

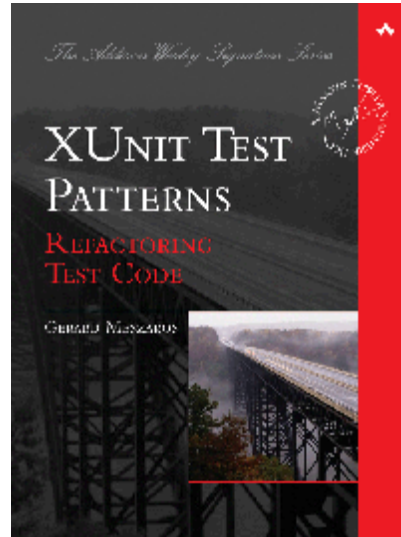
xUnit Test Patterns and Smells

Refactoring Test Code to Improve ROI

or:

Clean Code 99 – Test Code

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<http://www.xunitpatterns.com>



My Background

- Software developer
- Development manager
- Project Manager
- Software architect
- OOA/OOD Mentor
- XP/TDD Mentor
- Agile PM Mentor
- Test Automation Consultant
- Lean/Agile Coach/Consultant

Embedded
Telecom

I.T.



Gerard Meszaros
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Original Motivation

- **Started writing automated unit tests in 1996**
 - Smalltalk plus homebuilt unit test framework
- **Started doing formal XP in 2000 right after 1st XP book came out**
- **Ran into cost of change problem with our tests**
 - Up to 90% of effort was in changing tests
- **Many teams I've visited have exhibited similar problems**
 - Poorly written tests made automated unit testing scale poorly.

Material Background

- **Started with 2 days onsite training**
 - Java & JUnit
- **Captured as draft of book**
 - <http://xunitPatterns.com>
- **Fine-tuned through**
 - many years of practice
 - and delivery as half-day tutorial
- **Published as book in 2007**
- **Continues to evolve**
 - Understanding increases
 - Onsite training 2 -> 3 days, C#, C++
 - Tutorial ½ -> ¼ day



Objectives of this Talk

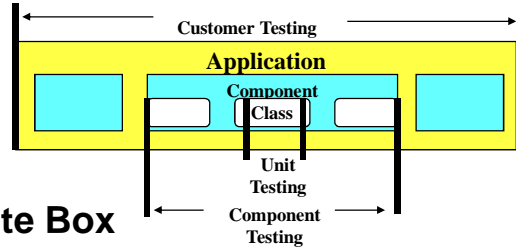
- Understand why maintainability of test code is important
- Be aware of Test Smells as symptoms of issues in your test code.
- Be aware of test design patterns that can address or prevent these issues

Agenda

- Introduction
- Economics of Maintainability
- Intro to Test Smells & Patterns
- Refactoring Smelly Test Code
- Writing New Tests Quickly
- Wrap Up

Terminology

- **Unit vs Component vs Customer Testing**



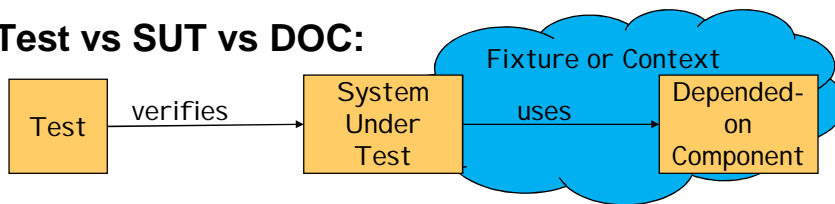
- **Black Box vs White Box**

- Black box: know what it should do
- White box: know how it is built inside

- **Even Unit Tests should be black box.**

Terminology

- **Test vs SUT vs DOC:**



- **Test vs. Spec. vs. Example**

- Doesn't matter what you call them,
- same smells and patterns apply!

What Does it Take To be Successful?

Programming Experience

+ xUnit Experience

+ Testing experience

Robust Automated Tests

Why We Automate Unit Tests

- **Self-Testing Code helps us:**

- Produce better quality software

- Produce the right software

- Work faster

- Respond to change (agility)

- **It does this by:**

- Providing focus

- Providing rapid feedback

- Reducing stress levels (anxiety) by making changes safer

Requires writing tests *before* code (TDD)

A Sobering Thought

**Expect to have just as much
test code as production
code!**

**The Challenge: How To
Prevent Doubling Cost of
Software Maintenance?**

Agenda

- Introduction
- **Economics of Maintainability**
- Intro to Test Smells & Patterns
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Why is Test Maintainability so Crucial?

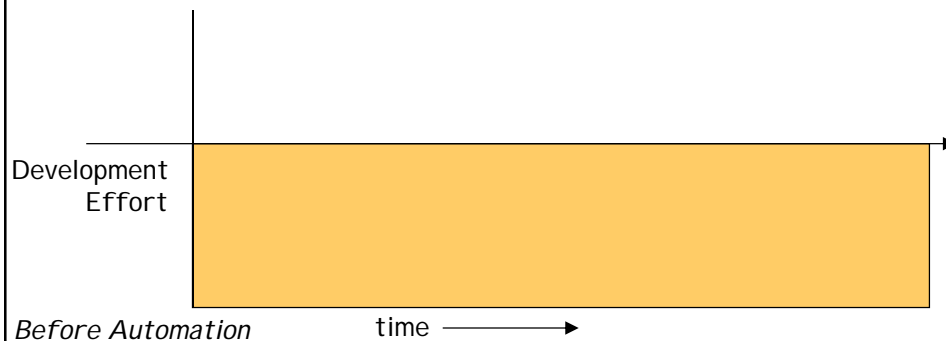
- Tests need to be maintained along with rest of the software.
- Testware must be much easier to maintain than production software, otherwise:
 - It will slow you down
 - It will get left behind
 - Value drops to zero
 - You'll go back to manual testing

Critical Success Factor:
Writing tests in a maintainable style

Economics of Maintainability

Test Automation is a lot easier to sell on

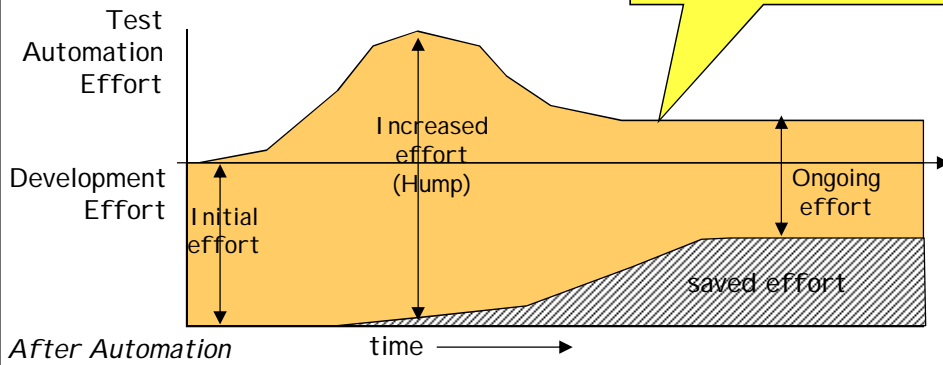
- Cost reduction than
- Software Quality Improvement or
- Quality of Life Improvement



Economics of Maintainability

Test Automation is a lot easier to sell on

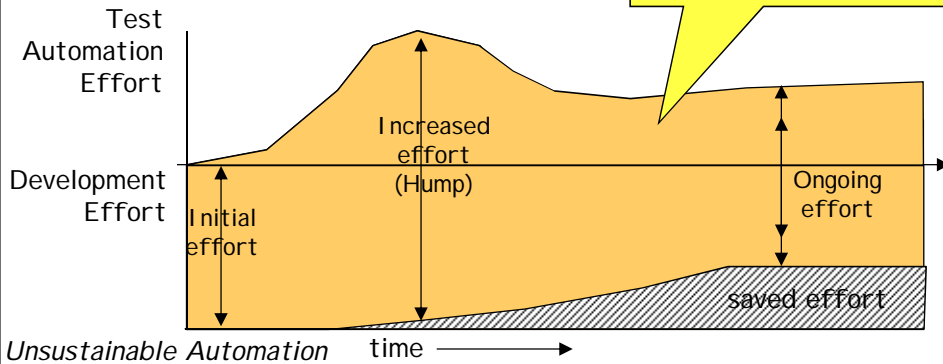
- Cost reduction than
- Software Quality Improvement or
- Quality of Life Improvement



Economics of Maintainability

Test Automation is a lot easier to sell on

- Cost reduction than
- Software Quality Improvement or
- Quality of Life Improvement



Goals of Automated Developer Tests

- **Before code is written**

- Tests as Specification

- **After code is written**

- Tests as Documentation
- Tests as Safety Net (Bug Repellent)
- Defect Triangulation (Minimize Debugging)

- **Minimize Cost of Running Tests**

- Fully Automated Tests
- Repeatable Tests
- Robust Tests

Requires writing tests *before* code (TDD)

Agenda

- Introduction
- Economics of Maintainability
- **Intro to Test Smells & Patterns**
- Refactoring Smelly Test Code
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What's a "Smell"?

- **A set of symptoms of an underlying problem in code**
- **Introduced by Martin Fowler in:**
 - Refactoring – Improving the Design of Existing Code
 - Term originally attributed to Kent Beck



The "Sniff Test":

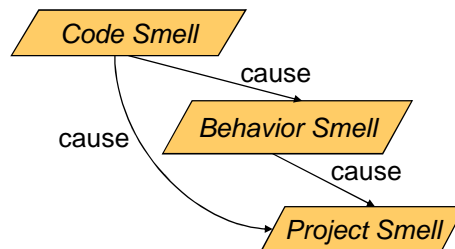
- **A smell should be obvious**
 - It should "grab you by the nose"
- **Not necessarily the actual cause**
 - There may be many possible causes for the symptom
 - Some root causes may contribute to several different smells



Note: Past literature often labels the cause as a smell.
e.g. "Sensitive Equality" is really a cause of "Fragile Test"

Kinds of Test Smells

- **Three common kinds of Test Smells:**
 - Code Smells – Visible Problems in Test Code
 - Behavior Smells – Tests Behaving Badly
 - Project Smells – Testing-related problems visible to a Project Manager
- **Code Smells may be root cause of Behavior and Project Smells**



What's a "Test Pattern"?

- **A "test pattern" is a recurring solution to a test automation problem**
 - E.g. A "Mock Object" solves the problem of verifying the behavior of an object that should delegate behavior to other objects
- **Invented in parallel by many people**

Test Patterns occur at many levels:

- **Test Automation Strategy Patterns**
 - Recorded Test vs Scripted Test
- **Test Design Patterns**
 - Implicit SetUp vs Delegated SetUp
- **Test Coding Patterns**
 - Assertion Method, Creation Method
- **Language-specific Test Coding Idioms**
 - E.g. Expected Exception Test
 - » Try/Catch
 - » AssertThrows aBlock, expectedEx
 - » ExpectedException attribute/annotation

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What's a Code Smell?

A problem visible when looking at test code:

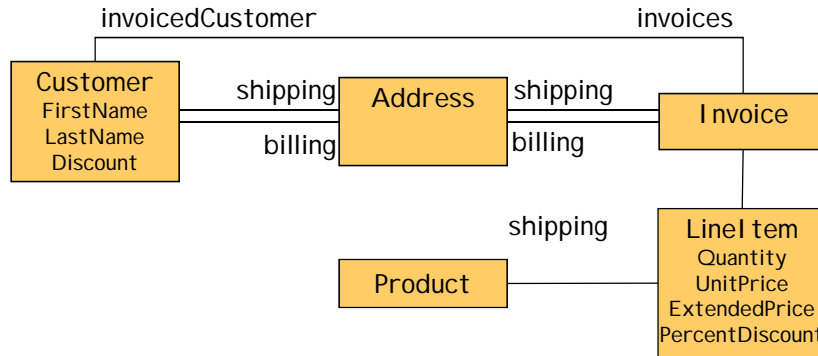
- **Tests are hard to understand**
- **Tests contain coding errors that may result in**
 - Missed bugs
 - Erratic Tests
- **Tests are difficult or impossible to write**
 - No test API on SUT
 - Cannot control initial state of SUT
 - Cannot observe final state of SUT
- **Sniff Test:**
 - Problem must be visible (in their face) to test automater or test reader

Common Code Smells

- **Conditional Test Logic**
- **Hard to Test Code**
- **Obscure Test**
- **Test Code Duplication**
- **Test Logic in Production**

Example

- Test addItemQuantity and removeLineItem methods of Invoice



The Whole Test

```

public void testAddItemQuantity_severalQuantity() throws Exception {
    try {
        // Setup Fixture
        final int QUANTITY = 5;
        Address billingAddress = new Address("1222 1st St SW", "Calgary", "Alberta", "T2N
            2V2", "Canada");
        Address shippingAddress = new Address("1333 1st St SW", "Calgary", "Alberta", "T2N
            2V2", "Canada");
        Customer customer = new Customer(99, "John", "Doe", new BigDecimal("30"),
            billingAddress, shippingAddress);
        Product product = new Product(88, "SomeWidget", new BigDecimal("19.99"));
        Invoice invoice = new Invoice(customer);
        // Exercise SUT
        invoice.addItemQuantity(product, QUANTITY);
        // Verify Outcome
        List lineItems = invoice.getLineItems();
        if (lineItems.size() == 1) {
            LineItem actualLineItem = (LineItem)lineItems.get(0);
            assertEquals(invoice, actualLineItem.getInvoice());
            assertEquals(product, actualLineItem.getProduct());
            assertEquals(quantity, actualLineItem.getQuantity());
            assertEquals(new BigDecimal("30"), actualLineItem.getPercentDiscount());
            assertEquals(new BigDecimal("19.99"), actualLineItem.getUnitPrice());
            assertEquals(new BigDecimal("69.96"), actualLineItem.getExtendedPrice());
        } else {
            assertTrue("Invoice should have exactly one line item", false);
        }
    } finally {
        deleteObject(expectedLineItem);
        deleteObject(invoice);
        deleteObject(product);
        deleteObject(customer);
        deleteObject(billingAddress);
        deleteObject(shippingAddress);
    }
}
    
```

Verifying the Outcome

```
List lineItems = invoice.getLineItems();
if (lineItems.size() == 1) {
    LineItem actualLineItem = (LineItem)lineItems.get(0);
    assertEquals("invoice", actualLineItem.getInvoice());
    assertEquals("product", actualLineItem.getProduct());
    assertEquals("quantity", actualLineItem.getQuantity());
    assertEquals(new BigDecimal("30"),
        actualLineItem.getPercentDiscount());
    assertEquals(new BigDecimal("19.99"),
        actualLineItem.getUnitPrice());
    assertEquals(new BigDecimal("69.96"),
        actualLineItem.getExtendedPrice());
} else {
    assertTrue("Invoice should have exactly one line item",
        false);
}
```

Obtuse Assertion

Use Better Assertion

```
List lineItems = invoice.getLineItems();
if (lineItems.size() == 1) {
    LineItem actualLineItem = (LineItem)lineItems.get(0);
    assertEquals("invoice", actualLineItem.getInvoice());
    assertEquals("product", actualLineItem.getProduct());
    assertEquals("quantity", actualLineItem.getQuantity());
    assertEquals(new BigDecimal("30"),
        actualLineItem.getPercentDiscount());
    assertEquals(new BigDecimal("19.99"),
        actualLineItem.getUnitPrice());
    assertEquals(new BigDecimal("69.96"),
        actualLineItem.getExtendedPrice());
} else {
    fail("invoice should have exactly one line item");
}}
```

Use Better Assertion

```
List lineItems = invoice.getLineItems();
if (lineItems.size() == 1) {
    LineItem actualLineItem = (LineItem)lineItems.get(0);
    assertEquals(invoice, actualLineItem.getInvoice());
    assertEquals(product, actualLineItem.getProduct());
    assertEquals(quantity, actualLineItem.getQuantity());
    assertEquals(new BigDecimal("30"),
        actualLineItem.getPercentDiscount());
    assertEquals(new BigDecimal("19.99"),
        actualLineItem.getUnitPrice());
    assertEquals(new BigDecimal("69.96"),
        actualLineItem.getExtendedPrice());
} else {
    fail("invoice should have exactly one line item");
}}
```

Hard-Wired
Test Data

Fragile Tests

Expected Object

```
List lineItems = invoice.getLineItems();
if (lineItems.size() == 1) {
    LineItem actualLineItem = (LineItem)lineItems.get(0);
    LineItem expectedLineItem =
        newLineItem(invoice, product, QUANTITY);
    assertEquals(expectedLineItem.getInvoice(),
        actualLineItem.getInvoice());
    assertEquals(expectedLineItem.getProduct(),
        actualLineItem.getProduct());
    assertEquals(expectedLineItem.getQuantity(),
        actualLineItem.getQuantity());
    assertEquals(expectedLineItem.getPercentDiscount(),
        actualLineItem.getPercentDiscount());
    assertEquals(expectedLineItem.getUnitPrice(),
        actualLineItem.getUnitPrice());
    assertEquals(expectedLineItem.getExtendedPrice(),
        actualLineItem.getExtendedPrice());
} else {
    fail("invoice should have exactly one line item");
}}
```


Expected Object

```

List lineItems = invoice.getLineItems();
if (lineItems.size() == 1) {
    LineItem actualLineItem = (LineItem)lineItems.get(0);
    LineItem expectedLineItem = newLineItem(invoice,
        product, QUANTITY, product.getPrice()*QUANTITY );
    assertEquals(expectedLineItem.getInvoice(),
        actualLineItem.getInvoice());
    assertEquals(expectedLineItem.getProduct(),
        actualLineItem.getProduct());
    assertEquals(expectedLineItem.getQuantity(),
        actualLineItem.getQuantity());
    assertEquals(expectedLineItem.getPercentDiscount(),
        actualLineItem.getPercentDiscount());
    assertEquals(expectedLineItem.getUnitPrice(),
        actualLineItem.getUnitPrice());
    assertEquals(expectedLineItem.getExtendedPrice(),
        actualLineItem.getExtendedPrice());
} else {
    fail("invoice should have exactly one line item");
}

```

Verbose Test

Introduce Custom Assert

```

List lineItems = invoice.getLineItems();
if (lineItems.size() == 1) {
    LineItem actualLineItem = (LineItem)lineItems.get(0);
    LineItem expectedLineItem = newLineItem(invoice,
        product, QUANTITY, product.getPrice()*QUANTITY );
    assertEquals(expectedLineItem, actualLineItem);
} else {
    fail("invoice should have exactly one line item");
}

```

Introduce Custom Assert

```
List lineItems = invoice.getLineItems();  
if (lineItems.size() == 1) {  
    LineItem actualLineItem = (LineItem)lineItems.get(0);  
    LineItem expectedLineItem = newLineItem(invoice,  
        product, QUANTITY, product.getPrice()*QUANTITY );  
    assertLineItemsEqual(expectedLineItem, actualLineItem);  
} else {  
    fail("invoice should have exactly one line item");  
}
```

Conditional
Test Logic

Replace Conditional Logic with Guard Assertion

```
List lineItems = invoice.getLineItems();  
assertEquals("number of items",lineItems.size(),1);  
LineItem actualLineItem = (LineItem)lineItems.get(0);  
LineItem expectedLineItem = newLineItem(invoice,  
    product, QUANTITY, product.getPrice()*QUANTITY );  
assertLineItemsEqual(expectedLineItem, actualLineItem);
```

The Whole Test

```
public void testAddItemQuantity_severalQuantity () throws Exception {
    try {
        // Setup Fixture
        final int QUANTITY = 5;
        Address billingAddress = new Address("1222 1st St SW", "Calgary", "Alberta", "T2N
            2V2", "Canada");
        Address shippingAddress = new Address("1333 1st St SW", "Calgary", "Alberta", "T2N
            2V2", "Canada");
        Customer customer = new Customer(99, "John", "Doe", new BigDecimal("30"),
            billingAddress, shippingAddress);
        Product product = new Product(88, "SomeWidget", new BigDecimal("19.99"));
        Invoice invoice = new Invoice(customer);
        // Exercise SUT
        invoice.addItemQuantity(product, QUANTITY);
        // Verify Outcome
        List lineItems = invoice.getLineItems();
        assertEquals("number of items",lineItems.size(),1);
        LineItem actualLineItem = (LineItem)lineItems.get(0);
        LineItem expectedLineItem = newLineItem(invoice, product, QUANTITY);
        assertEquals(expectedLineItem, actualLineItem);
    } finally {
        deleteObject(expectedLineItem);
        deleteObject(invoice);
        deleteObject(product);
        deleteObject(customer);
        deleteObject(billingAddress);
        deleteObject(shippingAddress);
    }
}
```

The Whole Test

```
public void testAddItemQuantity_severalQuantity () throws Exception {
    try {
        // Setup Fixture
        final int QUANTITY = 5;
        Address billingAddress = new Address("1222 1st St SW", "Calgary", "Alberta", "T2N
            2V2", "Canada");
        Address shippingAddress = new Address("1333 1st St SW", "Calgary", "Alberta", "T2N
            2V2", "Canada");
        Customer customer = new Customer(99, "John", "Doe", new BigDecimal("30"),
            billingAddress, shippingAddress);
        Product product = new Product(88, "SomeWidget", new BigDecimal("19.99"));
        Invoice invoice = new Invoice(customer);
        // Exercise SUT
        invoice.addItemQuantity(product, QUANTITY);
        // Verify Outcome
        List lineItems = invoice.getLineItems();
        assertEquals("number of items",lineItems.size(),1);
        LineItem actualLineItem = (LineItem)lineItems.get(0);
        LineItem expectedLineItem = newLineItem(invoice, product, QUANTITY);
        assertEquals(expectedLineItem, actualLineItem);
    } finally {
        deleteObject(expectedLineItem);
        deleteObject(invoice);
        deleteObject(product);
        deleteObject(customer);
        deleteObject(billingAddress);
        deleteObject(shippingAddress);
    }
}
```

Inline Fixture Teardown - Naive

```
public void testAddItemQuantity_severalQuantity () ... {
    try {
        // Setup Fixture
        // Exercise SUT
        // Verify Outcome
    } finally {
        deleteObject(expectedLineItem);
        deleteObject(invoice);
        deleteObject(product);
        deleteObject(customer);
        deleteObject(billingAddress);
        deleteObject(shippingAddress);
    }
}
```

Inline Fixture Teardown - Robust

```
public void testAddItemQuantity_severalQuantity () ... {
    try {
        // Setup Fixture
        // Exercise SUT
        // Verify Outcome
    } finally {
        try {
            deleteObject(expectedLineItem);
        } finally {
            try {
                deleteObject(invoice);
            } finally {
                try {
                    deleteObject(product);
                } finally {

```

Implicit Fixture Teardown - Naive

```
public void testAddItemQuantity_severalQuantity () ... {
    // Setup Fixture
    // Exercise SUT
    // Verify Outcome
}

public void tearDown() {
    deleteObject(expectedLineItem);
    deleteObject(invoice);
    deleteObject(product);
    deleteObject(customer);
    deleteObject(billingAddress);
    deleteObject(shippingAddress);
}
```

Implicit Fixture Teardown - Robust

```
public void testAddItemQuantity_severalQuantity () ... {
    // Setup Fixture
    // Exercise SUT
    // Verify Outcome
}

public void tearDown() {
    try {
        deleteObject(expectedLineItem);
    } finally {
        try {
            deleteObject(invoice);
        } finally {
            try {
                deleteObject(product);
            } finally {
                ;
            }
        }
    }
}
```

Automated Fixture Teardown

```
public void testAddItemQuantity_severalQuantity () ... {
    final int QUANTITY = 5;
    Address billingAddress = new Address("1222 1st St SW",
        "Calgary", "Alberta", "T2N 2V2", "Canada");
    addTestObject( billingAddress );
    Address shippingAddress = new Address("1333 1st St SW",
        "Calgary", "Alberta", "T2N 2V2", "Canada");
    addTestObject(shippingAddress );

    :
}

public void tearDown() {
    deleteAllTestObjects();
}
```

Automated Fixture Teardown

```
public void deleteAllTestObjects() {
    Iterator i = testObjects.iterator();
    while (i.hasNext()) {
        try {
            Deletable object = (Deletable) i.next();
            object.delete();
        } catch (Exception e) {
            // do nothing if the remove failed
        }
    }
}
```

Transaction Rollback Teardown

```
public void setUp() {
    TransactionManager.beginTransaction();
}

public void tearDown() {
    TransactionManager.abortTransaction();
}
```

Important: SUT must not commit transaction
 – DFT Pattern: Humble Transaction Controller

The Whole Test

```
public void testAddItemQuantity_severalQuantity () throws Exception {
    // Setup Fixture
    final int QUANTITY = 5;
    Address billingAddress = new Address("1222 1st St SW", "Calgary", "Alberta",
        "T2N 2V2", "Canada");
    addTestObject(billingAddress);
    Address shippingAddress = new Address("1333 1st St SW", "Calgary", "Alberta",
        "T2N 2V2", "Canada");
    addTestObject(billingAddress);
    Customer customer = new Customer(99, "John", "Doe", new BigDecimal("30"),
        billingAddress, shippingAddress);
    addTestObject(billingAddress);
    Product product = new Product(88, "SomeWidget", new BigDecimal("19.99"));
    addTestObject(billingAddress);
    Invoice invoice = new Invoice(customer);
    addTestObject(billingAddress);
    // Exercise SUT
    invoice.addItemQuantity(product, QUANTITY);
    // Verify Outcome
    assertEquals("number of items",lineItems.size(),1);
    LineItem actualLineItem = (LineItem)lineItems.get(0);
    LineItem expectedLineItem = newLineItem(invoice, product, QUANTITY);
    assertEquals("expectedLineItem",actualLineItem,expectedLineItem);
}
// No Visible Fixture Tear Down!
```

The Whole Test

```
public void testAddItemQuantity_severalQuantity() throws Exception {
    // Setup Fixture
    final int QUANTITY = 5;
    Address billingAddress = new Address("1222 1st St SW", "Calgary",
        "Alberta", "T2N 2V2", "Canada");
    addTestObject(billingAddress);
    Address shippingAddress = new Address("1333 1st St SW", "Calgary",
        "Alberta", "T2N 2V2", "Canada");
    addTestObject(billingAddress);
    Customer customer = new Customer(99, "John", "Doe", new BigDecimal("30"),
        billingAddress, shippingAddress);
    addTestObject(billingAddress);
    Product product = new Product(88, "SomeWidget", new BigDecimal("19.99"));
    addTestObject(billingAddress);
    Invoice invoice = new Invoice(customer);
    addTestObject(billingAddress);
    // Exercise SUT
    invoice.addItemQuantity(product, QUANTITY);
    // Verify Outcome
    assertEquals("number of items",lineItems.size(),1);
    LineItem actualLineItem = (LineItem)lineItems.get(0);
    LineItem expectedLineItem = newLineItem(invoice, product, QUANTITY);
    assertEquals("line items",actualLineItem,expectedLineItem);
}
```

Hard-Coded Test Data

```
public void testAddItemQuantity_severalQuantity() {
    final int QUANTITY = 5;
    Address billingAddress = new Address("1222 1st St SW",
        "Calgary", "Alberta", "T2N 2V2", "Canada");

    Address shippingAddress = new Address("1333 1st St SW",
        "Calgary", "Alberta", "T2N 2V2", "Canada");

    Customer customer = new Customer(99, "John", "Doe", new
        BigDecimal("30"), billingAddress, shippingAddress);

    Product product = new Product(88, "SomeWidget",
        BigDecimal("19.99"));

    Invoice invoice = new Invoice(customer);
    // Exercise SUT
    invoice.addItemQuantity(product, QUANTITY);
}
```

Hard-coded
Test Data
(Obscure Test)

Unrepeatable
Tests

Distinct Generated Values

```
public void testAddItemQuantity_severalQuantity() {
    final int QUANTITY = 5 ;
    Address billingAddress = new Address(getUniqueString(),
        getUniqueString(), getUniqueString(),
        getUniqueString(), getUniqueString());
    Address shippingAddress = new Address(getUniqueString(),
        getUniqueString(), getUniqueString(),
        getUniqueString(), getUniqueString());
    Customer customer = new Customer(
        getUniqueInt(), getUniqueString(),
        getUniqueString(), getUniqueDiscount(),
        billingAddress, shippingAddress);
    Product product = new Product(
        getUniqueInt(), getUniqueString(),
        getUniqueNumber());
    Invoice invoice = new Invoice(customer);
}
```

Distinct Generated Values

```
public void testAddItemQuantity_severalQuantity() {
    final int QUANTITY = 5 ;
    Address billingAddress = new Address(getUniqueString(),
        getUniqueString(), getUniqueString(),
        getUniqueString(), getUniqueString());
    Address shippingAddress = new Address(getUniqueString(),
        getUniqueString(), getUniqueString(),
        getUniqueString(), getUniqueString());
    Customer customer1 = new Customer(
        getUniqueInt(), getUniqueString(),
        getUniqueString(), getUniqueDiscount(),
        billingAddress, shippingAddress);
    Product product = new Product(
        getUniqueInt(), getUniqueString(),
        getUniqueNumber());
    Invoice invoice = new Invoice(customer);
}
```

Irrelevant
Information
(Obscure Test)

Creation Method

```
public void testAddItemQuantity_severalQuantity() {
    final int QUANTITY = 5;
    Address billingAddress = createAnonymousAddress();

    Address shippingAddress = createAnonymousAddress();

    Customer customer = createCustomer( billingAddress,
        shippingAddress);

    Product product = createAnonymousProduct();

    Invoice invoice = new Invoice(customer);
}
```

Obscure Test - Irrelevant Information

```
public void testAddItemQuantity_severalQuantity() {
    final int QUANTITY = 5;
    Address billingAddress = createAnonymousAddress();
    Address shippingAddress = createAnonymousAddress();
    Customer customer = createCustomer(
        billingAddress, shippingAddress);
    Product product = createAnonymousProduct();
    Invoice invoice = new Invoice(customer);
    // Exercise
    invoice.addItemQuantity(product, QUANTITY);
    // Verify
    ListItem expectedLineItem = new ListItem(invoice,
        product, QUANTITY, product.getPrice()*QUANTITY );
    List lineItems = invoice.getLineItems();
    assertEquals("number of items", lineItems.size(), 1);
    ListItem actualLineItem = (ListItem)lineItems.get(0);
    assertEquals(expectedLineItem, actualLineItem);
}
```

Irrelevant
Information
(Obscure Test)

Remove Irrelevant Information

```
public void testAddItemQuantity_severalQuantity() {
    final int QUANTITY = 5 ;

Customer customer = createAnonymousCustomer();

    Product product = createAnonymousProduct();
    Invoice invoice = new Invoice(customer);
    // Exercise
    invoice.addItemQuantity(product, QUANTITY);
    // Verify
    ListItem expectedLineItem = newListItem(invoice,
        product, QUANTITY, product.getPrice()*QUANTITY );
    List lineItems = invoice.getLineItems();
    assertEquals("number of items", lineItems.size(), 1);
    ListItem actualLineItem = (ListItem)lineItems.get(0);
    assertEquals(expectedLineItem, actualLineItem);
}
```

Irrelevant
Information
(Obscure Test)

Remove Irrelevant Information

```
public void testAddItemQuantity_severalQuantity() {
    final int QUANTITY = 5 ;

    Product product = createAnonymousProduct();
    Invoice invoice = createAnonymousInvoice()
    // Exercise
    invoice.addItemQuantity(product, QUANTITY);
    // Verify
    ListItem expectedLineItem = newListItem(invoice,
        product, QUANTITY, product.getPrice()*QUANTITY );
    List lineItems = invoice.getLineItems();
    assertEquals("number of items", lineItems.size(), 1);
    ListItem actualLineItem = (ListItem)lineItems.get(0);
    assertEquals(expectedLineItem, actualLineItem);
}
```

Introduce Custom Assertion

```
public void testAddItemQuantity_severalQuantity() {
    final int QUANTITY = 5 ;

    Product product = createAnonymousProduct();
    Invoice invoice = createAnonymousInvoice()
    // Exercise
    invoice.addItemQuantity(product, QUANTITY);
    // Verify
    ListItem expectedLineItem = newListItem(invoice,
        product, QUANTITY, product.getPrice()*QUANTITY );
    List lineItems = invoice.getLineItems();
    assertEquals("number of items", lineItems.size(), 1);
    ListItem actualLineItem = (ListItem)lineItems.get(0);
    assertLineItemsEqual(expectedLineItem, actualLineItem);
}
```

Mechanics
hides Intent

Introduce Custom Assertion

```
public void testAddItemQuantity_severalQuantity() {
    final int QUANTITY = 5 ;

    Product product = createAnonymousProduct();
    Invoice invoice = createAnonymousInvoice()
    // Exercise
    invoice.addItemQuantity(product, QUANTITY);
    // Verify
    ListItem expectedLineItem = newListItem(invoice,
        product, QUANTITY, product.getPrice()*QUANTITY );
    assertExactlyOneLineItem(invoice, expectedLineItem );
}
```

The Whole Test – Done

```
public void testAddItemQuantity_severalQuantity () {  
    final int QUANTITY = 5 ;  
    Product product = createAnonymousProduct();  
    Invoice invoice = createAnonymousInvoice();  
    // Exercise  
    invoice.addItemQuantity(product, QUANTITY);  
    // Verify  
    LineItem expectedLineItem = newLineItem(invoice,  
        product, QUANTITY, product.getPrice()*QUANTITY );  
    assertExactlyOneLineItem(invoice, expectedLineItem );  
}
```

This Looks a Lot Like Keyword-Driven Testing

- Same Underlying Principles:
- Use Domain-Specific Language
 - Say Only What is Relevant

Agenda

- Introduction
- Economics of Maintainability
- Intro to Test Smells & Patterns
- Refactoring Smelly Test Code
- Writing New Tests Quickly
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- Wrap Up

Test Coverage

```
TestInvoiceLineItems extends TestCase {  
    TestAddItemQuantity_oneItem {..}  
    TestAddItemQuantity_severalItems {..}  
    TestAddItemQuantity_duplicateProduct {..}  
    TestAddItemQuantity_zeroQuantity {..}  
    TestAddItemQuantity_severalQuantity {..}  
    TestAddItemQuantity_discountedPrice {..}  
    TestRemoveItem_noItemsLeft {..}  
    TestRemoveItem_oneItemLeft {..}  
    TestRemoveItem_severalItemsLeft {..}  
}
```

Pattern:
Testcase
Class per
Feature

Rapid Test Writing

```
public void testAddItemQuantity_duplicateProduct () {  
    final int QUANTITY = 1 ;  
    final int QUANTITY2 = 2 ;  
    Product product1 = createAnonymousProduct();  
    Invoice invoice = createAnonymousInvoice();  
    // Exercise  
    invoice.addItemQuantity(product1, QUANTITY);  
    invoice.addItemQuantity(product1, QUANTITY2);  
    // Verify  
    LineItem expectedLineItem1 = newLineItem(invoice,  
        product, QUANTITY+QUANTITY2,  
        product.getPrice() * (QUANTITY+QUANTITY2) );  
  
    assertExactlyOneLineItem(invoice, expectedLineItem1 );  
}
```

"Pull" applied to statements in Test Method

Test Coverage

```
TestInvoiceLineItems extends TestCase {  
    TestAddItemQuantity_oneItem {..}  
    TestAddItemQuantity_severalItems {..}  
    TestAddItemQuantity_duplicateProduct {..}  
    TestAddItemQuantity_zeroQuantity {..}  
    TestAddItemQuantity_severalQuantity {..}  
    TestAddItemQuantity_discountedPrice {..}  
    TestRemoveItem_noItemsLeft {..}  
    TestRemoveItem_oneItemLeft {..}  
    TestRemoveItem_severalItemsLeft {..}  
}
```

Pattern:
Testcase
Class per
Feature

Rapid Test Writing

```
public void testAddItemQuantity_severalItems () {  
    final int QUANTITY = 1 ;  
    Product product1 = createAnonymousProduct();  
    Product product2 = createAnonymousProduct();  
    Invoice invoice = createAnonymousInvoice();  
    // Exercise  
    invoice.addItemQuantity(product1, QUANTITY);  
    invoice.addItemQuantity(product2, QUANTITY);  
    // Verify  
    LineItem expectedLineItem1 = newLineItem(invoice,  
        product, QUANTITY, product.getPrice()*QUANTITY );  
    LineItem expectedLineItem2 = newLineItem(invoice,  
        product2, QUANTITY, product2.getPrice()*QUANTITY );  
    assertExactlyTwoLineItems(invoice,  
        expectedLineItem1, expectedLineItem2 );  
}
```

"Pull" also applied to new Custom Assertion

Testability Patterns

- **Humble Object**
 - Objects closely coupled to the environment should not do very much (be humble)
 - Should delegate real work to a context-independent testable object
- **Dependency Injection**
 - Client “injects” depended-on objects into SUT
 - Tests can pass a Test Double to control “indirect inputs” from dependents
- **Dependency Lookup**
 - SUT asks another object for it’s dependencies
 - Service Locator, Object Factory, Component Registry
- **Test-Specific Subclass**
 - Can extend the SUT to all access by test

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What's a Behavior Smell

- **A problem seen when running tests.**
- **Tests fail when they should pass**
 - or pass when they should fail (rarer)
- **The problem is with how tests are coded;**
 - not a problem in the SUT
- **Sniff Test:**
 - Detectable via compile or execution behavior of tests

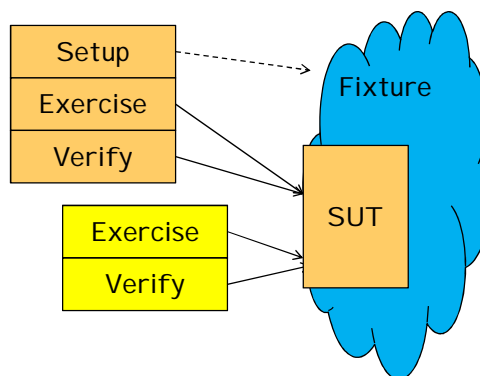
Common Behavior Smells

- **Slow Tests**
- **Erratic Tests**
 - Too many variants to list here
- **Fragile Tests**
 - The 4 sensitivities
- **Assertion Roulette**
- **Frequent Debugging**
- **Manual Intervention**

Slow Tests

- **Slow Tests**
 - It takes several minutes to hours to run all the tests
- **Impact**
 - Lost productivity caused by waiting for tests
 - Lost quality due to running tests less frequently
- **Causes:**
 - Slow Component Usage
 - » e.g. Database
 - Asynchronous Test
 - » e.g. Delays or Waits
 - General Fixture
 - » **too much fixture being setup**

- **What it is:** **Shared Test Fixture**
 - Improves test run times by reducing setup overhead.
 - A “standard” test environment applicable to all tests is built and the tests reuse the same fixture instance.



Shared Test Fixture

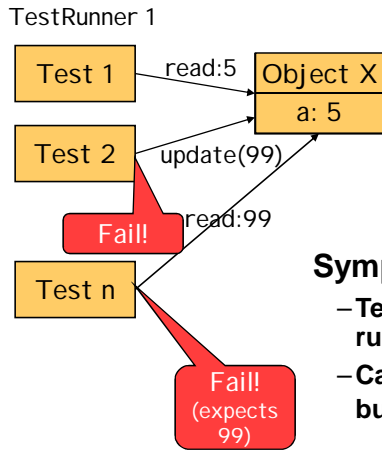
- **Variations:**
 - Fixture is shared between some/all the tests in a single test run
 - Fixture may be shared across many TestRunners (Global Text Fixture)
- **Examples:**
 - Standard Database contents
 - Standard Set of Directories and Files
 - Standard set of objects

Bad Smell Alert:
• Erratic Tests

Erratic Tests

- **Interacting Tests**
 - When one test fails, a bunch of other tests fail for no apparent reason because they depend on other tests' side effects
- **Unrepeatable Tests**
 - Tests can't be run repeatedly without intervention
- **Test Run War**
 - Seemingly random, transient test failures
 - Only occurs when several people testing simultaneously
- **Resource Optimism**
 - Tests depend on something in the environment that isn't available
- **Non-Deterministic Tests**
 - Tests depend on non-deterministic inputs

Erratic Tests – Interacting Tests



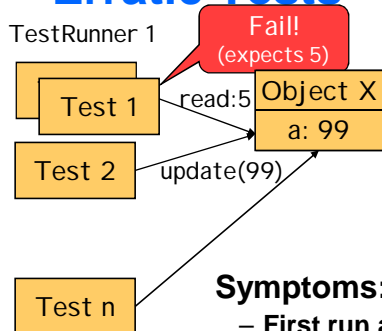
If many tests use same objects, tests can affect each other's results.

– Test 2 failure may leave Object X in state that causes Test n to fail.

Symptoms:

- Tests that work by themselves fail when run in a suite.
- Cascading errors caused by a single bug failing a single test.
 - » Bug need not affect other tests directly but leaves fixture in wrong state for subsequent tests to succeed.

Erratic Tests – Unrepeatable Tests



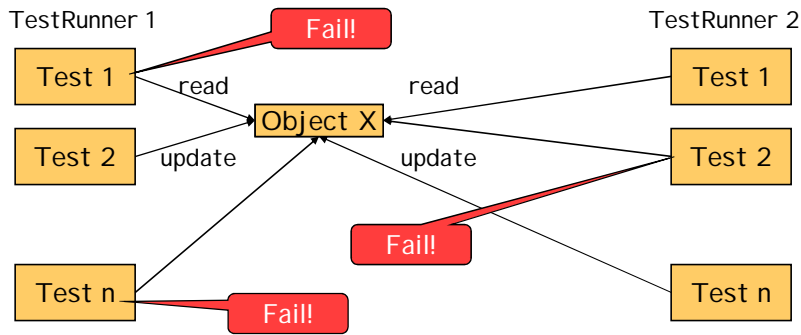
If many test runs use same objects, test runs can affect each other's results.

– Test 2 update may leave Object X in state that causes Test 1 to fail on next run.

Symptoms:

- First run after opening the TestRunner or re-initializing Shared Fixture behaves differently
 - » Succeed, Fail, Fail, Fail
 - » Fail, Succeed, Succeed, Succeed
- Resetting the fixture may “reset” things to square 1 (restarting the cycle)
 - » Closing and reopening the test runner for in-memory fixture
 - » Reinitializing the database

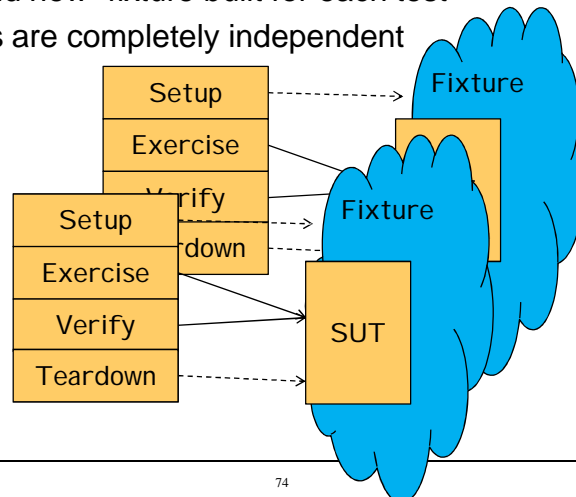
Erratic Tests – Test Run War



- If many test runners use the same objects (from Global Fixture), random results can occur.
 - Interleaving of tests from parallel runners makes determining cause very difficult

Avoiding Erratic Tests - Fresh Fixture

- What it is:
 - “Brand new” fixture built for each test
 - Tests are completely independent



Agenda

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- **Economics of Maintainability**
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- **Wrap Up**

A Recipe for Success

- 1. Write some tests**
 - start with the easy ones!
- 2. Note the Test Smells that show up**
- 3. Refactor to remove obvious Test Smells**
 - Apply appropriate xUnit Test Patterns
- 4. Write some more tests**
 - possibly more complex
- 5. Repeat from Step 2 until:**
 - All necessary tests written
 - No smells remain

What Next?

- **You have a better idea of:**
 - what can be achieved
 - problems to look for
 - » **Test Smells**
 - symptoms (smells) vs root causes
- **You have an initial list of patterns to address root causes**
 - More at the web site and in the book
- **Time to go “Smell Hunting”**

Be Pragmatic!

- **Not all Smells can (or should) be eliminated**
 - Cost of having smell vs. cost of removing it
 - Cost to remove it now vs. cost of removing it later
- **Catalog of Smells and Causes gives us the tools to make the decision intelligently**
 - Trouble-shooting flow chart
 - Suggested Patterns for removing cause
- **Catalog of Patterns gives us the tools to eliminate the Smells *when we choose to do so***
 - How it Works
 - When to Use It
 - Before/After Code samples
 - Refactoring notes

What Does it Take To be Successful?

Programing Experience

+ xUnit Experience

+ Testing Experience

+ Design for Testability

- Test Smells

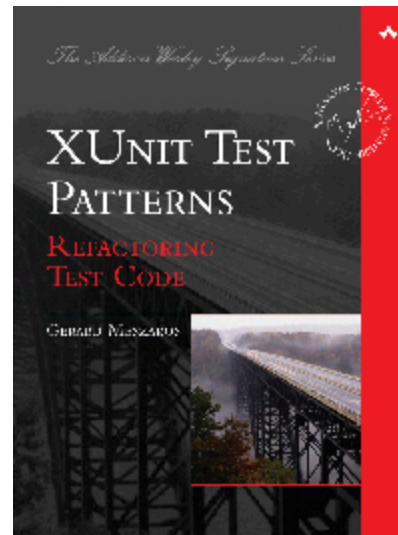
+ Test Automation Patterns

+ Fanatical Attention to Test Maintainability

= Robust, Maintainable Automated Tests

More on xUnit Patterns & Smells

- **Tutorial:**
 - Friday Morning
- **Book:**
 - xUnit Test Patterns**
 - Refactoring Test Code**
 - published by Addison Wesley
- **Website:**
 - <http://xunitpatterns.com>
- **Onsite Training**
 - training at xunitpatterns.com
 - +1-403-827-2967
 - jaoo2009@xunitpatterns.com



Thank You!

Gerard

Questions & Comments?

Resources for Testing

Reminder:

Tutorial exercises and solutions available at:

<http://tutorialexercises.xunitpatterns.com>

<http://tutorialsolutions.xunitpatterns.com>

Books on xUnit Test Automation

- **xUnit Test Patterns – Refactoring Test Code**
 - Gerard Meszaros
- **Test-driven Development - A Practical Guide**
 - David Astels
- **Test-driven Development - By Example**
 - Kent Beck
- **Test-Driven Development in Microsoft .NET**
 - James Newkirk, Alexei Vorontsov
- **Unit Testing With Java - How tests drive the code**
 - Johannes Link
- **JUnit Recipes**
 - J.B. Rainsberger

Other Useful Books

- **Working Effectively with Legacy Code**
 - Michael Feathers
- **Fit for Software Development**
 - Rick Mugridge, Ward Cunningham
- **Refactoring - Improving the Design of Existing Code**
 - Martin Fowler plus contributors
- **Design Patterns: Reusable Elements of Design**
 - Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides

Coding Objectives Comparison

	<i>Production</i>	<i>Testware</i>
Correctness	Important	Crucial
Maintainability	Important	Crucial
Execution Speed	Crucial	Somewhat
Reusability	Important	Somewhat
Flexibility	Important	Not
Simplicity	Important?	Crucial
Ease of writing	Important?	Crucial