

# JUnit Framework

# Introduction

- ❖ The JUnit framework is an open source project for unit testing.
- ❖ The Eclipse IDE supports the usage of JUnit when performing unit testing.

# Unit Testing

- ❖ We can develop unit testing code for our android code similarly to unit testing for non-android Java software development.
- ❖ The eclipse already includes a wizard we can use to create unit tests for our android application. Using this wizard we can get unit tests that utilize the instrumentation framework.

# Unit Testing Sample

```
package com.abelski.samples;

import android.app.Activity;
import android.os.Bundle;
import android.widget.TextView;

public class SimpleApplicationActivity extends Activity
{
    @Override
    public void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
        int num = total(4,7);
        TextView textView = (TextView)findViewById(R.id.totaltext);
        textView.setText(String.valueOf(num));
    }
    public int total(int numA, int numB)
    {
        int total = 0;
        if(numB>=numA)
            for(int i=numA; i<=numB; i++)
                total += i;
        return total;
    }
}
```

this is the activity we test it is part of the android project we test

# Unit Testing Sample

```
package com.abelski.samples.test;

import android.app.Activity;
import android.test.ActivityInstrumentationTestCase2;
import android.util.Log;
import android.widget.TextView;
import com.abelski.samples.*;

public class SimpleApplicationActivityTest extends
    ActivityInstrumentationTestCase2<SimpleApplicationActivity>
{
    Activity activityWeTest = null;
    TextView textView = null;
    public SimpleApplicationActivityTest()
    {
        super("com.abelski.samples", SimpleApplicationActivity.class);
        Log.i("tester", "within SimpleApplicationActivityTest() constructor");
    }
}
```

this is the a separated android test project we should create in order to include the testing code

# Unit Testing Sample

```
protected void setUp() throws Exception
{
    //the setUp method is been called before each every test method
    super.setUp();
    Log.i("tester","within setUp()");
    activityWeTest = this.getActivity();
    textView = (TextView)activityWeTest.findViewById(
        com.abelski.samples.R.id.totaltext);
}
public void testTotalMethod()
{
    assertEquals(9, ((SimpleApplicationActivity) activityWeTest).total(2,4));
}
public void testTextView()
{
    assertEquals("22",textView.getText());
}
}
```

# Unit Testing Sample

```
<?xml version="1.0" encoding="utf-8"?>

<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.abelski.samples.test"
    android:versionCode="1"
    android:versionName="1.0">

    <application android:icon="@drawable/icon" android:label="@string/app_name">
        <uses-library android:name="android.test.runner" />
    </application>

    <uses-sdk android:minSdkVersion="8" />

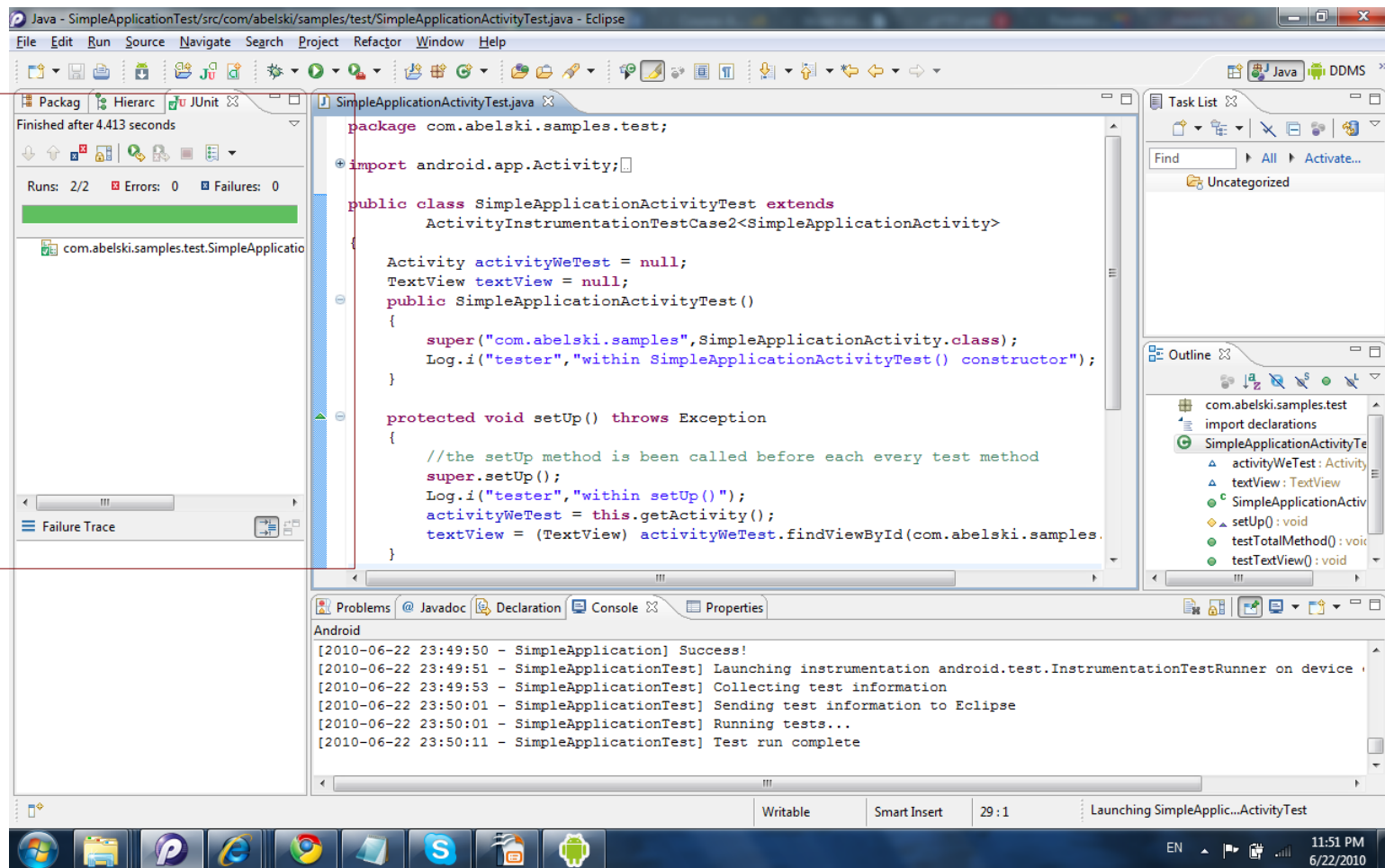
    <instrumentation android:targetPackage="com.abelski.samples"
        android:name="android.test.InstrumentationTestRunner" />

</manifest>
```

The instrumentation XML element is added automatically. It links this project with the project we test.

# Unit Testing Sample

the results of the unit testing





# The `<instrumentation>` Element

- ❖ The instrumentation framework runs both the main application and the test application in the same process.
- ❖ The linkage between the two applications is implemented using the `<instrumentation>` element we should find within the manifest file of the android test project.

# The `<instrumentation>` Element

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.abelski.samples.test"
    android:versionCode="1"
    android:versionName="1.0">

    <application android:icon="@drawable/icon" android:label="@string/app_name">
        <uses-library android:name="android.test.runner" />
    </application>

    <uses-sdk android:minSdkVersion="8" />

    <instrumentation android:targetPackage="com.abelski.samples"
        android:name="android.test.InstrumentationTestRunner" />

</manifest>
```

this is the manifest file of the Android Test Project developed in previous topic

# The InstrumentationTestRunner Class

- ❖ Object instantiated from the `InstrumentationTestRunner` class is responsible for running both the thread that executes the testing activity and the thread that executes the application we test.

# The InstrumentationTestCase Class

- ❖ The `InstrumentationTestCase` class is the base class for various sub classes that have the ability to send a keystroke to touch event to the user interface of the application we test.
- ❖ The subclasses include the following:

`ActivityTestCase`

`SingleLaunchActivityTestCase`

`SyncBaseInstrumentation`

`ActivityUnitTestCase`

`ActivityInstrumentationTestCase2`

# The InstrumentationTestCase Class

- ❖ We can define a new class that extends the `InstrumentationTestCase` class.
- ❖ One of the methods defined within the `InstrumentationTestCase` class is the `getInstrumentation()` method. Calling this method we get a reference for the `Instrumentation` object.

# The Instrumentation Class

- ❖ The `Instrumentation` class has helper methods that enable us to send key events and strings to the application we test (e.g. `sendStringSync` sends a string to an input box, `sendKeysDownUpSync` sends a specific key event).

# Instrumentation Sample

```
package com.abelski.samples;
```

```
import android.app.Activity;
import android.os.Bundle;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
```

this is the application we want to test

```
public class SimpleApplicationActivity extends Activity
{
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
        Button btPlus = (Button)findViewById(R.id.Button01);
        Button btMinus = (Button)findViewById(R.id.Button02);
        final EditText text1 = (EditText)findViewById(R.id.EditText01);
        final EditText text2 = (EditText)findViewById(R.id.EditText02);
        final EditText text3 = (EditText)findViewById(R.id.EditText03);
```

# Instrumentation Sample

```
btPlus.setOnClickListener(new OnClickListener()
{
    @Override
    public void onClick(View arg0)
    {
        double result =
            Double.parseDouble(text1.getText().toString()) +
            Double.parseDouble(text2.getText().toString());
        text3.setText(""+result);
    }
});
btMinus.setOnClickListener(new OnClickListener()
{
    @Override
    public void onClick(View arg0)
    {
        double result =
            Double.parseDouble(text1.getText().toString()) -
            Double.parseDouble(text2.getText().toString());
        text3.setText(""+result);
    }
});
}
```



# Instrumentation Sample

```
<?xml version="1.0" encoding="utf-8"?>

<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent">

    <EditText    android:id="@+id/EditText01"
        android:layout_height="wrap_content"
        android:layout_width="fill_parent"
        android:text="4">

    </EditText>

    <EditText    android:id="@+id/EditText02"
        android:layout_height="wrap_content"
        android:layout_width="fill_parent"
        android:text="3">

    </EditText>

    <Button      android:id="@+id/Button02"
        android:layout_height="wrap_content"
        android:text="+"
        android:layout_width="fill_parent">

    </Button>
```

# Instrumentation Sample

```
<Button      android:id="@+id/Button01"  
             android:layout_height="wrap_content"  
             android:text="-"  
             android:layout_width="fill_parent">  
</Button>  
  
<EditText   android:id="@+id/EditText03"  
             android:layout_height="wrap_content"  
             android:layout_width="fill_parent">  
</EditText>  
  
</LinearLayout>
```

# Instrumentation Sample

```
package com.abelski.samples.test;
```

this is the application that performs the tests

```
import android.app.Activity;
import android.app.Instrumentation;
import android.test.ActivityInstrumentationTestCase2;
import android.util.Log;
import android.view.KeyEvent;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;

import com.abelski.samples.*;

public class SimpleApplicationActivityTest extends
    ActivityInstrumentationTestCase2<SimpleApplicationActivity>
{
    Activity activityWeTest = null;
    EditText text1, text2, text3;
    Button btPlus, btMinus;
    Instrumentation instrumentation;
```

# Instrumentation Sample

```
public SimpleApplicationActivityTest()
{
    super("com.abelski.samples", SimpleApplicationActivity.class);
}

protected void setUp() throws Exception
{
    // the setUp method is been called before each every test method
    super.setUp();
    Log.i("tester", "within setUp()");
    activityWeTest = this.getActivity();
    instrumentation = this.getInstrumentation();
    text1 = (EditText)
        activityWeTest.findViewById(com.abelski.samples.R.id.EditText01);
    text2 = (EditText)
        activityWeTest.findViewById(com.abelski.samples.R.id.EditText02);
    text3 = (EditText)
        activityWeTest.findViewById(com.abelski.samples.R.id.EditText03);
    btPlus = (Button)
        activityWeTest.findViewById(com.abelski.samples.R.id.Button01);
    btMinus = (Button)
        activityWeTest.findViewById(com.abelski.samples.R.id.Button02);
}
```

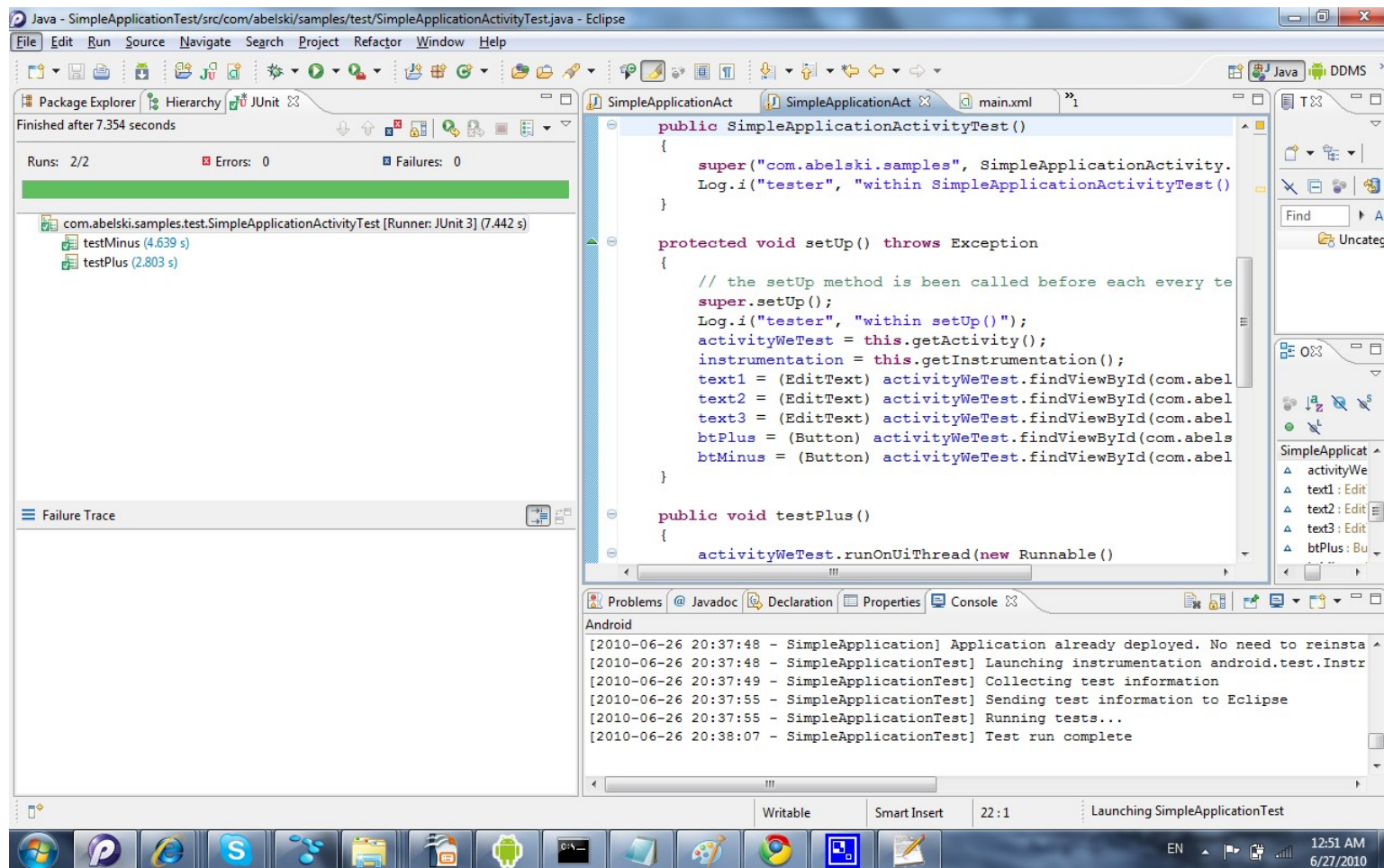
# Instrumentation Sample

```
public void testPlus()  
{  
    activityWeTest.runOnUiThread(new Runnable()  
    {  
        public void run()  
        {  
            btPlus.requestFocus();  
        }  
    });  
    instrumentation.waitForIdleSync();  
    sendKeys(KeyEvent.KEYCODE_DPAD_CENTER);  
    assertEquals(7.0, Double.parseDouble(text3.getText().toString()));  
}
```

# Instrumentation Sample

```
public void testMinus()  
{  
    activityWeTest.runOnUiThread(new Runnable()  
    {  
        public void run()  
        {  
            btMinus.requestFocus();  
        }  
    });  
    instrumentation.waitForIdleSync();  
    sendKeys(KeyEvent.KEYCODE_DPAD_CENTER);  
    assertEquals(1.0, Double.parseDouble(text3.getText().toString()));  
}  
  
}
```

# Instrumentation Sample



# JUnit Framework

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1



## Introduction

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- ❖ The Eclipse IDE supports the usage of JUnit when performing unit testing.

## Unit Testing

- ❖ We can develop unit testing code for our android code similarly to unit testing for non-android Java software development.
- ❖ The eclipse already includes a wizard we can use to create unit tests for our android application. Using this wizard we can get unit tests that utilize the instrumentation framework.

## Unit Testing Sample

```
package com.abelski.samples;

import android.app.Activity;
import android.os.Bundle;
import android.widget.TextView;

public class SimpleApplicationActivity extends Activity
{
    @Override
    public void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
        int num = total(4,7);
        TextView textView = (TextView)findViewById(R.id.totaltext);
        textView.setText(String.valueOf(num));
    }
    public int total(int numA, int numB)
    {
        int total = 0;
        if(numB>=numA)
            for(int i=numA; i<=numB; i++)
                total += i;
        return total;
    }
}
```

this is the activity we test it is part of the android project we test

## Unit Testing Sample

```
package com.abelski.samples.test;

import android.app.Activity;
import android.test.ActivityInstrumentationTestCase2;
import android.util.Log;
import android.widget.TextView;
import com.abelski.samples.*;

public class SimpleApplicationActivityTest extends
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    Activity activityWeTest = null;
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        Log.i("tester", "within SimpleApplicationActivityTest() constructor");
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this is the a separated android test project we should create in order to include the testing code

## Unit Testing Sample

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protected void setUp() throws Exception
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    Log.i("tester", "within setUp()");
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    textView = (TextView)activityWeTest.findViewById(
        com.abelski.samples.R.id.totaltext);
}
public void testTotalMethod()
{
    assertEquals(9, ((SimpleApplicationActivity) activityWeTest).total(2,4));
}
public void testTextView()
{
    assertEquals("22", textView.getText());
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}
```

## Unit Testing Sample

```
<?xml version="1.0" encoding="utf-8"?>

<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.abelski.samples.test"
    android:versionCode="1"
    android:versionName="1.0">

    <application android:icon="@drawable/icon" android:label="@string/app_name">
        <uses-library android:name="android.test.runner" />
    </application>

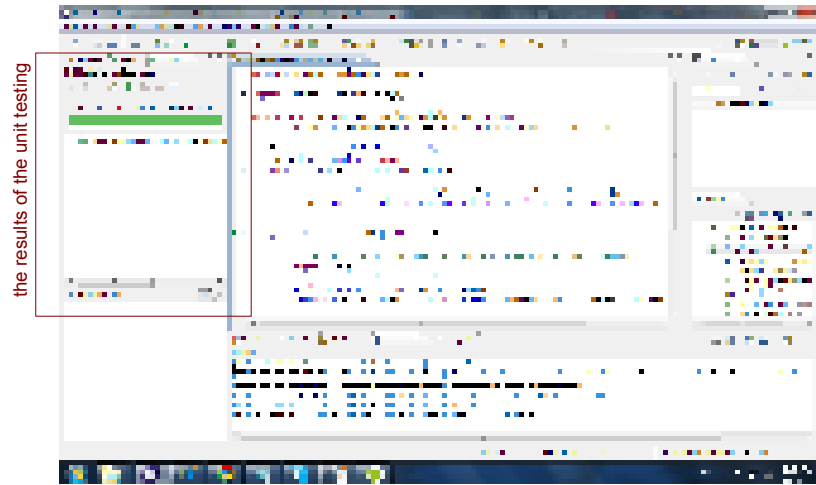
    <uses-sdk android:minSdkVersion="8" />

    <instrumentation android:targetPackage="com.abelski.samples"
        android:name="android.test.InstrumentationTestRunner" />

</manifest>
```

The instrumentation XML element is added automatically. It links this project with the project we test.

## Unit Testing Sample



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8

## The `<instrumentation>` Element

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## The <instrumentation> Element

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    package="com.abelski.samples.test"
    android:versionCode="1"
    android:versionName="1.0">

    <application android:icon="@drawable/icon" android:label="@string/app_name">
        <uses-library android:name="android.test.runner" />
    </application>

    <uses-sdk android:minSdkVersion="8" />

    <instrumentation android:targetPackage="com.abelski.samples"
        android:name="android.test.InstrumentationTestRunner" />

</manifest>
```

this is the manifest file of the Android Test Project developed in previous topic

## The `InstrumentationTestRunner` Class

- ❖ Object instantiated from the `InstrumentationTestRunner` class is responsible for running both the thread that executes the testing activity and the thread that executes the application we test.

## The InstrumentationTestCase Class

❖ The `InstrumentationTestCase` class is the base class for various sub classes that have the ability to send a keystroke to touch event to the user interface of the application we test.

❖ The subclasses include the following:

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## The `InstrumentationTestCase` Class

- ❖ We can define a new class that extends the `InstrumentationTestCase` class.
- ❖ One of the methods defined within the `InstrumentationTestCase` class is the `getInstrumentation()` method. Calling this method we get a reference for the `Instrumentation` object.

## The Instrumentation Class

- ❖ The `Instrumentation` class has helper methods that enable us to send key events and strings to the application we test (e.g. `sendStringSync` sends a string to an input box, `sendKeysDownUpSync` sends a specific key event).

## Instrumentation Sample

```
package com.abelski.samples;

import android.app.Activity;
import android.os.Bundle;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;

public class SimpleApplicationActivity extends Activity
{
    /** Called when the activity is first created. */
    @Override
    public void onCreate(Bundle savedInstanceState)
    {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.main);
        Button btPlus = (Button)findViewById(R.id.Button01);
        Button btMinus = (Button)findViewById(R.id.Button02);
        final EditText text1 = (EditText)findViewById(R.id.EditText01);
        final EditText text2 = (EditText)findViewById(R.id.EditText02);
        final EditText text3 = (EditText)findViewById(R.id.EditText03);
    }
}
```

this is the application we want to test

## Instrumentation Sample

```
btPlus.setOnClickListener(new OnClickListener()
{
    @Override
    public void onClick(View arg0)
    {
        double result =
            Double.parseDouble(text1.getText().toString()) +
            Double.parseDouble(text2.getText().toString());
        text3.setText(""+result);
    }
});
btMinus.setOnClickListener(new OnClickListener()
{
    @Override
    public void onClick(View arg0)
    {
        double result =
            Double.parseDouble(text1.getText().toString()) -
            Double.parseDouble(text2.getText().toString());
        text3.setText(""+result);
    }
});
}
```

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16

## Instrumentation Sample

```
<?xml version="1.0" encoding="utf-8"?>

<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent">

    <EditText    android:id="@+id/EditText01"
        android:layout_height="wrap_content"
        android:layout_width="fill_parent"
        android:text="4">

    </EditText>

    <EditText    android:id="@+id/EditText02"
        android:layout_height="wrap_content"
        android:layout_width="fill_parent"
        android:text="3">

    </EditText>

    <Button      android:id="@+id/Button02"
        android:layout_height="wrap_content"
        android:text="7"
        android:layout_width="fill_parent">

    </Button>
```



## Instrumentation Sample

```
<Button      android:id="@+id/Button01"
             android:layout_height="wrap_content"
             android:text="-"
             android:layout_width="fill_parent">

</Button>

<EditText   android:id="@+id/EditText03"
             android:layout_height="wrap_content"
             android:layout_width="fill_parent">

</EditText>

</LinearLayout>
```

## Instrumentation Sample

```
package com.abelski.samples.test;           this is the application that performs the tests

import android.app.Activity;
import android.app.Instrumentation;
import android.test.ActivityInstrumentationTestCase2;
import android.util.Log;
import android.view.KeyEvent;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;

import com.abelski.samples.*;

public class SimpleApplicationActivityTest extends
    ActivityInstrumentationTestCase2<SimpleApplicationActivity>
{
    Activity activityWeTest = null;
    EditText text1, text2, text3;
    Button btPlus, btMinus;
    Instrumentation instrumentation;
```

## Instrumentation Sample

```
public SimpleApplicationActivityTest()
{
    super("com.abelski.samples", SimpleApplicationActivity.class);
}

protected void setUp() throws Exception
{
    // the setUp method is been called before each every test method
    super.setUp();
    Log.i("tester", "within setUp()");
    activityWeTest = this.getActivity();
    instrumentation = this.getInstrumentation();
    text1 = (EditText)
        activityWeTest.findViewById(com.abelski.samples.R.id.EditText01);
    text2 = (EditText)
        activityWeTest.findViewById(com.abelski.samples.R.id.EditText02);
    text3 = (EditText)
        activityWeTest.findViewById(com.abelski.samples.R.id.EditText03);
    btPlus = (Button)
        activityWeTest.findViewById(com.abelski.samples.R.id.Button01);
    btMinus = (Button)
        activityWeTest.findViewById(com.abelski.samples.R.id.Button02);
}
```

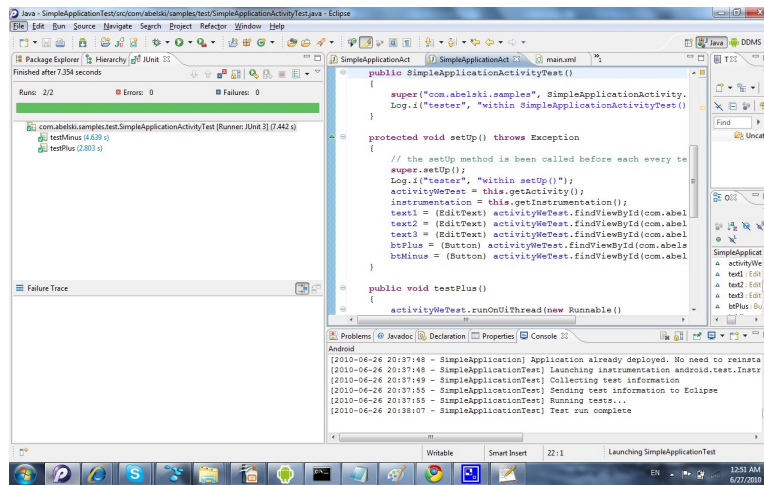
## Instrumentation Sample

```
public void testPlus()
{
    activityWeTest.runOnUiThread(new Runnable()
    {
        public void run()
        {
            btPlus.requestFocus();
        }
    });
    instrumentation.waitForIdleSync();
    sendKeys(KeyEvent.KEYCODE_DPAD_CENTER);
    assertEquals(7.0, Double.parseDouble(text3.getText().toString()));
}
```

## Instrumentation Sample

```
public void testMinus()
{
    activityWeTest.runOnUiThread(new Runnable()
    {
        public void run()
        {
            btMinus.requestFocus();
        }
    });
    instrumentation.waitForIdleSync();
    sendKeys(KeyEvent.KEYCODE_DPAD_CENTER);
    assertEquals(1.0, Double.parseDouble(text3.getText().toString()));
}
}
```

## Instrumentation Sample



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23