

The background of the slide is a solid dark brown color with a pattern of lighter brown, stylized autumn leaves scattered across it. The leaves have prominent veins and are oriented in various directions, creating a textured, organic feel.

Making a GUI Test-first

Testing a GUI

- Need to simulate mouse clicks, key presses, human uncertainty
- GUIs subject to change rapidly
- Potentially difficult to isolate GUI problems from logic problems

TDD'ing a GUI

- Separate presentation layer from logic layer
- Use interfaces to allow using mock objects
- Start GUI early in project with basic functionality
- Decide basic look & layout controls without functionality
- Begin making tests
 - Control existence/enabling
 - Functionality (simple calls into layer)

Brute Force

- Create getters/setters for each control
- Each test method gets access to the controls it needs and manipulates it
- Do this all manually for every control and control interaction

JFCUnit

- Open-source package for testing Java GUIs
- Two classes
 - JFCTestCase
 - JFCTestHelper
- Helper class has ability to find controls by name or type
- jfcunit.sourceforge.net
- Astels' example uses deprecated method calls (use website examples)

Jemmy

- Originally developed for NetBeans, now usable as stand-alone
- Uses Operators to wrap controls
- <http://jemmy.netbeans.org>

Abbot

- Recorder
- <http://abbot.sourceforge.net>

Ultra-Thin GUI

- Create GUI which is just view into data
- Use mocks for view to create logic layer
- Use mocks for GUI to create presentation layer

See also

- <http://c2.com/cgi/wiki?JavaGuiUnitTesting>