Design of Software Systems (Ontwerp van SoftwareSystemen)

5 Unit Testing, Refactoring and Profiling

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A golden rule...

Make it Work

Make it Right

Make it Fast

How does this work?

First make sure the software does what you want

- use unit tests

Then rework the code until it speaks for itself

- use refactorings

Then optimize the performance, if needed

- use profiling

Testing

Unit Testing	test individual components
Module Testing	test a collection of related components
Sub-System Testing	test sub-system interface mismatches
System Testing	• test interactions between sub-systems • tests that the complete system fulfils requirements
Acceptance Testing	test system with real rather than simulated data

Unit Testing

How can I trust that changes did not destroy something?

What is my confidence in the system ?

How do I write tests?

What is unit testing?

Tests

Tests represent your trust in the system

Build them incrementally

- Do not need to focus on everything
- When a new bug shows up: write a test

Even better: test first!

- Act as your first client
- Helps finding proper interfaces

Tests are active documentation: they are always in sync

Testing Style

"The style here is to write a few lines of code, then a test that should run, or even better, to write a test that won't run, then write the code that will make it run."

- write unit tests that thoroughly test a single class
- write tests as you develop (even before you implement)
- write tests for every new piece of functionality

"Developers should spend 25-50% of their time developing tests."

But I can’t cover anything!

Sure! Nobody can but:

- When someone discovers a defect in your code, first write a test that demonstrates the defect.
- Then debug until the test succeeds.

> “Whenever you are tempted to type something into a print statement or a debugger expression, write it as a test instead.”
>
> Martin Fowler

Unit Testing

Ensure that you get the specified behaviour of the public interface of a class

- Normally tests a single class

General setup of a test:

- Create a context,
- Send a stimulus,
- Check the results

Example

```
public class SaleTest extends TestCase
{
  // …
  public void testMakeLineItem() {
    Sale fixture = new Sale();
    Money total = new Money(7.5);
    Money price = new Money(2.5);
    ItemID id = new ItemID(1);
    ProductDescription desc = new ProductDescription(id, price, “product 1”);

    sale.makeLineItem(desc, 1);
    sale.makeLineItem(desc, 2);

    assertTrue(sale.getTotal().equals(total));
}
```

About Failures and Errors

A failure is a failed assertion

- i.e., an anticipated problem that you test.
  - assertEquals(2, myContainer.nrOfElements())

An error is a condition you didn't check for.

- e.g. an exception being thrown you did expect

```
boolean isExceptionThrown = false;
try {
      myContainer.get(3);
} catch(IndexOutOfBoundsException e) {
      isExceptionThrown = true;
}
assertTrue(isExceptionThrown);
```

Good Unit Tests

Are repeatable

- have to be deterministic to be useful

Require no human intervention

- so that they can be automated

Are “self-described” and tell a story

- to serve as documentation

Change less often than the system

- they encode stable functionality

Designing tests

Build simple tests

Check that failures are caught

Run tests frequently (every couple of minutes)

Test Infrastructure code first, then application-specific code

Reuse as much test code as you can (tests are code!)

Write small tests that test one particular aspect

Make sure the tests are deterministic

Why spending time testing?

Find problems soon.

- in context of what you were doing!

Serve as documentation.

Ease maintenance and evolution.

- new developers jump in anytime..

Have something to show all the time.

Testing Frameworks

Tests have to be repeatable

Unit Testing Frameworks implement necessary infrastructure so that you can set up your tests, run them frequently, and see the results

SUnit is “the mother of all unit test frameworks”

- started in Smalltalk
- fanned out to all kinds of other languages
  - JUnit, NUnit, CppUnit, ...

JUnit overview

Junit (inspired by Sunit) is a simple “testing framework” that provides:

- classes for writing Test Cases and Test Suites
- methods for setting up and cleaning up test data (“fixtures”)
- methods for making assertions
- textual and graphical tools for running tests

Testing Frameworks

Key parts

- TestCase: bundles test methods
- Some mechanism to execute test code
- (methods, macroes, ...)
- Fixture (≈ Resource): known set of objects that serves as a base for a set of test cases
- TestSuite: bundles testcases so that they can be run together
- TestRunner: runs a testsuite, outputting results

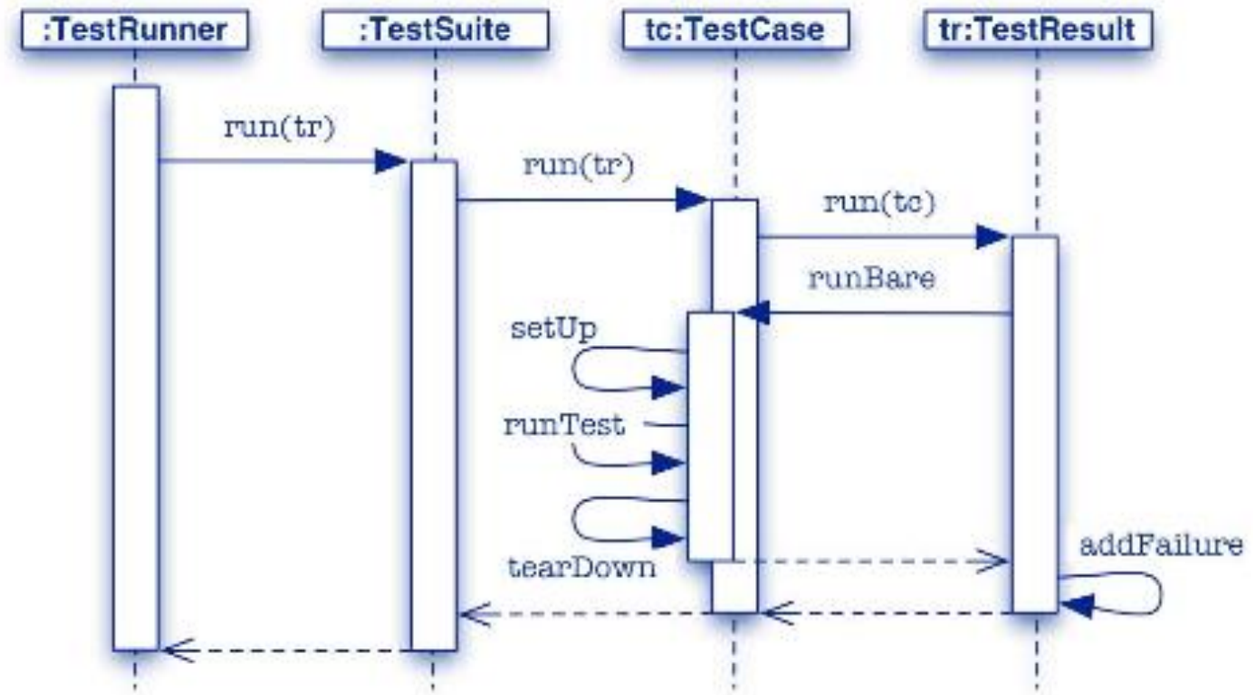
A testing scenario

The framework calls the test methods that you define for your test cases

- You need to declare a TestRunner
- You specify who will gather the results
- You add the needed tests to the runner
- You run the TestRunner
  - this automatically runs all tests, collecting the results
- You pass the results to an Outputter

A testing scenario

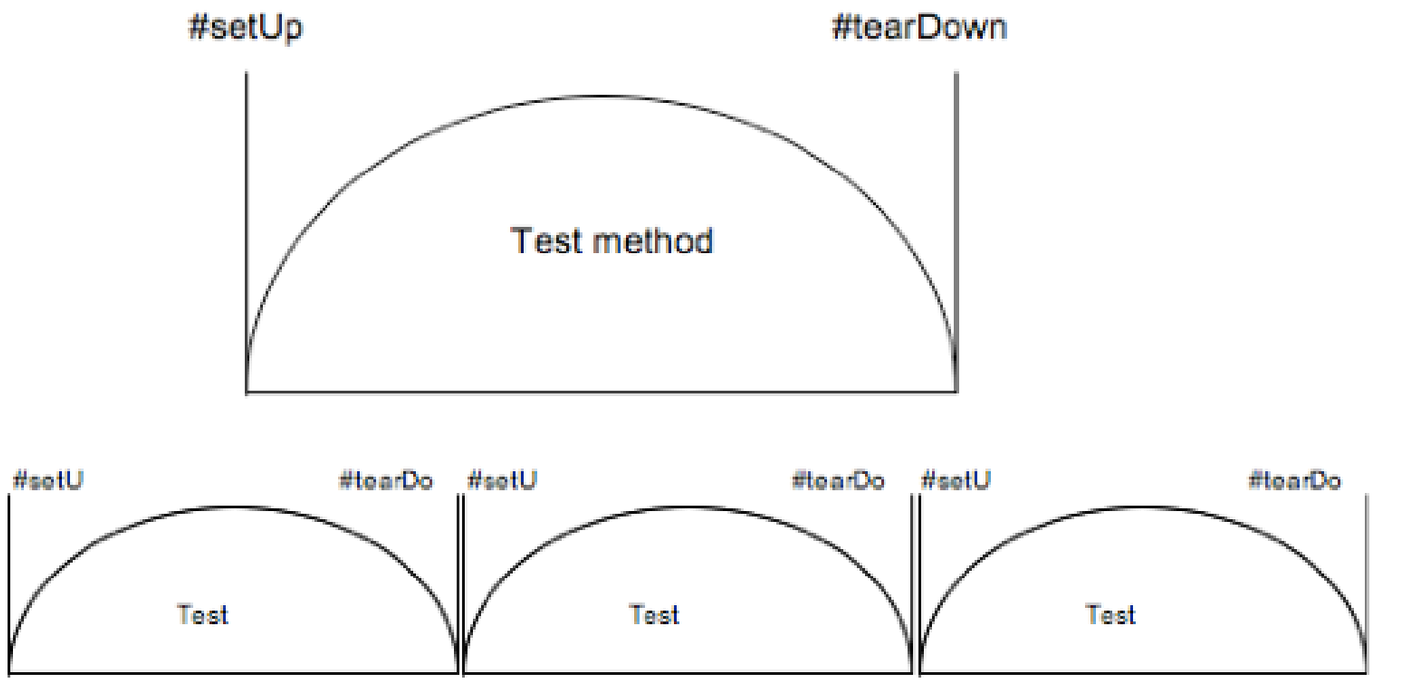
The framework calls the test methods that you define for your test cases



Setup and TearDown

Executed before and after each test

- setUp allows us to specify and reuse the context
- tearDown makes us clean-up afterwards



Example unit test for an online ordering system

Mocking & Stubbing

Example unit test for an online ordering system

```
public class OrderStateTester extends TestCase {
  private static String TALISKER = "Talisker";
  private static String HIGHLAND_PARK = "Highland Park";
  private Warehouse warehouse = new WarehouseImpl();

  protected void setUp() throws Exception {
    warehouse.add(TALISKER, 50);
    warehouse.add(HIGHLAND_PARK, 25);
  }
  public void testOrderIsFilledIfEnoughInWarehouse() {
    Order order = new Order(TALISKER, 50);
    order.fill(warehouse);
    assertTrue(order.isFilled());
    assertEquals(0, warehouse.getInventory(TALISKER));
  }
  public void testOrderDoesNotRemoveIfNotEnough() {
    Order order = new Order(TALISKER, 51);
    order.fill(warehouse);
    assertFalse(order.isFilled());
    assertEquals(50, warehouse.getInventory(TALISKER));
  }
```

Mocking & Stubbing

Example unit test for an online ordering system

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    assertTrue(order.isFilled());
    assertEquals(0, warehouse.getInventory(TALISKER));
  }
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    Order order = new Order(TALISKER, 51);
    order.fill(warehouse);
    assertFalse(order.isFilled());
    assertEquals(50, warehouse.getInventory(TALISKER));
  }
```

Collaborator (wharehouse)

tested object

"system under test" (SUT)

state verification

Mocking & Stubbing

Using mocking (jMock library example)

```
public class OrderInteractionTester extends MockObjectTestCase {

  private static String TALISKER = "Talisker";

  public void testFillingRemovesInventoryIfInStock() {
    Order order = new Order(TALISKER, 50);                    setup - data
    Mock warehouseMock = new Mock(Warehouse.class);

    warehouseMock.expects(once()).method("hasInventory")      setup - expectations
      .with(eq(TALISKER),eq(50))
      .will(returnValue(true));
    warehouseMock.expects(once()).method("remove")
      .with(eq(TALISKER), eq(50))
      .after("hasInventory");

    order.fill((Warehouse) warehouseMock.proxy());            exercise

    warehouseMock.verify();                                   verify
    assertTrue(order.isFilled());
  }

}
```

More info: http://martinfowler.com/articles/mocksArentStubs.html

Refactorings

Refactoring

- What is it?
- Why is it necessary?
- Examples
- Tool support
- Obstacles to refactoring

What is Refactoring?

The process of changing a software system in such a way that it does not alter the external behaviour of the code, yet improves its internal structure [Fowl99a]

A behaviour-preserving source-to-source program transformation [Robe98a]

A change to the system that leaves its behaviour unchanged, but enhances some non-functional quality - simplicity, flexibility, understandability, ... [Beck99a]

Typical Refactorings

Class Refactorings	Method Refactorings	Attribute Refactorings
add (sub)class to hierarchy	add method to class	add variable to class
rename class	rename method	rename variable
remove class	remove method	remove variable
	push method down	push variable down
	push method up	pull variable up
	add parameter to method	create accessors
	move method to component	abstract variable
	extract code in new method	

Why Refactoring?

“Grow, don’t build software” (Fred Brooks)

“Any fool can write code that a computer can understand. Good programmers write code that humans can understand.” (Fowler)

Some argue that good design does not lead to code needing refactoring ...

Why Refactoring?

In reality

- Extremely difficult to get the design right the first time
- You cannot fully understand the problem domain
- You cannot fully understand user requirements
- You cannot really plan how the system will evolve
- Original design is often inadequate
- System becomes brittle, difficult to change

Why Refactoring?

Refactoring helps you to

- Manipulate code in a safe environment
  - Behaviour preserving
- Recreate a situation where evolution is possible
- Understand existing code

Remember: software needs to be maintained

- This is one way to do it safely

Examples of Refactoring Analysis

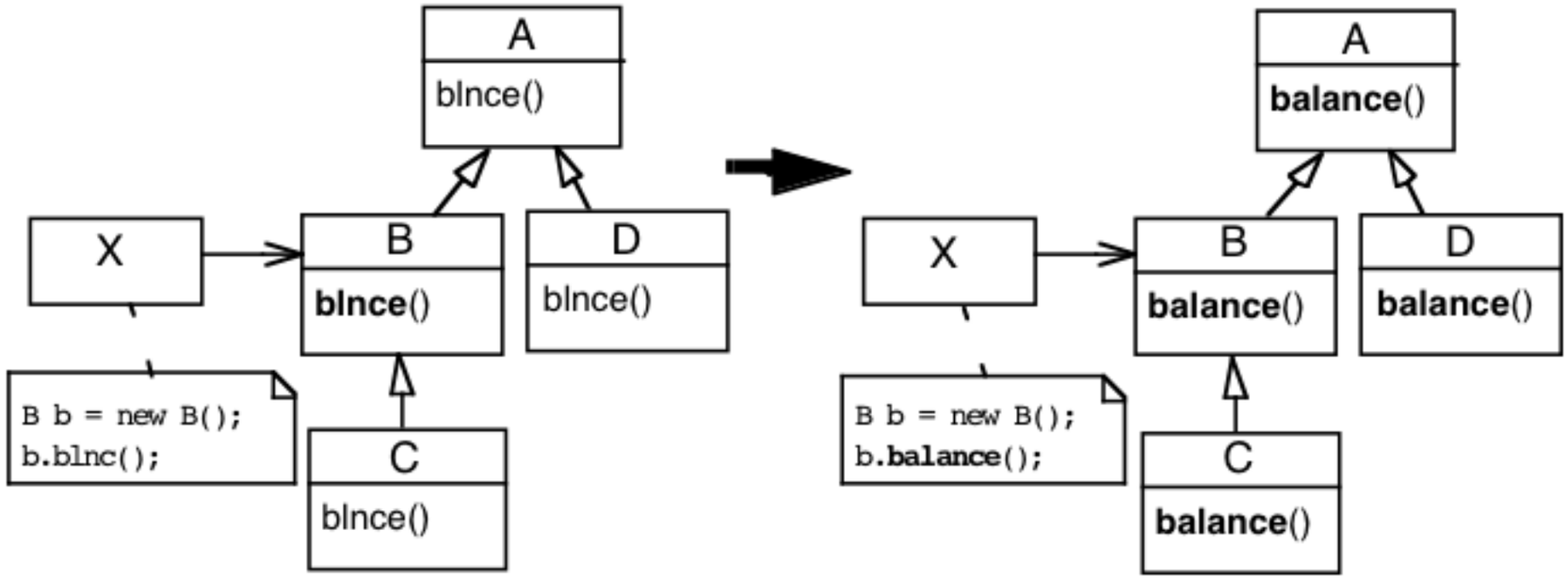
Rename Method

- existence of similar methods
- references of method definitions
- references of calls

AddClass

- simple
- namespace use and static references between class structure

Rename Method



Rename Method: Do It Yourself

Check if a method does not exist in the class and superclass/subclasses with the same “name”

Browse all the implementers (method definitions)

Browse all the senders (method invocations)

Edit and rename all implementers

Edit and rename all senders

Remove all implementers

Test

Rename Method

Rename Method (method, new name)

Preconditions

- no method exists with the signature implied by new name in the inheritance hierarchy that contains method
- [Smalltalk] no methods with same signature as method outside the inheritance hierarchy of method
- [Java] method is not a constructor

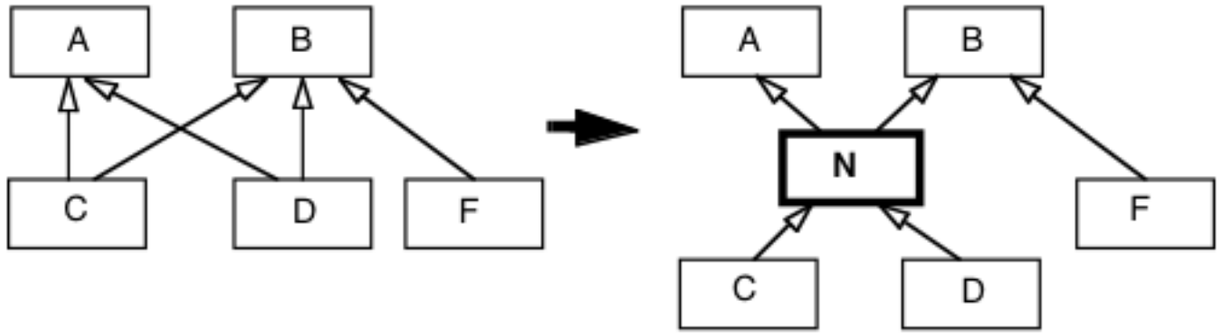
PostConditions

- method has new name
- relevant methods in the inheritance hierarchy have new name
- invocations of changed method are updated to new name

Other Considerations

- Typed/Dynamically Typed Languages => Scope of the renaming

Add class



Add Class

Preconditions

- no class and global variable exists with classname in the same scope
- subclasses are all subclasses of all superclasses
- [Smalltalk] superclasses must contain one class
- [Smalltalk] superclasses and subclasses cannot be metaclasses

Postconditions

- new class is added into the hierarchy with superclasses as superclasses and subclasses as subclasses
- new class has name classname
- subclasses inherit from new class and not anymore from superclasses

Considerations: Abstractness

Tool Support

Could do refactoring by hand

- see Rename Method example

But much better if automated

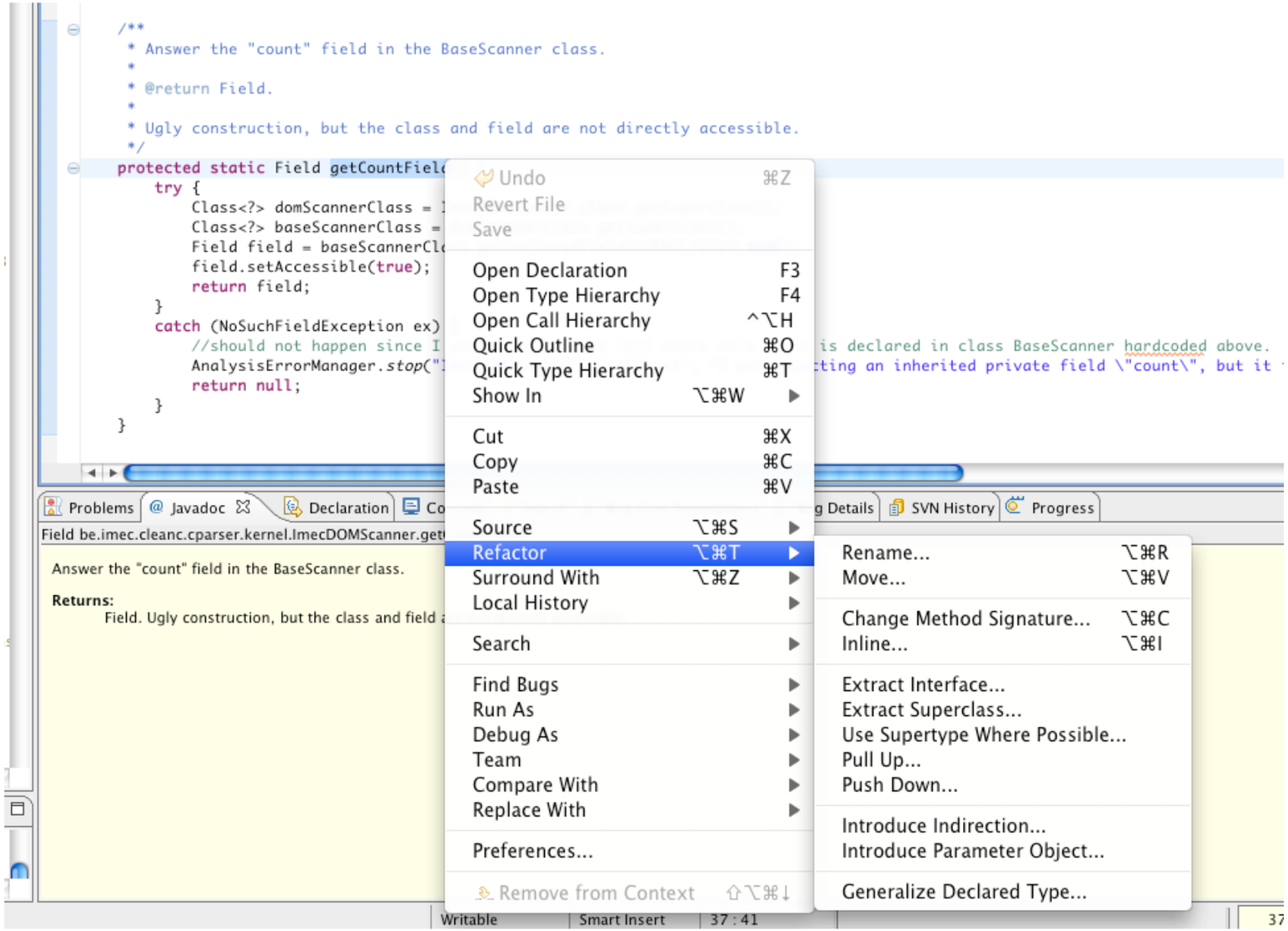
- easier
- safer

Which tools are needed to support refactoring?

Tool support for refactoring activities

Change Efficiently	Failure Proof
Refactoring Tools - source-to-source program transformation - behaviour preserving ⇒ Improve Structure	Regression Testing - Repeating past tests - requires no user interaction - is deterministic ⇒ Verify damage to previous work
Development Environment - Fast edit-compile-run - Integrated in environment ⇒ Convenient	Configuration&Version Management - track different versions - track who did what ⇒ can revert to earlier versions

Refactoring in Eclipse



When to Refacctor ?

When you add functionality

- Helps you to understand the code you are modifying.
- Sometimes the existing design does not allow you to easily add the feature.

When you need to fix a bug

- If you get a bug report, it’s a sign the code needs refactoring
- because the code was not clear enough for you to see the bug in the first place

When you do a code review

- Code reviews help spread knowledge through the development team.
- Works best with small review groups

When to Refactor

You should refactor:

- Any time that you see a better way of doing things
  - "Better" means making the code easier to understand and to modify in the future
- You can do so without breaking the code
  - Unit tests are essential for this (remember: do not refactor in isolation)

You should NOT refactor:

- Stable code (code that won't ever need to change, code library)
- Someone else's code
  - Unless you've inherited it (and now it's yours)

Rule of Thumb: 'Three strikes and you refactor'

- 1st time: Write from scratch
- 2nd time: Duplication eventually admissible
- 3rd time: Refactor !!!

Example: Switch Statements

Switch statements are very rare in properly designed object-oriented code

- Therefore, a switch statement is a simple and easily detected “bad smell”
- Of course, not all uses of switch are bad
- A switch statement should NOT be used to distinguish between various kinds of object

There are several well-defined refactorings for this case

- The simplest is the creation of subclasses

Example: Bad Smell

```
class Animal {
   final int MAMMAL = 0, BIRD = 1, REPTILE = 2;
   int myKind;  // set in constructor
   ...

   String getSkin() {
      switch (myKind) {
         case MAMMAL: return "hair";
         case BIRD: return "feathers";
         case REPTILE: return "scales";
         default: return "integument";
      }
   }
}
```

Example: Improved

```
class Animal {
        String getSkin() {
            return "integument";
        }
}

class Mammal extends Animal {
        String getSkin() {
            return "hair"; }
        }

class Bird extends Animal {
        String getSkin() {
            return "feathers";
        }
}

class Reptile extends Animal {
        String getSkin() {
            return "scales";
        }
}
```

JUnit Tests

As we refactor, we need to run (JUnit) tests to ensure that we haven’t introduced errors

```
public void testGetSkin() {
        assertEquals("hair", myMammal.getSkin());
        assertEquals("feathers", myBird.getSkin());
        assertEquals("scales", myReptile.getSkin());
        assertEquals("integument", myAnimal.getSkin());
}
```

This should work equally well with either implementation

The setUp() method of the test fixture may need to be modified

Re-running unit tests proves that the refactoring succeeded
(= external behavior remained unchanged)

Refactoring Examples

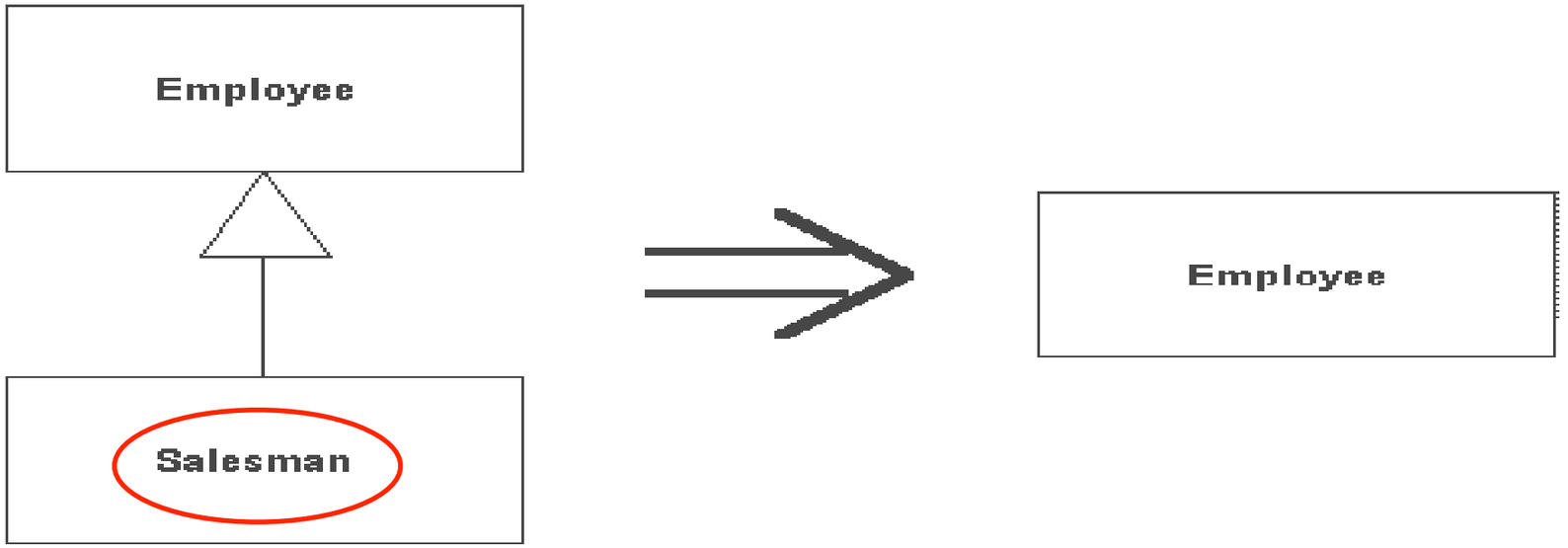
Add Parameter
Change Association
Change Reference to Value
Change Value to Reference
Collapse Hierarchy
Consolidate Conditional
Convert Procedures to Objects
Decompose Conditional
Encapsulate Collection
Encapsulate Downcast
Encapsulate Field
Extract Class
Extract Interface

Extract Method
Extract Subclass
Extract Superclass
Form Template Method
Hide Delegate
Hide Method
Inline Class
Inline Temp
Introduce Assertion
Introduce Explain Variable
Introduce Foreign Method
…

72 Refactorings identified by Fowler

Refactoring Example: Collapse Hierarchy

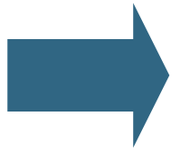
When superclass and subclass are not very different: Merge them



Refactoring Example: Consolidate Conditional

When the same fragment of code is in all branches: Move it out

```
double disabilityAmount()
 {
    if (_seniority < 2) return 0;
    if (_monthsDisabled > 12)
      return 0;
    if (_isPartTime) return 0;
   // compute the disability amount
}
```



```
double disabilityAmount()
 {
    if (isNotEligableForDisability())
      return 0;
    // compute the disability amount
 }
```

Refactoring Example: Decompose Conditional

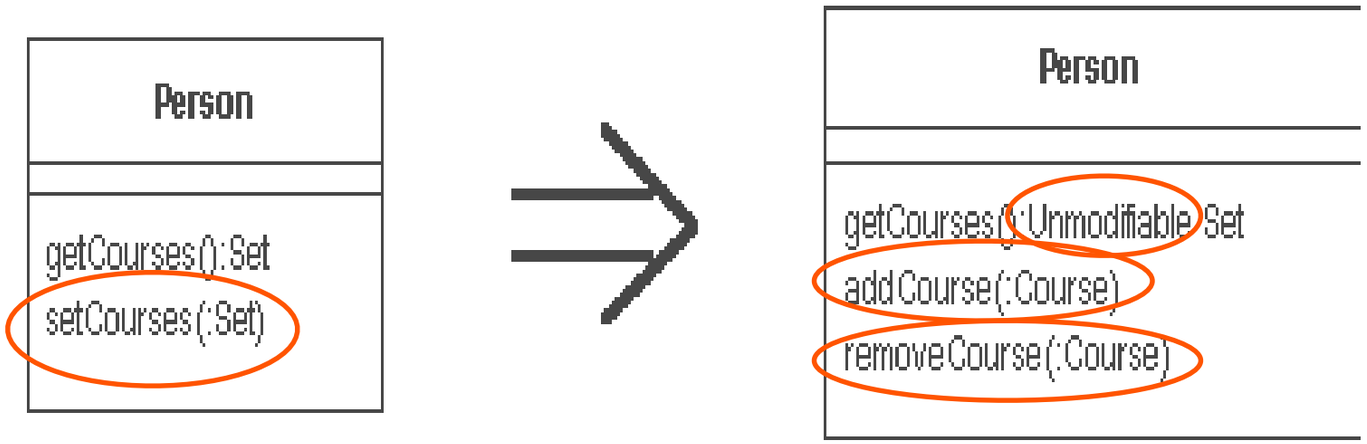
When having a complicated conditional statement: Extract if/then/else parts

```
if (date.before (SUMMER_START) || date.after(SUMMER_END))
        charge = quantity * _winterRate + _winterServiceCharge;
else
        charge = quantity * _summerRate;
```

```
if ( notSummer(date) )
        charge = winterCharge (quantity);
else charge = summerCharge (quantity);
```

Refactoring Example: Encapsulate Collection

When a method returns a collection: Provide Read-only view & add/remove methods

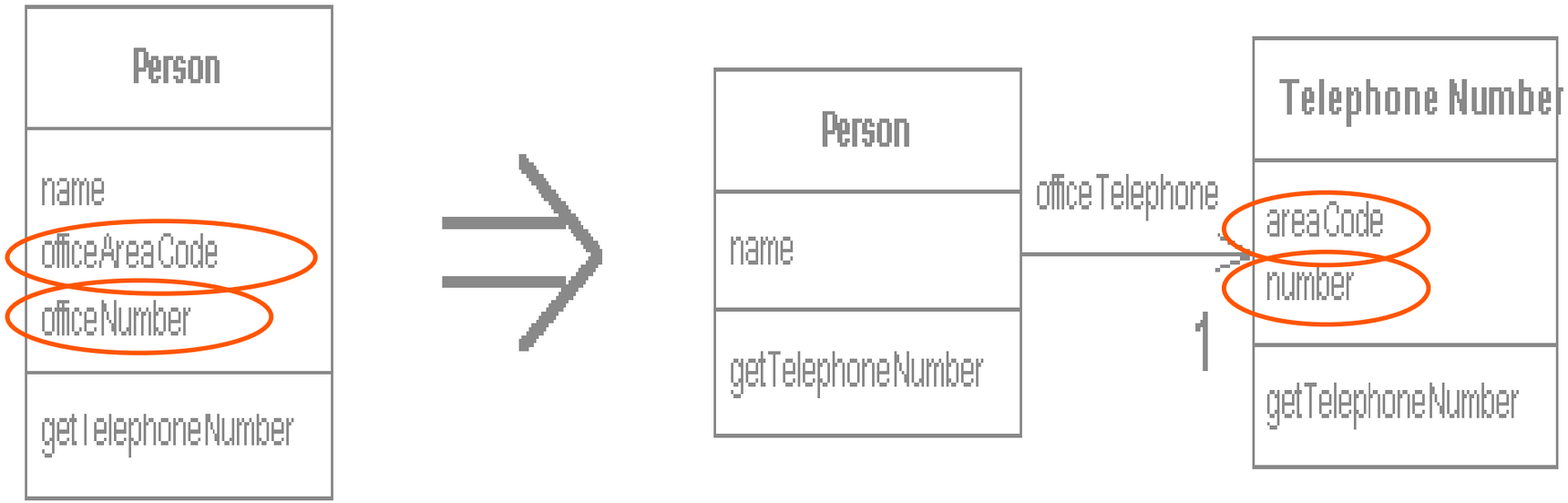


Refactoring Example: Extract Class

When we have 1 class doing the work that should be done by 2:

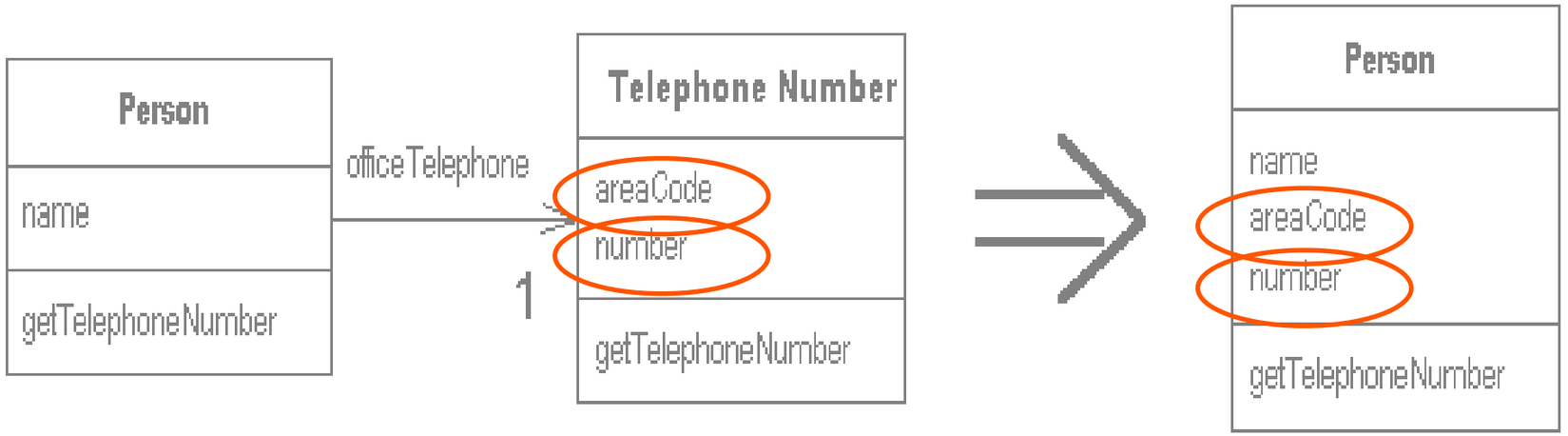
Create new class, move fields & methods

=> GRASP High Cohesion



Refactoring Example: Inline Class

When a class isn't doing very much: Merge with other class



Refactoring Example: Encapsulate Downcast

When a method returns an object that needs to be downcasted by its callers:

- Move the downcast to within the method.
- happens often when a class uses a collection or iterator

```
Object lastReading()  {
  return readings.lastElement();
}

Reading lastReading =
  (Reading) theSite.lastReading();
```

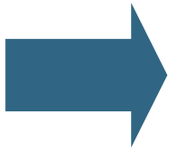
```
Reading lastReading()  {
  return (Reading) readings.lastElement();
}

Reading lastReading = theSite.lastReading();
```

Refactoring Example 9: Extract Method

When we have a code fragment that can be grouped together: turn the fragment into a method with an explanative name

```
void printOwing()
{
  printBanner();
  // print details
  System.out.println ("name: " + _name);
  System.out.println ("amount“ +
     getOutstanding());
}
```



```
void printOwing() {
   printBanner();
   printDetails(getOutstanding());
}
```

Bad Smells in Code

Duplicated Code
Long Method
Large Class
Long Parameter List
Divergent Change
Shotgun Surgery
Feature Envy
Data Clumps
Primitive Obsession
Switch Statements
Comments

Parallel Inheritance/Interface Hierarchies
Lazy Class
Speculative Generality
Temporary Field
Message Chains
Middle Man
Inappropriate Intimacy
Incomplete Library Class
Data Class
Refused Bequest
Alternative Classes with Different Interfaces

Bad Smells

Where did this term come from?

"If it stinks, change it."
--Grandma Beck

The basic idea is that there are things in code that cause problems

- Duplicated code, Long methods, …

But any time you change working code, you run the risk of breaking it

- A good test suite makes refactoring much easier and safer

Bad smells gives inspiration, but are not designed as metrics

- You have to decide yourself when something is "too much", …

Example: Duplicated Code

If you see the same code structure in more than one place, find a way to unify them

"Number one in the stink parade" !!!

The usual solution is to perform

- ExtractMethod: create a single method from the duplicated code
- Invoke from all places: Use it wherever needed
- You sometimes need additional refactorings (Add Parameter, …)

This adds the overhead of method calls, thus the code could get a bit slower

Other Bad Smells

Long Method

- The longer a procedure is, the more difficult it is to understand.
- Solution: perform EXTRACT METHOD or Decompose Conditional or Replace Temp with Query.

Large class

- When a class is trying to do too much, it often shows up as too many instance variables.
- Solution: perform EXTRACT CLASS or EXTRACT SUBCLASS

Feature Envy

- A method that seems more interested in a class other than the one it is in.
- Solution: perform MOVE METHOD or EXTRACT METHOD on the jealous bit and get it home.

Other Bad Smells

Shotgun Surgery

- This situation occurs when every time you make a kind of change, you have to make a lot of little changes to a lot of different classes.
- Solution: perform MOVE METHOD/FIELD or INLINE CLASS bring a whole bunch of behavior together.

Long Parameter List

- In OO, you don't need to pass in everything the method needs.
  Instead, you pass enough so the method can get to everything it needs
- Solution: Use REPLACE PARAMETER WITH METHOD when you can get the data in one parameter by making a request of an object you already know about.

Bad Smell/Sweet Smell: Comments

Fowler says “comments often are used as a deodorant”

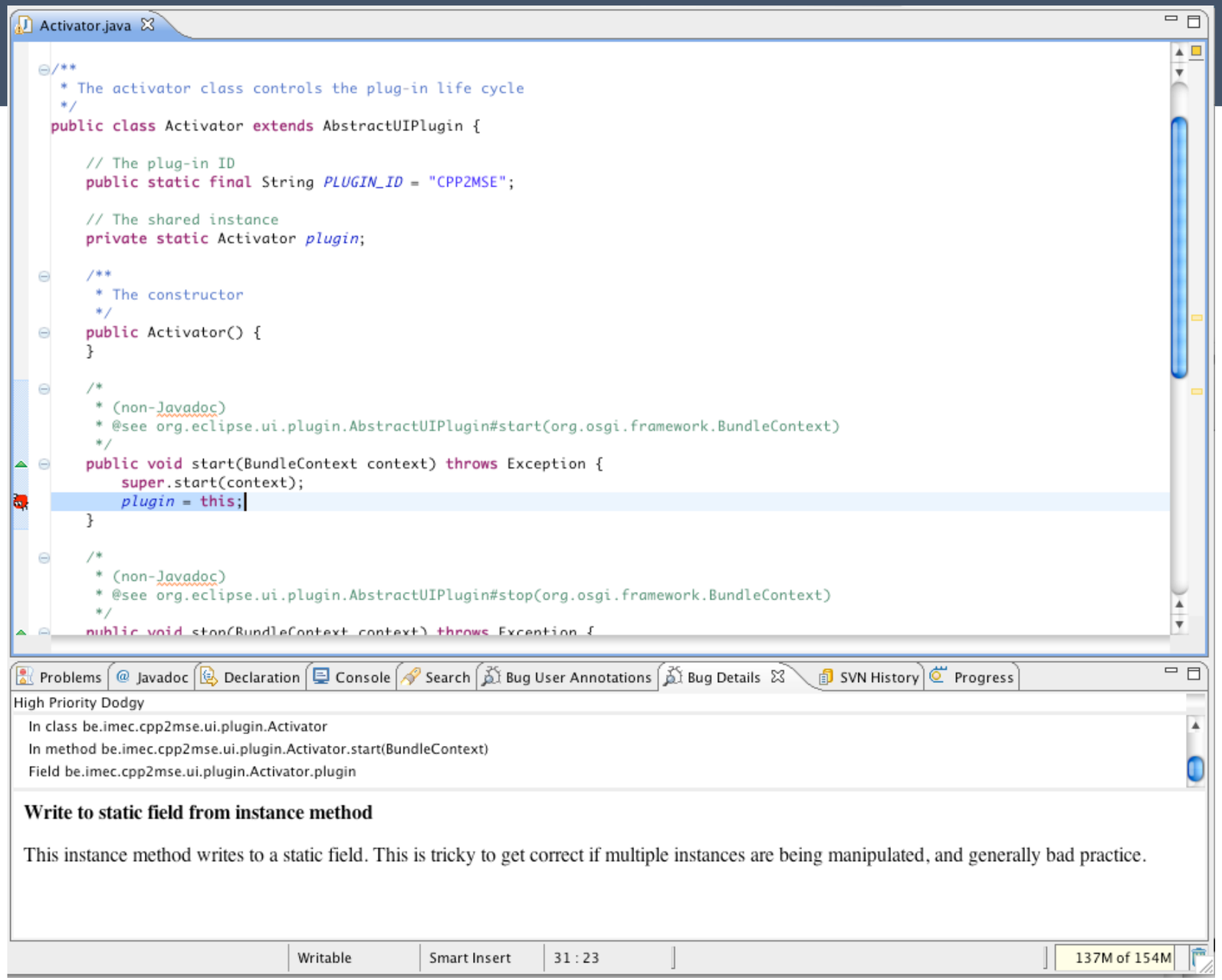
- If you need a comment to explain what a block of code does, use Extract Method
- If you need a comment to explain what a method does, use Rename Method
- If you need to describe the required state of the system, use Introduce Assertion

When you feel the need to write a comment, first try to refactor the code so that any comment becomes superfluous

The point is that code should be self-explanatory, so that comments are not necessary.

A comment is a good place to say *why* you did something

Java FindBugs



Obstacles to Refactoring

Performance issue

- "Refactoring will slow down the execution"

Cultural Issues

- "We pay you to add new features, not to improve the code!"

If it doesn't break, do not fix it

- "We do not have a problem, this is our software!"

Development is always under time pressure

- Refactoring takes time
- Refactoring better after delivery
- Process should take it into account, like testing

Conclusion

Refactoring is just a way of rearranging code

- Refactorings are used to solve problems
- If there's no problem, you shouldn't refactor

The notion of "bad smells" is a way of helping us recognize when we have a problem

- Familiarity with bad smells helps us avoid them in the first place

Refactorings are mostly pretty obvious

- Most of the value in discussing them is just to bring them into our "conscious toolbox"
- Refactorings have names in order to crystalize the idea and help us remember it

Profiling

What and how

Performance Myth

Don’t think that clean software is slow!

Normally only 10% of your system consumes 90% of the resources so just focus on 10 %.

- Refactorings help to localise the part that need change
- Refactorings help to concentrate the optimisations

Always use a profiler on your “slow” system to guide your optimisation effort

- Never optimise first!

Profiling

"Measure the behaviour of a program as it runs"

Note: can profile different things

- execution speed
- memory usage
- ...

Profiling concepts

How does it work?

- Sampling: gather information from time to time
  - Less accurate
  - Less performance overhead
- Code instrumentation: modify program to analyze itself
  - Full instrumentation is very exact
  - Slower
  - Risc for Heisenbugs
  - Can be manual, static, dynamic, ...

Profiler Tools

Can be integrated in Development Environment

- linked with code: can highlight slow methods, …
- make profile data understandable and usable

Can be stand-alone

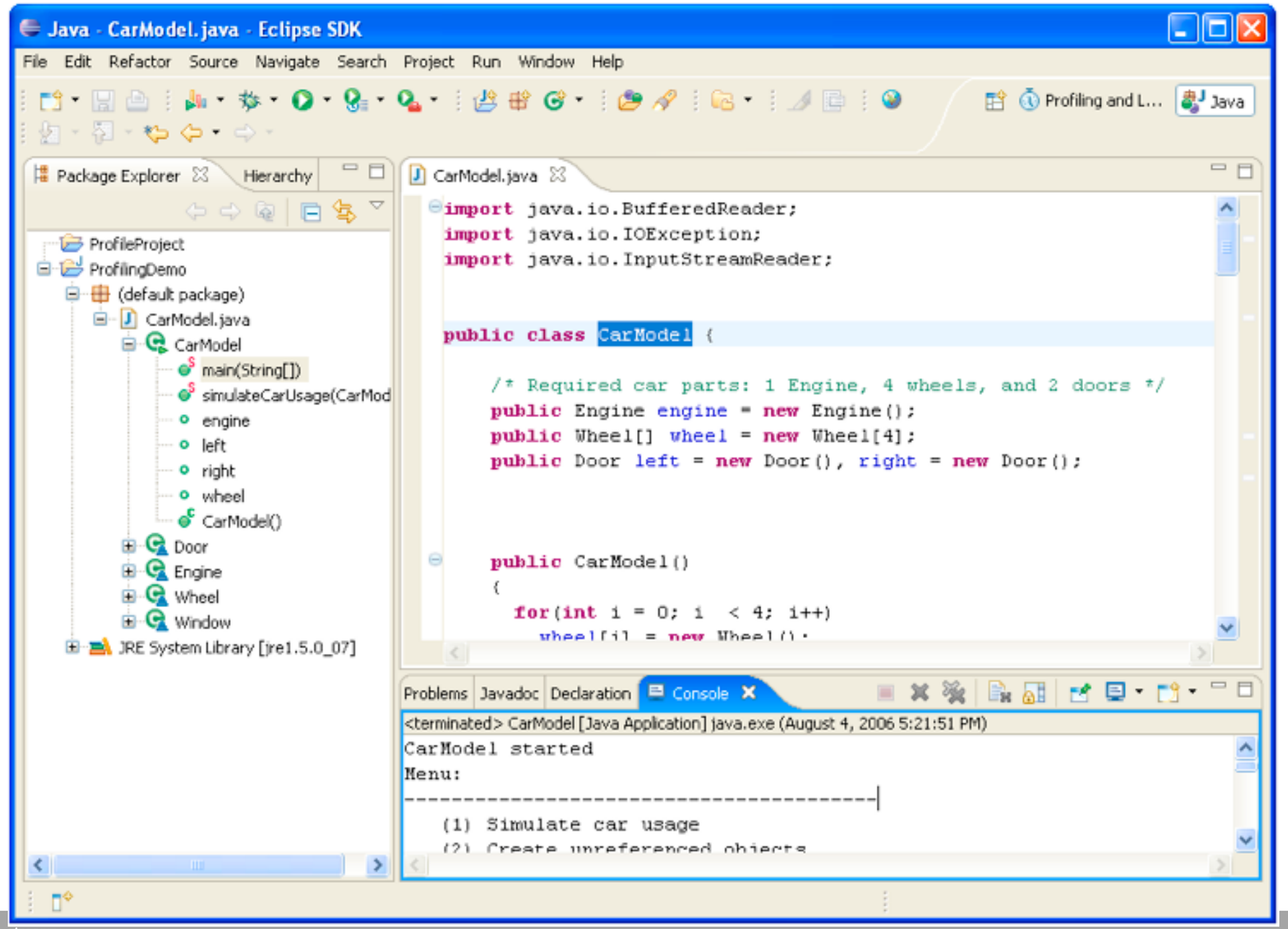
- no need to get project in IDE just to profile

Example: Java Profiling in Eclipse

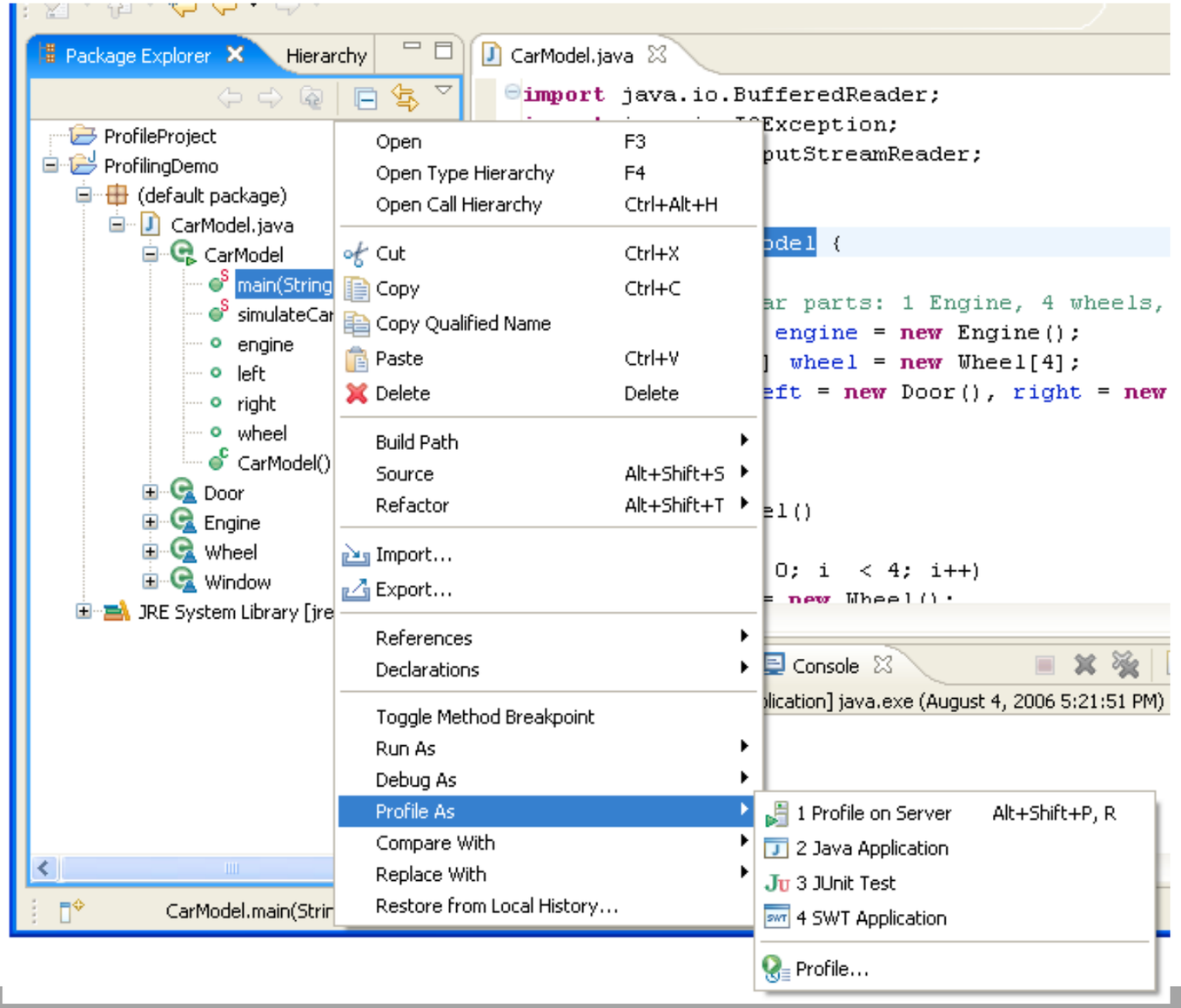
Java profiling can be installed in Eclipse

- Does Memory and Execution Time profiling
  - local or remote

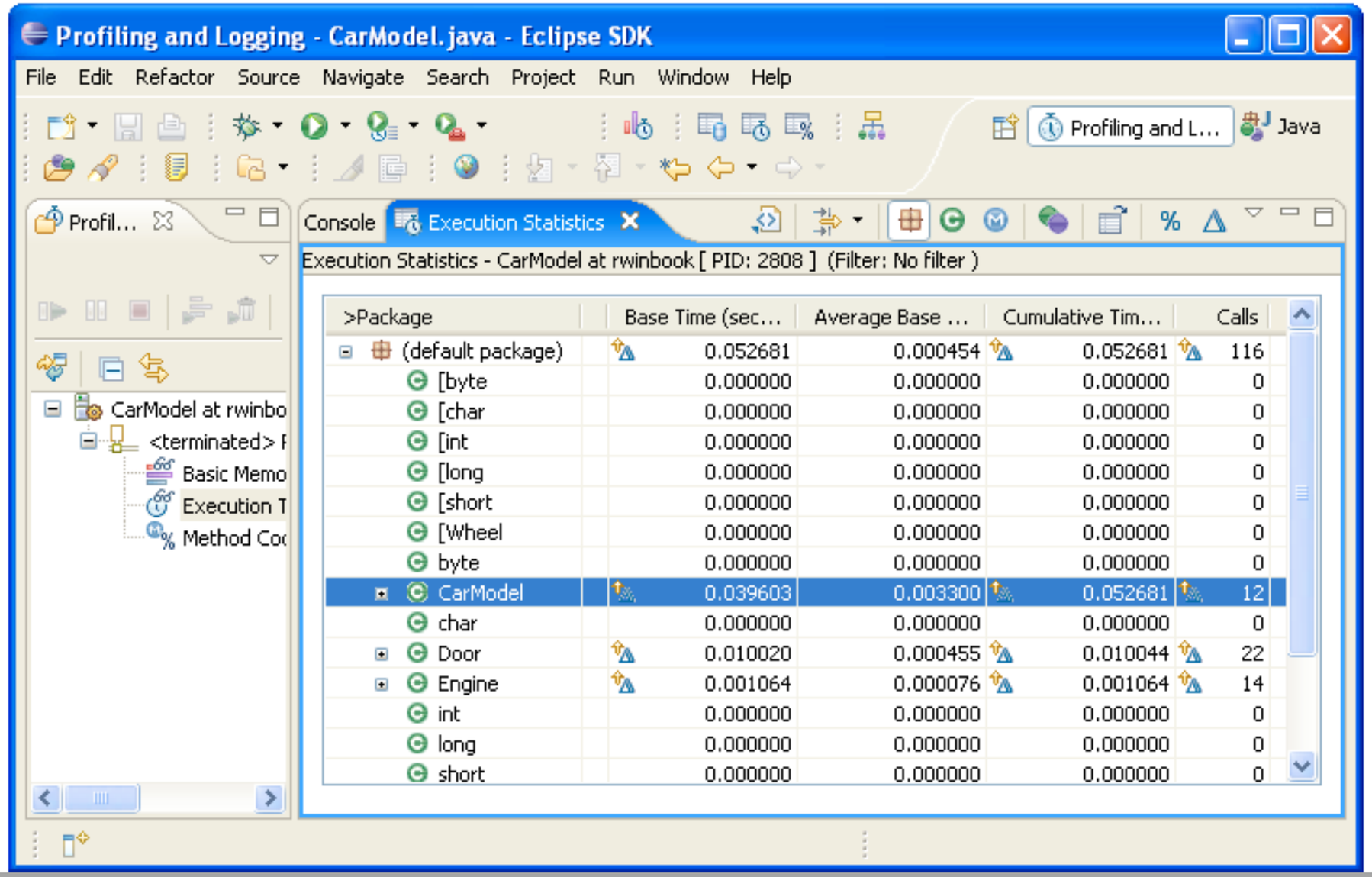
We have a Java project to profile...



Profile the main function



View results in Profiling perspective

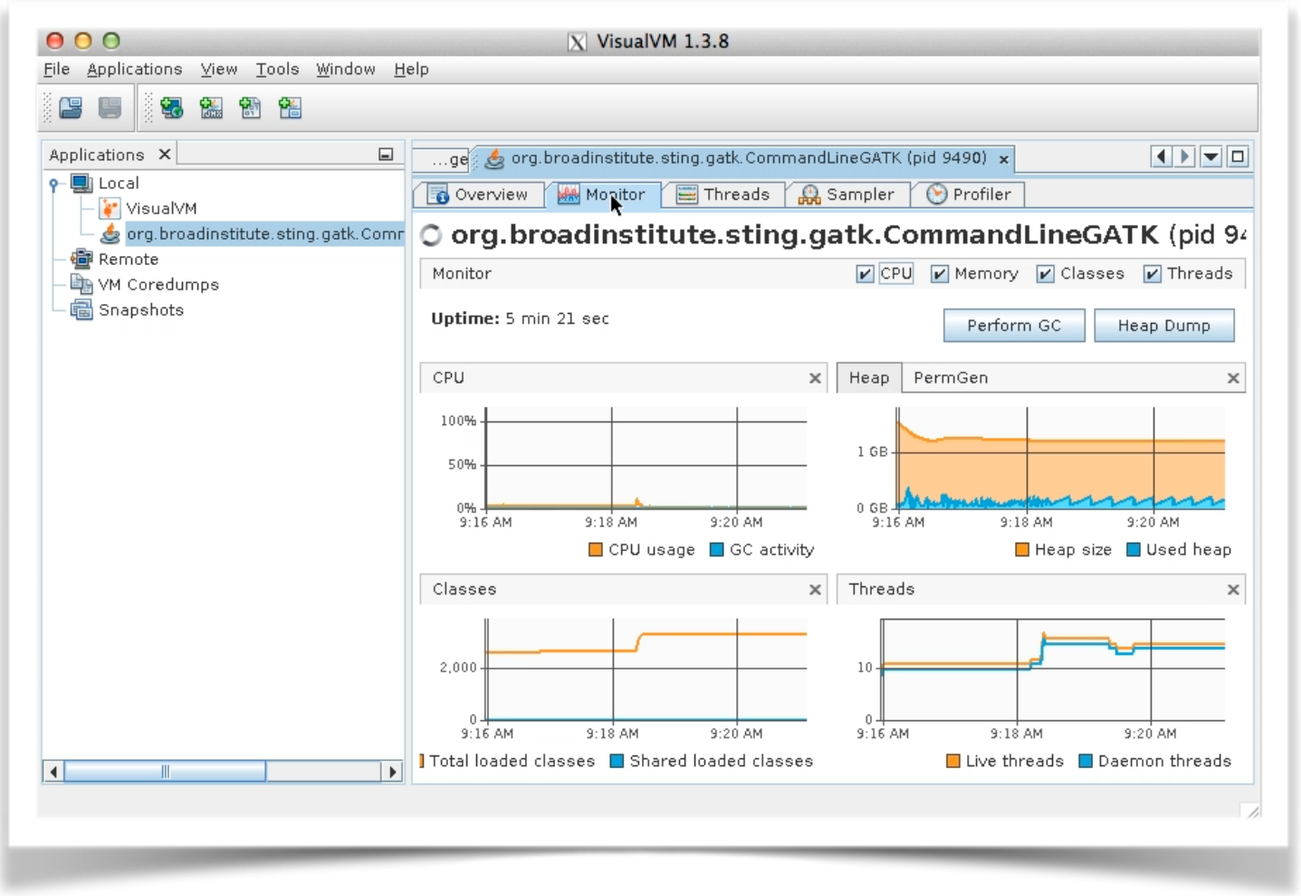


Example: VisualVM (http://visualvm.java.net/)

monitor and/or sample CPU time and memory

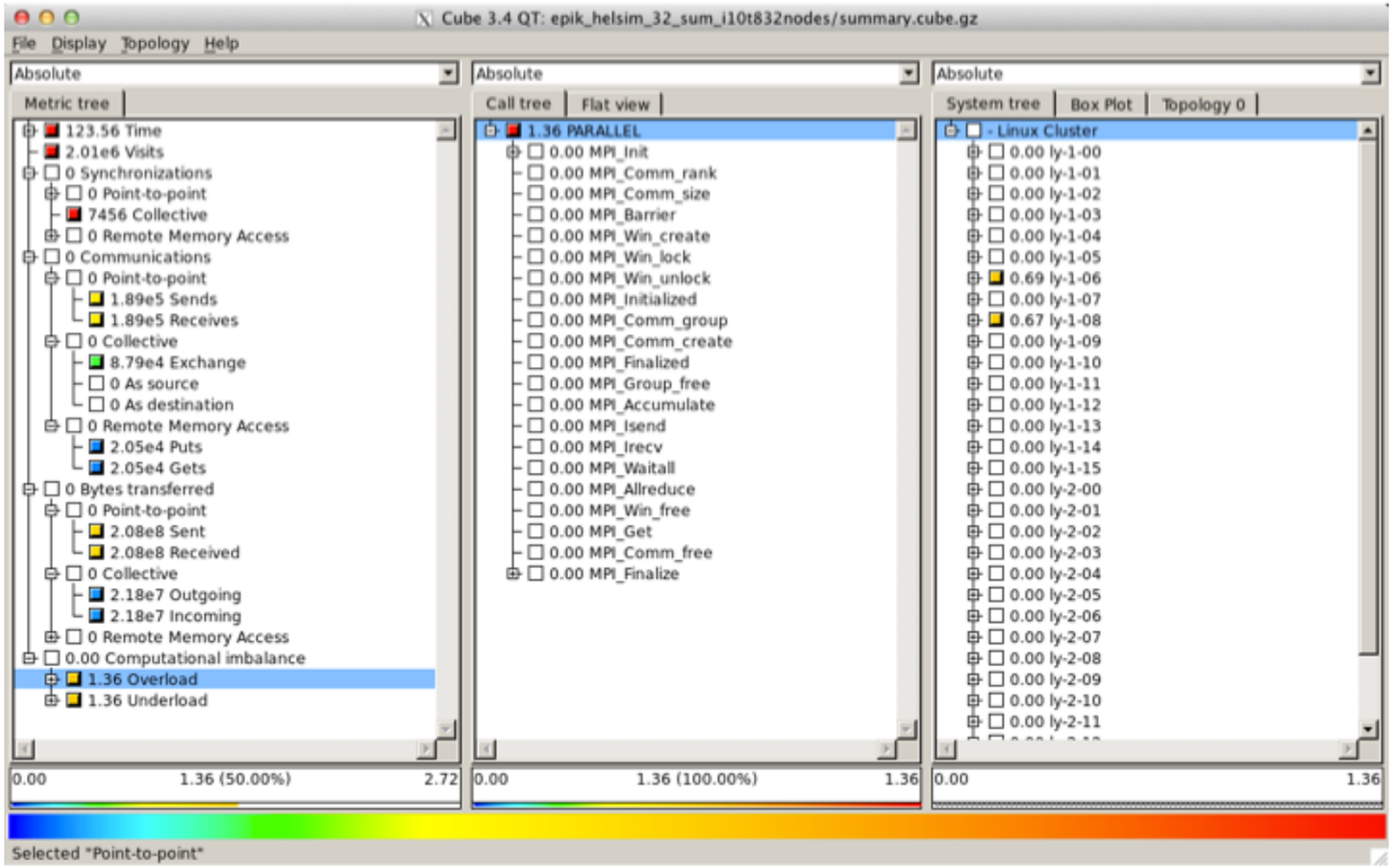
Easy to use, stand-alone

See video



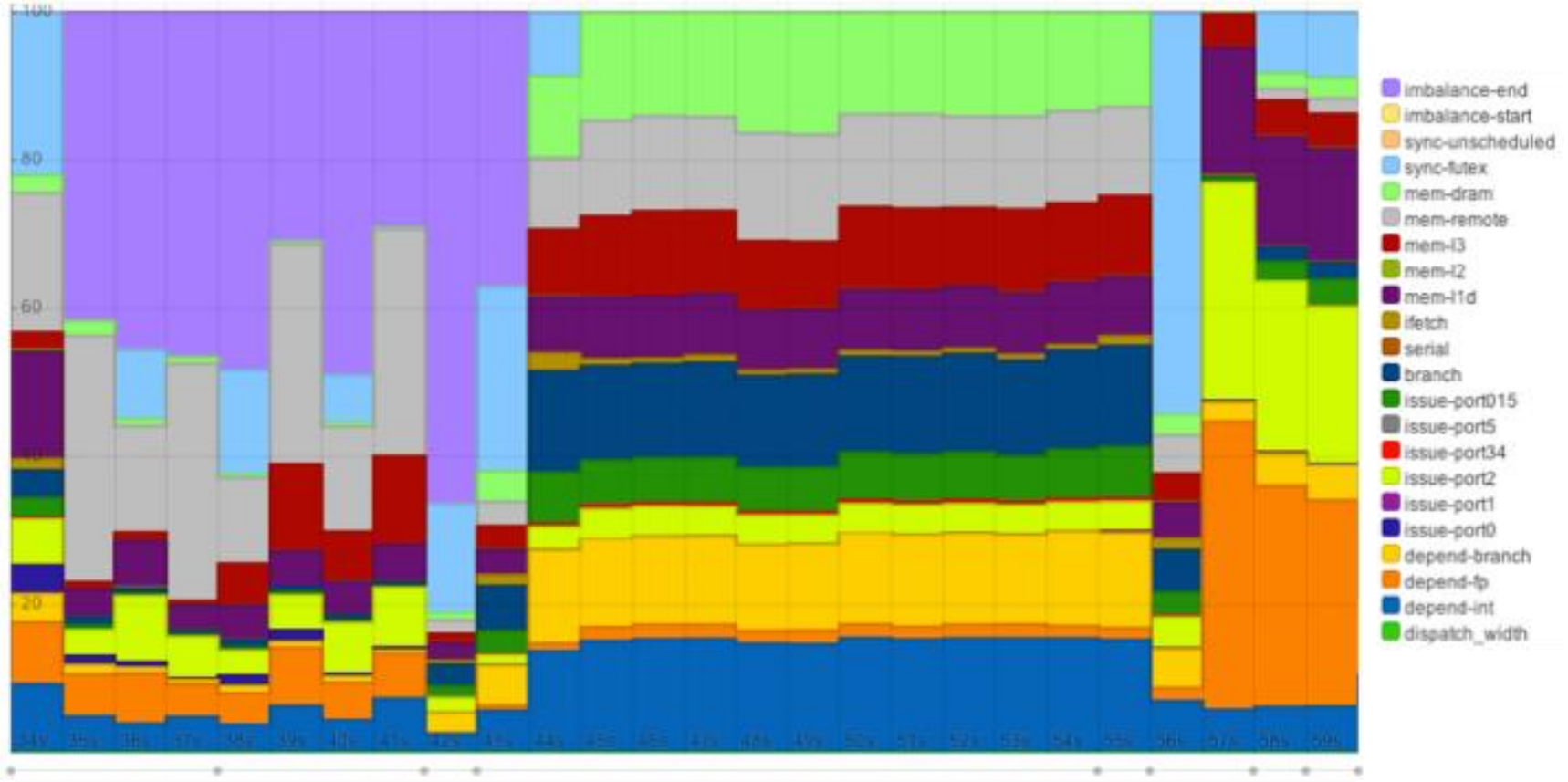
Other useful tools exist for profiling...

"Scalasca" : spot communication&synchronization imbalances in MPI programs (http://scalasca.org)

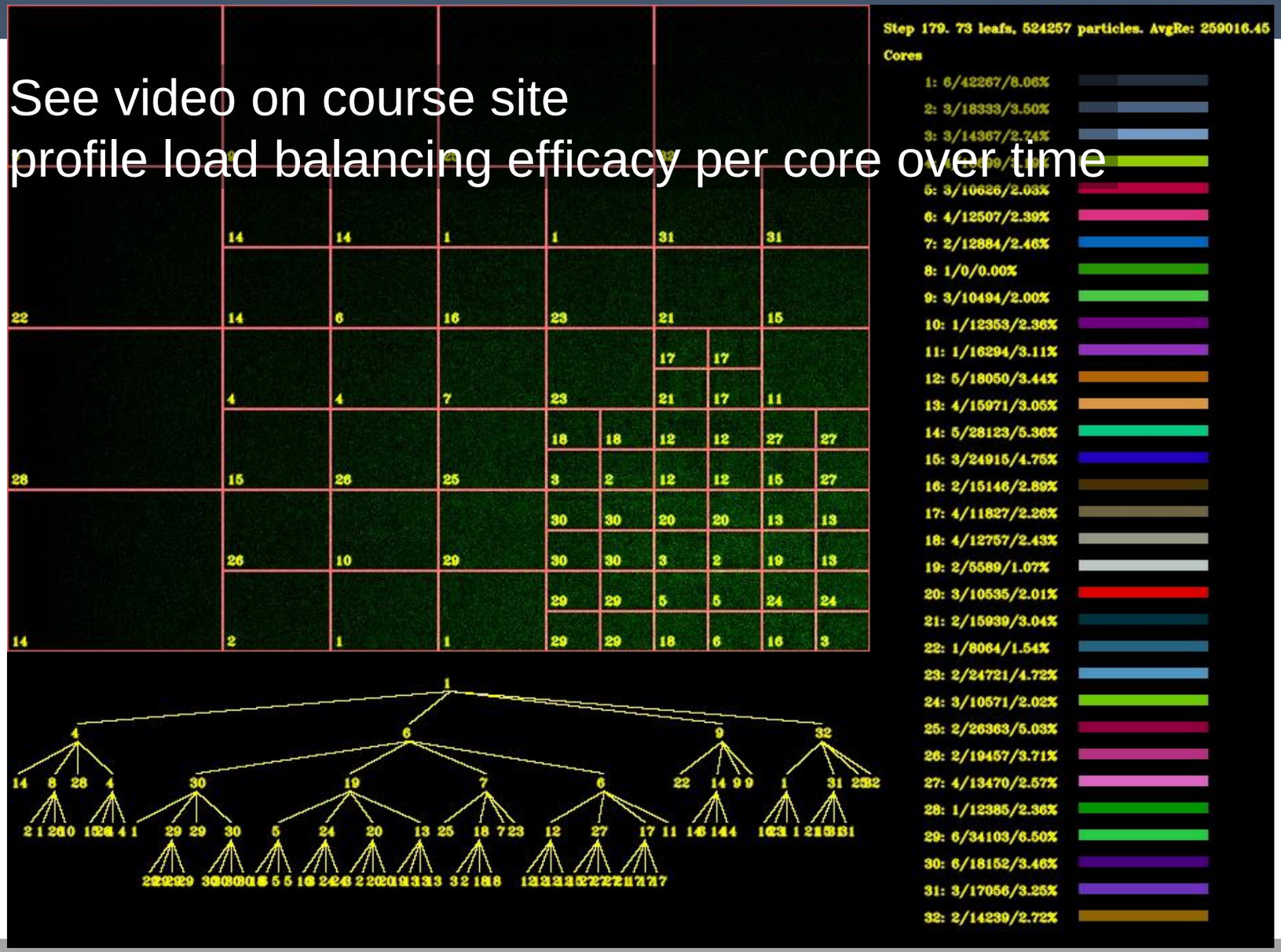


Other useful tools exist for profiling...

"Sniper" : fast hardware simulator for detailed analysis (http://snipersim.org)



Sometimes you have to *roll your own*



Conclusion

Make it Work, Make it Right, Make it Fast

Unit testing remove fear of making changes

Refactoring remove fear of making changes

Profiling tells you where to make performance-related changes

- focus your effort

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