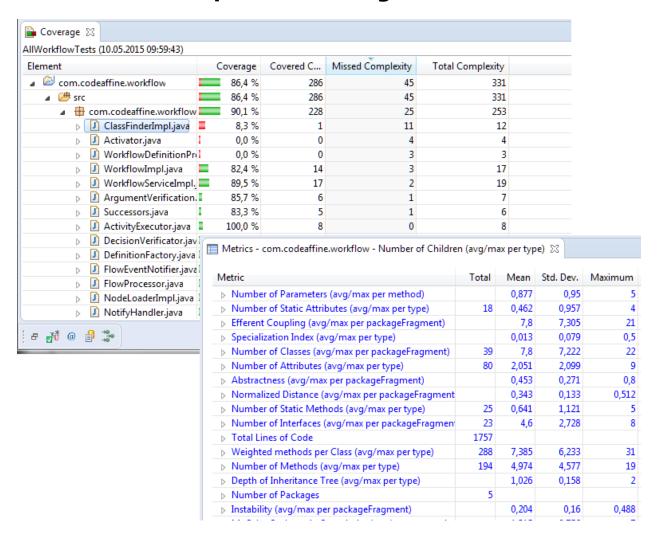
Chapter 1: Getting Started



com/		
b	ar/	
		F00
		FooTest

Timeline

5 new

Author 1

5 minutes ago

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat

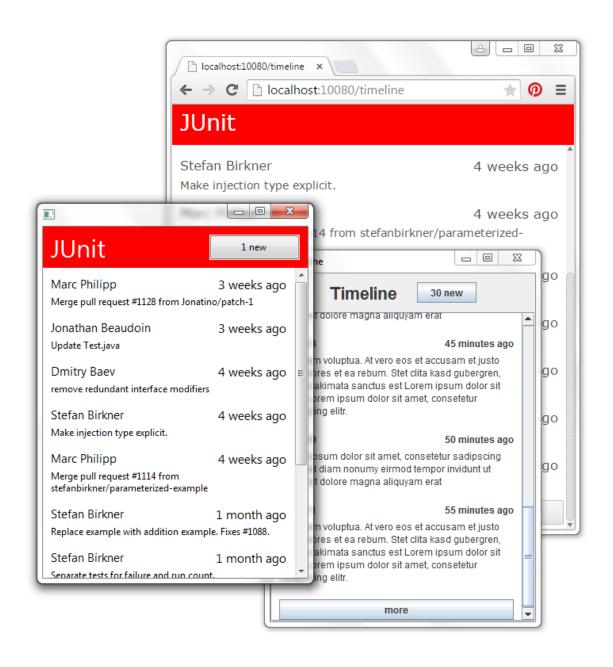
Author 2

7 minutes ago

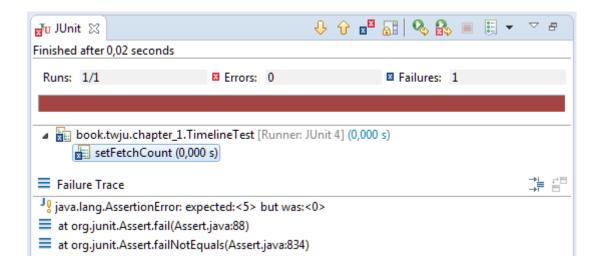
Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat

more

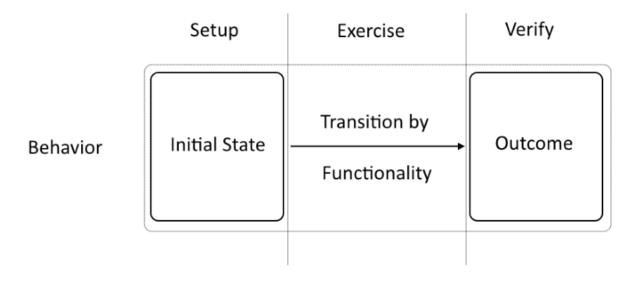
- The header section provides a button that
 allows to fetch new items and insert those at the beginning of the list section
- List section displaying items in chronological order. If the items exceed the visible content area a scroll bar can be used to browse through the items
- An Item can be comprised of an author label, the mandatory time stamp and further text or image content depending on the item source
- → The timeline supports pagination via a button to fetch older item entries







Chapter 2: Writing Well-structured Tests



```
public class Timeline {
  public static final int FETCH_COUNT_LOWER_BOUND = 1;
  public static final int FETCH_COUNT_UPPER_BOUND = 20;
  private static final int DEFAULT_FETCH_COUNT = 10;
  private int fetchCount;

public Timeline() {
    fetchCount = DEFAULT_FETCH_COUNT;
  }

public void setFetchCount( int fetchCount ) {
    if(    fetchCount >= FETCH_COUNT_LOWER_BOUND )
    && fetchCount <= FETCH_COUNT_UPPER_BOUND )
    {
      this.fetchCount = fetchCount;
    }
  }

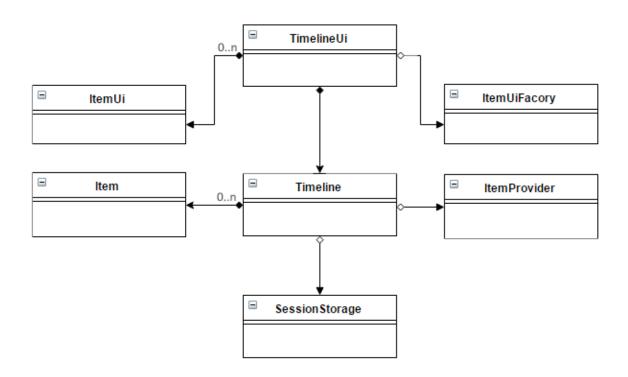
public int getFetchCount() {
    return fetchCount;
  }
}</pre>
```

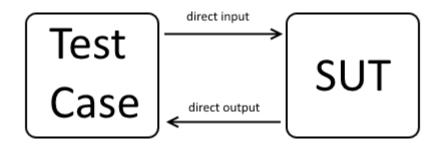
Chapter 3: Developing Independently Testable Units

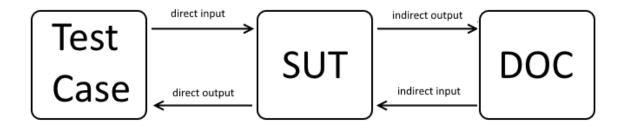
Timeline

display itemlist
fetch items page wise
fetch new items
show new item count
display title

GUI ItemList - Model Item ItemProvider ItemUI



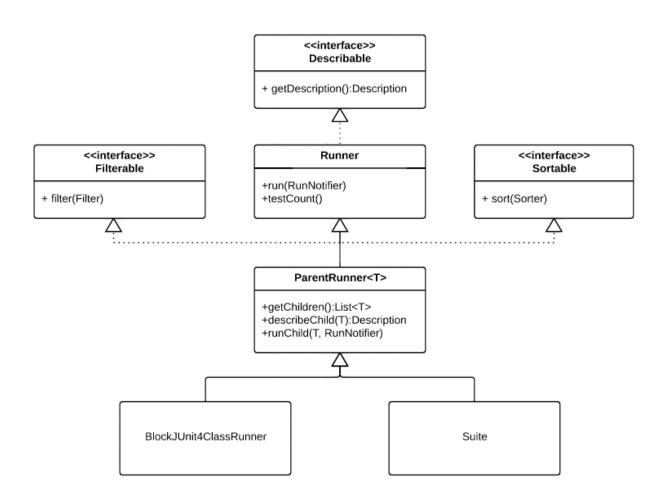


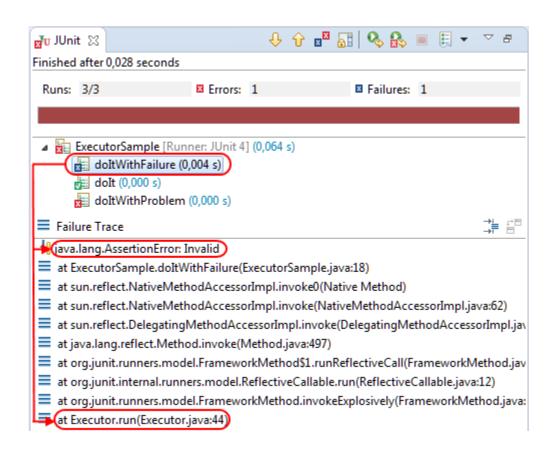


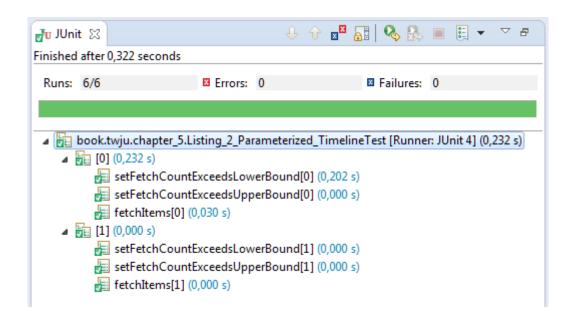
Chapter 4: Testing Exceptional Flow

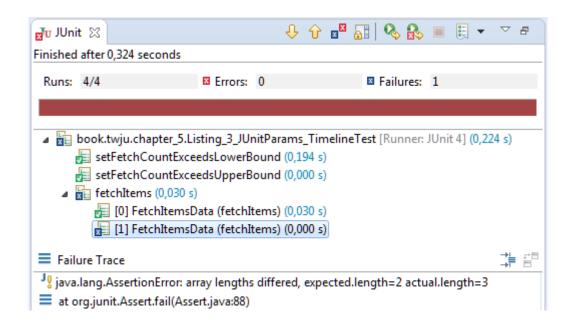
There are no images in this chapter.

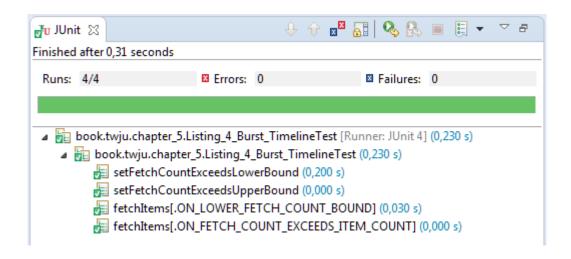
Chapter 5: Using Runners for Particular Testing Purposes



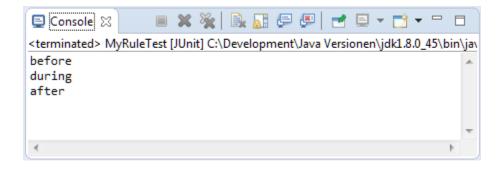




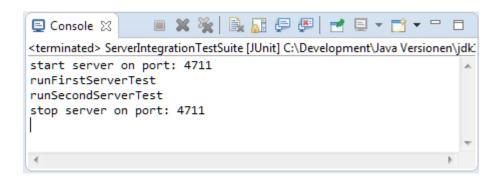


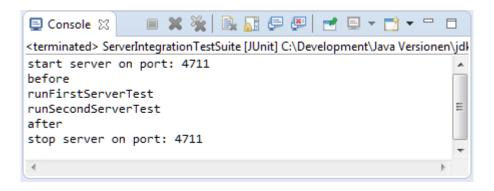


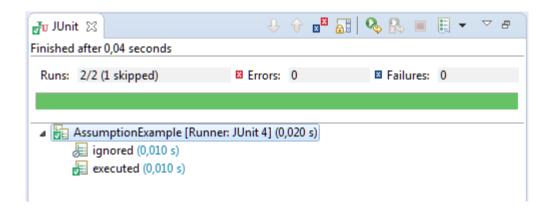
Chapter 6: Reducing Boilerplate with JUnit Rules



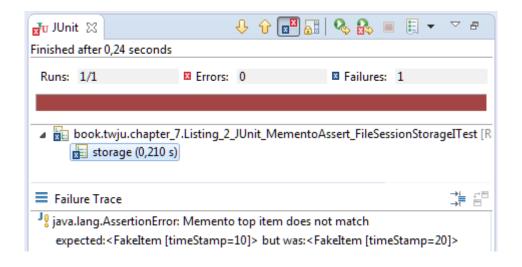


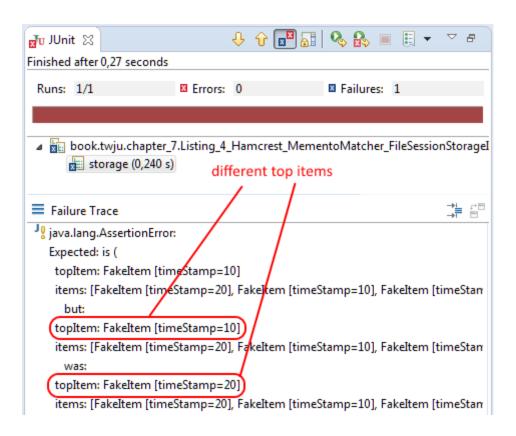


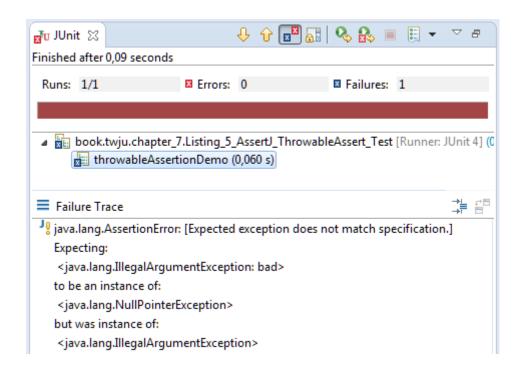


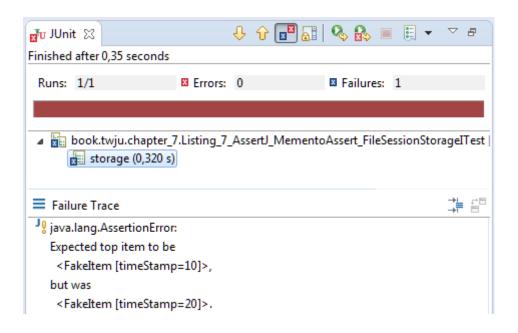


Chapter 7: Improving Readability with Custom Assertions

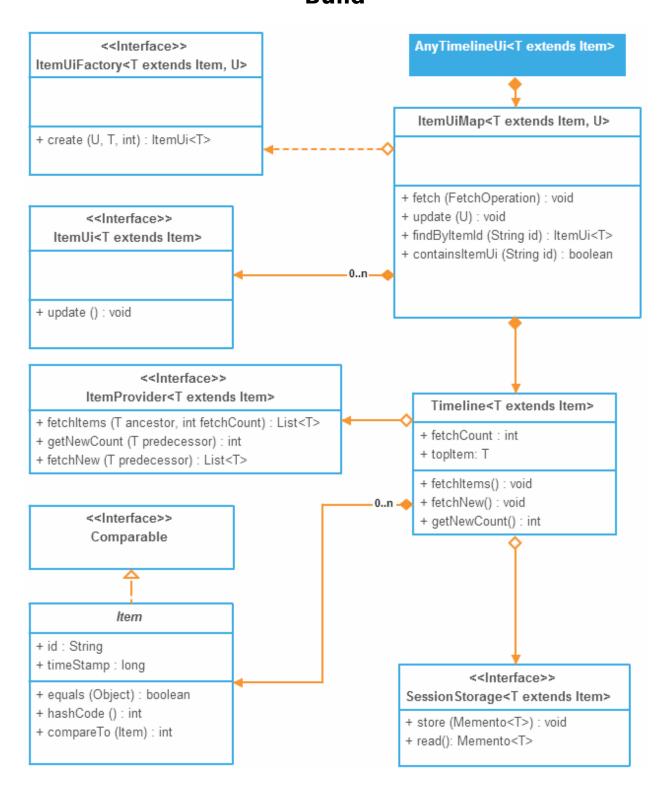


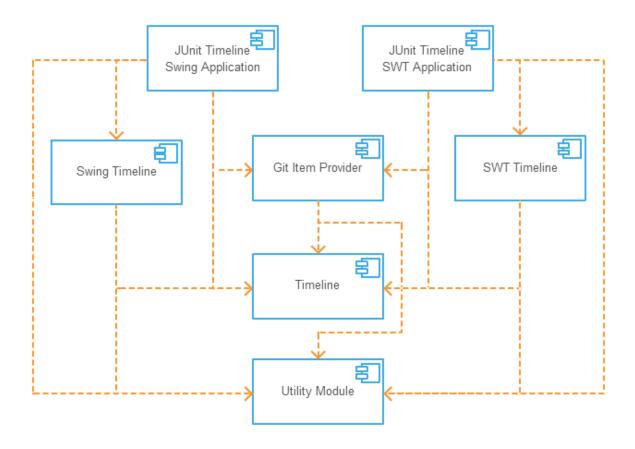


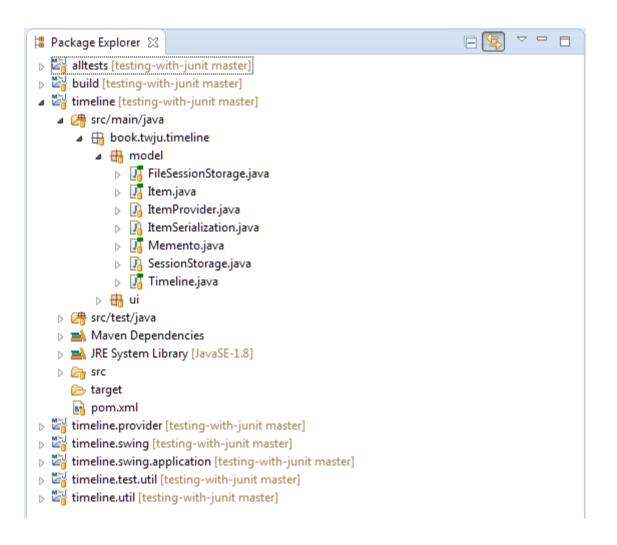




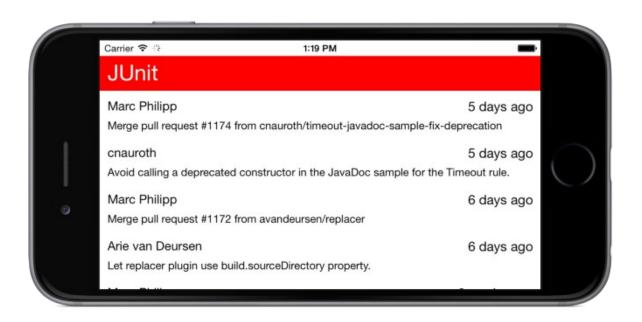
Chapter 8: Running Tests Automatically within a CI Build

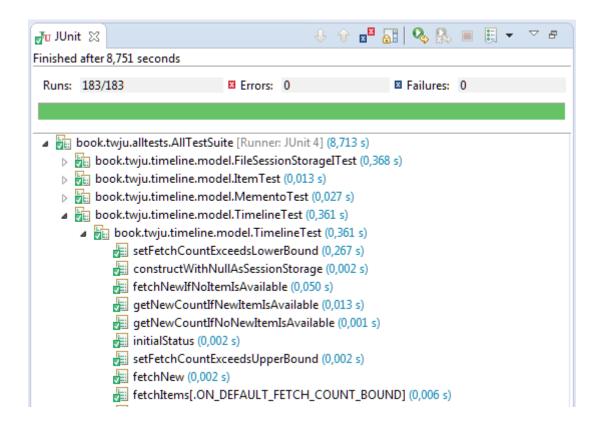


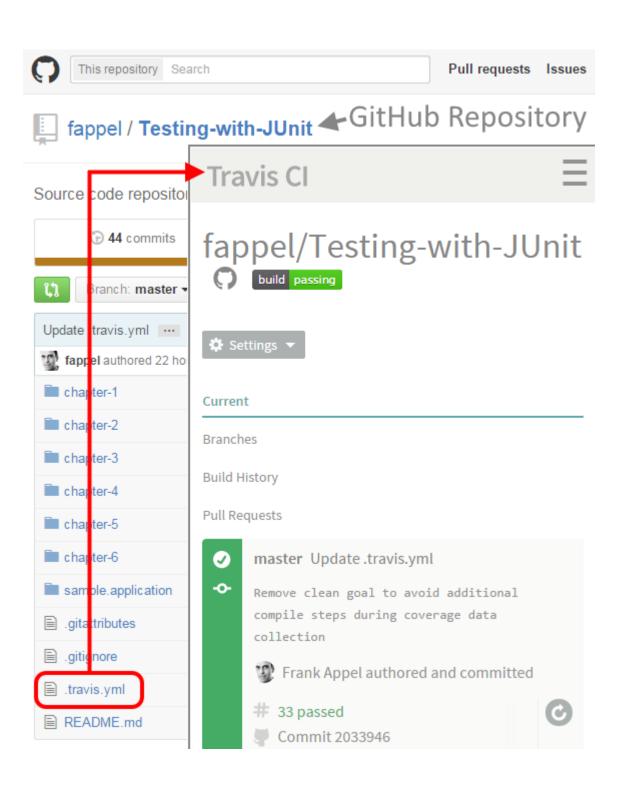




- timeline.test.util [testing-with-junit master]
 - ▲ # src/main/java
 - book.twju.timeline.test.util
 - ConditionalIgnoreRule.java
 - EqualsTester.java
 - FileHelper.java
 - GitOperationException.java
 - Ja GitRepository.java
 - GitRule.java
 - NotRunningOnWindows.java
 - ThrowableCaptor.java

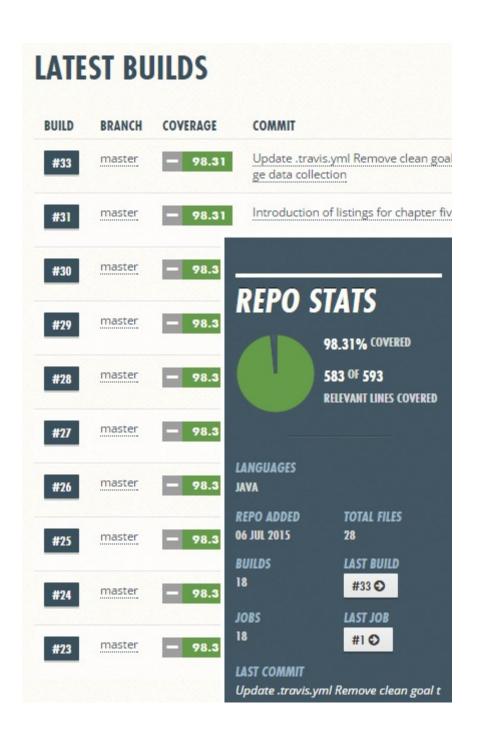






```
public class MouseHandler {
  8
 9
      private boolean mouseDown;
10
      public boolean isMouseDown() {
≈11⊖
12
      return mouseDown;
 13
 14
= 15⊝
      public void markMouseDown() {
 16
        mouseDown = true;
 17
 18
#19⊝
      public void handleMouseUp( MouseEvent event, Runnable runnable ) {
24
        if( mouseDown && inRange( event ) ) {
         runnable.run();
 21
 22
       mouseDown = false; Branch Coverage Markers
 23
 24
      }
 25
      private static boolean inRange( MouseEvent event ) {
 26⊝
       Point size = ( ( Control )event.widget).getSize();
return event.x >= 0 && event.x <= size.x && event.y >= 0 && event.y <= size.y;
 29
      }
30 }
```

```
public class MouseHandler {
8
9
  private boolean mouseDown;
.0
.10
     public boolean isMouseDown() {
.2
     return mouseDown;
.3
.4
.50
    public void markMouseDown() {
.6
      mouseDown = true;
.7
.8
.9⊝
    public void handleMouseUp( MouseEvent event, Runnable runnable ) {
0
       if( mouseDown && inRange( event ) ) {
1
        runnable.run();
                                                   Incomplete Branch Coverage
2
!3
      mouseDown = false;
                              Missed instruction
4
.5
60
    private static boolean inRange( MouseEvent event ) {
      Point size = ( ( Control )event.widget).getSize();
.7
2 of 8 branches missed. >= 0 && event.x <= size.x && event.y >= 0 && event.y <= size.y;
9
0 }
                            Missed Branches Count on Mouse Over
```



FILES

▲ COVERAGE ♦ ₫	FILE		LINES	RELEVANT		
- 85.71	c/m	nain/java/book/twju/timeline/util/Iterables.java	23	7		
— 85.71	SOUR	CE FILE				
- 87.5	85.71	/sample.application/timeline.util/src/mo	nin/java/bo	ok/twju/timel		
- 90.0	1	<pre>package book.twju.timeline.util;</pre>				
- 91.67	2					
71.07	3	<pre>import static book.twju.timeline.util.Cond</pre>	itions.check	Argument;		
- 95.83	4					
	5	<pre>import java.util.ArrayList;</pre>				
- 100.0	6	import java.util.List;				
	7					
- 100.0	8	public class Iterables {				
	9					
- 100.0	10	static final String ITERABLE_MUST_NOT_BE	_NULL = "Arg	gument itera		
	11	<pre>public static <t> List<t> asList(Iterab.</t></t></pre>	lezTo iteral	la) /		
- 100.0	13	checkArgument(iterable != null, ITERA				
	14					
- 100.0	15	List <t> result = new ArrayList<>();</t>				
17 18	16	<pre>for(T element : iterable) {</pre>				
	17	result.add(element);				
	18	}				
	19	return result;				
	20	}				
	21					
	22	<pre>private Iterables() {}</pre>				
	23	}				