JUnit Framework

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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.

```
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++)</pre>
                  total += i;
         return total;
                                   this is the activity we test it is part of the android project we test
```

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

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

```
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());
}
```

```
<?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.



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The <instrumentation> Element

- The instrumentation framework runs boths 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">
```

```
<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

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The InstrumentationTestRunner $\ensuremath{\mathsf{Class}}$

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 $\ensuremath{\textit{Class}}$

- 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 $\ensuremath{\mathsf{Class}}$

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, sendKeyDownUpSync sends a specific key event).

package com.abelski.samples;

```
this is the application we want to test
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);
```

```
btPlus.setOnClickListener(new OnClickListener()
ł
    QOverride
    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);
});
```

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

```
<LinearLayout xmlns:android="http://schemas.android.com/apk/res/android"</pre>
    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"
                 and roid: text="\overline{4}">
    </EditText>
    <EditText
                 android:id="@+id/EditText02"
                 android: layout height="wrap content"
                 android:layout width="fill parent"
                 android:text="3">
    </EditText>
                 android:id="@+id/Button02"
    <Button
                 android: layout height="wrap content"
                 android:text="\overline{+}"
                 android:layout width="fill parent">
    </Button>
```

<button </button 	<pre>android:id="@+id/Button01" android:layout_height="wrap_content" android:text="-" android:layout_width="fill_parent"></pre>
<edittext </edittext 	<pre>android:id="@+id/EditText03" android:layout_height="wrap_content" android:layout_width="fill_parent"></pre>

</LinearLayout>

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:
```

```
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);
```

```
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()));
}
```

```
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()));
}
```

}



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	Unit Testing Sample
pack	age com.abelski.samples;
impo impo impo	rt android.app.Activity; rt android.os.Bundle; rt android.widget.TextView;
publ {	<pre>ic 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</pre>
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- The instrumentation framework runs boths 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.

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The <	instrumentation> Elemen	t
xml version="1<br <manifest xmlns:<br="">package="c android:ve android:ve</manifest>	.0" encoding="utf-8"?> android="http://schemas.android.com/apk/res/android" om.abelski.samples.test" rsionCode="1" rsionName="1.0">	
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<instrumenta android:</instrumenta 	tion android:targetPackage="com.abelski.samples" name="android.test.InstrumentationTestRunner" />	
	is is the manifest file of the Android Test Project developed in previous topic	
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	Instrumentation Sample	
package	com.abelski.samples;	
<pre>import a import a import a import a import a import a public c { /** @Ove publ</pre>	ndroid.app.Activity; this is the application we want to test ndroid.os.Bundle; ndroid.view.View; ndroid.view.View.OnClickListener; ndroid.widget.Button; ndroid.widget.EditText; ndroid.widget.TextView; lass SimpleApplicationActivity extends Activity Called when the activity is first created. */ rride ic void onCreate(Bundle savedInstanceState)	
{	<pre>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);</pre>	
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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); } }); } } 06/27/10 © 2008 Haim Michael 16

	Instrumentation Sample	
xml version="</th <th>1.0" encoding="utf-8"?></th> <th></th>	1.0" encoding="utf-8"?>	
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<editte< th=""><td><pre>xt android:id="@+id/EditText02" android:layout_height="wrap_content" android:layout_width="fill_parent" android:text="3"></pre></td><td></td></editte<>	<pre>xt android:id="@+id/EditText02" android:layout_height="wrap_content" android:layout_width="fill_parent" android:text="3"></pre>	
<td>ext></td> <td></td>	ext>	
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<td>n></td> <td></td>	n>	
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package com.abelsk	i.samples.test;	this is the application that performs the tes
<pre>import android.app import android.app import android.tes import android.uti import android.vie import android.wid import android.wid import android.wid</pre>	<pre>.Activity; .Instrumentation; t.ActivityInstrumen l.Log; w.KeyEvent; get.Button; get.EditText; get.TextView;</pre>	tationTestCase2;
import com.abelski	.samples.*;	
<pre>public class Simpl ActivityInstru { Activity activ EditText text1 Button btPlus, Instrumentatio</pre>	<pre>eApplicationActivit mentationTestCase2< ityWeTest = null; ,text2,text3; btMinus; n instrumentation;</pre>	yTest extends SimpleApplicationActivity>







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