



FRACTAL TEST-DRIVEN DEVELOPMENT

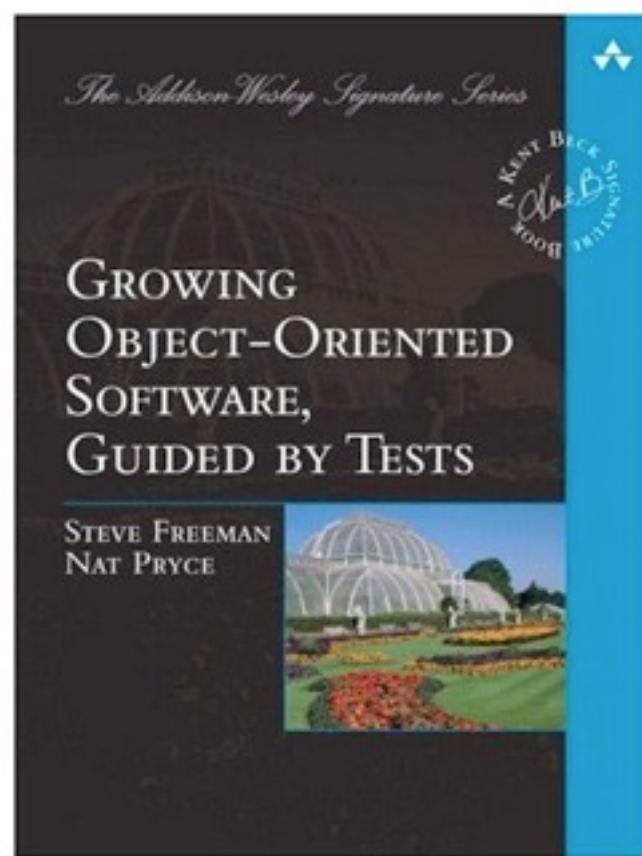
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@sf105

INTERNATIONAL
SOFTWARE DEVELOPMENT
CONFERENCE

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Write a failing test

Make the test pass

Refactor

```
public class ExchangeRateUploaderTest extends EasyMockTestCase {  
    private Logger logger;  
    private CurrencyManager mockCurrencyManager;  
    private ExchangeRateManager mockExchangeRateManager;  
    private PriceManagerFactory mockPriceManagerFactory;  
    private PriceManager mockPriceManager;  
    private GodObject mockGod;  
    private DatabaseFacade mockPersistenceManager;  
    private DatabaseFacade mockFrameworkPersistenceManager;  
    private CyclicProcessManager mockCyclicProcessManager;  
    private SystemVariableManager mockSystemVariableManager;  
    private ScreenManager mockScreenManager;  
    private Registry registry;  
    private User adminUser;  
    private Server server;  
  
    private ExchangeRateUploader newExchangeRateUploader(CyclicProcessThread thread) {  
        return new ExchangeRateUploader(thread) {  
            @Override protected void initializeAction() throws FrameworkException {  
                // Does nothing to prevent excessive mocking  
            }  
            @Override public Logger getLogger() { return logger; }  
            @Override protected void setLogLevel() {}  
            @Override protected User getUser() { return adminUser; }  
            @Override protected CurrencyManager newCurrencyManager() { return mockCurrencyManager; }  
            @Override protected PriceManagerFactory newPriceManagerFactory() { return mockPriceManagerFactory; }  
            @Override protected CyclicProcessManager newCyclicProcessManager() { return mockCyclicProcessManager; }  
            @Override protected DatabaseFacade newPersistenceManager() { return mockPersistenceManager; }  
            @Override protected Registry newTaskPerformanceRegistry() { return registry; }  
            @Override public PriceDataManager getPriceDataManager() { return null; }  
            @Override protected ExchangeRateManager newExchangeRateManager() { return mockExchangeRateManager; }  
        };  
    }  
}
```

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```

private void mockPMFactoryCleanup() {
    PersistenceFactory mockPersistenceFactory = addMock(PersistenceFactory.class);
    mockPersistenceFactory.purgeAllStateForThisThread();
    expect(mockGod.getPersistenceFactory()).andReturn(mockPersistenceFactory).anyTimes();
    expect(mockPersistenceFactory.getExceptionalInRequest()).andReturn(Collections.<Throwable>emptyList()).times(1);
}

private void mockCyclicProcessManager() throws CyclicProcessException {
    mockCyclicProcessManager = addMock(CyclicProcessManager.class);
    expect(mockGod.getCyclicProcessManager()).andStubReturn(mockCyclicProcessManager);
    mockCyclicProcessManager.updateServerCyclicProcessCurrentRunStatus(isA(String.class),
        isA(ListENER_STATUS.class), isA(String.class), isA(Double.class), isA(Date.class));
    expectLastCall().anyTimes();
    server = addMock(Server.class);
    expect(mockCyclicProcessManager.getServer()).andStubReturn(server);
}

private void setupCurrencyManager(Currency primeCurrency, Currency eCurrency, Currency otherCurrency) {
    mockCurrencyManager = addMock(CurrencyManager.class);
    List<Currency> allCurrencies = new ArrayList<Currency>();
    allCurrencies.add(primeCurrency);
    allCurrencies.add(otherCurrency);
    allCurrencies.add(primeCurrency);
    expect(mockCurrencyManager.getPrimeCurrency()).andReturn(primeCurrency).anyTimes();
    expect(mockCurrencyManager.getAllParentCurrencies()).andReturn(allCurrencies).times(2);
}

private void mockGetFXRatesAtDatesForCurrencies(Date now, FXCurrencyPair eCurrencyPair,
    FXCurrencyPair otherCurrencyPair) throws CurrencyException
{
    FrameworkNumber originalACurrencyRate = new FrameworkNumber("1.23");
    Map<FXCurrencyPair, Collection<Date>> currencyPairAndDatesMap = new HashMap<FXCurrencyPair, Collection<Date>>();
    currencyPairAndDatesMap.put(eCurrencyPair, Arrays.asList(now));
    currencyPairAndDatesMap.put(otherCurrencyPair, Arrays.asList(now));
    FXCurrencyPairRates outputObj = addMock(FXCurrencyPairRates.class);
    expect(outputObj.getRateMapSize()).andReturn(3).anyTimes();
    expect(outputObj.getActualPriceDataForCurrencyPair(eCurrencyPair, now)).andReturn(null).once();
    expect(outputObj.getRateFromFxRateMap(now, eCurrencyPair)).andReturn(originalACurrencyRate).once();
    expect(outputObj.getActualPriceDataForCurrencyPair(otherCurrencyPair, now)).andReturn(null).once();
    expect(outputObj.getRateFromFxRateMap(now, otherCurrencyPair)).andReturn(originalACurrencyRate);
    expect(mockExchangeRateManager.getFXRatesAtDatesForCurrencies(currencyPairAndDatesMap)).andReturn(outputObj);
}

```

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```

private CyclicProcessThread mockUserStateAndGetCyclicProcessThread() {
    Role mockAdminRole = addMock(Role.class);
    CyclicProcessThread thread = addMock(CyclicProcessThread.class);
    expect(thread.getAdminRole()).andReturn(mockAdminRole).anyTimes();
    expect(thread.getAdminUser()).andReturn(adminUser).anyTimes();
    thread.intercept();
    expectLastCall();
    mockScreenManager = addMock(ScreenManager.class);
    expect(mockGod.getScreenManager()).andReturn(mockScreenManager).anyTimes();
    mockScreenManager.setThreadSignedInState(new SignedInState(adminUser, mockAdminRole, false));
    expectLastCall().anyTimes();
    expect(thread.getGod()).andReturn(mockGod).anyTimes();
    expect(thread.getShutdownInProgress()).andReturn(false).anyTimes();
    return thread;
}

private void mockContextPersistenceManager() {
    mockFrameworkPersistenceManager = addMock(DatabaseFacade.class);
    expect(mockGod.getDatabaseFacade()).andReturn(mockFrameworkPersistenceManager).anyTimes();
    mockFrameworkPersistenceManager.beginTransaction();
    expectLastCall().anyTimes();
}

private void mockPriceManager() throws PriceException {
    mockPriceManagerFactory = addMock(PriceManagerFactory.class);
    mockPriceManager = addMock(PriceManager.class);
    expect(mockPriceManagerFactory.newPriceManager(mockFrameworkPersistenceManager,
                                                    mockSystemVariableManager, null))
        .andReturn(mockPriceManager).once();
}

private void mockSystemVariableManager() {
    mockSystemVariableManager = addMock(SystemVariableManager.class);
    expect(mockGod.getSystemVariableManager()).andReturn(mockSystemVariableManager).anyTimes();
    expect(mockSystemVariableManager.getSystemVariable(CYCLIC_PROCESS_LISTENER_HEART_BEAT_TOLERANCE, "30000"))
        .andReturn("30000").anyTimes();
}

private void mockLogger() {
    logger = addMock(Logger.class);
    logger.info(isA(String.class)); expectLastCall().atLeastOnce();
    logger.debug(isA(String.class)); expectLastCall().atLeastOnce();
}

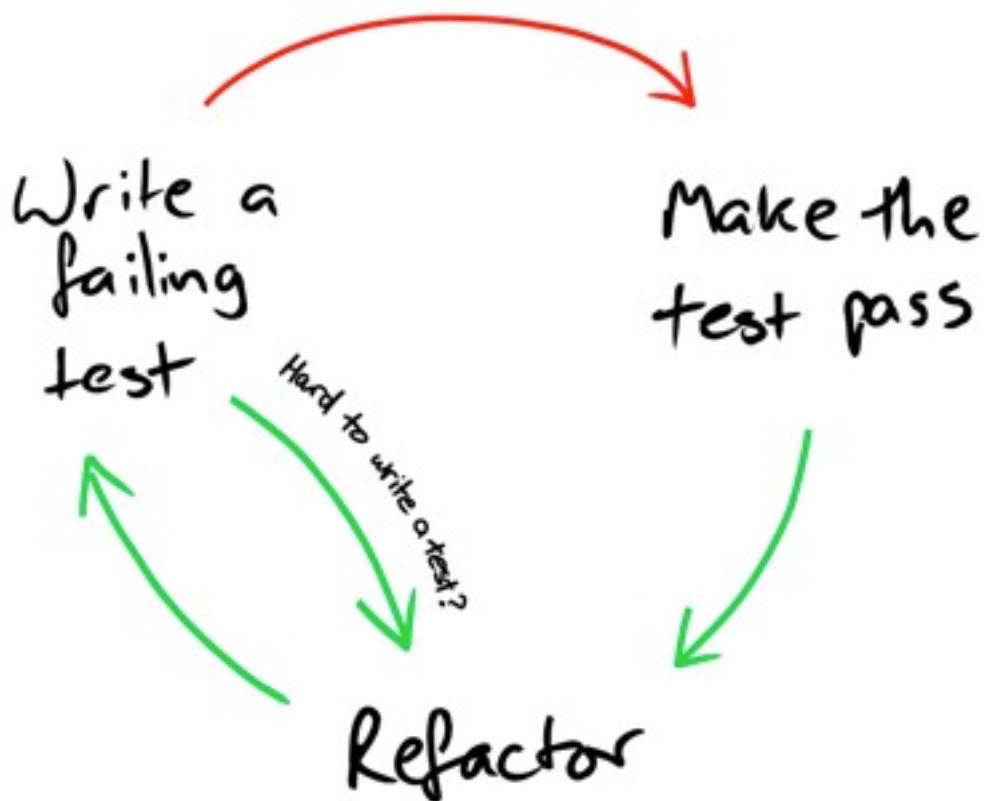
```

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Test Smells!





The test duplicates the code

```
@Test public void  
duplicatesTheImplementation() {  
    ReadValidateConvertAndSaveAction action =  
        new ReadValidateConvertAndSaveAction(  
            readHelper, validationHelper,  
            convertHelper, repository);  
  
    context.checking(new Expectations() {{  
        one (readHelper).read();  
            will(returnValue(inputRecord));  
        one (validationHelper).validate(inputRecord);  
        one (convertHelper).convert(inputRecord);  
            will(returnValue(outputRecord));  
        one (repository).save(outputRecord);  
    }});  
  
    action.doAction();  
}  
  
public class ReadValidateConvertAndSaveAction {  
    public void doAction() {  
        InputRecord inputRecord = readHelper.read();  
        validationHelper.validate(inputRecord);  
        OutputRecord outputRecord =  
            convertHelper.convert(inputRecord);  
        repository.save(outputRecord);  
    }  
}
```

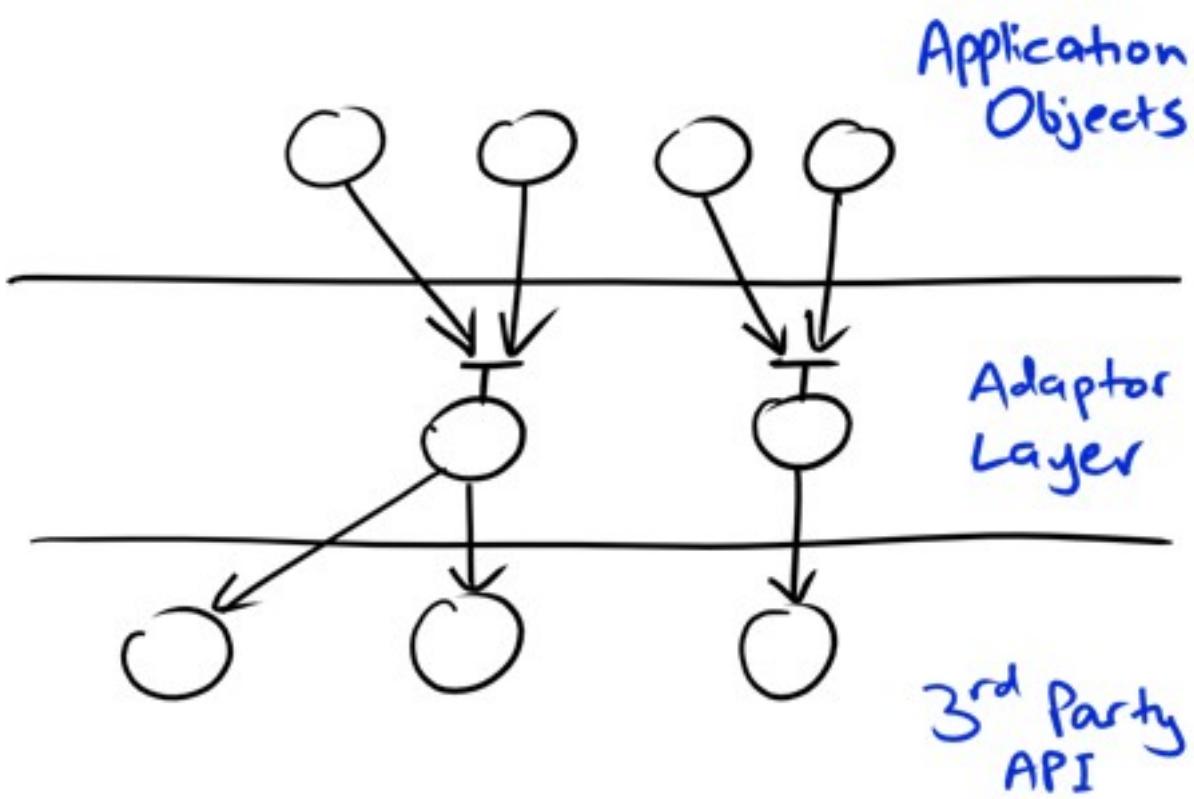
Too many assertions

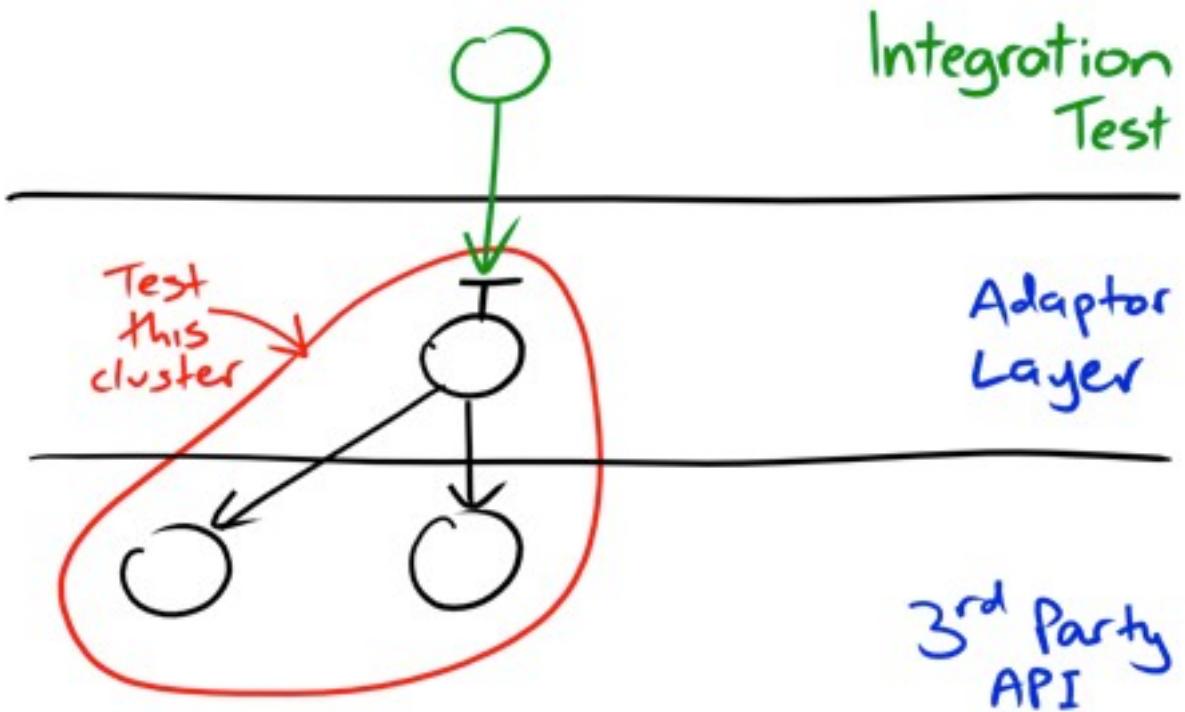
```
@Test public void decidesCasesWhenFirstPartyIsReady() {  
    context.checking(new Expectations(){  
        allowing(firstPart).isReady(); will(returnValue(true));  
        allowing(organiser).getAdjudicator(); will(returnValue(adjudicator));  
        allowing(adjudicator).findCase(firstParty, issue); will(returnValue(case));  
  
        one(thirdParty).proceedWith(case);  
    });  
  
    claimsProcessor.adjudicateIfReady(thirdParty, issue);  
}
```

```
public void adjudicateIfReady(ThirdParty thirdParty, Issue issue) {  
    if (firstParty.isReady()) {  
        Adjudicator adjudicator = organisation.getAdjudicator();  
        Case case = adjudicator.findCase(firstParty, issue);  
        thirdParty.proceedWith(case);  
    } else{  
        thirdParty.adjourn();  
    }  
}
```

```
public void adjudicateIfReady(ThirdParty thirdParty, Issue issue) {  
    if (firstParty.isReady()) {  
        thirdParty.startAdjudication(organisation, firstParty, issue);  
    } else{  
        thirdParty.adjourn();  
    }  
}
```

Faking the wrong objects





Test setup
requires magic

```
@Test public void rejectsRequestsNotWithinTheSameDay() {  
    receiver.acceptRequest(FIRST_REQUEST);  
    // the next day  
    assertFalse("too late now",  
               receiver.acceptRequest(SECOND_REQUEST));  
}
```

```
public boolean acceptRequest(Request request) {  
    final Date now = new Date();  
    if (dateOfFirstRequest == null) {  
        dateOfFirstRequest = now;  
    } else if (firstDateIsDifferentFrom(now)) {  
        return false;  
    }  
    // process the request  
    return true;  
}
```

Date now = new Date();

```
@Test public void rejectsRequestsNotWithinTheSameDay() {  
    Receiver receiver = new Receiver(stubClock);  
    stubClock.setNextDate(TODAY);  
    receiver.acceptRequest(FIRST_REQUEST);  
  
    stubClock.setNextDate(TOMORROW);  
    assertFalse("too late now",  
               receiver.acceptRequest(SECOND_REQUEST));  
}
```

```
public boolean acceptRequest(Request request) {  
    final Date now = clock.now();  
    if (dateOfFirstRequest == null) {  
        dateOfFirstRequest = now;  
    } else if (firstDateIsDifferentFrom(now)) {  
        return false;  
    }  
    // process the request  
    return true;  
}
```

```
@Test public void rejectsRequestsOutsideAllowedPeriod() {  
    Receiver receiver = new Receiver(expiryChecker);  
    context.checking(new Expectations() {{  
        allowing(expiryChecker).hasExpired();  
            will(returnValue(false));  
    }});  
  
    assertFalse("too late now", receiver.acceptRequest(REQUEST));  
}
```

```
public boolean acceptRequest(Request request)  
{  
    if (expiryChecker.hasExpired()) {  
        return false;  
    }  
    // process the request  
    return true;  
}
```

OCTOBER 1892.

Date	Lat	Long	Remarks
1 October	20.02	147.76 S 14° E	107° 15' Long
2	29.98	147.76 S 13° E	Tangoa
3	29.95	17.75 E 80° 30' S	000 Marquesas
4	29.99	10.75 S 60° 1' E	107° 35' Lat
5	29.00	81.76 S 62° 2' E	107° 28' Long
6	29.04	80.78 W 1° E	Port Rovellie
7	29.09	79.76 S 66° 5' E	107° 36' Long
8	29.06	78.80 S 65° 3' E	107° 24' Long
9	29.99	75.72 S 5° E	107° 16'
10	30.01	81.71 S 60° 2' E	Northern
11	30.01	75.70 S 55° 2' E	107° 20'
12	30.05	80.71 S 66° 1' E	107° 15' Lat
13	29.98	78.73 S 65° 1' E	107° 20' Long
14	29.90	78.67 S 70° W 2' E	Port Henningsen
15	29.94	79.72 S 60° 2' E	
16	29.91	81.76 S 60° 1' E	
17	29.94	80.75 S 60° 1' E	1.40 pm. weighed
18	29.93	81.76 S 68° 2' E	Dollo Bay 1000m 7.5 am
19	30.06	81.75 S 66° 1' E	SARASIA 8° Tand 9 am.
20	29.99	78.70 S 66° 1' E	ANITA 7.40 am.
21	29.96	78.67 S 66° 1' E	107° 27' Lat. 6 am. weighed
22	29.94	78.71 S 66° 2' E	107° 26' 30" E Long 6 pm.
23	30.00	75.84 S 60° 2' E	Northern
24	29.96	78.71 S 67° 2' E	6.20 weighed
25	29.92	77.70 S 66° 2' E	in net alongside owing to wind
26	30.01	76.69 S 67° 2' E	
27	30.06	73.69 S 60° 1' E	
28	30.04	78.70 S 66° 2' E	
29	29.94	80.70 S 60° 2' E	
30	29.94	78.70 S 65° 1' E	
31	29.96	77.71 S 67° 2' E	

BRAOM. Mean = 30.06 on 19° 8' 2" Lat
 Min = 29.84 on 6° 7' 0" Lat
 Mean = 29.961
 Mean = 84° on 17° 4' 6" Lat
 Min = 69° on 20° 2' 2" Lat
 Mean = 75.62°

Tangoa. 5.15 pm. anchored at Malua Bay -
 Malua Bay, Helleiale 4.45 pm. anchored SW Bay
 SW Bay 2.15 pm. Port Rovellie

Port Rovellie

7.50 pm. Anchored near Noronah
 7.25 am. proceeded alongside northern

8.45 am. anchored Port Rovellie -

Left Port Henningsen 1.35 pm. Steered west 7.6 km.
 anchored in Dollo Bay 10.15 pm. weighed & left Dollo Bay
 Sangala Bay 6.45 pm. Sangala Bay
 " " " " " " "

anchored in Northern Resident



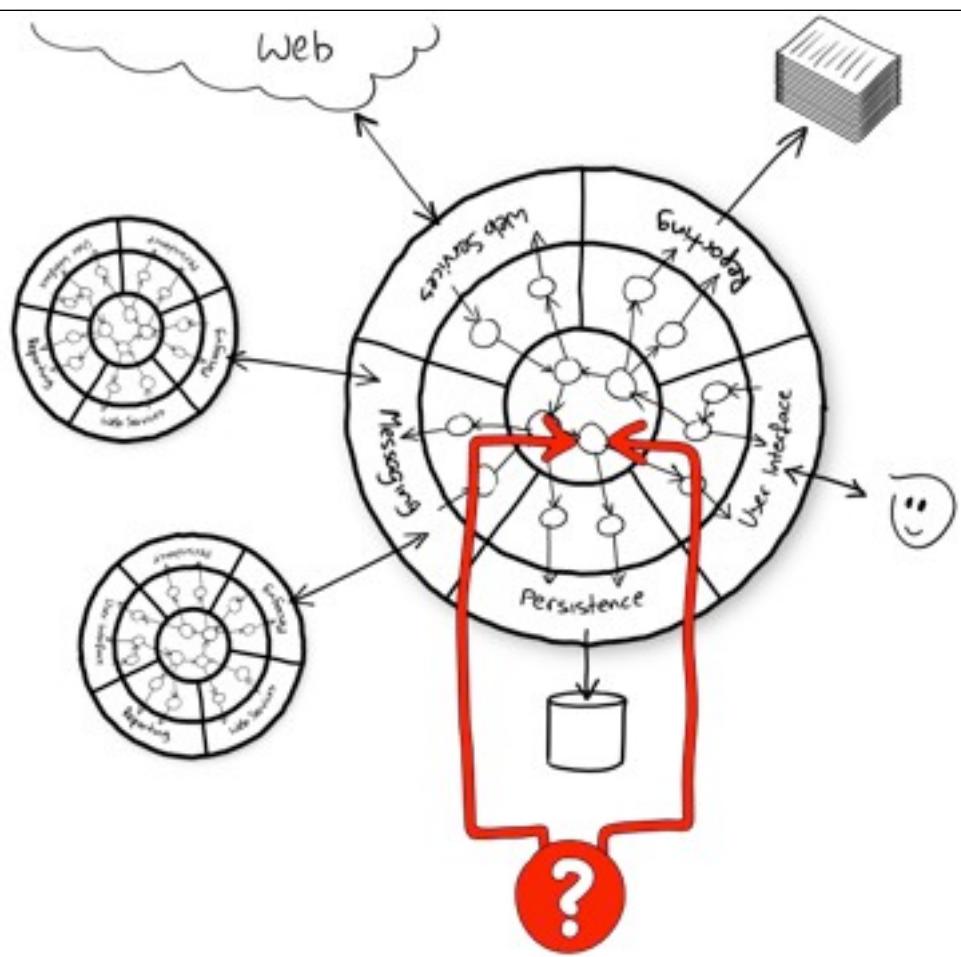
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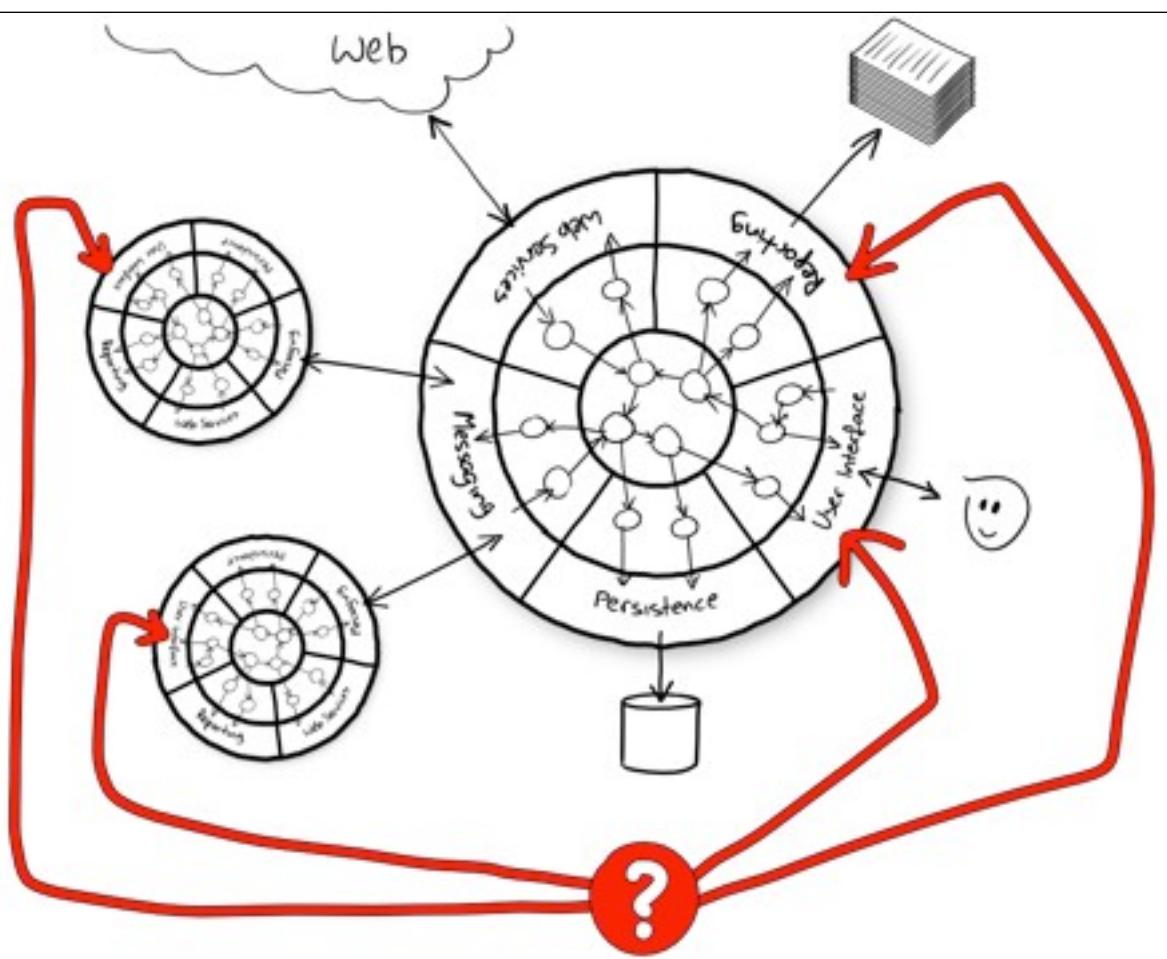
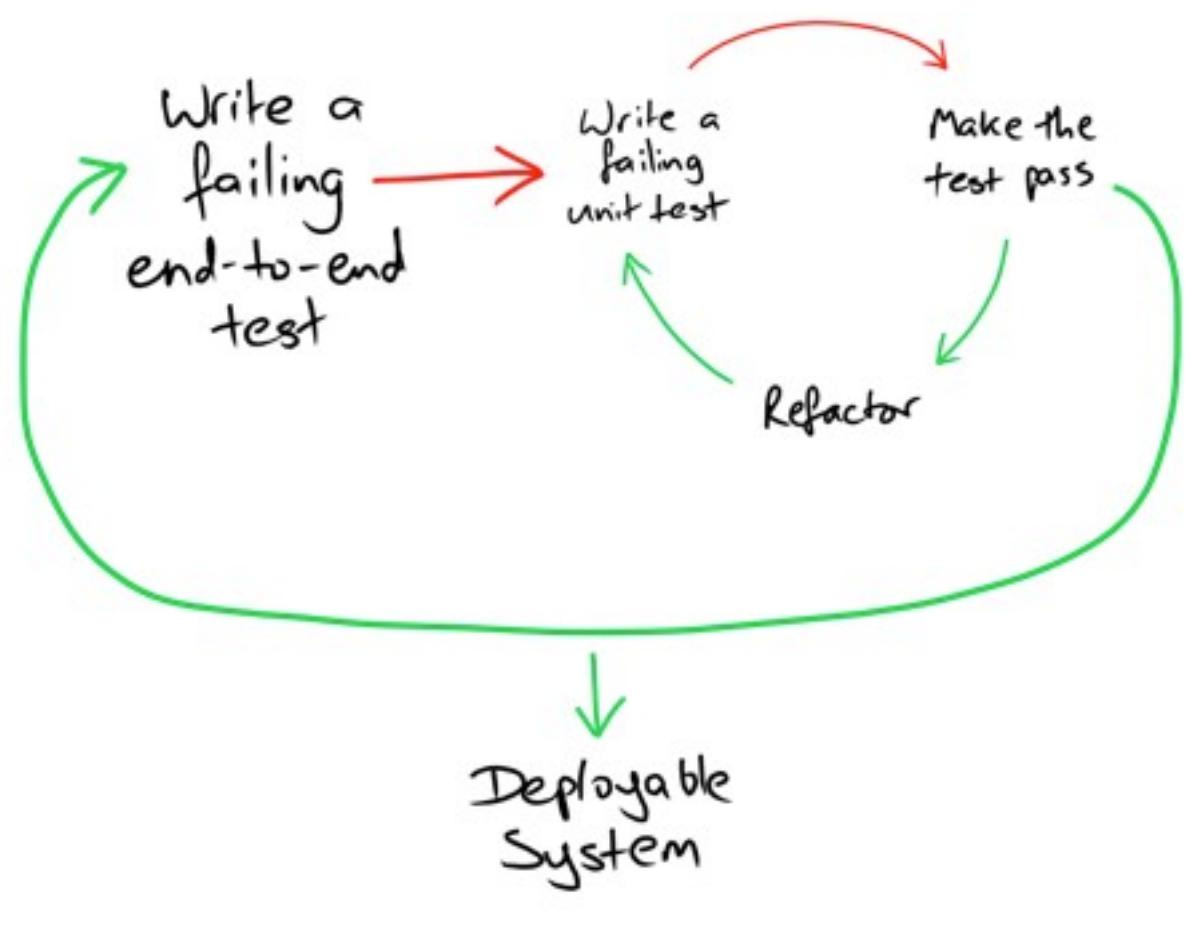
public class UsefulComponent {
    static Log log =
        LogFactory.getLog(UsefulComponent.class);

    public void performMiracle() {
        if (! fullMoon()) {
            log.error("Needs extra incantation");
        }
        ...
    }
}

```

```
public class UsefulComponent {  
    private Wizard wizard;  
  
    public void performMiracle() {  
        if (! fullMoon()) {  
            wizard.reportMissingIncantation();  
        }  
        ...  
    }  
}
```

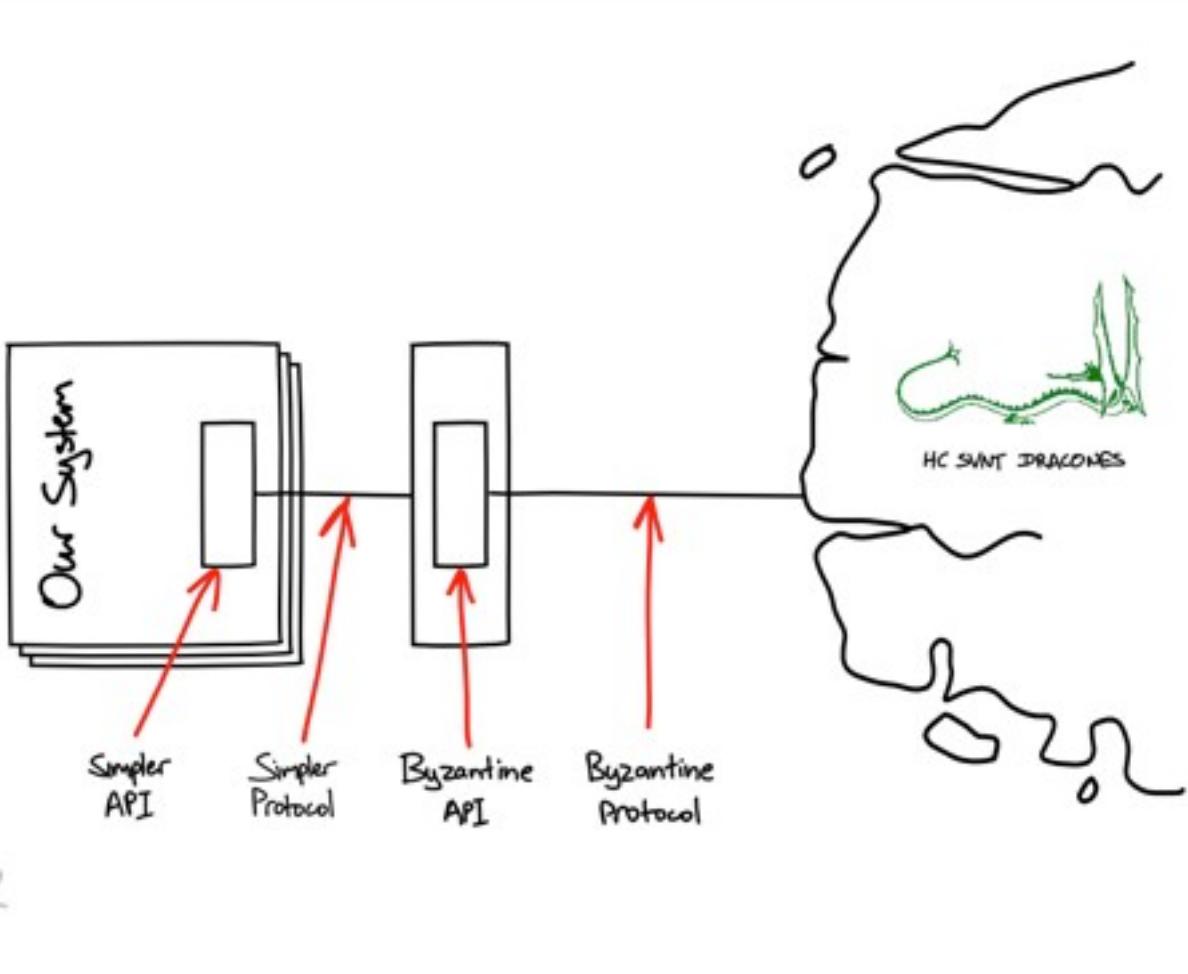
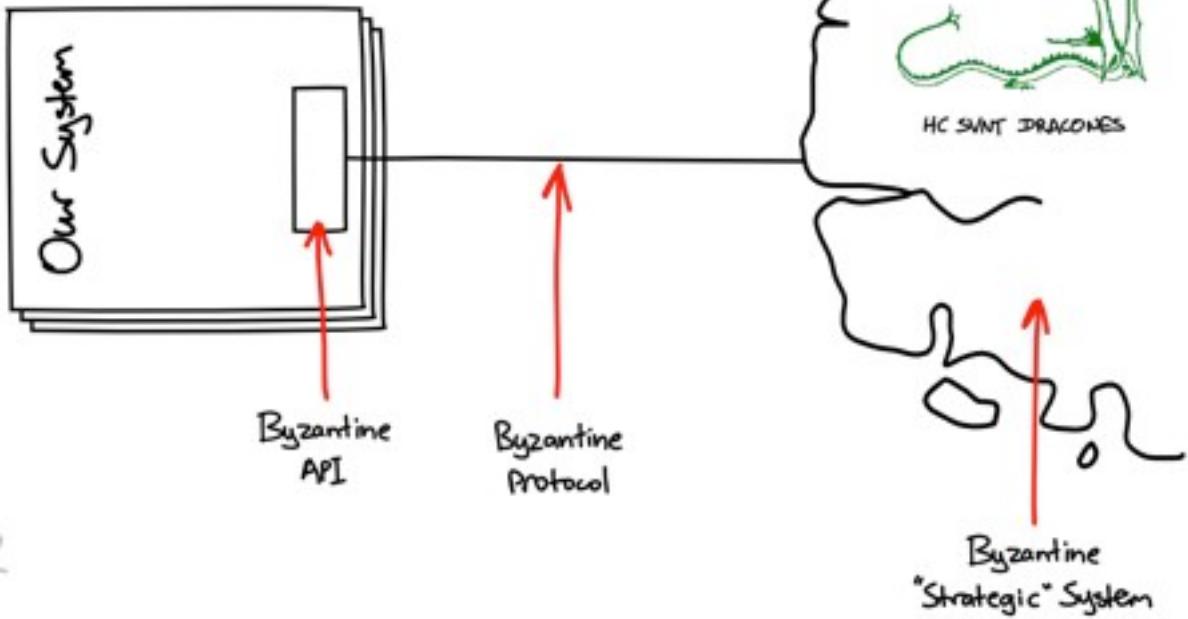


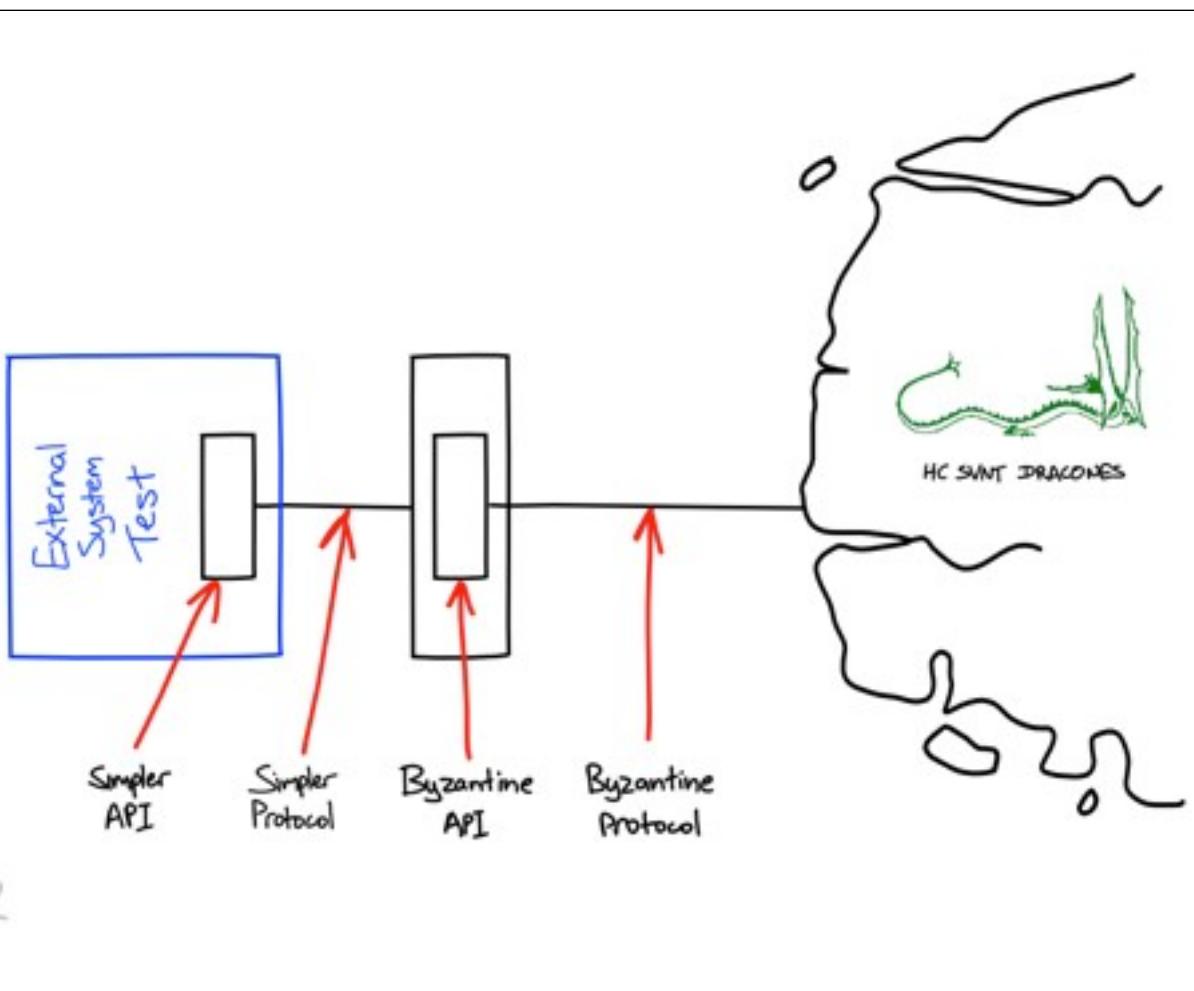
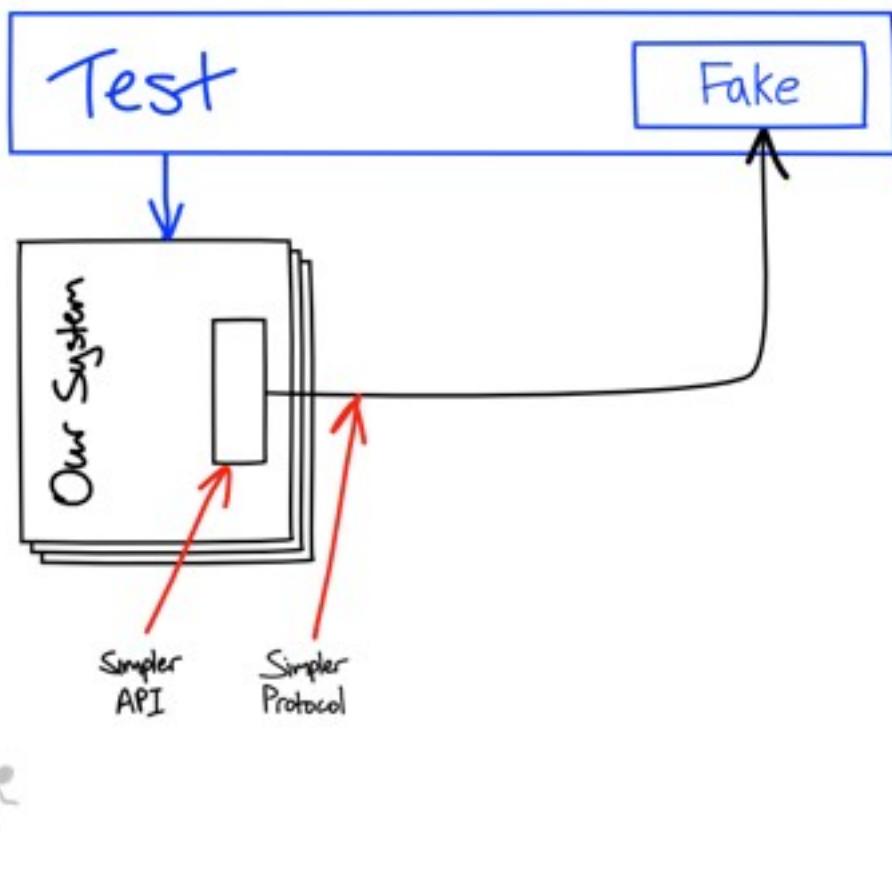


To test a system we need to

- know what the system is doing
- know when it has stopped doing it
- know when it has gone wrong
- determine why it has gone wrong
- ➡ restore it to a good state

Testing at the system's edges





Logorrhoea

```
try {  
    String cookie = null;  
    CookieJar curCook = getNecessaryCookie(false);  
    if(curCook != null) {  
        cookie = curCook.toString();  
        LOG.debug("have a cookie");  
    }  
  
    LOG.info("Loading page: " + auctionURL);  
  
    loadedPage = Http.receivePage(  
        Http.makeRequest(auctionURL, cookie));  
  
    LOG.info("page " + auctionURL + " loaded ok");  
  
} catch(FileNotFoundException fnfe) {  
    LOG.error("Item not found: " + auctionURL);  
    throw fnfe;  
}
```

Messy Code

Inconsistent log levels

Inconsistent formats

Duplicated reports



```

String cookie = null;
CookieJar curCook = getNecessaryCookie(false);
if(curCook != null) {
    cookie = curCook.toString();
}

monitor.requestReceived(auctionURL, cookie);

loadedPage = Http.receivePage(
    Http.makeRequest(auctionURL, cookie));

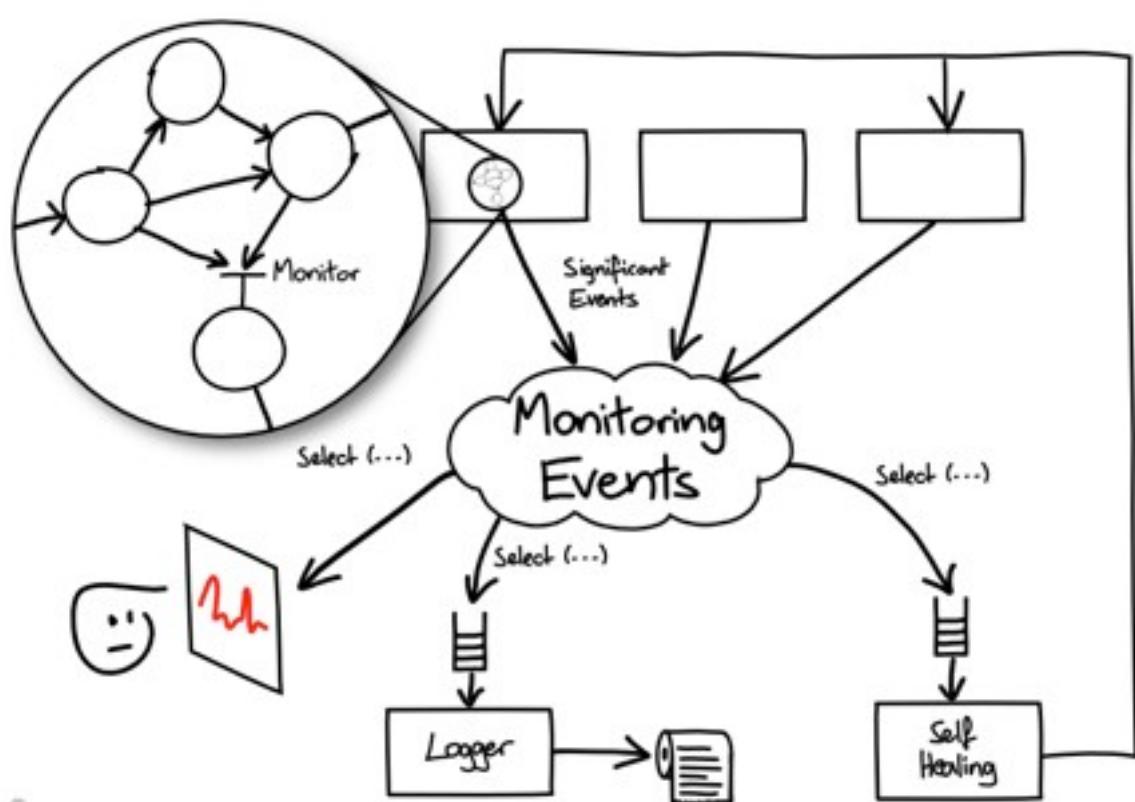
monitor.loadedPageFor(auctionURL);

```



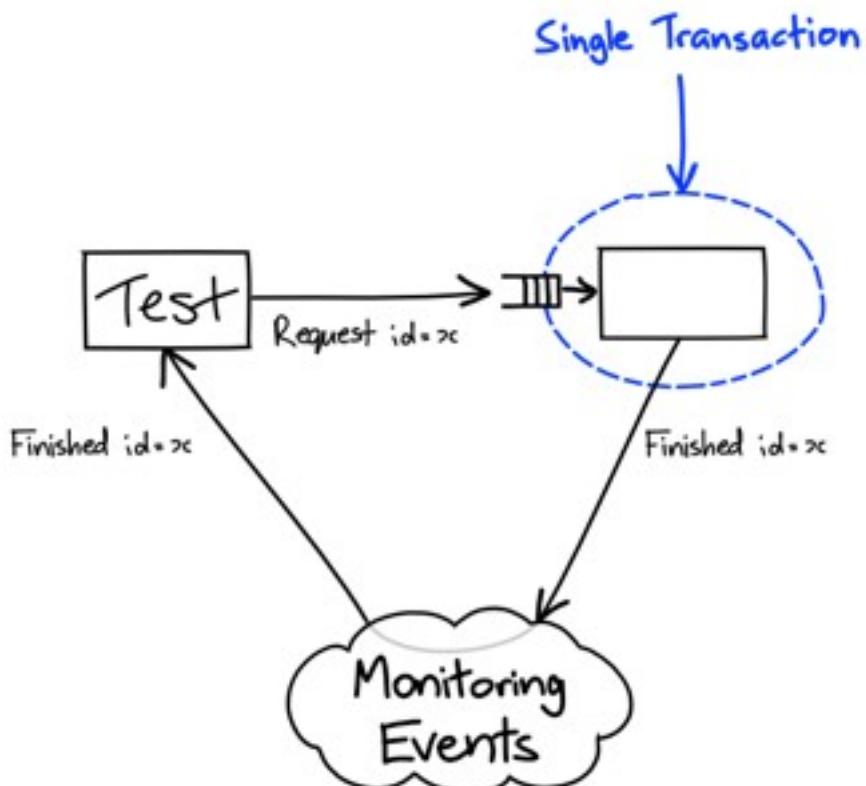
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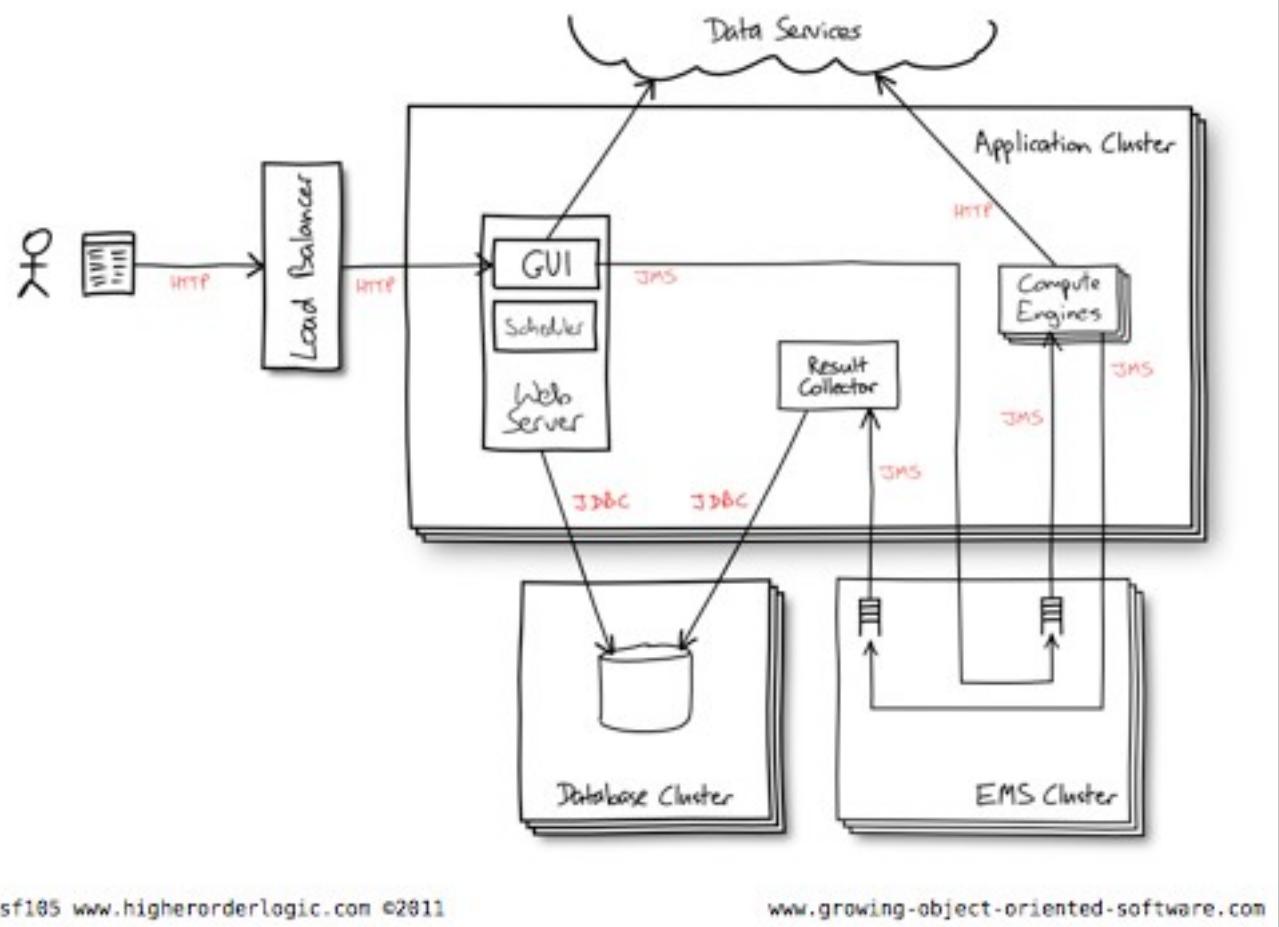


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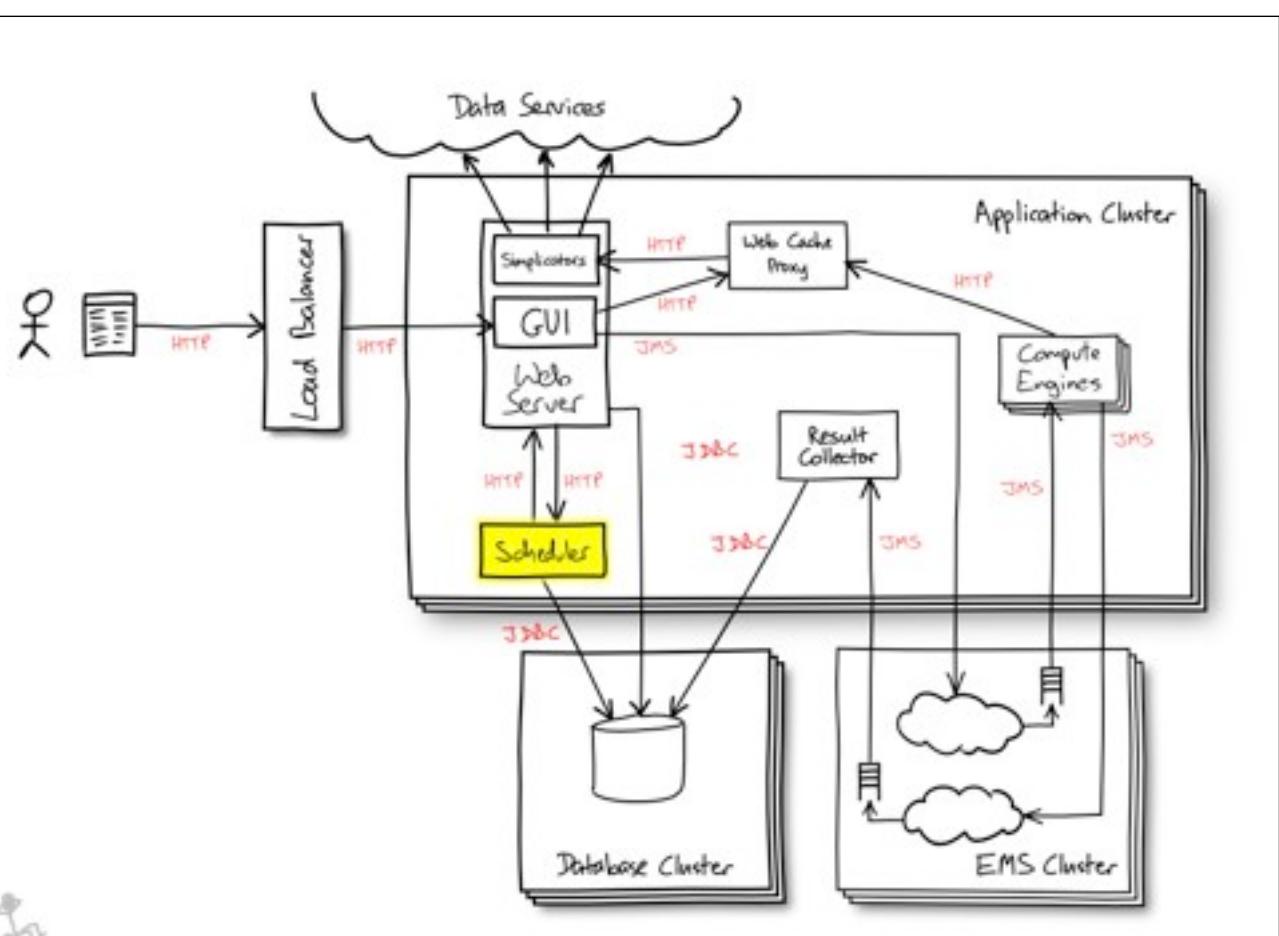


Spontaneous system behaviour



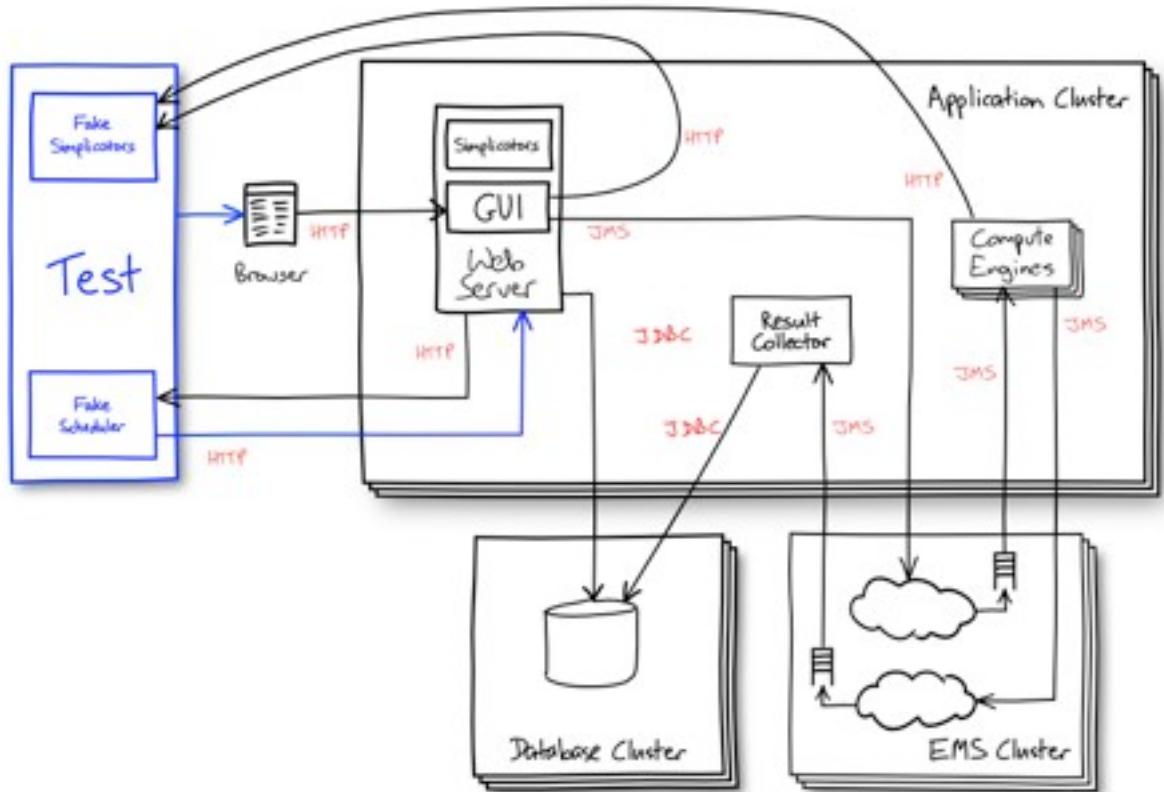
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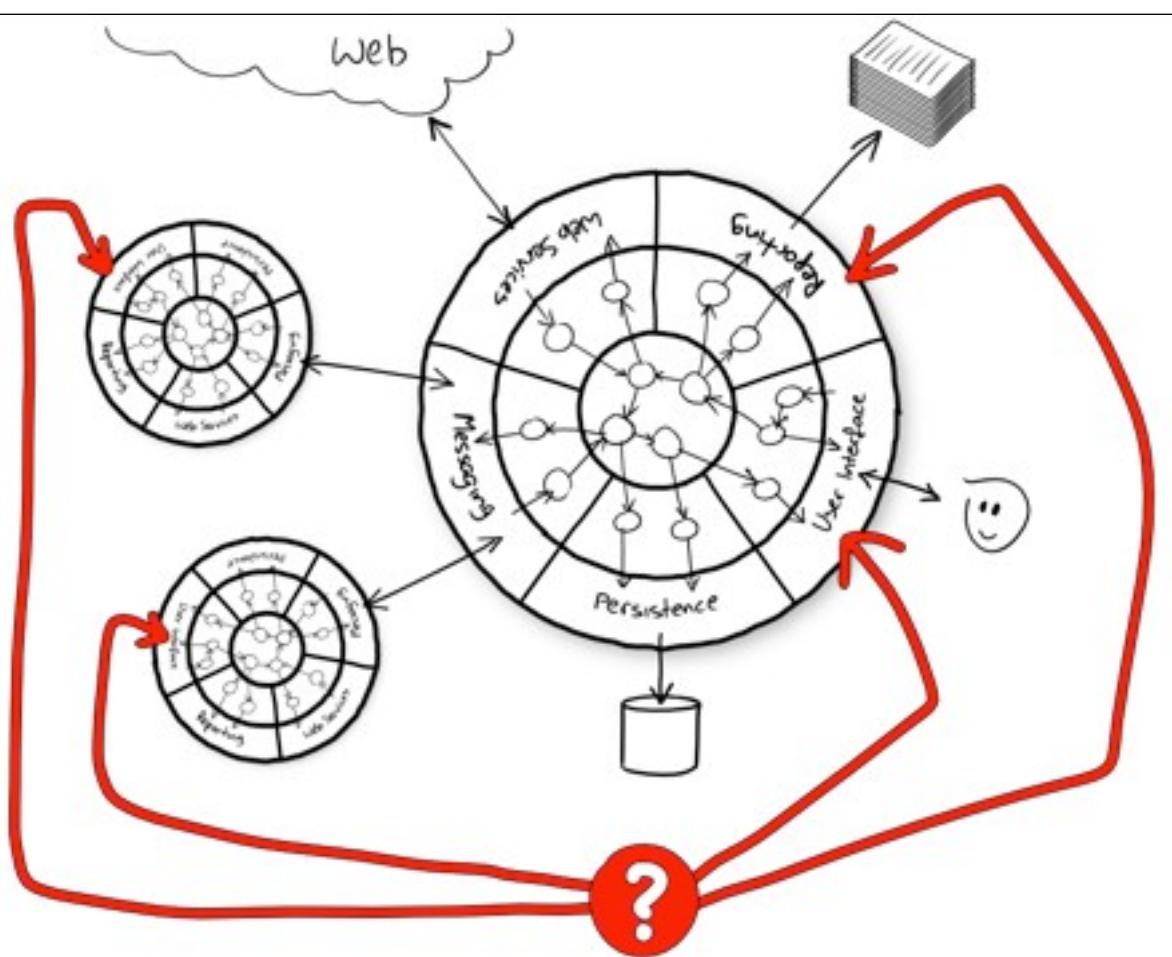
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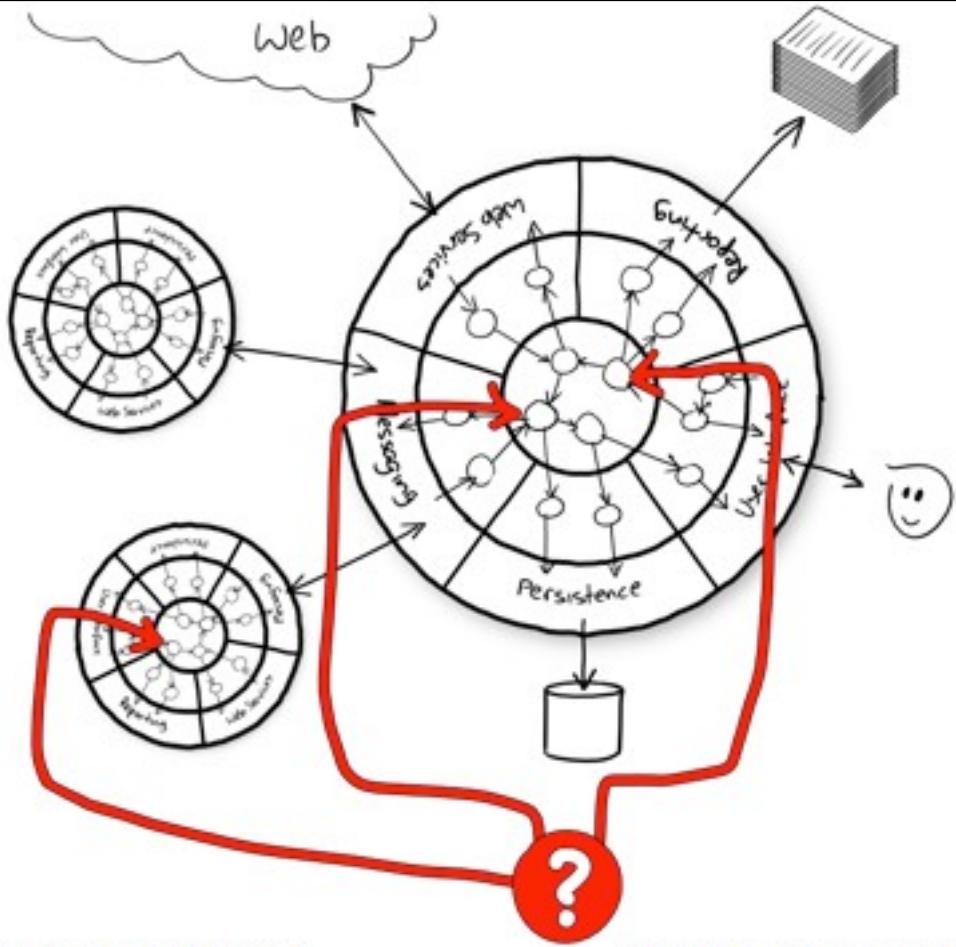
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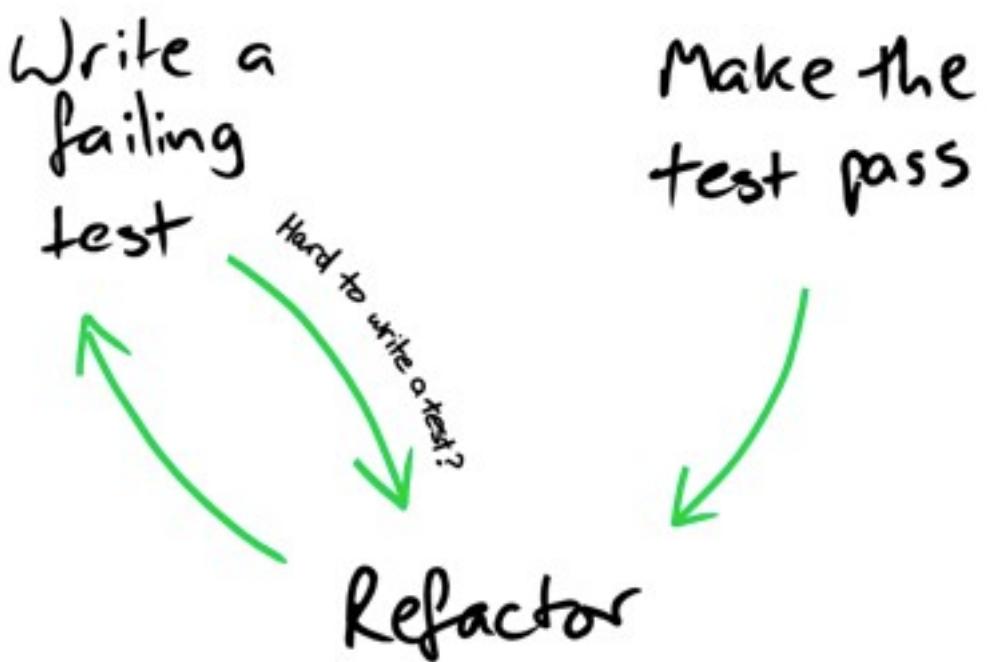
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Observable system behaviour



support

To ~~test~~ a system we need to

- know what the system is doing
- know when it has stopped doing it
- know when it has gone wrong
- determine why it has gone wrong
- restore it to a good state

Benefit of TDD

Unit
↓
System easier
to modify

System
↓
System easier
to support

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FRACTAL TEST-DRIVEN DEVELOPMENT

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