

Choosing Test Cases

Let's talk about what to test.

In Lab2 you create a class `MyArrayList<E>` with methods

- a) 2 constructors
- b) `int size()`
- c) `boolean add(E item)` `void add(int index, E item)`
- d) `E get()`
- e) `E set(int index, E item)`
- f) `E remove(int index)`
- g) `boolean isEmpty()`
- h) `void clear()`

There are 3 ways a method can go wrong:

- A. its basic functionality could be wrong,
- B. it might fail at the extremes (What if the list has 0 or 1 entry? What if it is full?)
- C. it could fail by interacting badly with another method.

To test our code we want to write test cases that cover these possibilities as thoroughly as possible.

Suppose we are testing `boolean add(E item)` Here are some things to test:

- A. Basic functionality: If we add some data to the end of the list, can we call `get()` to retrieve it? Can we do a sequence of adds? Does `add` always return true?
- B. Extreme cases: Can we add to the empty list? If you start an `ArrayList` with an array of capacity 2, what happens if you add 3 elements to it?
- C. Interactions with other methods: Is the size correct after an add? Can you add to the end of a list after removing the last element of the list?

Many of these test cases are covered by the following method:

```
void testAddE( ) {  
    myArrayList<Integer > L = new myArrayList<Integer>(2);  
    Boolean returnVal = true;  
    for (int i = 0; i < 5; i++) {  
        returnVal = returnVal && L.add(i*i);  
        AssertEquals(L.size(), i+1 );  
    }  
    AssertTrue(returnVal);  
    for (int i = 0; i < 5; i++) {  
        int j = L.get(i);  
        AssertEquals( j, i*i);  
    }  
}
```

Now suppose we are testing the two-argument add: `void add(int index, E item)`.

Here are issues to test:

- A. Basic functionality: If we add some data, can we retrieve it with `get()`?
Can we do a sequence of adds?
- B. Extreme cases: Can we add to the empty list? If `size == N`, can we add at index 0, and index N?
- C. Do we throw the right exceptions if the index is too small or too big?
- D. D) Interactions with other methods: Is the size correct after an add? Can you remove an element from a list and then add a new element at the same location?

In addition to the tests for the 1-argument add, you might have this in testing the 2-argument add:

```
MyArrayList<Integer> L = new MyArrayList<Integer>();  
int [] A = {5, 10, 25};  
for (int x: A)  
    L.add(x);  
L.add(3, 500);  
L.add(0, 100);  
AssertEquals( L.get(0), 100);  
AssertEquals( L.get(1), 5);  
AssertEquals( L.get(2), 10);  
AssertEquals( L.get(3), 25);  
AssertEquals( L.get(4), 500);
```