-api/
Reading

**Essential**  On inline assertions in Java (focus on the Preconditions, Postconditions, and Class Invariants):
https://docs.oracle.com/javase/7/docs/technotes/guides/language/assert.html

**Essential**:  On statement and branch coverage:

**Recommended**:  On unit testing and coverage in IntelliJ IDEA:
https://www.youtube.com/watch?v=QDFI19lj4OM

**Recommended**:  JIRA bug tracking:  https:
//www.atlassian.com/software/jira/bug-tracking

**Recommended**:  SpotBugs:  https://spotbugs.github.io/

**Recommended**:  Infer:  https://fbinfer.com/