

# Assertions

# Introduction

- ❖ The assertion mechanism supported by Scala is very similar to the one we all know in Java.
- ❖ The `Predef` object includes the definition for `assert`, `assume` and `require`. The three methods are very similar. The three methods exist so we could use each and every one of them in the right context. Technically they work the same.

# Introduction

- ❖ We will use the `require` method for testing a precondition.  
We will use this method to check a pre-condition the caller should have verified before calling our method.
- ❖ We will use the `assume` method for testing a static condition we expect to fulfill during the execution of our code.
- ❖ We will use the `assert` method for testing a condition we expect to be true following the execution of code we wrote.

# The `assert` Method

- ❖ The assertions in Scala written as calls to the predefined method `assert`.

...

```
assert(condition)
```

...

- ❖ If the condition is false an `AssertionError` is thrown.

# The `assert` Method

- ❖ Calling the `assert` method we can also pass over a textual explanation. That textual explanation will be passed over to the new `AssertionError` created object.

...

```
assert(condition, "explanation...")
```

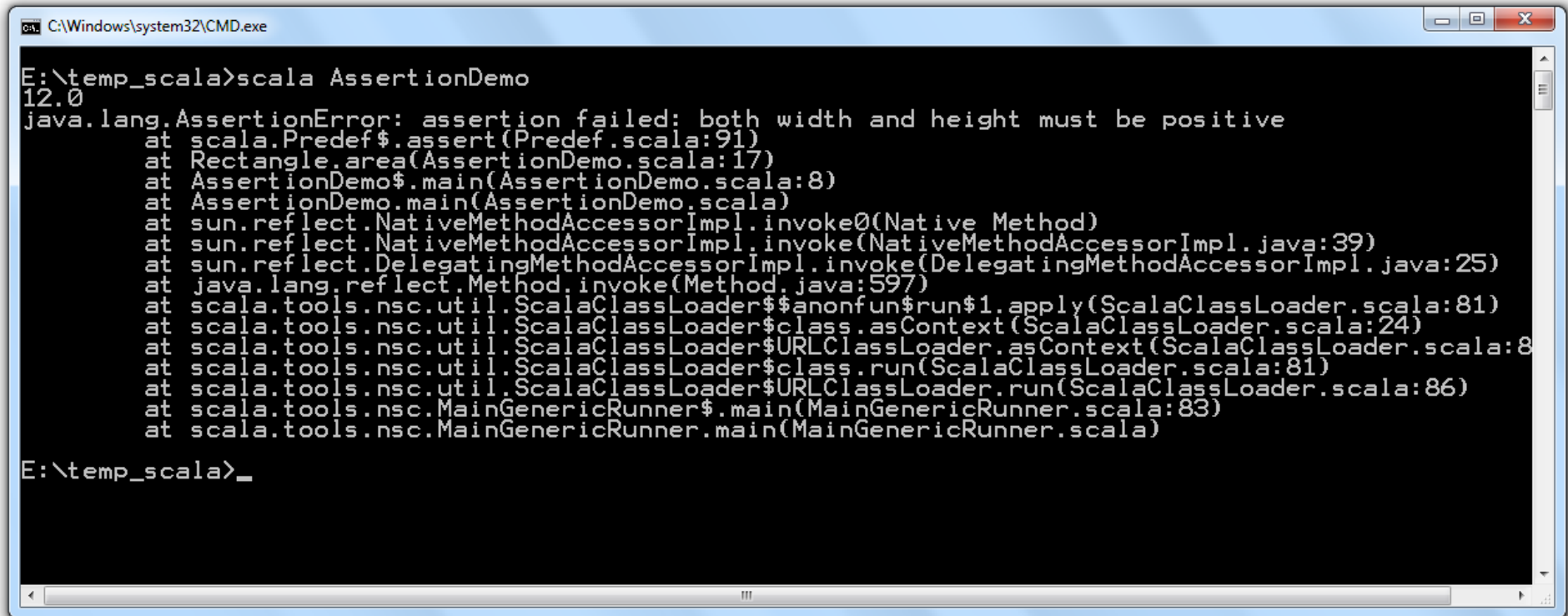
...

# The assert Method

```
object AssertionDemo
{
  def main(args: Array[String])
  {
    var obA = new Rectangle(4,3)
    println(obA.area)
    var obB = new Rectangle
    println(obB.area)
  }
}

class Rectangle(var width:Double,var height:Double)
{
  require(width>0 && height>0)
  def this() = this(0,0)
  def area(): Double =
  {
    assume(width>0 && height>0,
      "width and height must be positive")
    val result:Double = width * height
    assert(result>0)
    result
  }
}
```

# The assert Method



```
ca. C:\Windows\system32\CMD.exe
E:\temp_scala>scala AssertionDemo
12.0
java.lang.AssertionError: assertion failed: both width and height must be positive
    at scala.Predef$.assert(Predef.scala:91)
    at Rectangle.area(AssertionDemo.scala:17)
    at AssertionDemo$.main(AssertionDemo.scala:8)
    at AssertionDemo.main(AssertionDemo.scala)
    at sun.reflect.NativeMethodAccessorImpl.invoke0(Native Method)
    at sun.reflect.NativeMethodAccessorImpl.invoke(NativeMethodAccessorImpl.java:39)
    at sun.reflect.DelegatingMethodAccessorImpl.invoke(DelegatingMethodAccessorImpl.java:25)
    at java.lang.reflect.Method.invoke(Method.java:597)
    at scala.tools.nsc.util.ClassLoader$class.anonfun$run$1.apply(ScalaClassLoader.scala:81)
    at scala.tools.nsc.util.ClassLoader$class.asContext(ScalaClassLoader.scala:24)
    at scala.tools.nsc.util.ClassLoader$URLClassLoader.asContext(ScalaClassLoader.scala:8)
    at scala.tools.nsc.util.ClassLoader$class.run(ScalaClassLoader.scala:81)
    at scala.tools.nsc.util.ClassLoader$URLClassLoader.run(ScalaClassLoader.scala:86)
    at scala.tools.nsc.MainGenericRunner$.main(MainGenericRunner.scala:83)
    at scala.tools.nsc.MainGenericRunner.main(MainGenericRunner.scala)
E:\temp_scala>_
```

# The @elidable Annotation

- ❖ As of Scala 2.8 we can use the `@elidable` annotation in order to mark methods we want to be able to remove their execution in compile time.
- ❖ The `assert`, `assume` and `require` methods were marked with this annotation.
- ❖ When marking a method with the `@elidable` annotation we should specify a number. That number would be the priority we assign the marked method.



# The @elidable Annotation

- ❖ The `assert`, `require` and `assume` methods were marked with the `@elidable` together with the `scala.annotation.elidable.ASSERTION` number. Checking the source code of `scala.annotation.elidable` we will find that the value of this constant is 2000.

# The @elidable Annotation

- ❖ In order to exclude the use of the `require`, `assume` and `assert` methods marked with the `@elidable` annotation from the compilation we should pass over the `-Xelide-below` argument to the scalac compiler. We should do so together with numeric value bigger than 2000. This way our use of `require`, `assume` and `assert` will be excluded from the compilation.