



# OOP with Java

## 27. Testing with JUnit

Thomas Weise · 汤卫思

[twaise@hfu.edu.cn](mailto:twaise@hfu.edu.cn) · <http://iao.hfu.edu.cn>

Hefei University, South Campus 2  
Faculty of Computer Science and Technology  
Institute of Applied Optimization  
230601 Shushan District, Hefei, Anhui, China  
Econ. & Tech. Devel. Zone, Jinxiu Dadao 99

合肥学院 南艳湖校区/南2区  
计算机科学与技术系  
应用优化研究所  
中国 安徽省 合肥市 蜀山区 230601  
经济技术开发区 锦绣大道99号

- 1 Introduction
- 2 JUnit in Eclipse
- 3 Basic JUnit Tests
- 4 Expecting Exceptions
- 5 Test-Driven Development
- 6 Summary



website

- We have already learned quite a few things that we can do to make sure that our code works correctly

- We have already learned quite a few things that we can do to make sure that our code works correctly, including
  - debugging in Lesson 13: *Debugging*

- We have already learned quite a few things that we can do to make sure that our code works correctly, including
  - debugging in Lesson 13: *Debugging*
  - dividing code into different methods which are smaller and thus easier to understand

- We have already learned quite a few things that we can do to make sure that our code works correctly, including
  - debugging in Lesson 13: *Debugging*
  - dividing code into different methods which are smaller and thus easier to understand
  - dividing code into classes which bundle functionality and encapsulate ( `private` ) variables making sure that data can only be changed in a valid way

- We have already learned quite a few things that we can do to make sure that our code works correctly, including
  - debugging in Lesson 13: *Debugging*
  - dividing code into different methods which are smaller and thus easier to understand
  - dividing code into classes which bundle functionality and encapsulate ( `private` ) variables making sure that data can only be changed in a valid way
  - dividing code focusing on different concerns into packages to make the whole project easier to understand

- We have already learned quite a few things that we can do to make sure that our code works correctly, including
  - debugging in Lesson 13: *Debugging*
  - dividing code into different methods which are smaller and thus easier to understand
  - dividing code into classes which bundle functionality and encapsulate ( `private` ) variables making sure that data can only be changed in a valid way
  - dividing code focusing on different concerns into packages to make the whole project easier to understand
  - using Java's utility classes as heavily as possible to avoid writing own code and making errors



- We have already learned quite a few things that we can do to make sure that our code works correctly, including
  - debugging in Lesson 13: *Debugging*
  - dividing code into different methods which are smaller and thus easier to understand
  - dividing code into classes which bundle functionality and encapsulate ( `private` ) variables making sure that data can only be changed in a valid way
  - dividing code focusing on different concerns into packages to make the whole project easier to understand
  - using Java's utility classes as heavily as possible to avoid writing own code and making errors
  - using well-tested (open source) libraries for general tasks to reduce development time and chances to make errors

- We have already learned quite a few things that we can do to make sure that our code works correctly, including
  - debugging in Lesson 13: *Debugging*
  - dividing code into different methods which are smaller and thus easier to understand
  - dividing code into classes which bundle functionality and encapsulate ( `private` ) variables making sure that data can only be changed in a valid way
  - dividing code focusing on different concerns into packages to make the whole project easier to understand
  - using Java's utility classes as heavily as possible to avoid writing own code and making errors
  - using well-tested (open source) libraries for general tasks to reduce development time and chances to make errors
- But we can still expect our code to contain errors

- We have already learned quite a few things that we can do to make sure that our code works correctly, including
  - debugging in Lesson 13: *Debugging*
  - dividing code into different methods which are smaller and thus easier to understand
  - dividing code into classes which bundle functionality and encapsulate ( `private` ) variables making sure that data can only be changed in a valid way
  - dividing code focusing on different concerns into packages to make the whole project easier to understand
  - using Java's utility classes as heavily as possible to avoid writing own code and making errors
  - using well-tested (open source) libraries for general tasks to reduce development time and chances to make errors
- But we can still expect our code to contain errors
- We should test our code before shipping/using it

- We have already learned quite a few things that we can do to make sure that our code works correctly, including
  - debugging in Lesson 13: *Debugging*
  - dividing code into different methods which are smaller and thus easier to understand
  - dividing code into classes which bundle functionality and encapsulate ( `private` ) variables making sure that data can only be changed in a valid way
  - dividing code focusing on different concerns into packages to make the whole project easier to understand
  - using Java's utility classes as heavily as possible to avoid writing own code and making errors
  - using well-tested (open source) libraries for general tasks to reduce development time and chances to make errors
- But we can still expect our code to contain errors
- We should test our code before shipping/using it
- How can we do that in a structured, automated way?

- Unit testing is a software testing method in which individual units of code are tested whether they meet the specification

- Unit testing is a software testing method in which individual units of code are tested whether they meet the specification
- JUnit is a software framework for unit testing in Java

- Unit testing is a software testing method in which individual units of code are tested whether they meet the specification
- JUnit is a software framework for unit testing in Java
- An application normally consists of a main classes to execute and several utility classes

- Unit testing is a software testing method in which individual units of code are tested whether they meet the specification
- JUnit is a software framework for unit testing in Java
- An application normally consists of a main classes to execute and several utility classes
- If we use JUnit, we add a new form of classes: Tests



- Unit testing is a software testing method in which individual units of code are tested whether they meet the specification
- JUnit is a software framework for unit testing in Java
- An application normally consists of a main classes to execute and several utility classes
- If we use JUnit, we add a new form of classes: Tests
- Usually, we make (at least one) test class for each class of the “real” code

- Unit testing is a software testing method in which individual units of code are tested whether they meet the specification
- JUnit is a software framework for unit testing in Java
- An application normally consists of a main classes to execute and several utility classes
- If we use JUnit, we add a new form of classes: Tests
- Usually, we make (at least one) test class for each class of the “real” code
- The methods of this test class are “test cases”, each checking one aspect of the “real code”

- Unit testing is a software testing method in which individual units of code are tested whether they meet the specification
- JUnit is a software framework for unit testing in Java
- An application normally consists of a main classes to execute and several utility classes
- If we use JUnit, we add a new form of classes: Tests
- Usually, we make (at least one) test class for each class of the “real” code
- The methods of this test class are “test cases”, each checking one aspect of the “real code”
- JUnit comes as two libraries (can be downloaded from <http://junit.org>) and with Eclipse integration

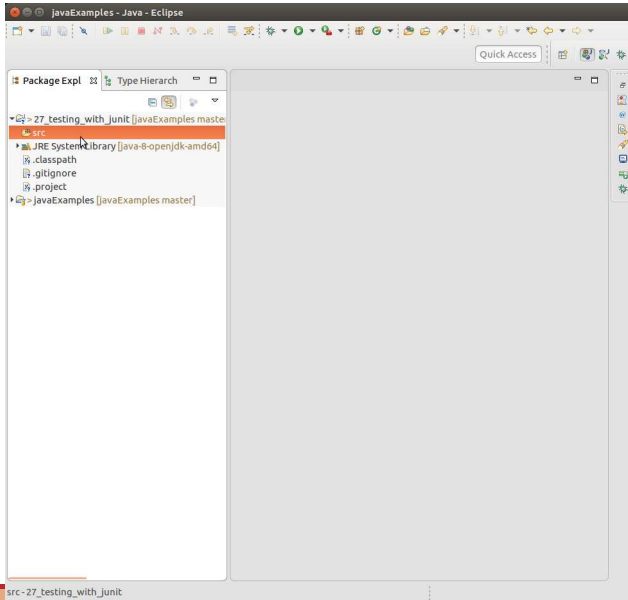
- Unit testing is a software testing method in which individual units of code are tested whether they meet the specification
- JUnit is a software framework for unit testing in Java
- An application normally consists of a main classes to execute and several utility classes
- If we use JUnit, we add a new form of classes: Tests
- Usually, we make (at least one) test class for each class of the “real” code
- The methods of this test class are “test cases”, each checking one aspect of the “real code”
- JUnit comes as two libraries (can be downloaded from <http://junit.org>) and with Eclipse integration
- We will step-by-step explore its use in Eclipse

- Eclipse provides direct, first-class JUnit support

- Eclipse provides direct, first-class JUnit support
- To enable this support by adding JUnit to the build path, we do *not* need to download the JUnit `jar`s or anything. . .

- Eclipse provides direct, first-class JUnit support
- To enable this support by adding JUnit to the build path, we do *not* need to download the JUnit `jar`s or anything...
- First, we create a new empty Java project, let's call it `27_testing_with_junit`

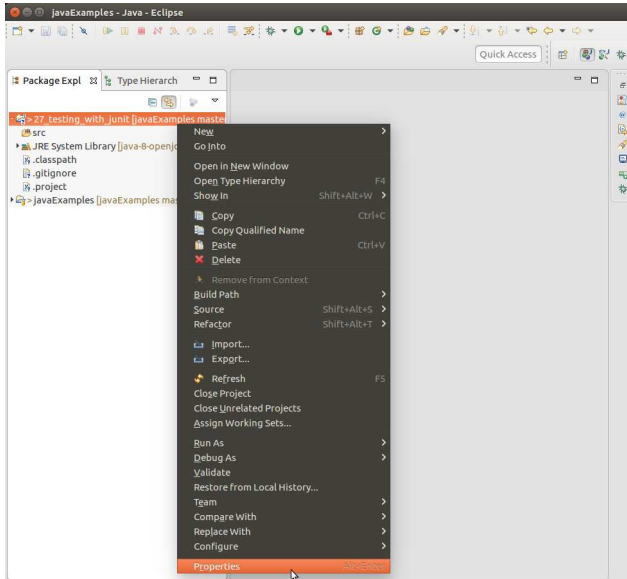
# Enabling JUnit Support





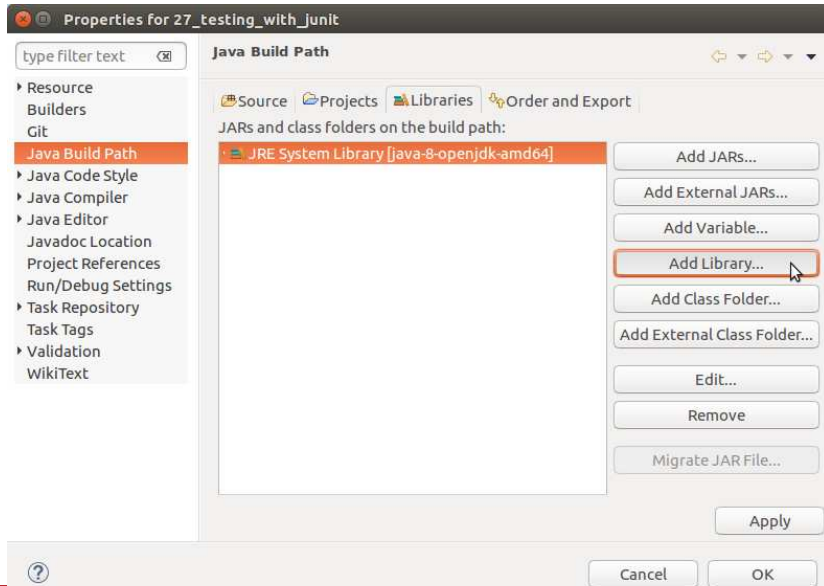
- Eclipse provides direct, first-class JUnit support
- To enable this support by adding JUnit to the build path, we do *not* need to download the JUnit `jar`s or anything...
- First, we create a new empty Java project, let's call it `27_testing_with_junit`
- Then we right-click the project and click `Properties`

# Enabling JUnit Support



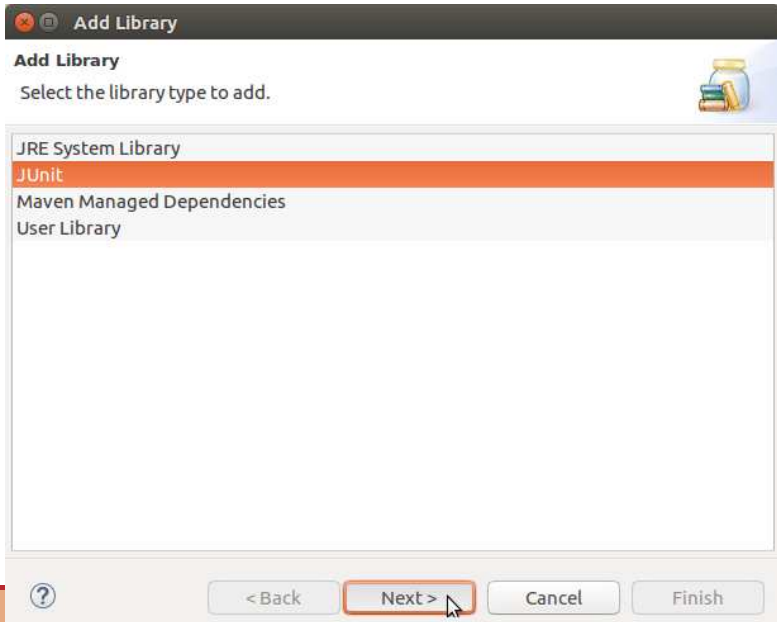
- Eclipse provides direct, first-class JUnit support
- To enable this support by adding JUnit to the build path, we do *not* need to download the JUnit `jar`s or anything...
- First, we create a new empty Java project, let's call it `27_testing_with_junit`
- Then we right-click the project and click `Properties`
- Under `Java Build Path` we select `Libraries` and click `Add Library...`

# Enabling JUnit Support



- Eclipse provides direct, first-class JUnit support
- To enable this support by adding JUnit to the build path, we do *not* need to download the JUnit `jar`s or anything...
- First, we create a new empty Java project, let's call it `27_testing_with_junit`
- Then we right-click the project and click `Properties`
- Under `Java Build Path` we select `Libraries` and click `Add Library...`
- We choose `JUnit` and click `Next`



# Enabling JUnit Support



- Eclipse provides direct, first-class JUnit support
- To enable this support by adding JUnit to the build path, we do *not* need to download the JUnit `jar`s or anything...
- First, we create a new empty Java project, let's call it `27_testing_with_junit`
- Then we right-click the project and click `Properties`
- Under `Java Build Path` we select `Libraries` and click `Add Library...`
- We choose `JUnit` and click `Next`
- We choose `JUnit 4` and click `Finish`


# Enabling JUnit Support



  Add Library

### JUnit Library



Select the JUnit version to use in this project.



JUnit library version: JUnit 4 ▼

Current location: junit.jar - /home/tweise/Seafire/programming/dev\_envs/  
eclipse\_neon\_1a/program/plugins/  
org.junit\_4.12.0.v201504281640

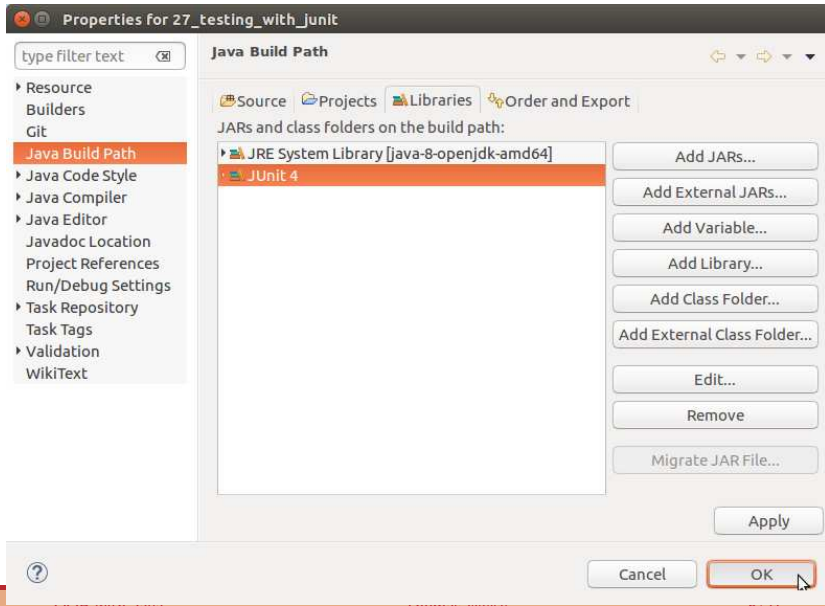
Source location: Not found

 < Back Next > Cancel Finish 



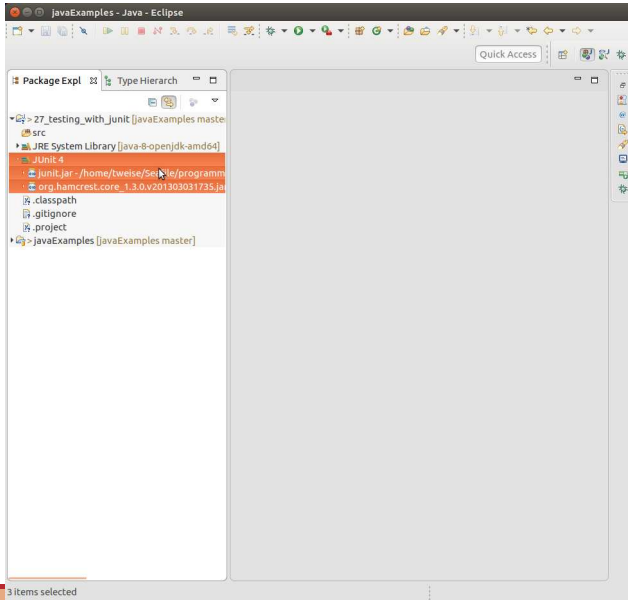
- Eclipse provides direct, first-class JUnit support
- To enable this support by adding JUnit to the build path, we do *not* need to download the JUnit `jar`s or anything...
- First, we create a new empty Java project, let's call it `27_testing_with_junit`
- Then we right-click the project and click `Properties`
- Under `Java Build Path` we select `Libraries` and click `Add Library...`
- We choose `JUnit` and click `Next`
- We choose `JUnit 4` and click `Finish`
- We click `OK`

# Enabling JUnit Support



- Eclipse provides direct, first-class JUnit support
- To enable this support by adding JUnit to the build path, we do *not* need to download the JUnit `jar`s or anything...
- First, we create a new empty Java project, let's call it `27_testing_with_junit`
- Then we right-click the project and click `Properties`
- Under `Java Build Path` we select `Libraries` and click `Add Library...`
- We choose `JUnit` and click `Next`
- We choose `JUnit 4` and click `Finish`
- We click `OK`
- The JUnit library has now appeared in the build path

# Enabling JUnit Support



- We usually want to separate test classes from “real code” classes

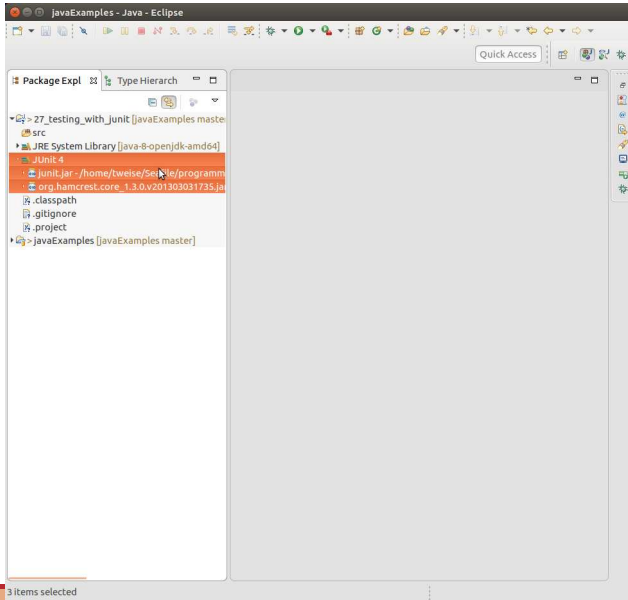
- We usually want to separate test classes from “real code” classes: When we create our `jar`s, we usually do not want the tests to be included
- However, we also want that tests can potentially access package private methods, because the more we can test, the better

- We usually want to separate test classes from “real code” classes: When we create our `jar`s, we usually do not want the tests to be included
- However, we also want that tests can potentially access package private methods, because the more we can test, the better
- Solution: Our project gets two root source folders, one for code, one for tests, with the same package hierarchy

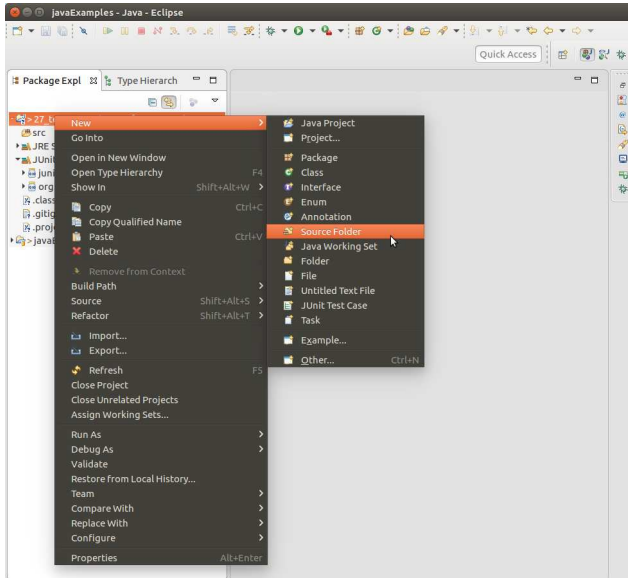
- We usually want to separate test classes from “real code” classes: When we create our `jar`s, we usually do not want the tests to be included
- However, we also want that tests can potentially access package private methods, because the more we can test, the better
- Solution: Our project gets two root source folders, one for code, one for tests, with the same package hierarchy
- Let's continue with the empty project from before: There already is the one default source folder (`src`)



# Project Structure



- We usually want to separate test classes from “real code” classes: When we create our `jar`s, we usually do not want the tests to be included
- However, we also want that tests can potentially access package private methods, because the more we can test, the better
- Solution: Our project gets two root source folders, one for code, one for tests, with the same package hierarchy
- Let's continue with the empty project from before: There already is the one default source folder (`src`)
- Right-click the project, choose `New` then `Source Folder`





27\_testing\_with\_junit

- We usually want to separate test classes from “real code” classes: When we create our `jar`s, we usually do not want the tests to be included
- However, we also want that tests can potentially access package private methods, because the more we can test, the better
- Solution: Our project gets two root source folders, one for code, one for tests, with the same package hierarchy
- Let's continue with the empty project from before: There already is the one default source folder (`src`)
- Right-click the project, choose `New` then `Source Folder`
- Choose a good name for the test classes folder, how about `tests`, click `Finish`


# Project Structure



  **New Source Folder**

**Source Folder**

Create a new source folder.




Project name:

Folder name:

☐ Update exclusion filters in other source folders to solve nesting

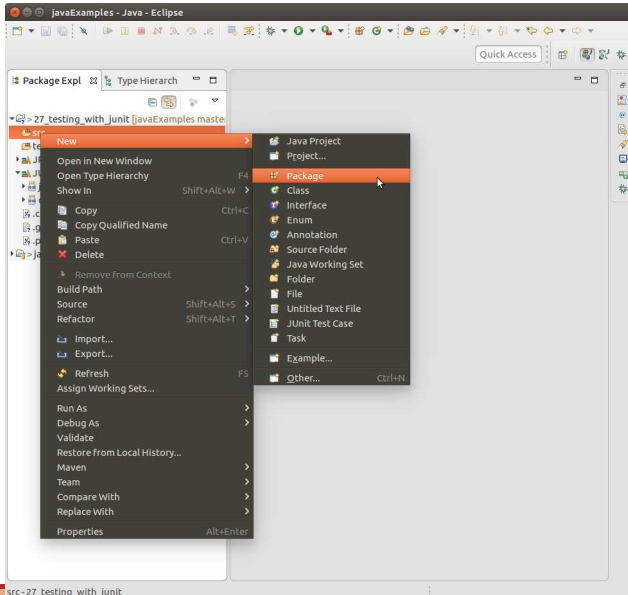
☐ Ignore optional compile problems



- We usually want to separate test classes from “real code” classes: When we create our `jar`s, we usually do not want the tests to be included
- However, we also want that tests can potentially access package private methods, because the more we can test, the better
- Solution: Our project gets two root source folders, one for code, one for tests, with the same package hierarchy
- Let's continue with the empty project from before: There already is the one default source folder (`src`)
- Right-click the project, choose `New` then `Source Folder`
- Choose a good name for the test classes folder, how about `tests`, click `Finish`
- We now want to create the same package structure, say with root package `cn.edu.hfuu.iao`, in both folders

- We usually want to separate test classes from “real code” classes: When we create our `jar`s, we usually do not want the tests to be included
- However, we also want that tests can potentially access package private methods, because the more we can test, the better
- Solution: Our project gets two root source folders, one for code, one for tests, with the same package hierarchy
- Let's continue with the empty project from before: There already is the one default source folder (`src`)
- Right-click the project, choose `New` then `Source Folder`
- Choose a good name for the test classes folder, how about `tests`, click `Finish`
- We now want to create the same package structure, say with root package `cn.edu.hfu.iao`, in both folders
- We right-click the folder `src`, choose `New` then `Package`

# Project Structure







- However, we also want that tests can potentially access package private methods, because the more we can test, the better
- Solution: Our project gets two root source folders, one for code, one for tests, with the same package hierarchy
- Let's continue with the empty project from before: There already is the one default source folder ( `src` )
- Right-click the project, choose `New` then `Source Folder`
- Choose a good name for the test classes folder, how about `tests` , click `Finish`
- We now want to create the same package structure, say with root package `cn.edu.hfuu.iao` , in both folders
- We right-click the folder `src` , choose `New` then `Package`
- We type in `cn.edu.hfuu.iao` and click `Finish`


# Project Structure



  **New Java Package**

**Java Package**

Create a new Java package.




Creates folders corresponding to packages.

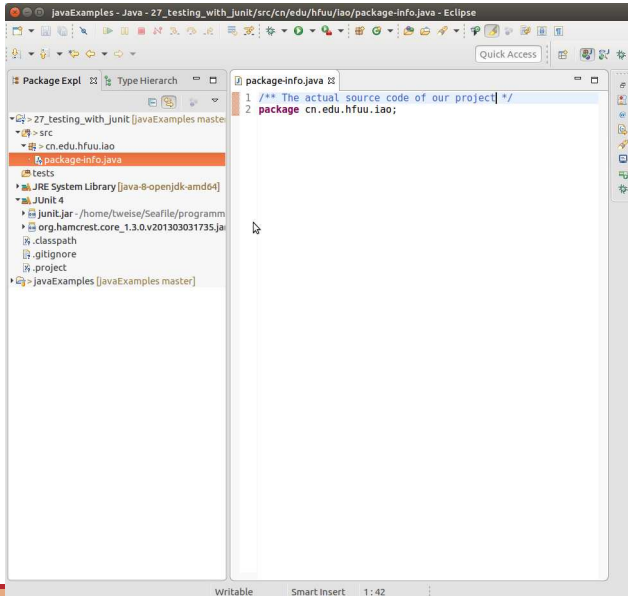
Source folder:

Name:

☒ Create package-info.java

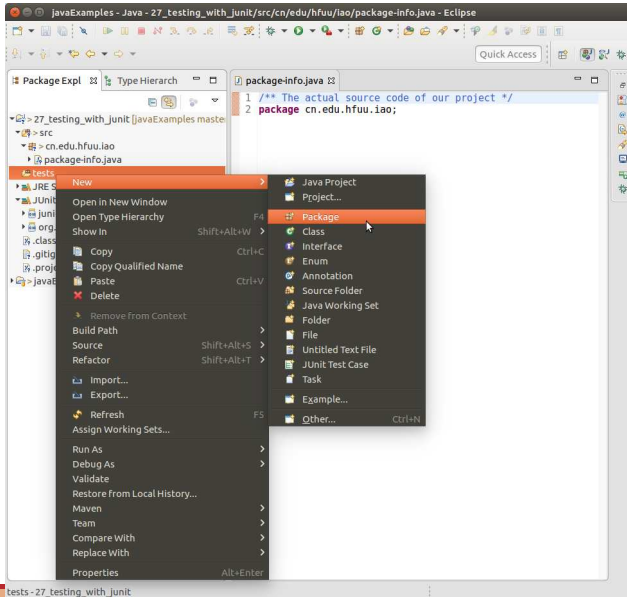


# Project Structure





- Solution: Our project gets two root source folders, one for code, one for tests, with the same package hierarchy
- Let's continue with the empty project from before: There already is the one default source folder ( `src` )
- Right-click the project, choose `New` then `Source Folder`
- Choose a good name for the test classes folder, how about `tests` , click `Finish`
- We now want to create the same package structure, say with root package `cn.edu.hfuu.iao` , in both folders
- We right-click the folder `src` , choose `New` then `Package`
- We type in `cn.edu.hfuu.iao` and click `Finish`
- We repeat the procedure for folder `tests` : right-click the folder `tests` , choose `New` then `Package`

# Project Structure




- Let's continue with the empty project from before: There already is the one default source folder (`src`)
- Right-click the project, choose `New` then `Source Folder`
- Choose a good name for the test classes folder, how about `tests`, click `Finish`
- We now want to create the same package structure, say with root package `cn.edu.hfuu.iao`, in both folders
- We right-click the folder `src`, choose `New` then `Package`
- We type in `cn.edu.hfuu.iao` and click `Finish`
- We repeat the procedure for folder `tests`: right-click the folder `tests`, choose `New` then `Package`
- We type in `cn.edu.hfuu.iao`, **make sure that** `create package-info.jar` **is not selected**, and click `Finish`

  **New Java Package**

**Java Package**

Create a new Java package.




Creates folders corresponding to packages.

Source folder:

Name:

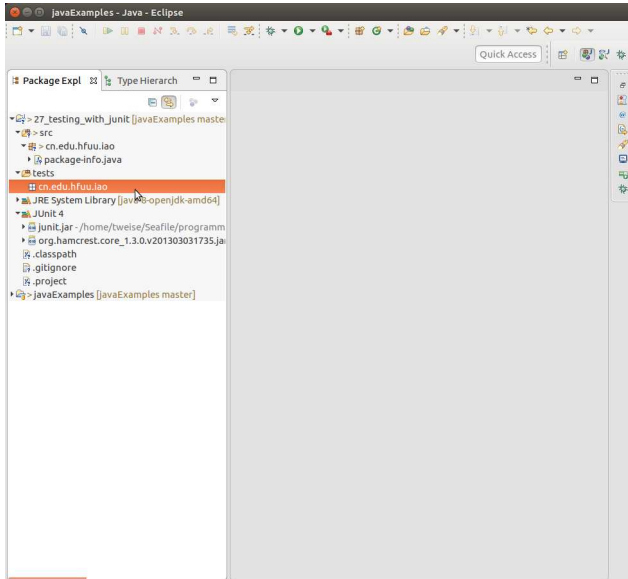
☐ Create package-info.java



- Right-click the project, choose `New` then `Source Folder`
- Choose a good name for the test classes folder, how about `tests`, click `Finish`
- We now want to create the same package structure, say with root package `cn.edu.hfu.iao`, in both folders
- We right-click the folder `src`, choose `New` then `Package`
- We type in `cn.edu.hfu.iao` and click `Finish`
- We repeat the procedure for folder `tests`: right-click the folder `tests`, choose `New` then `Package`
- We type in `cn.edu.hfu.iao`, **make sure that** `create package-info.jar` **is not selected**, and click `Finish`
- The new package has appeared (empty) in the package explorer



# Project Structure



- Let us revisit (again) our Vertical Ball Throw example

- Let us revisit (again) our Vertical Ball Throw example
- And this time test its correctness

## Listing: Vertical Ball Throw with Console I/O

```
package cn.edu.hfu.iao;

import java.util.Scanner;

/**
 * A ball is thrown vertically upwards into the air by a  $x_0$ m tall person
 * with velocity  $v_0$ m/s. Where is it after  $t$  seconds?<br/>
 *  $x(t) = x_0 + v_0 * t - 0.5 * g * t^2$ 
 */
public class VerticalBallThrow {

    /** Compute the position of a ball
     * @param x0 the height of the thrower, i.e., the initial vertical position
     * @param v0 the vertical upward velocity with which the ball is thrown
     * @param t the time at which we want to get the position  $x(t)$ 
     * @return the position  $x(t)$  of the ball at time step  $t$ 
     */
    static double position(double x0, double v0, double t) {
        return x0 + (v0 * t) - 0.5d * 9.80665d * t * t;
    }

    /** The main routine
     * @param args
     * we ignore this parameter for now */
    public static final void main(String[] args) {
        try (Scanner scanner = new Scanner(System.in)) { // initiate reading from System.in, ignore for now
            System.err.println("Enter size of person in m:"); //$NON-NLS-1$
            double x0 = scanner.nextDouble(); // read initial vertical position  $x_0$ 
            System.err.println("Enter initial upward velocity of ball in m/s:"); //$NON-NLS-1$
            double v0 = scanner.nextDouble(); // read initial velocity upwards  $v_0$ 
            System.err.println("Enter time in s:"); //$NON-NLS-1$
            double t = scanner.nextDouble(); // read the time  $t$ 
            System.out.println(position(x0, v0, t)); // compute and print position
        }
    }
}
```

- Let us revisit (again) our Vertical Ball Throw example
- And this time test its correctness

- Let us revisit (again) our Vertical Ball Throw example
- And this time test its correctness
- The thing to test here clearly is method `position`

- Let us revisit (again) our Vertical Ball Throw example
- And this time test its correctness
- The thing to test here clearly is method `position`
- We need to investigate whether

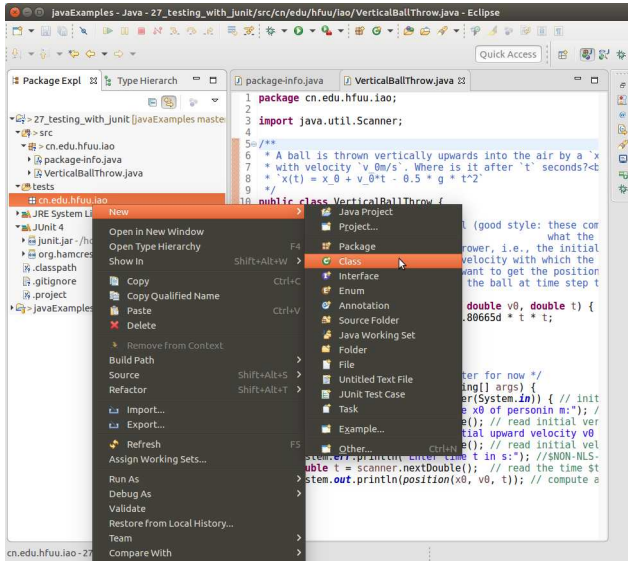
- Let us revisit (again) our Vertical Ball Throw example
- And this time test its correctness
- The thing to test here clearly is method `position`
- We need to investigate whether
  - it returns correct results



- Let us revisit (again) our Vertical Ball Throw example
- And this time test its correctness
- The thing to test here clearly is method `position`
- We need to investigate whether
  - it returns correct results
  - it deals with border cases correctly

- Let us revisit (again) our Vertical Ball Throw example
- And this time test its correctness
- The thing to test here clearly is method `position`
- We need to investigate whether
  - it returns correct results
  - it deals with border cases correctly
  - it deals with invalid arguments correctly

- We first create a new (test) class in package the `cn.edu.hfu.iao` package of the `tests` folder and call it `VerticalBallThrowPositionTest`



**New Java Class**

Java Class  
Create a new Java class.

Source folder:

Package:

☐ Enclosing type:

Name:

Modifiers: ☒ public ☐ package ☐ private ☐ protected  
☐ abstract ☐ final ☐ static

Superclass:

Interfaces:

Which method stubs would you like to create?

☐ public static void main(String[] args)  
☐ Constructors from superclass  
☒ Inherited abstract methods

Do you want to add comments? (Configure templates and default value [here](#))  
☐ Generate comments

# Creating JUnit Tests



The screenshot shows the Eclipse IDE interface. The title bar reads 'javaExamples - Java - 27\_testing\_with\_junit/tests/cn/edu/hfuu/iao/VerticalBallThrowPositionTest.java - Eclipse'. The left sidebar contains the 'Package Explorer' and 'Type Hierarchy' views. The 'Package Explorer' shows a project structure with 'src' and 'tests' folders. The 'tests' folder is expanded, showing a package 'cn.edu.hfuu.iao' which contains 'VerticalBallThrowPositionTest.java'. The 'Type Hierarchy' view is also visible. The main editor area shows the code for 'VerticalBallThrowPositionTest.java'. The code is as follows:

```
1 package cn.edu.hfuu.iao;
2
3 public class VerticalBallThrowPositionTest {
4
5     1
6 }
```

The status bar at the bottom of the IDE shows 'Empty block should be documented', 'Writable', 'Smart Insert', and '4: 1'.

- We first create a new (test) class in package the `cn.edu.hfu.iao` package of the `tests` folder and call it `VerticalBallThrowPositionTest`
- Ok, but what should we test first?
- Let us first test some very common cases, e.g.,
  - if `position` = 4.903325 if  $x_0 = 0$ ,  $v_0 = 9.80665m/s$ , and  $t = 1s$
  - if `position` = 45.3867 if  $x_0 = 1$ ,  $v_0 = 32m/s$ , and  $t = 2s$

- We first create a new (test) class in package the `cn.edu.hfu.iao` package of the `tests` folder and call it `VerticalBallThrowPositionTest`
- Ok, but what should we test first?
- Let us first test some very common cases, e.g.,
  - if `position` = 4.903325 if  $x_0 = 0$ ,  $v_0 = 9.80665m/s$ , and  $t = 1s$
  - if `position` = 45.3867 if  $x_0 = 1$ ,  $v_0 = 32m/s$ , and  $t = 2s$
  - if `position` = 2.870075 if  $x_0 = 2$ ,  $v_0 = 15m/s$ , and  $t = 3s$



- We first create a new (test) class in package the `cn.edu.hfu.iao` package of the `tests` folder and call it `VerticalBallThrowPositionTest`
- Ok, but what should we test first?
- Let us first test some very common cases, e.g.,
  - if `position` = 4.903325 if  $x_0 = 0$ ,  $v_0 = 9.80665m/s$ , and  $t = 1s$
  - if `position` = 45.3867 if  $x_0 = 1$ ,  $v_0 = 32m/s$ , and  $t = 2s$
  - if `position` = 2.870075 if  $x_0 = 2$ ,  $v_0 = 15m/s$ , and  $t = 3s$
- We have computed these values by hand and expect that our function should return results reasonably close to them

- We first create a new (test) class in package the `cn.edu.hfu.iao` package of the `tests` folder and call it `VerticalBallThrowPositionTest`
- Ok, but what should we test first?
- Let us first test some very common cases, e.g.,
  - if `position` = 4.903325 if  $x_0 = 0$ ,  $v_0 = 9.80665m/s$ , and  $t = 1s$
  - if `position` = 45.3867 if  $x_0 = 1$ ,  $v_0 = 32m/s$ , and  $t = 2s$
  - if `position` = 2.870075 if  $x_0 = 2$ ,  $v_0 = 15m/s$ , and  $t = 3s$
- We have computed these values by hand and expect that our function should return results reasonably close to them
- As a JUnit test, this looks as follows

## Listing: Common Test Cases for Vertical Ball Throw

```
package cn.edu.hfu.iao;

import org.junit.Assert;
import org.junit.Test;

/** Our first test class */
public class VerticalBallThrowPositionTest {

    /** test the position for  $x_0=0m$ ,  $v_0=g=0.90665m/s$ ,  $t?=1s$  */
    @Test // the annotation @Test means that this method is a test case
    public void testPosition_x00_v0g_t1() {
        Assert.assertEquals(4.903325d, // the expected value
            VerticalBallThrow.position(0d, 9.80665d, 1d), // the actual result
            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the allowed deviation
    }

    /** test the position for  $x_0=1m$ ,  $v_0=32m/s$ ,  $t?=2s$  */
    @Test // the annotation @Test means that this method is a test case
    public void testPosition_x01_v032_t2() {
        Assert.assertEquals(45.3867d, // the expected value
            VerticalBallThrow.position(1d, 32d, 2d), // the actual result
            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the allowed deviation
    }

    /** test the position for  $x_0=2m$ ,  $v_0=15m/s$ ,  $t?=3s$  */
    @Test // the annotation @Test means that this method is a test case
    public void testPosition_x02_v015_t3() {
        Assert.assertEquals(2.870075d, // the expected value
            VerticalBallThrow.position(2d, 15d, 3d), // the actual result
            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the allowed deviation
    }
}
```

- Each test case is placed into one method with a descriptive name

- Each test case is placed into one method with a descriptive name
  - Each such method is annotated with a `@Test` (between the javadoc and the method signature), telling JUnit that it is a test method

- Each test case is placed into one method with a descriptive name
  - Each such method is annotated with a `@Test` (between the javadoc and the method signature), telling JUnit that it is a test method
  - Inside the test method, we compare the expected result of `position` with its actual result by using one of the many `assertEquals` methods from class `org.junit.Assert`

- Each test case is placed into one method with a descriptive name
  - Each such method is annotated with a `@Test` (between the javadoc and the method signature), telling JUnit that it is a test method
  - Inside the test method, we compare the expected result of `position` with its actual result by using one of the many `assertEquals` methods from class `org.junit.Assert`
  - `assertEquals` would throw an exception if the expected and actual value are different (or, in case of floating point numbers, differ by more than a given maximum deviation)

# Creating JUnit Tests: Common Cases



```
1 package cn.edu.hfuu.lao;
2
3 import org.junit.Assert;
4 import org.junit.Test;
5
6 /** Our first test class */
7 public class VerticalBallThrowPositionTest {
8
9     /** test the position for `x_0=0m`, `v_0=g=0.90665m/s^2`, `t?=1s` */
10    @Test // the annotation @Test means that this method is a test case
11    public void testPosition_x00_v0g_t1() {
12        Assert.assertEquals(4.903325d, // the expected value
13            VerticalBallThrow.position(0d, 9.80665d, 1d), // the actual result
14            1e-10d); // comparisons are a no-no for floating point, 1e-10d is the allow
15    }
16
17    /** test the position for `x_0=1m`, `v_0=32m/s^2`, `t?=2s` */
18    @Test // the annotation @Test means that this method is a test case
19    public void testPosition_x01_v032_t2() {
20        Assert.assertEquals(45.3867d, // the expected value
21            VerticalBallThrow.position(1d, 32d, 2d), // the actual result
22            1e-10d); // comparisons are a no-no for floating point, 1e-10d is the allow
23    }
24
25    /** test the position for `x_0=2m`, `v_0=15m/s^2`, `t?=3s` */
26    @Test // the annotation @Test means that this method is a test case
27    public void testPosition_x02_v015_t3() {
28        Assert.assertEquals(2.870075d, // the expected value
29            VerticalBallThrow.position(2d, 15d, 3d), // the actual result
30            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the al
31    }
32 }
33
```



- Each test case is placed into one method with a descriptive name
  - Each such method is annotated with a `@Test` (between the javadoc and the method signature), telling JUnit that it is a test method
  - Inside the test method, we compare the expected result of `position` with its actual result by using one of the many `assertEquals` methods from class `org.junit.Assert`
  - `assertEquals` would throw an exception if the expected and actual value are different (or, in case of floating point numbers, differ by more than a given maximum deviation)
- Let us now run these tests

- Each test case is placed into one method with a descriptive name
  - Each such method is annotated with a `@Test` (between the javadoc and the method signature), telling JUnit that it is a test method
  - Inside the test method, we compare the expected result of `position` with its actual result by using one of the many `assertEquals` methods from class `org.junit.Assert`
  - `assertEquals` would throw an exception if the expected and actual value are different (or, in case of floating point numbers, differ by more than a given maximum deviation)
- Let us now run these tests
- Right-click on class `VerticalBallThrowPositionTest`, choose `Run As` and then `JUnit Test`

# Creating JUnit Tests: Common Cases



javaExamples - Java - 27\_testing\_with\_junit/tests/cn.edu.hfuu.lao/VerticalBallThrowPositionTest.java - Eclipse

Package Explorer: 27\_testing\_with\_junit [javaExamples master] > src > cn.edu.hfuu.lao > package-info.java > VerticalBallThrow.java > tests > cn.edu.hfuu.lao > VerticalBallThrowPositionTest.java

Code Editor: VerticalBallThrowPositionTest.java

```
1 package cn.edu.hfuu.lao;
2
3 import org.junit.Assert;
4 import org.junit.Test;
5
6 /** Our first test class */
7 public class VerticalBallThrowPositionTest {
8
9     /** test the position for x_0=0m, `v_0=g=0.90665m/s^2`, `t?=1s` */
10    // st means that this method is a test case
11    @Test
12    void t1() {
13        // the expected value
14        Assert.assertEquals(0d, 9.80665d, 1d); // the actual result
15        // ns are a no-no for floating point, 1e-10d is the allow
16
17        x_0=1m, `v_0=32m/s^2`, `t?=2s` */
18    // st means that this method is a test case
19    @Test
20    void t2() {
21        // the expected value
22        Assert.assertEquals(1d, 32d, 2d); // the actual result
23        // ns are a no-no for floating point, 1e-10d is the allow
24
25        x_0=2m, `v_0=15m/s^2`, `t?=3s` */
26    // st means that this method is a test case
27    @Test
28    void t3() {
29        // the expected value
30        Assert.assertEquals(075d, // the expected value
31            075d, 15d, 3d); // the actual result
32        // ns are a no-no for floating point, 1e-10d is the al
33    }
34 }
```

Context Menu: Run As > JUnit Test

- Each test case is placed into one method with a descriptive name
  - Each such method is annotated with a `@Test` (between the javadoc and the method signature), telling JUnit that it is a test method
  - Inside the test method, we compare the expected result of `position` with its actual result by using one of the many `assertEquals` methods from class `org.junit.Assert`
  - `assertEquals` would throw an exception if the expected and actual value are different (or, in case of floating point numbers, differ by more than a given maximum deviation)
- Let us now run these tests
- Right-click on class `VerticalBallThrowPositionTest`, choose `Run As` and then `JUnit Test`
- All tests succeed, we get all green bars

# Creating JUnit Tests: Common Cases



```
1 package cn.edu.hfuu.liao;
2
3 import org.junit.Assert;
4 import org.junit.Test;
5
6 /** Our first test class */
7 public class VerticalBallThrowPositionTest {
8
9     /** test the position for `x_0=0m`, `v_0=0.90665m/s^2`, `t?=1s` */
10    @Test // the annotation @Test means that this method is a test case
11    public void testPosition_x00_v0g_t1() {
12        Assert.assertEquals(4.903325d, // the expected value
13            VerticalBallThrow.position(0d, 9.80665d, 1d), // the actual result
14            1e-10d); // comparisons are a no-no for floating point, 1e-10d is the allow
15    }
16
17    /** test the position for `x_0=1m`, `v_0=32m/s^2`, `t?=2s` */
18    @Test // the annotation @Test means that this method is a test case
19    public void testPosition_x01_v032_t2() {
20        Assert.assertEquals(45.3867d, // the expected value
21            VerticalBallThrow.position(1d, 32d, 2d), // the actual result
22            1e-10d); // comparisons are a no-no for floating point, 1e-10d is the allow
23    }
24
25    /** test the position for `x_0=2m`, `v_0=15m/s^2`, `t?=3s` */
26    @Test // the annotation @Test means that this method is a test case
27    public void testPosition_x02_v015_t3() {
28        Assert.assertEquals(2.870075d, // the expected value
29            VerticalBallThrow.position(2d, 15d, 3d), // the actual result
30            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the al
31    }
32 }
33
```

- Each test case is placed into one method with a descriptive name
  - Each such method is annotated with a `@Test` (between the javadoc and the method signature), telling JUnit that it is a test method
  - Inside the test method, we compare the expected result of `position` with its actual result by using one of the many `assertEquals` methods from class `org.junit.Assert`
  - `assertEquals` would throw an exception if the expected and actual value are different (or, in case of floating point numbers, differ by more than a given maximum deviation)
- Let us now run these tests
- Right-click on class `VerticalBallThrowPositionTest`, choose `Run As` and then `JUnit Test`
- All tests succeed, we get all green bars
- This does not proof anything, but so far our `position` method looks OK

- Now we should look at border cases, i.e., whether the method is still correct when the inputs take on extreme values

- Now we should look at border cases, i.e., whether the method is still correct when the inputs take on extreme values
- One extreme case here would clearly be what happens if enough time has passed so that the ball has fallen back to the ground



- Now we should look at border cases, i.e., whether the method is still correct when the inputs take on extreme values
- One extreme case here would clearly be what happens if enough time has passed so that the ball has fallen back to the ground
- Obviously, it can never fall below 0m. . .

- Now we should look at border cases, i.e., whether the method is still correct when the inputs take on extreme values
- One extreme case here would clearly be what happens if enough time has passed so that the ball has fallen back to the ground
- Obviously, it can never fall below  $0m$ ...
- The result of `position` for if  $x_0 = 1$ ,  $v_0 = 10m/s^2$ , and  $t = 1000s$  should be  $0m$ , not  $-4893324m$

- Now we should look at border cases, i.e., whether the method is still correct when the inputs take on extreme values
- One extreme case here would clearly be what happens if enough time has passed so that the ball has fallen back to the ground
- Obviously, it can never fall below  $0m$ ...
- The result of `position` for if  $x_0 = 1$ ,  $v_0 = 10m/s^2$ , and  $t = 1000s$  should be  $0m$ , not  $-4893324m$
- Let's build a test case for this

## Listing: The new border case test VerticalBallThrowPositionNotBelow0Test

```
package cn.edu.hfu.iao;

import org.junit.Assert;
import org.junit.Test;

/** Our second test class: the ball cannot fall below 0m */
public class VerticalBallThrowPositionNotBelow0Test {

    /** test the position for  $x_0 = 1m$ ,  $v_0 = 10m/s$ ,  $t = 1000s$  */
    @Test // the annotation @Test means that this method is a test case
    public void testPosition_not_below_0_x01_v010_t1000() {
        Assert.assertEquals(0d, // the expected value
            VerticalBallThrow.position(1d, 10d, 1000d), // the actual result
            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the allowed deviation
    }
}
```

- Now we should look at border cases, i.e., whether the method is still correct when the inputs take on extreme values
- One extreme case here would clearly be what happens if enough time has passed so that the ball has fallen back to the ground
- Obviously, it can never fall below  $0m$ ...
- The result of `position` for if  $x_0 = 1$ ,  $v_0 = 10m/s^2$ , and  $t = 1000s$  should be  $0m$ , not  $-4893324m$
- Let's build a test case for this
- We can now run this test in the same way as before, or run all tests in the tests package at once

# Creating JUnit Tests: Border Cases



javaExamples - Java - 27\_testing\_with\_junit/tests/cn/edu/hfuu/liao/VerticalBallThrowPositionNotBelow0Test.java - Eclipse

Package Explorer: Type Hierarchy JUnit

- > 27\_testing\_with\_junit [javaExamples master]
  - > src
    - > cn.edu.hfuu.liao
      - package-info.java
      - VerticalBallThrow.java
    - > tests
      - > cn.edu.hfuu.liao
        - VerticalBallThrowPositionNotBelow0Test.java
        - VerticalBallThrowPositionTest.java
  - JRE System Library [java-openjdk-amd64]
  - JUnit 4
    - JUnit.jar - /home/tweise/Seafile/programm
    - org.hamcrest.core\_1.3.0.v201303031735.jar
    - .classpath
    - .gitignore
    - .project
  - > javaExamples [javaExamples master]

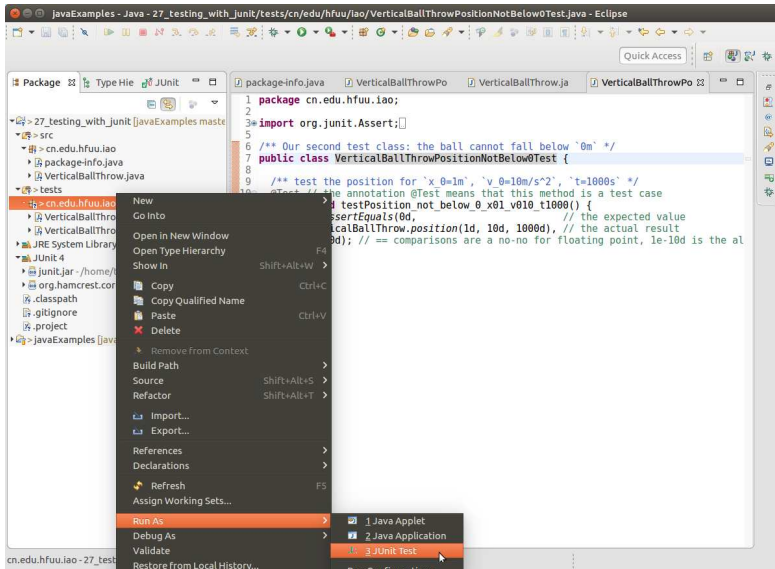
Editor: package-info.java VerticalBallThrowPo VerticalBallThrow.java VerticalBallThrowPo

```
1 package cn.edu.hfuu.liao;
2
3 import org.junit.Assert;
4
5
6 /** Our second test class: the ball cannot fall below `0m` */
7 public class VerticalBallThrowPositionNotBelow0Test {
8
9     /** test the position for `x_0=1m`, `v_0=10m/s^2`, `t=1000s` */
10    @Test // the annotation @Test means that this method is a test case
11    public void testPosition_not_below_0_x0l_v0l0_t1000() {
12        Assert.assertEquals(0d, // the expected value
13            VerticalBallThrow.position(1d, 10d, 1000d), // the actual result
14            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the at
15    }
16 }
17
```

cn.edu.hfuu.liao - 27\_testing\_with\_junit/tests

- Now we should look at border cases, i.e., whether the method is still correct when the inputs take on extreme values
- One extreme case here would clearly be what happens if enough time has passed so that the ball has fallen back to the ground
- Obviously, it can never fall below  $0m$ ...
- The result of `position` for if  $x_0 = 1$ ,  $v_0 = 10m/s^2$ , and  $t = 1000s$  should be  $0m$ , not  $-4893324m$
- Let's build a test case for this
- We can now run this test in the same way as before, or run all tests in the tests package at once
- We right-click the test *package*, choose `Run As`, and `JUnit Test`

# Creating JUnit Tests: Border Cases





- One extreme case here would clearly be what happens if enough time has passed so that the ball has fallen back to the ground
- Obviously, it can never fall below  $0m$ . . .
- The result of `position` for if  $x_0 = 1$ ,  $v_0 = 10m/s^2$ , and  $t = 1000s$  should be  $0m$ , not  $-4893324m$
- Let's build a test case for this
- We can now run this test in the same way as before, or run all tests in the tests package at once
- We right-click the test *package*, choose `Run As`, and `JUnit Test`
- All 4 test cases in the package are executed, including the three previous tests

- One extreme case here would clearly be what happens if enough time has passed so that the ball has fallen back to the ground
- Obviously, it can never fall below  $0m$ . . .
- The result of `position` for if  $x_0 = 1$ ,  $v_0 = 10m/s^2$ , and  $t = 1000s$  should be  $0m$ , not  $-4893324m$
- Let's build a test case for this
- We can now run this test in the same way as before, or run all tests in the tests package at once
- We right-click the test *package*, choose `Run As`, and `JUnit Test`
- All 4 test cases in the package are executed, including the three previous tests
- The new test fails and becomes red, claiming  
`java.lang.AssertionError: expected:<0.0> but was:<-4893324.0>`,  
meaning that our `position` method does not guard the ball against falling through earth

# Creating JUnit Tests: Border Cases

The screenshot shows the Eclipse IDE interface. On the left, the 'JUnit' tab displays test results for the package 'cn.edu.hfuu.iao'. The tests 'testPosition\_x02\_v015\_t3', 'testPosition\_x00\_v09\_t1', and 'testPosition\_x01\_v032\_t2' passed. The test 'testPosition\_not\_below\_0\_x01\_v010\_t1000' failed, highlighted in orange. Below the test results, the 'Failure Trace' shows an 'AssertionError: expected:<0.0> but was:<-4893324.0>' from the test class 'cn.edu.hfuu.iao.VerticalBallThrowPositionNotBelow0Test'. On the right, the source code for 'VerticalBallThrowPositionNotBelow0Test.java' is shown. It includes package declarations, imports, and a single test method 'testPosition\_not\_below\_0' that uses 'assertEquals' to verify a position value.

```
1 package cn.edu.hfuu.iao;
2
3 import org.junit.Assert;
4
5 /** Our second test class: the ball cannot fall below `0m` */
6 public class VerticalBallThrowPositionNotBelow0Test {
7
8     /** test the position for `x_0=1m`, `v_0=10m/s^2`, `t=1000s` */
9     @Test // the annotation @Test means that this method is a test case
10    public void testPosition_not_below_0_x01_v010_t1000() {
11        Assert.assertEquals(0d, // the expected
12            VerticalBallThrow.position(1d, 10d, 1000d), // the actual re
13            1e-10d); // == comparisons are a no-no for floating point, 1
14    }
15 }
16
17
```

- We now fix this problem by modifying `position` to first check whether the result is positive and return 0 otherwise

- We now fix this problem by modifying `position` to first check whether the result is positive and return 0 otherwise
- (For demonstration purposes, I therefore create a copy of both the source and the test package named `cn.edu.hfuu.iao_fix1` )

- We now fix this problem by modifying `position` to first check whether the result is positive and return 0 otherwise
- (For demonstration purposes, I therefore create a copy of both the source and the test package named `cn.edu.hfuu.iao_fix1` )
- The new code looks like this

## Listing: Vertical Ball Throw Positive Position Fix

```
package cn.edu.hfu.iao_fix1; // <-- package name changed for demo purposes

import java.util.Scanner;

/**
 * A ball is thrown vertically upwards into the air by a  $x_0$ m tall person
 * with velocity  $v_0$ m/s. Where is it after  $t$  seconds?<br/>
 *  $x(t) = x_0 + v_0 * t - 0.5 * g * t^2$ 
 */
public class VerticalBallThrow {

    /** Compute the position of a ball, preventing it from falling through earth
     * @param x0 the height of the thrower, i.e., the initial vertical position
     * @param v0 the vertical upward velocity with which the ball is thrown
     * @param t the time at which we want to get the position  $x(t)$ 
     * @return the position  $x(t)$  of the ball at time step  $t$ 
     */
    static double position(double x0, double v0, double t) {
        final double result = x0 + (v0 * t) - 0.5d * 9.80665d * t * t;
        return (result > 0d) ? result : 0d;
    }

    /** The main routine
     * @param args
     *      we ignore this parameter for now */
    public static final void main(String[] args) {
        try(Scanner scanner = new Scanner(System.in)) { // initiate reading from System.in, ignore for now
            System.err.println("Enter size of person in m:"); //NON-NLS-1$
            double x0 = scanner.nextDouble(); // read initial vertical position  $x_0$ 
            System.err.println("Enter initial upward velocity of ball in m/s:"); //NON-NLS-1$
            double v0 = scanner.nextDouble(); // read initial velocity upwards  $v_0$ 
            System.err.println("Enter time in s:"); //NON-NLS-1$
            double t = scanner.nextDouble(); // read the time  $t$ 
            System.out.println(position(x0, v0, t)); // compute and print position
        }
    }
}
```

- We now fix this problem by modifying `position` to first check whether the result is positive and return 0 otherwise
- (For demonstration purposes, I therefore create a copy of both the source and the test package named `cn.edu.hfuu.iao_fix1` )
- The new code looks like this
- And the test code stays the same (only the package name changed)



## Listing: Vertical Ball Throw, Common Case Test

```
package cn.edu.hfu.iao_fix1; // <-- package name changed for demo purposes

import org.junit.Assert;
import org.junit.Test;

/** Our first test class */
public class VerticalBallThrowPositionTest {

    /** test the position for  $x_0 = 0m$ ,  $v_0 = g = 9.90665m/s$ ,  $t = 1s$  */
    @Test // the annotation @Test means that this method is a test case
    public void testPosition_x00_v0g_t1() {
        Assert.assertEquals(4.903325d, // the expected value
            VerticalBallThrow.position(0d, 9.80665d, 1d), // the actual result
            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the allowed deviation
    }

    /** test the position for  $x_0 = 1m$ ,  $v_0 = 32m/s$ ,  $t = 2s$  */
    @Test // the annotation @Test means that this method is a test case
    public void testPosition_x01_v032_t2() {
        Assert.assertEquals(45.3867d, // the expected value
            VerticalBallThrow.position(1d, 32d, 2d), // the actual result
            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the allowed deviation
    }

    /** test the position for  $x_0 = 2m$ ,  $v_0 = 15m/s$ ,  $t = 3s$  */
    @Test // the annotation @Test means that this method is a test case
    public void testPosition_x02_v015_t3() {
        Assert.assertEquals(2.870075d, // the expected value
            VerticalBallThrow.position(2d, 15d, 3d), // the actual result
            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the allowed deviation
    }
}
```

## Listing: Vertical Ball Throw, Border Case Test

```
package cn.edu.hfu.iao_fix1; // <-- package name changed for demo purposes

import org.junit.Assert;
import org.junit.Test;

/** Our second test class: the ball cannot fall below 0m */
public class VerticalBallThrowPositionNotBelow0Test {

    /** test the position for  $x_0=1m$ ,  $v_0=10m/s$ ,  $t=1000s$  */
    @Test // the annotation @Test means that this method is a test case
    public void testPosition_not_below_0_x01_v010_t1000() {
        Assert.assertEquals(0d, // the expected value
            VerticalBallThrow.position(1d, 10d, 1000d), // the actual result
            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the allowed deviation
    }
}
```

- We now fix this problem by modifying `position` to first check whether the result is positive and return 0 otherwise
- (For demonstration purposes, I therefore create a copy of both the source and the test package named `cn.edu.hfuu.iao_fix1`)
- The new code looks like this
- And the test code stays the same (only the package name changed)
- We can now execute the tests again

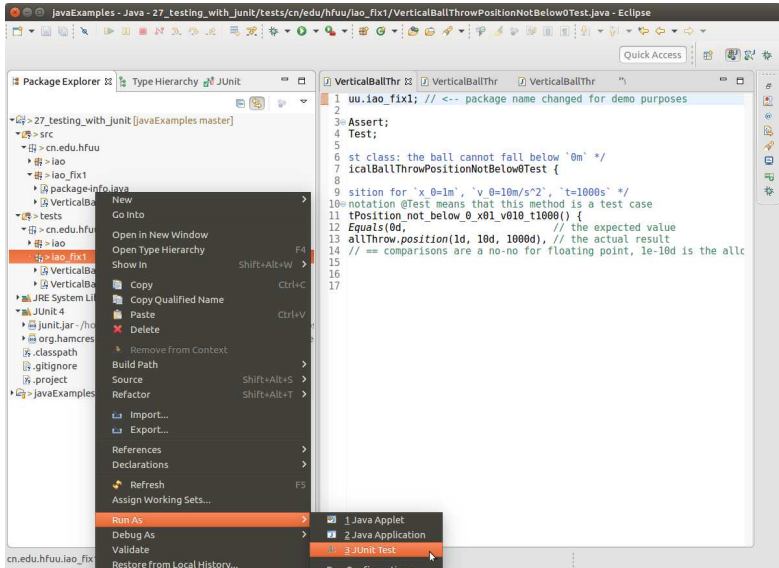
# Fixed Problem: Ball Cannot Fall through Earth Anymore



The screenshot shows the Eclipse IDE interface. The left sidebar contains the Package Explorer, Type Hierarchy, and JUnit views. The Package Explorer shows a project named '27\_testing\_with\_junit' with a package 'cn.edu.hfuu' containing a sub-package 'lao'. The 'lao' package contains two classes: 'package-info.java' and 'VerticalBallThrow.java'. The 'tests' folder contains a sub-package 'lao\_fix1' with two classes: 'VerticalBallThrowPositionNotBelow0Test.java' and 'VerticalBallThrowPositionTest.java'. The 'JUnit 4' folder contains a 'junit.jar' file. The 'JRE System Library' folder contains a 'java-9-openjdk-amd64' folder. The 'project' folder contains a 'project' file. The 'VerticalBallThrowPositionTest.java' file is selected in the Package Explorer. The main editor shows the code for 'VerticalBallThrowPositionTest.java'. The code is as follows:

```
1 package cn.edu.hfuu.lao_fix1; // <-- package name changed for demo p
2
3 import org.junit.Assert;
4
5
6 /** Our first test class */
7 public class VerticalBallThrowPositionTest {
8
9     /** test the position for `x_0=0m`, `v_0=g=0.980665m/s^2`, `t?=1s`
10     @Test // the annotation @Test means that this method is a test cas
11     public void testPosition x00 v0g_t1() {
12         Assert.assertEquals(4.903325d, // the expect
13             VerticalBallThrow.position(0d, 9.80665d, 1d), // the actual
14             1e-10d); // == comparisons are a no-no for floating point, 1
15     }
16
17     /** test the position for `x_0=1m`, `v_0=32m/s^2`, `t?=2s` */
18     @Test // the annotation @Test means that this method is a test cas
19     public void testPosition x01 v032_t2() {
20         Assert.assertEquals(45.3867d, // the expected val
21             VerticalBallThrow.position(1d, 32d, 2d), // the actual resul
22             1e-10d); // == comparisons are a no-no for floating point, 1
23     }
24
25     /** test the position for `x_0=2m`, `v_0=15m/s^2`, `t?=3s` */
26     @Test // the annotation @Test means that this method is a test cas
27     public void testPosition x02 v015_t3() {
28         Assert.assertEquals(2.870075d, // the expected val
29             VerticalBallThrow.position(2d, 15d, 3d), // the actual resul
30             1e-10d); // == comparisons are a no-no for floating point, 1
31     }
32 }
33
```

# Fixed Problem: Ball Cannot Fall through Earth Anymore



# Fixed Problem: Ball Cannot Fall through Earth Anymore



javaExamples - Java - 27\_testing\_with\_junit/tests/cn/edu/hfuu/lao\_fix1/VerticalBallThrowPositionNotBelow0Test.java - Eclipse

Package Explorer | Type Hierarchy | JUnit

Finished after 0.015 seconds

Runs: 4/4 | Errors: 0 | Failures: 0

cn.edu.hfuu.lao\_fix1.VerticalBallThrowPositionNotBelow0Test [Runner: JUnit]

- testPosition\_not\_below\_0\_x01\_v010\_t1000 (0.000 s)
- cn.edu.hfuu.lao\_fix1.VerticalBallThrowPositionTest [Runner: JUnit]
- testPosition\_x02\_v015\_t3 (0.000 s)
- testPosition\_x00\_v0g\_t1 (0.000 s)
- testPosition\_x01\_v032\_t2 (0.000 s)

Failure Trace

```
1 uu.lao_fix1; // <-- package name changed for demo purposes
2
3 Assert;
4 Test;
5
6 st class: the ball cannot fall below '0m' */
7 icalBallThrowPositionNotBelow0Test {
8
9 sition for `x 0=1m`, `v 0=10m/s^2`, `t=1000s` */
10 notation @Test means that this method is a test case
11 tPosition_not_below_0_x01_v010_t1000() {
12 Equals(0d, // the expected value
13 allThrow.position(1d, 10d, 1000d), // the actual result
14 // == comparisons are a no-no for floating point, 1e-10d is the all
15
16
17
```

- We now fix this problem by modifying `position` to first check whether the result is positive and return 0 otherwise
- (For demonstration purposes, I therefore create a copy of both the source and the test package named `cn.edu.hfuu.iao_fix1` )
- The new code looks like this
- And the test code stays the same (only the package name changed)
- We can now execute the tests again
- ... and they succeed.

- We should not just test whether our code produces correct output for correct input (whether “normal” or “border” cases)



- We should not just test whether our code produces correct output for correct input (whether “normal” or “border” cases)
- We should also check whether it behaves reasonable if the inputs are incorrect

- We should not just test whether our code produces correct output for correct input (whether “normal” or “border” cases)
- We should also check whether it behaves reasonable if the inputs are incorrect
- In Lesson 25: *Exceptions*, we have learned that reasonable then means “throws Exceptions”

- We should not just test whether our code produces correct output for correct input (whether “normal” or “border” cases)
- We should also check whether it behaves reasonable if the inputs are incorrect
- In Lesson 25: *Exceptions*, we have learned that reasonable then means “throws Exceptions”
- In our case, this would mean that

- We should not just test whether our code produces correct output for correct input (whether “normal” or “border” cases)
- We should also check whether it behaves reasonable if the inputs are incorrect
- In Lesson 25: *Exceptions*, we have learned that reasonable then means “throws Exceptions”
- In our case, this would mean that `position` should probably...

- We should not just test whether our code produces correct output for correct input (whether “normal” or “border” cases)
- We should also check whether it behaves reasonable if the inputs are incorrect
- In Lesson 25: *Exceptions*, we have learned that reasonable then means “throws Exceptions”
- In our case, this would mean that `position` should probably...
  - throw an `IllegalArgumentException` if  $x_0 < 0$

- We should not just test whether our code produces correct output for correct input (whether “normal” or “border” cases)
- We should also check whether it behaves reasonable if the inputs are incorrect
- In Lesson 25: *Exceptions*, we have learned that reasonable then means “throws Exceptions”
- In our case, this would mean that `position` should probably...
  - throw an `IllegalArgumentException` if  $x_0 < 0$
  - throw an `IllegalArgumentException` if  $v_0 < 0$

- We should not just test whether our code produces correct output for correct input (whether “normal” or “border” cases)
- We should also check whether it behaves reasonable if the inputs are incorrect
- In Lesson 25: *Exceptions*, we have learned that reasonable then means “throws Exceptions”
- In our case, this would mean that `position` should probably...
  - throw an `IllegalArgumentException` if  $x_0 < 0$
  - throw an `IllegalArgumentException` if  $v_0 < 0$
  - throw an `IllegalArgumentException` if  $t_0 < 0$

- We should not just test whether our code produces correct output for correct input (whether “normal” or “border” cases)
- We should also check whether it behaves reasonable if the inputs are incorrect
- In Lesson 25: *Exceptions*, we have learned that reasonable then means “throws Exceptions”
- In our case, this would mean that `position` should probably...
  - throw an `IllegalArgumentException` if  $x_0 < 0$
  - throw an `IllegalArgumentException` if  $v_0 < 0$
  - throw an `IllegalArgumentException` if  $t_0 < 0$
  - throw an `ArithmeticException` if its result would overflow (i.e., become infinite, or NaN)



- We should not just test whether our code produces correct output for correct input (whether “normal” or “border” cases)
- We should also check whether it behaves reasonable if the inputs are incorrect
- In Lesson 25: *Exceptions*, we have learned that reasonable then means “throws Exceptions”
- In our case, this would mean that `position` should probably...
  - throw an `IllegalArgumentException` if  $x_0 < 0$
  - throw an `IllegalArgumentException` if  $v_0 < 0$
  - throw an `IllegalArgumentException` if  $t_0 < 0$
  - throw an `ArithmeticException` if its result would overflow (i.e., become infinite, or NaN)
- We can test this with JUnit tests which will fail if a specified exception is *not* thrown

- We should not just test whether our code produces correct output for correct input (whether “normal” or “border” cases)
- We should also check whether it behaves reasonable if the inputs are incorrect
- In Lesson 25: *Exceptions*, we have learned that reasonable then means “throws Exceptions”
- In our case, this would mean that `position` should probably...
  - throw an `IllegalArgumentException` if  $x_0 < 0$
  - throw an `IllegalArgumentException` if  $v_0 < 0$
  - throw an `IllegalArgumentException` if  $t_0 < 0$
  - throw an `ArithmeticException` if its result would overflow (i.e., become infinite, or NaN)
- We can test this with JUnit tests which will fail if a specified exception is *not* thrown
- Let's make such a test

## Listing: Test Cases Expecting Exceptions for Vertical Ball Throw

```
package cn.edu.hfuu.iao_fix1;

import org.junit.Test;

/** Expect Exceptions if Parameters are Illegal */
public class VerticalBallThrowPositionInvalidInputTest {

    /** test the position for  $x_0 < 0\text{m}$  */
    @Test(expected = IllegalArgumentException.class) // this method is expected
    public void testPosition_x0_below_0() {        // to throw an IllegalArgumentException
        VerticalBallThrow.position(-0.1d, 10d, 1000d);
    }

    /** test the position for  $v_0 < 0\text{m/s}$  */
    @Test(expected = IllegalArgumentException.class) // this method is expected
    public void testPosition_v0_below_0() {        // to throw an IllegalArgumentException
        VerticalBallThrow.position(1d, -10d, 1000d);
    }

    /** test the position for  $t < 0\text{s}$  */
    @Test(expected = IllegalArgumentException.class) // this method is expected
    public void testPosition_t_below_0() {         // to throw an IllegalArgumentException
        VerticalBallThrow.position(1d, 10d, -1d);
    }

    /** test the position for parameters that will surely overflow */
    @Test(expected = ArithmeticException.class) // this method is expected
    public void testPosition_overflow() {          // to throw an ArithmeticException
        VerticalBallThrow.position(Double.MAX_VALUE, Double.MAX_VALUE, 100d);
    }
}
```

- So let us run the new tests

# Running the New Tests



javaExamples - Java - 27\_testing\_with\_junit/tests/cn/edu/hfuu/liao\_fix1/VerticalBallThrowPositionInvalidInputTest.java - Eclipse

Package Ex | Type Hier | JUnit | Quick Access

> 27\_testing\_with\_junit [javaExamples master]

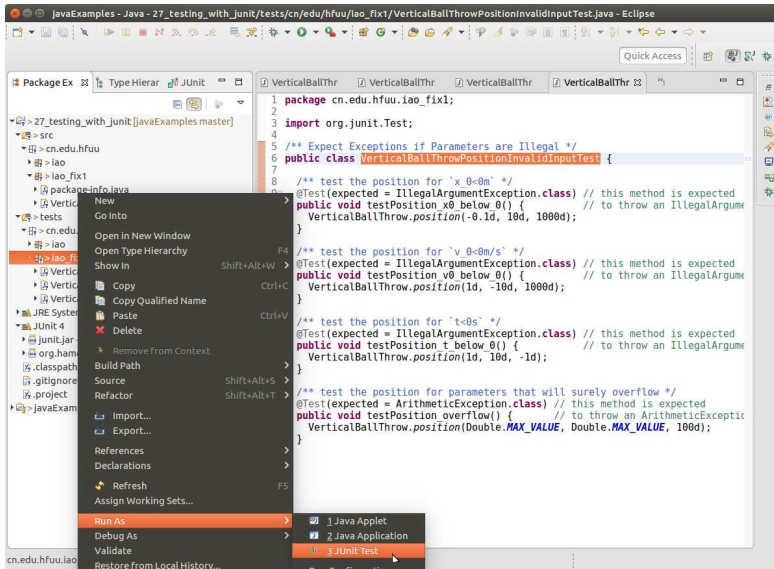
- src
  - cn.edu.hfuu
    - liao
      - liao\_fix1
        - package-info.java
        - VerticalBallThrow.java
- tests
  - cn.edu.hfuu
    - liao
      - liao\_fix1
        - VerticalBallThrowPositionInvalidInputTest.java**
        - VerticalBallThrowPositionNoteBelowTest.java
        - VerticalBallThrowPositionTest.java
- JRE System Library [java-openjdk-amd64]
  - JUnit 4
    - junit.jar - /home/tweise/Seafile/programming/d
    - org.hamcrest.core\_1.3.0.v201303031735.jar - /hc
    - .classpath
    - .gitignore
    - .project

> javaExamples [javaExamples master]

```
1 package cn.edu.hfuu.liao_fix1;
2
3 import org.junit.Test;
4
5 /** Expect Exceptions if Parameters are Illegal */
6 public class VerticalBallThrowPositionInvalidInputTest {
7
8     /** test the position for `x < 0m` */
9     @Test(expected = IllegalArgumentException.class) // this method is expected
10     public void testPosition_x0_below_0() { // to throw an IllegalArgume
11         VerticalBallThrow.position(-0.1d, 10d, 1000d);
12     }
13
14     /** test the position for `v < 0m/s` */
15     @Test(expected = IllegalArgumentException.class) // this method is expected
16     public void testPosition_v0_below_0() { // to throw an IllegalArgume
17         VerticalBallThrow.position(1d, -10d, 1000d);
18     }
19
20     /** test the position for `t < 0s` */
21     @Test(expected = IllegalArgumentException.class) // this method is expected
22     public void testPosition_t_below_0() { // to throw an IllegalArgume
23         VerticalBallThrow.position(1d, 10d, -1d);
24     }
25
26     /** test the position for parameters that will surely overflow */
27     @Test(expected = ArithmeticException.class) // this method is expected
28     public void testPosition_overflow() { // to throw an ArithmeticExceptio
29         VerticalBallThrow.position(Double.MAX_VALUE, Double.MAX_VALUE, 100d);
30     }
31 }
32
```

Writable Smart Insert 6:55

# Running the New Tests



# Running the New Tests



The screenshot shows the Eclipse IDE interface. The top toolbar includes icons for running tests and viewing output. The left sidebar contains the 'Package Explorer', 'Type Hierarchy', and 'JUnit' tabs. The 'JUnit' tab shows a list of test results for the class 'VerticalBallThrowPositionInvalidInputTest'. The results are as follows:

Test Name	Duration	Status
testPosition_t_below_0	0.000 s	Passed
testPosition_x0_below_0	0.000 s	Passed
testPosition_v0_below_0	0.000 s	Passed
testPosition_overflow	0.001 s	Passed
testPosition_not_below_0_x01_v010_t1000	0.000 s	Passed
testPosition_x02_v015_t3	0.000 s	Passed
testPosition_x00_v0g_t1	0.000 s	Passed
testPosition_x01_v032_t2	0.000 s	Passed

Below the test results, the 'Failure Trace' tab is selected, showing the message: 'java.lang.AssertionError: Expected exception: java.lang.'.

The right pane displays the source code of the 'VerticalBallThrowPositionInvalidInputTest' class. The code is as follows:

```
1 package cn.edu.hfuu.iao_fix1;
2
3 import org.junit.Test;
4
5 /** Expect Exceptions if Parameters are Illegal */
6 public class VerticalBallThrowPositionInvalidInputTest {
7
8     /** test the position for `x 0<0m` */
9     @Test(expected = IllegalArgumentException.class) // this method is expected
10    public void testPosition_x0_below_0() { // to throw an IllegalArgumentException
11        VerticalBallThrow.position(-0.1d, 10d, 1000d);
12    }
13
14    /** test the position for `v 0<0m/s` */
15    @Test(expected = IllegalArgumentException.class) // this method is expected
16    public void testPosition_v0_below_0() { // to throw an IllegalArgumentException
17        VerticalBallThrow.position(1d, -10d, 1000d);
18    }
19
20    /** test the position for `t<0s` */
21    @Test(expected = IllegalArgumentException.class) // this method is expected
22    public void testPosition_t_below_0() { // to throw an IllegalArgumentException
23        VerticalBallThrow.position(1d, 10d, -1d);
24    }
25
26    /** test the position for parameters that will surely overflow */
27    @Test(expected = ArithmeticException.class) // this method is expected
28    public void testPosition_overflow() { // to throw an ArithmeticException
29        VerticalBallThrow.position(Double.MAX_VALUE, Double.MAX_VALUE, 100d);
30    }
31 }
32
```

- So let us run the new tests
- Obviously, the new tests fail, since we do not throw any exception in our code



## Fixed Problem: Code is now throwing Exceptions



- Let's now fix our code to throw appropriate exceptions

- Let's now fix our code to throw appropriate exceptions
- (For demonstration purposes, I therefore create a copy of both the source and the test package named `cn.edu.hfuu.iao_fix2` )

- Let's now fix our code to throw appropriate exceptions
- (For demonstration purposes, I therefore create a copy of both the source and the test package named `cn.edu.hfuu.iao_fix2` )
- The new code looks like this

## Listing: Vertical Ball Throw, Exception Fix

```
package cn.edu.hfuu.iao_fix2; // <-- package name changed again for demo purposes

import java.util.Scanner;

/**
 * A ball is thrown vertically upwards into the air by a x0m tall person
 * with velocity v0m/s. Where is it after t seconds?<br/>
 *  $x(t) = x_0 + v_0 * t - 0.5 * g * t^2$ 
 */
public class VerticalBallThrow {

    /** Compute the position of a ball (preventing it from falling through earth
     * and checking its arguments and results.
     * @param x0 the height of the thrower, i.e., the initial vertical position
     * @param v0 the vertical upward velocity with which the ball is thrown
     * @param t the time at which we want to get the position x(t)
     * @return the position x(t) of the ball at time step t
     */
    static double position(double x0, double v0, double t) {
        if ((x0 < 0d) || (v0 < 0d) || (t < 0d)) { // check invalid arguments
            throw new IllegalArgumentException("Invalid arguments_x0=" + //NON-NLS-1$
                + x0 + ",v0=" + v0 + "t=" + t); //NON-NLS-1$ //NON-NLS-2$
        }
        final double result = x0 + (v0 * t) - 0.5d + 9.80665d * t * t;
        if (!Double.isFinite(result)) { // if result is infinite or NaN
            throw new ArithmeticException("Arguments_x0=" + //NON-NLS-1$
                + x0 + ",v0=" + v0 + "t=" + t + //NON-NLS-1$ //NON-NLS-2$
                + "lead to a non-finite result"); //NON-NLS-1$
        }
        return (result > 0d) ? result : 0d;
    }

    /** The main routine
     * @param args
     *
     * we ignore this parameter for now */
    public static final void main(String[] args) {
        try (Scanner scanner = new Scanner(System.in)) { // initiate reading from System.in, ignore for now
            System.err.println("Enter size_x0 of person in m:"); //NON-NLS-1$
            double x0 = scanner.nextDouble(); // read initial vertical position x0
            System.err.println("Enter initial upward velocity_v0 of ball in m/s:"); //NON-NLS-1$
            double v0 = scanner.nextDouble(); // read initial velocity upwards v0
            System.err.println("Enter time_t in s:"); //NON-NLS-1$
            double t = scanner.nextDouble(); // read the time t
            System.out.println(position(x0, v0, t)); // compute and print position
        }
    }
}
```

- Let's now fix our code to throw appropriate exceptions
- (For demonstration purposes, I therefore create a copy of both the source and the test package named `cn.edu.hfuu.iao_fix2` )
- The new code looks like this
- And the test code stays the same (only the package name changed)

## Listing: Vertical Ball Throw, Common Case Test

```
package cn.edu.hfu.iao_fix2; // <-- package name changed again for demo purposes

import org.junit.Assert;
import org.junit.Test;

/** Our first test class */
public class VerticalBallThrowPositionTest {

    /** test the position for  $x_0 = 0m$ ,  $v_0 = g = 0.90665m/s$ ,  $t = 1s$  */
    @Test // the annotation @Test means that this method is a test case
    public void testPosition_x00_v0g_t1() {
        Assert.assertEquals(4.903325d, // the expected value
            VerticalBallThrow.position(0d, 9.80665d, 1d), // the actual result
            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the allowed deviation
    }

    /** test the position for  $x_0 = 1m$ ,  $v_0 = 32m/s$ ,  $t = 2s$  */
    @Test // the annotation @Test means that this method is a test case
    public void testPosition_x01_v032_t2() {
        Assert.assertEquals(45.3867d, // the expected value
            VerticalBallThrow.position(1d, 32d, 2d), // the actual result
            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the allowed deviation
    }

    /** test the position for  $x_0 = 2m$ ,  $v_0 = 15m/s$ ,  $t = 3s$  */
    @Test // the annotation @Test means that this method is a test case
    public void testPosition_x02_v015_t3() {
        Assert.assertEquals(2.870075d, // the expected value
            VerticalBallThrow.position(2d, 15d, 3d), // the actual result
            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the allowed deviation
    }
}
```

## Listing: Vertical Ball Throw, Border Case Test

```
package cn.edu.hfuu.iao_fix2; // <-- package name changed again for demo purposes

import org.junit.Assert;
import org.junit.Test;

/** Our second test class: the ball cannot fall below 0m */
public class VerticalBallThrowPositionNotBelow0Test {

    /** test the position for  $x_0=1m$ ,  $v_0=10m/s$ ,  $t=1000s$  */
    @Test // the annotation @Test means that this method is a test case
    public void testPosition_not_below_0_x01_v010_t1000() {
        Assert.assertEquals(0d, // the expected value
            VerticalBallThrow.position(1d, 10d, 1000d), // the actual result
            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is the allowed deviation
    }
}
```

## Listing: Vertical Ball Throw, Invalid Argument Test

```
package cn.edu.hfu.iao_fix2; // <-- package name changed for demo purposes

import org.junit.Test;

/** Expect Exceptions if Parameters are Illegal */
public class VerticalBallThrowPositionInvalidInputTest {

    /** test the position for  $x_0 < 0\text{m}$  */
    @Test(expected = IllegalArgumentException.class) // this method is expected
    public void testPosition_x0_below_0() {          // to throw an IllegalArgumentException
        VerticalBallThrow.position(-0.1d, 10d, 1000d);
    }

    /** test the position for  $v_0 < 0\text{m/s}$  */
    @Test(expected = IllegalArgumentException.class) // this method is expected
    public void testPosition_v0_below_0() {          // to throw an IllegalArgumentException
        VerticalBallThrow.position(1d, -10d, 1000d);
    }

    /** test the position for  $t < 0\text{s}$  */
    @Test(expected = IllegalArgumentException.class) // this method is expected
    public void testPosition_t_below_0() {          // to throw an IllegalArgumentException
        VerticalBallThrow.position(1d, 10d, -1d);
    }

    /** test the position for parameters that will surely overflow */
    @Test(expected = ArithmeticException.class) // this method is expected
    public void testPosition_overflow() {          // to throw an ArithmeticException
        VerticalBallThrow.position(Double.MAX_VALUE, Double.MAX_VALUE, 100d);
    }
}
```



- Let's now fix our code to throw appropriate exceptions
- (For demonstration purposes, I therefore create a copy of both the source and the test package named `cn.edu.hfuu.iao_fix2` )
- The new code looks like this
- And the test code stays the same (only the package name changed)
- We can now execute the tests again

# Fixed Problem: Code is now throwing Exceptions



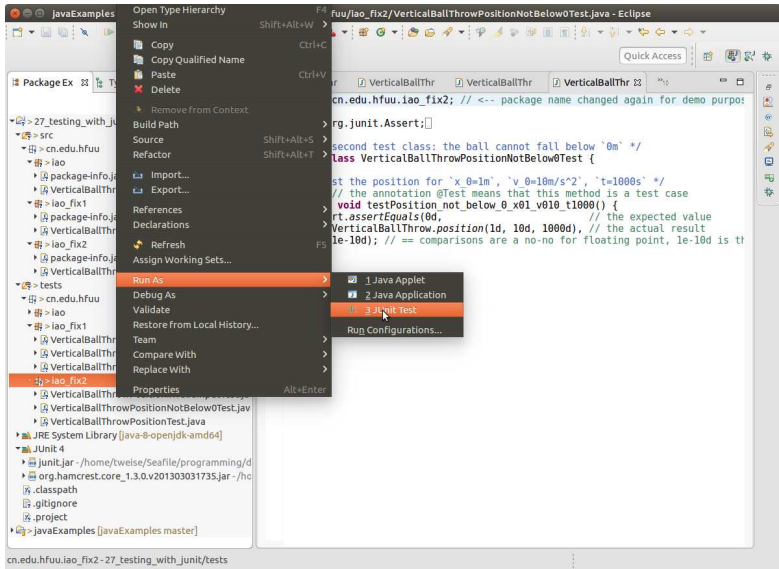
javaExamples - Java - 27\_testing\_with\_junit/tests/cn/edu/hfuu/lao\_fix2/VerticalBallThrowPositionInvalidInputTest.java - Eclipse

Package Explorer: 27\_testing\_with\_junit [javaExamples master] > src > cn.edu.hfuu > iao > package-info.java > VerticalBallThrow.java > iao\_fix1 > package-info.java > VerticalBallThrow.java > iao\_fix2 > package-info.java > VerticalBallThrow.java > tests > cn.edu.hfuu > iao > iao\_fix1 > VerticalBallThrowPositionInvalidInputTest.java > VerticalBallThrowPositionNotBelow0Test.java > VerticalBallThrowPositionTest.java > iao\_fix2 > VerticalBallThrowPositionInvalidInputTest.java > VerticalBallThrowPositionNotBelow0Test.java > VerticalBallThrowPositionTest.java > JRE System Library [java-8-openjdk-amd64] > junit.jar - /home/tweise/Seafile/programming/d > org.hamcrest.core\_1.3.0.v201303031735.jar - /h > .classpath > .gitignore > .project > javaExamples [javaExamples master]

VerticalBallThr

```
1 |du.hfuu.lao_fix2; // <-- package name changed for demo purposes
2
3 |unit.Test;
4
5 |exceptions if Parameters are Illegal */
6 | VerticalBallThrowPositionInvalidInputTest {
7
8 |the position for `x 0<0m` */
9 |cted = IllegalArgumentException.class) // this method is expected
10 |d testPosition x0 below 0() { // to throw an IllegalArgumentException
11 |.BallThrow.position(-0.1d, 10d, 1000d);
12
13
14 |the position for `v 0<0m/s` */
15 |cted = IllegalArgumentException.class) // this method is expected
16 |d testPosition v0 below 0() { // to throw an IllegalArgumentException
17 |.BallThrow.position(1d, -10d, 1000d);
18
19
20 |the position for `t<0s` */
21 |cted = IllegalArgumentException.class) // this method is expected
22 |d testPosition t below 0() { // to throw an IllegalArgumentException
23 |.BallThrow.position(1d, 10d, -1d);
24
25
26 |the position for parameters that will surely overflow */
27 |cted = ArithmeticException.class) // this method is expected
28 |d testPosition overflow() { // to throw an ArithmeticException
29 |.BallThrow.position(Double.MAX_VALUE, Double.MAX_VALUE, 100d);
30
31
32
```

# Fixed Problem: Code is now throwing Exceptions



# Fixed Problem: Code is now throwing Exceptions



The screenshot shows the Eclipse IDE interface. The top toolbar includes icons for file operations, running, and debugging. Below the toolbar, the 'JUnit' tab is active, displaying the test results. The results show that all 8 tests passed successfully, with a total execution time of 0.016 seconds. The test classes listed are:

- cn.edu.hfuu.iao\_fix2.VerticalBallThrowPositionInv
- testPosition\_t\_below\_0 (0.000 s)
- testPosition\_x0\_below\_0 (0.000 s)
- testPosition\_v0\_below\_0 (0.000 s)
- testPosition\_overflow (0.000 s)
- cn.edu.hfuu.iao\_fix2.VerticalBallThrowPositionNo
- testPosition\_not\_below\_0\_x01\_v010\_t1000 (0.000 s)
- cn.edu.hfuu.iao\_fix2.VerticalBallThrowPositionTes
- testPosition\_x02\_v015\_t3 (0.000 s)
- testPosition\_x00\_v0g\_t1 (0.000 s)
- testPosition\_x01\_v032\_t2 (0.000 s)

The 'Failure Trace' section is empty, indicating no failures. The right-hand pane shows the source code of the `VerticalBallThrowPositionNotBelow0Test.java` file. The code is as follows:

```
1 package cn.edu.hfuu.iao_fix2; // <-- package name changed again for demo purpo
2
3 import org.junit.Assert;
4
5 /** Our second test class: the ball cannot fall below '0m' */
6 public class VerticalBallThrowPositionNotBelow0Test {
7
8     /** test the position for 'x 0=1m', 'v 0=10m/s^2', 't=1000s' */
9     @Test // the annotation @Test means that this method is a test case
10    public void testPosition_not_below_0_x01_v010_t1000() {
11        Assert.assertEquals(0d, // the expected value
12            VerticalBallThrow.position(1d, 10d, 1000d), // the actual result
13            1e-10d); // == comparisons are a no-no for floating point, 1e-10d is t
14    }
15 }
16
17
```

- Let's now fix our code to throw appropriate exceptions
- (For demonstration purposes, I therefore create a copy of both the source and the test package named `cn.edu.hfuu.iao_fix2`)
- The new code looks like this
- And the test code stays the same (only the package name changed)
- We can now execute the tests again
- ...and they succeed.

- We have now hardened our `position` method against the most common problems that could occur

- We have now hardened our `position` method against the most common problems that could occur
- Every piece of code that we ship should be covered with such tests

- We have now hardened our `position` method against the most common problems that could occur
- Every piece of code that we ship should be covered with such tests
- Matter of fact: **The tests should be created before the code!**



- We have now hardened our `position` method against the most common problems that could occur
- Every piece of code that we ship should be covered with such tests
- Matter of fact: **The tests should be created before the code!**
- In the so-called *Test-Driven Development*

- We have now hardened our `position` method against the most common problems that could occur
- Every piece of code that we ship should be covered with such tests
- Matter of fact: **The tests should be created before the code!**
- In the so-called *Test-Driven Development*,
  - the specification of the software is first turned into interfaces and tests for these interfaces

- We have now hardened our `position` method against the most common problems that could occur
- Every piece of code that we ship should be covered with such tests
- Matter of fact: **The tests should be created before the code!**
- In the so-called *Test-Driven Development*,
  - the specification of the software is first turned into interfaces and tests for these interfaces
  - *Afterwards*, the interfaces are implemented

- We have now hardened our `position` method against the most common problems that could occur
- Every piece of code that we ship should be covered with such tests
- Matter of fact: **The tests should be created before the code!**
- In the so-called *Test-Driven Development*,
  - the specification of the software is first turned into interfaces and tests for these interfaces
  - *Afterwards*, the interfaces are implemented
- By working in such a way, we can prevent the programmer from lazily making tests which fit to her/his code

- We have now hardened our `position` method against the most common problems that could occur
- Every piece of code that we ship should be covered with such tests
- Matter of fact: **The tests should be created before the code!**
- In the so-called *Test-Driven Development*,
  - the specification of the software is first turned into interfaces and tests for these interfaces
  - *Afterwards*, the interfaces are implemented
- By working in such a way, we can prevent the programmer from lazily making tests which fit to her/his code
- And we know, at any stage of development, that we are working with correct code

- We have now hardened our `position` method against the most common problems that could occur
- Every piece of code that we ship should be covered with such tests
- Matter of fact: **The tests should be created before the code!**
- In the so-called *Test-Driven Development*,
  - the specification of the software is first turned into interfaces and tests for these interfaces
  - *Afterwards*, the interfaces are implemented
- By working in such a way, we can prevent the programmer from lazily making tests which fit to her/his code
- And we know, at any stage of development, that we are working with correct code
- Regardless whether or not this method is used, it is clear that testing is absolutely important

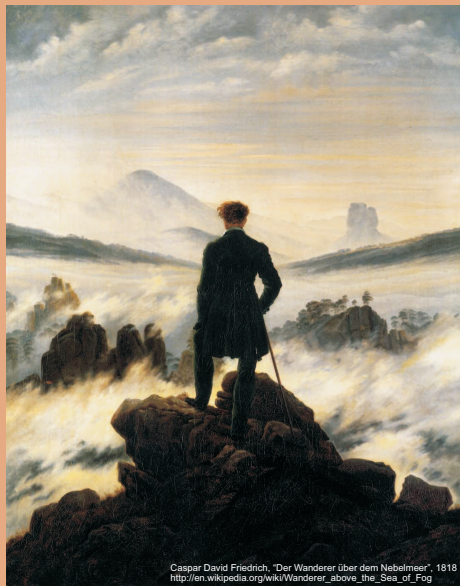
- We have learned about unit testing using JUnit
- When testing our code, we should always cover
  - the common use case
  - the border cases which are unlikely to happen but still valid use cases
  - the case of invalid input (also to ensure that our code properly and early throws exceptions)
- Ideally, all produced code should be covered by tests
- Tests cannot proof that there are no errors, they can just reduce their likelihood
- Tests allow us to ensure that different versions of our software stay compatible (if the new version passes old tests)
- Tests are used in conjunction with debugging

# 谢谢

## Thank you

Thomas Weise [汤卫思]  
tweise@hfu.edu.cn  
<http://iao.hfu.edu.cn>

Hefei University, South Campus 2  
Institute of Applied Optimization  
Shushan District, Hefei, Anhui,  
China



Caspar David Friedrich, "Der Wanderer über dem Nebelmeer", 1818  
[http://en.wikipedia.org/wiki/Wanderer\\_above\\_the\\_Sea\\_of\\_Fog](http://en.wikipedia.org/wiki/Wanderer_above_the_Sea_of_Fog)