

# **Class Testing**

Chapter 17

# Ques

#### **Questions 1**

- What is a unit?
- Method as a unit
  - What techniques are used?
  - What are the advantages?
  - What are the disadvantages?
- Class as a unit
  - What views are there?
  - What are the problems with each view?
  - When does it make the most sense to use class as a unit?



# What is a unit?

- The smallest chunk that can be compiled by itself
- A single method that does not call use other methods
- Something small enough to be developed by one person



#### When units are methods

- Simplistic view reduces to traditional procedural unit testing
  - Apply functional and structural test methods
  - Require drivers and stubs
- Encapsulation advantage
  - Methods are simple
- Encapsulation disadvantage
  - Interface complexity is high
    - Intense message sending
    - Lots of work building stubs and drivers
- Burden of testing moves to integration level
  - Intraclass
  - Interclass



#### When units are classes

- Solves intraclass integration problem
- Different views
  - Static view class text
    - Ignores inheritance
      - ????
  - Compile-time view
    - When inheritance occurs
  - Execution view
    - Behavioral view class are instantiated
    - This is where testing occurs



# When units are classes - 2

- Cannot test abstract classes
  - Cannot be instantiated
- Choices
  - Classes flattened for testing
    - Need to unflatten when testing is completed
  - Need inherited classes
    - Configuration management nightmare
- Make most sense when
  - Little inheritance occurs
  - Intraclass control complexity
    - Interesting Statechart



### When units are classes – 3

- Levels of unit testing
  - Need to test methods in a bottom up sequence
  - Imply intraclass testing (integration)
    - Contradicts notion of unit testing
    - Sequences of events for a test (p309)
- Need to set preconditions for tests
- Internal state changes are done by set methods
  - This is a subtlety
    - ???