

# More Testable Code

## With Hexagonal Architecture

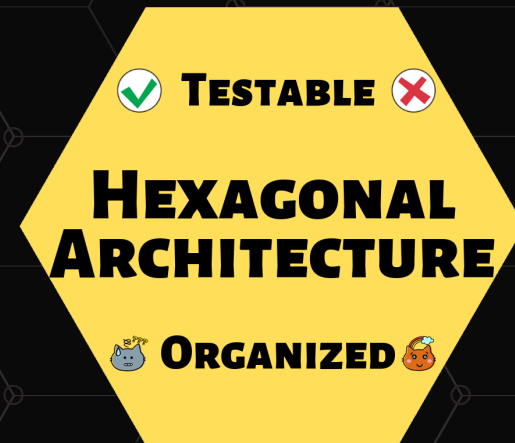
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**Ted M. Young**  
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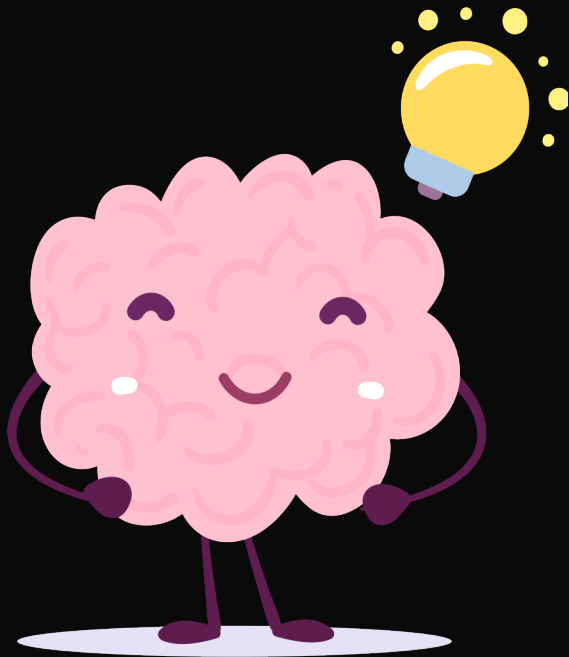
Live Coding: <https://JitterTed.Stream>



Web: <https://TED.dev>

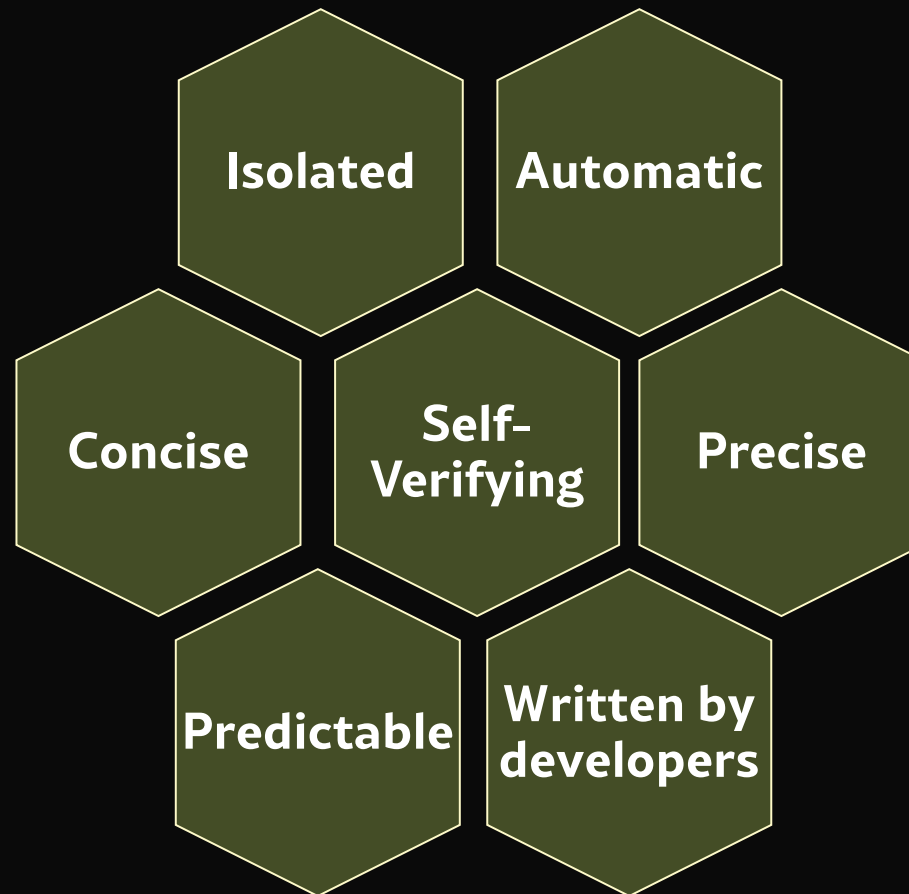
YouTube: <https://JitterTed.TV>

# Ask Questions As You Need



# What are Tests?

# Tests Are



# Unit Test? Integration Test?

# Nope.

# Why is writing tests so hard? 🤔



## what do you think?

# Writing tests is hard because...

**Classes poorly  
organized**

**Too much state  
Too many  
responsibilities**

**Classes directly  
access I/O**

**Infrastructure  
Hardware  
Framework**

# SCION-T

Separating  
Concerns of  
I/O and  
Non-I/O for  
Testability



# I/O is...

Anything outside of the current process

# I/O includes...

- **Hardware**
  - System clock, Random number generator, Files
- **Remote Services**
  - via HTTP, Queues, RPC
- **Databases**
  - Including "in-memory" databases (H2, SQLite, Redis)
- **Other Processes**
- **Frameworks**

Why do tests care about dependencies on I/O?

**SPEED, EASE, &  
PREDICTABILITY**

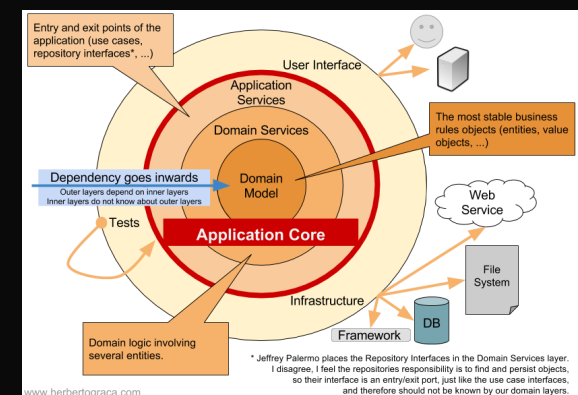
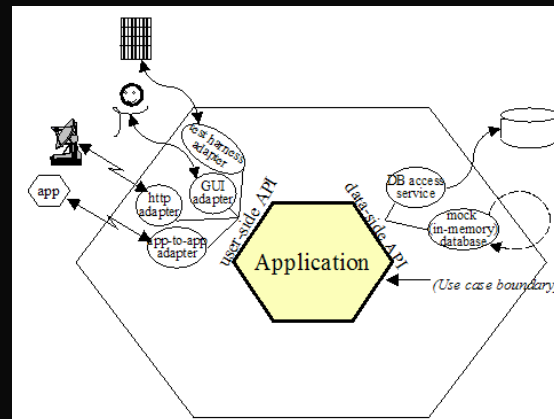
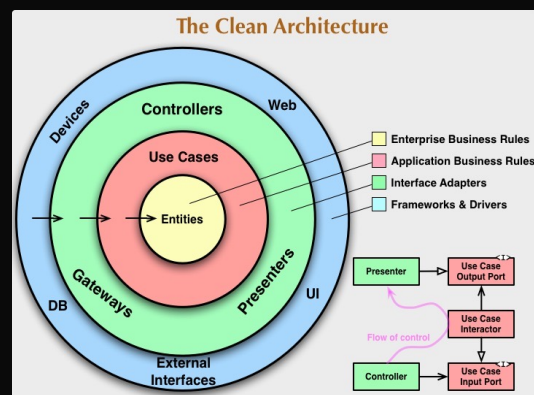
# Two Kinds of Tests

I/O

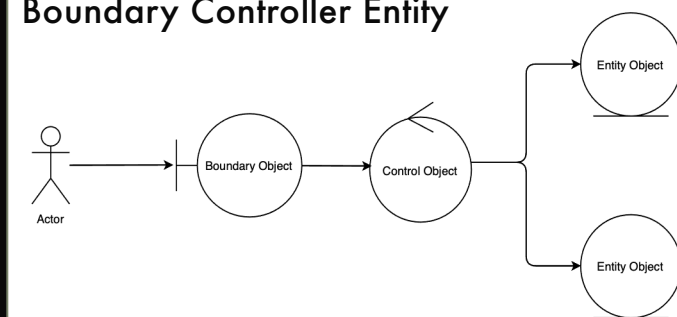
I/O-Free\*

\* These are practically  
"free" to execute

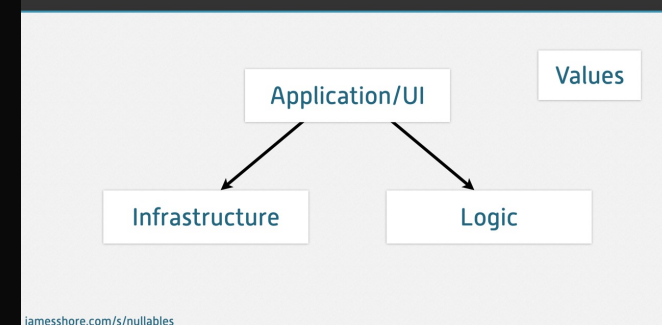
# SCION-T Architectures



## Boundary Controller Entity

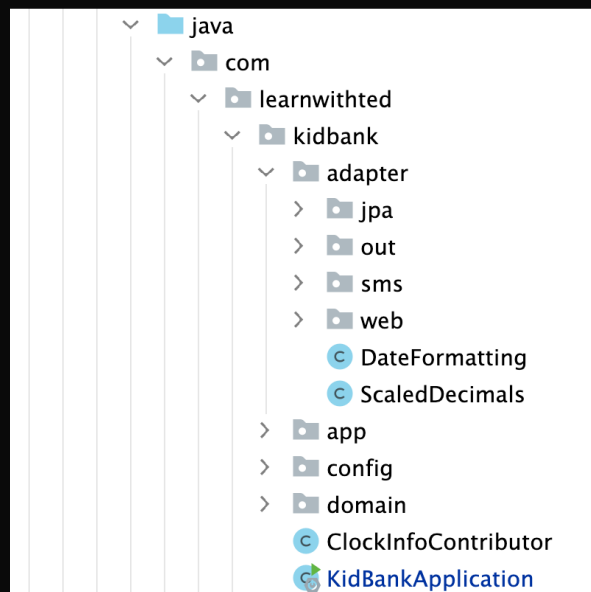


## A-Frame Architecture



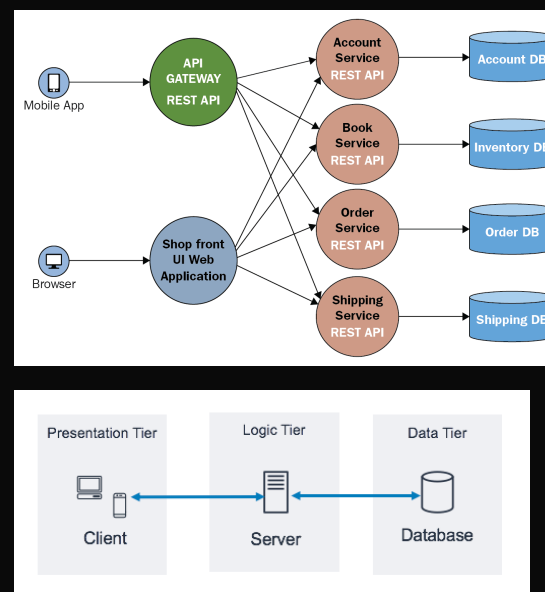
# Architecture is...

## Organization of Code



layers

## Deployment/Operational



tiers

# Vertically-Layered Architecture

Presentation Layer

Web UI

Phone

REST API

Services Layer

Command

Command

Command

Business Layer

Entity

Rule

Process

Data Access Layer

DB

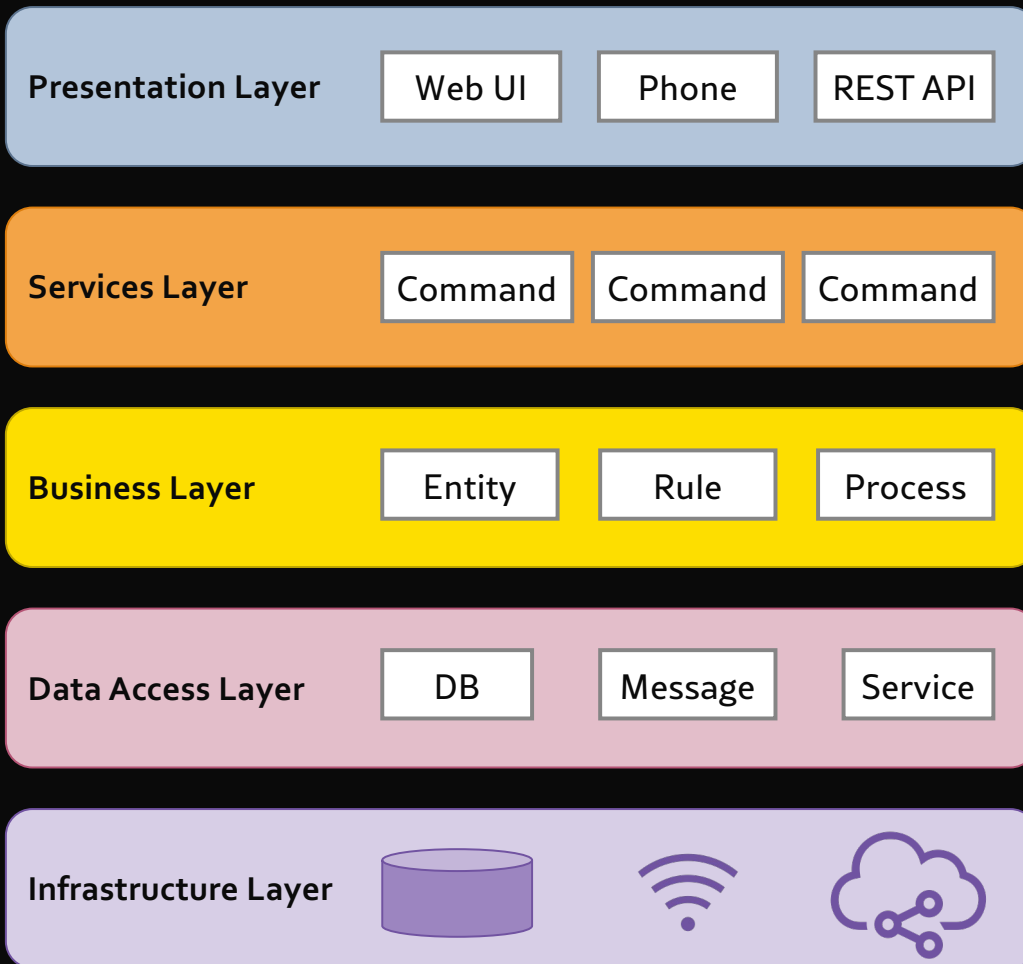
Message

Service

Infrastructure Layer



# Which is the most important part?





Presentation Layer

Web UI

Phone

REST API

Services Layer

Command

Command

Command

Business Layer

Entity

Rule

Process

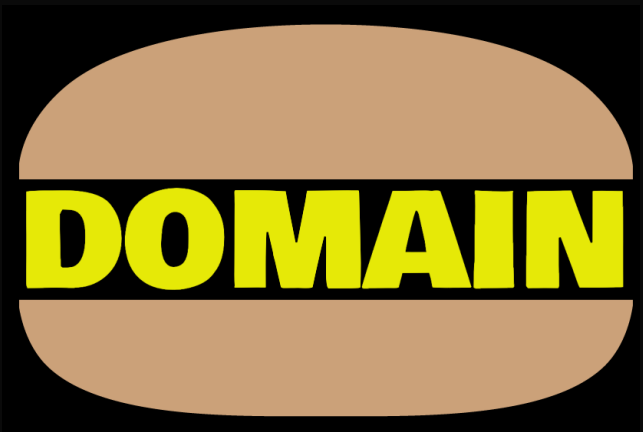
Data Access Layer

DB

Message

Service

Infrastructure Layer





# **Hexagonal Architecture**



*Number of sides  
is not important*

**“Allow an application to equally be driven by users, programs, [and] automated tests... and to be developed and tested in isolation from its eventual run-time devices and databases.”**

## **Ports & Adapters Pattern**

### **Alistair Cockburn**

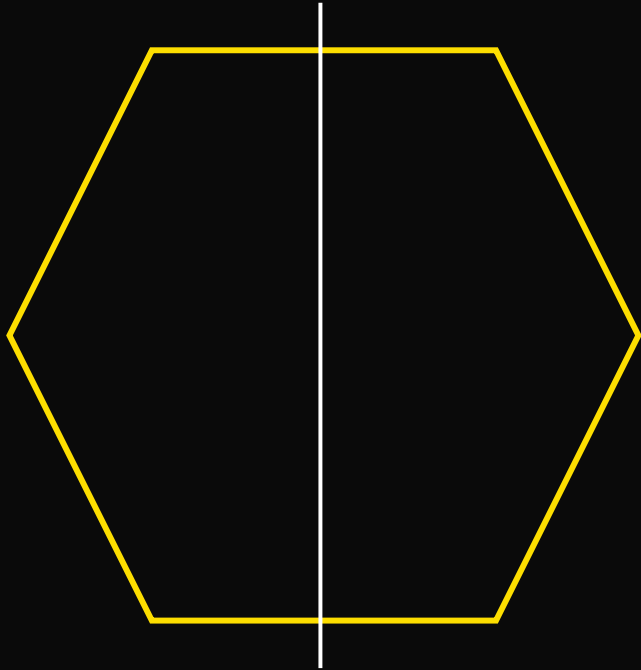
**“Allow an application to **equally be driven** by users, programs, [and] **automated tests**... and to be developed and tested in isolation from its eventual run-time devices and databases.”**

**Ports & Adapters Pattern**  
**Alistair Cockburn**

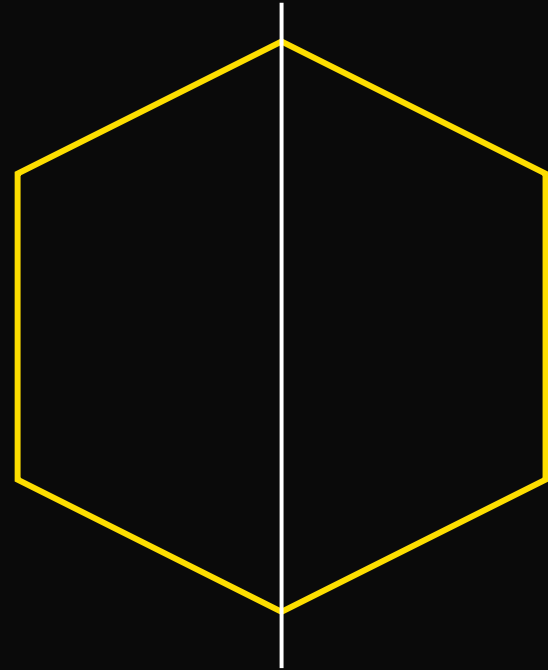
**“Allow an application to equally be driven by users, programs, [and] automated tests... and to be developed and tested in isolation from its eventual run-time devices and databases.”**

**Ports & Adapters Pattern**  
**Alistair Cockburn**

## FLAT-TOPPED



## POINTY-TOPPED



**OUTSIDE**

**OUTSIDE**



**INSIDE**

**OUTSIDE**

**OUTSIDE**



**OUTSIDE**

**OUTSIDE**



**OUTSIDE**

**OUTSIDE**

**REST**

**OF**



**THE**

**WORLD**

**USER/ACTOR**

**DATA ACCESS**

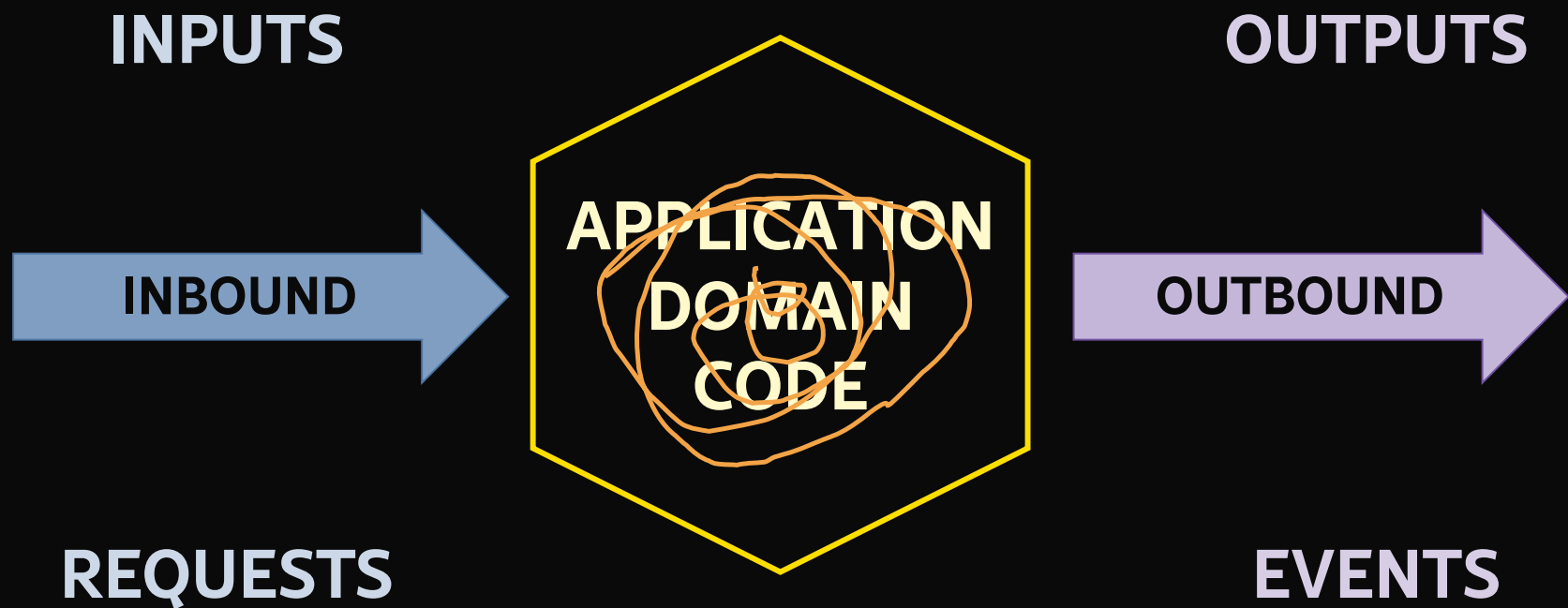
**INPUTS**

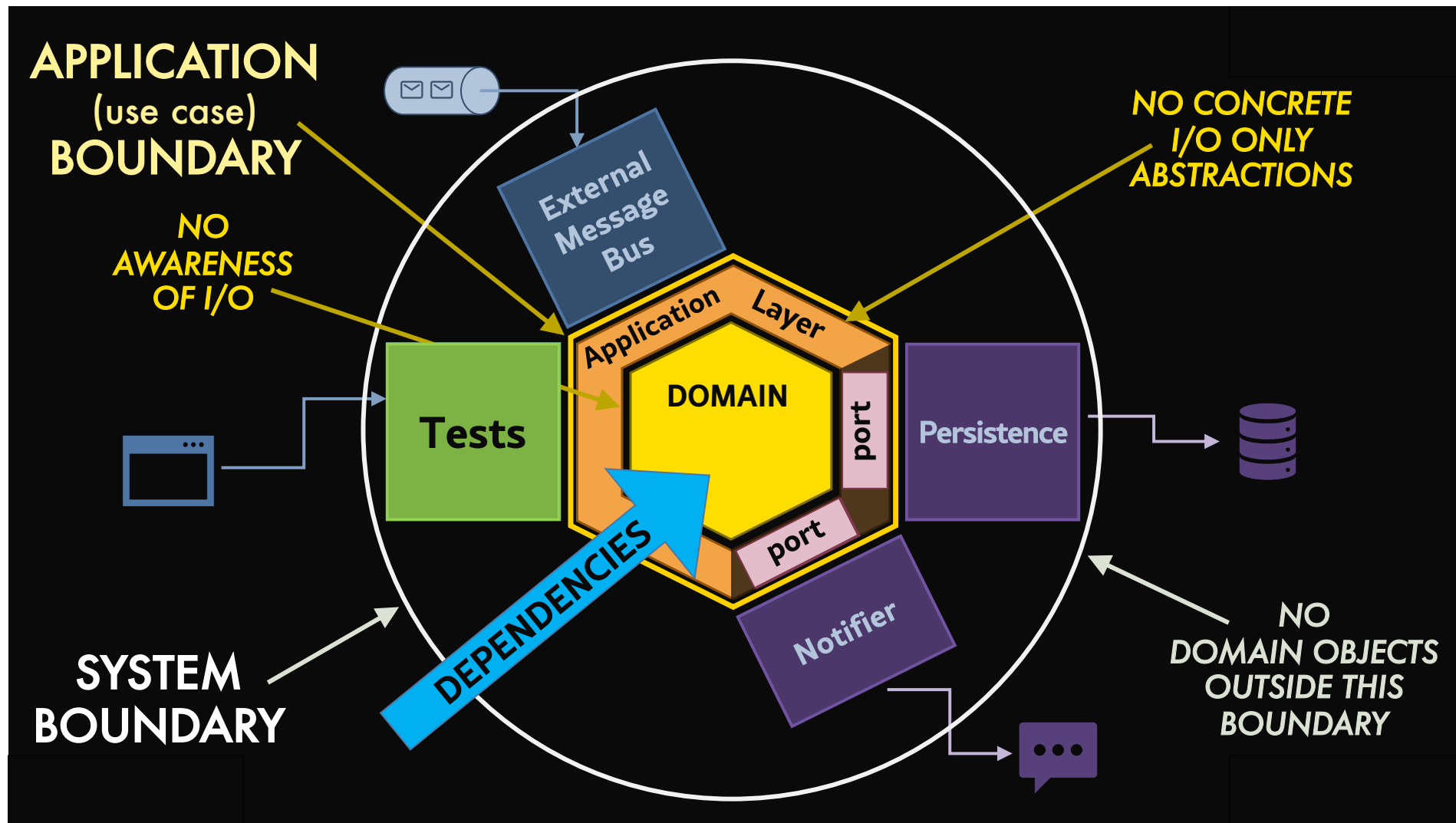
**OUTPUTS**

**APPLICATION  
DOMAIN  
CODE**

**REQUESTS**

**EVENTS**

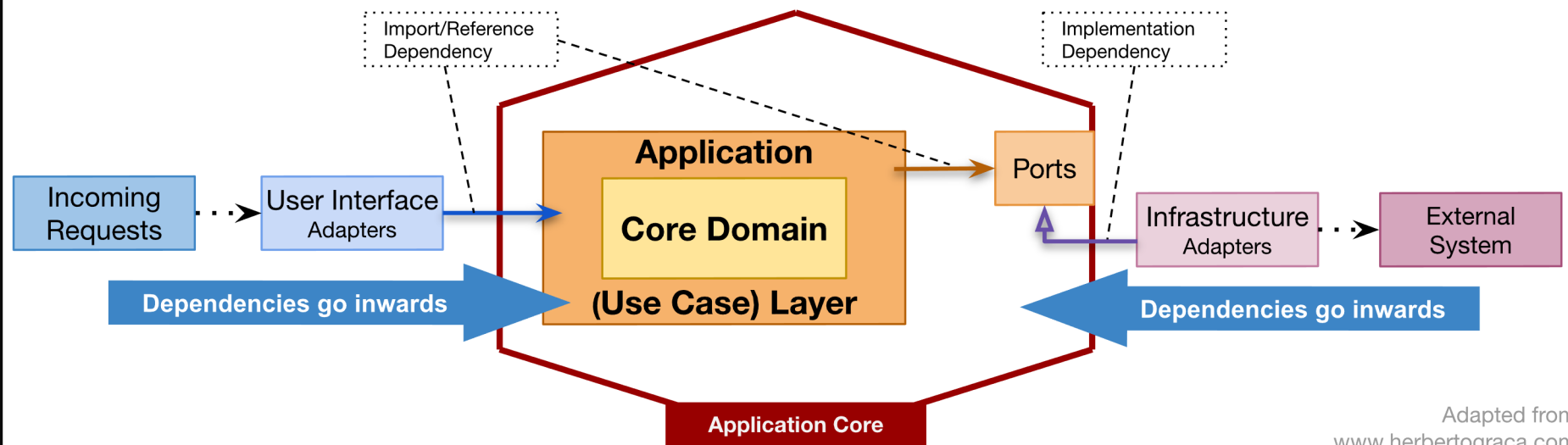




**Dependency Rule**

**Dependencies  
Point Inwards**

# Dependencies Point Inward



Adapted from  
www.herbertograca.com



**Live Coding Recordings:** <https://JitterTed.TV>

**Source Code:** <https://github.com/tedyoung/kid-bank>



KidBank Balance			
https://kidmoneymanager.c...			
ACCOUNT BALANCE			
\$153.04			
DEPOSIT MONEY	SPEND MONEY	IMPORT CSV	Logout
Date	Action	Description	Amount
07/08/2019	Spend	Haribo mini frogs	\$2.50
07/08/2019	Deposit	Bottle recycling	\$13.00
07/06/2019	Deposit	SMS message	\$100.00
07/06/2019	Spend	SMS message	\$5.00
07/01/2019	Interest Credit	Interest Credit	\$0.10
06/01/2019	Interest Credit	Interest Credit	\$0.10
05/21/2019	Deposit	Traded for Starbucks card	\$10.00
05/01/2019	Interest Credit	Interest Credit	\$0.08
04/11/2019	Spend	SMS message	\$9.99
04/01/2019	Interest Credit	Interest Credit	\$0.10
03/24/2019	Spend	Cookie	\$2.50
03/01/2019	Interest Credit	Interest Credit	\$0.10
02/01/2019	Interest Credit	Interest Credit	\$0.10
01/15/2019	Deposit	Unknown	\$38.00
01/05/2019	Spend	MTG Cards	\$13.00
01/04/2019	Spend	Share of Corsair headphones	\$30.00

Verizon LTE 12:08 PM 95%

KidMoneyManager.com >

Your balance is \$142.22

Mon, Jul 8, 3:46 PM

Deposit 13 Bottle recycling

Deposited \$13.00, current balance is now \$155.22

Spend 2.5 Haribo mini frogs

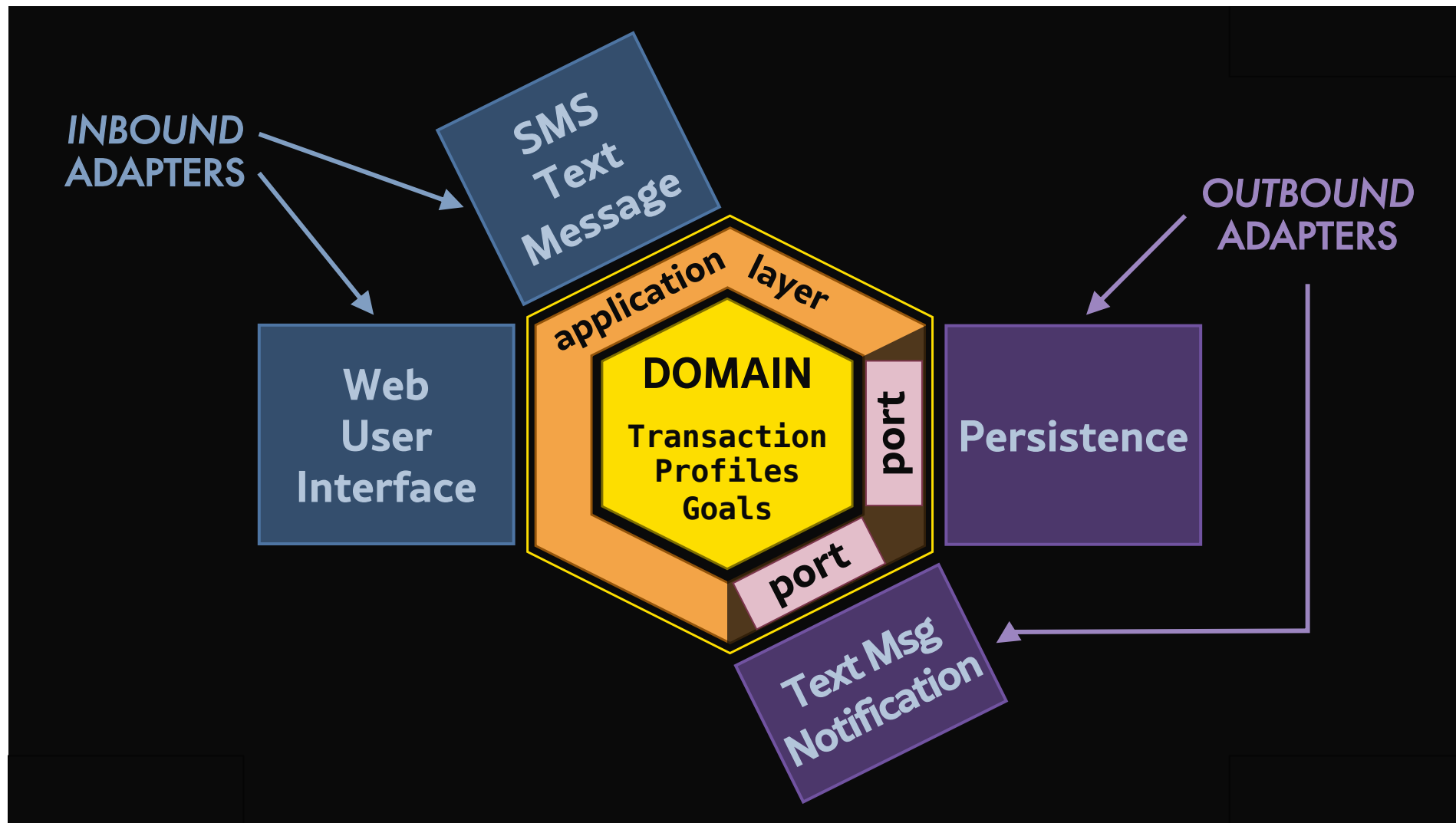
Spent \$2.50, current balance is now \$152.72

Today 12:07 PM

Goals

Your goal is Hearts of Iron IV: Colonel Edition, which is \$49.99, and you have \$152.72 saved (100% to your goal) and you need \$0.00 more to buy it.

Text Message



# ENSEMBLER

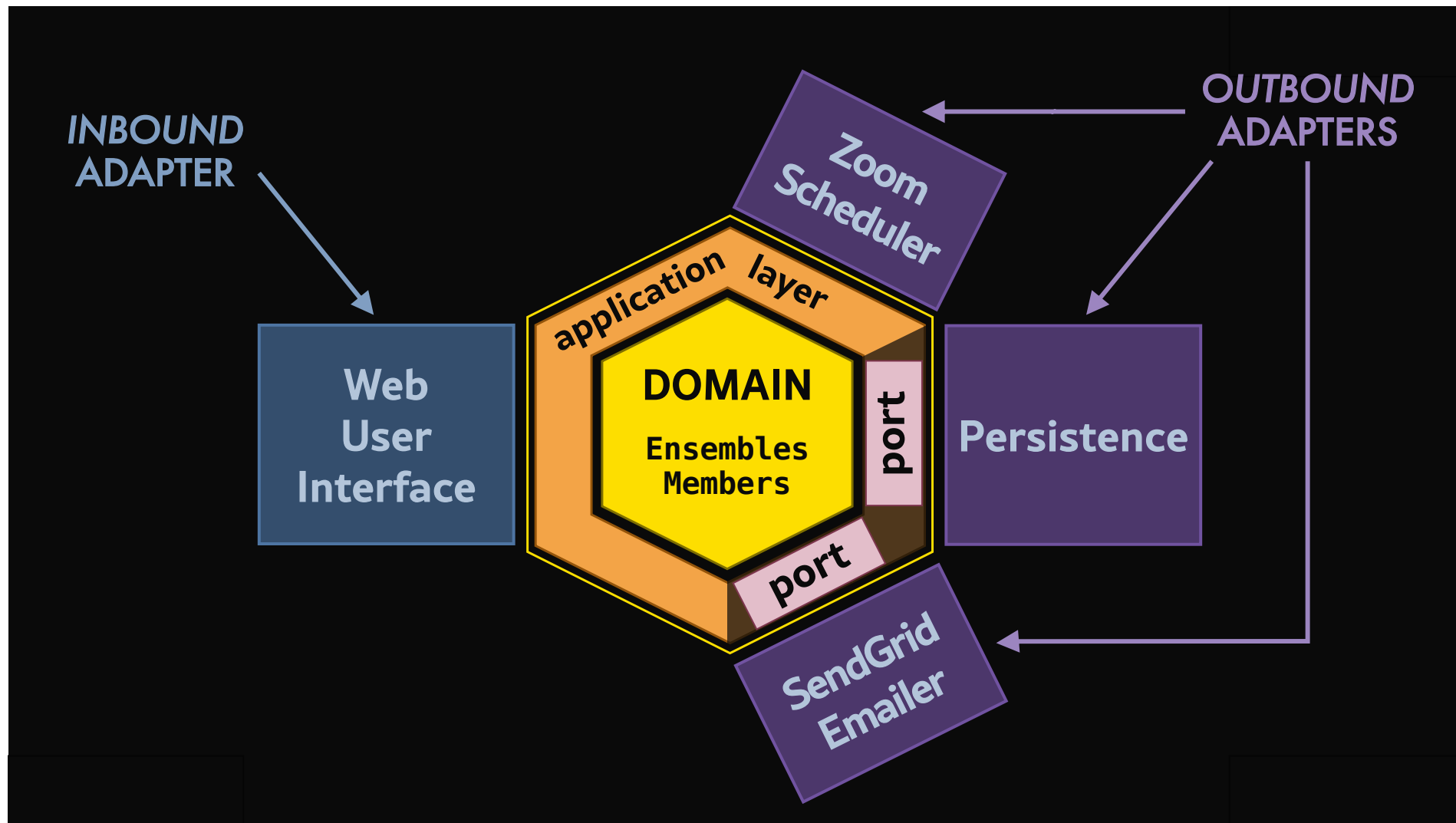
## managing ensemble events

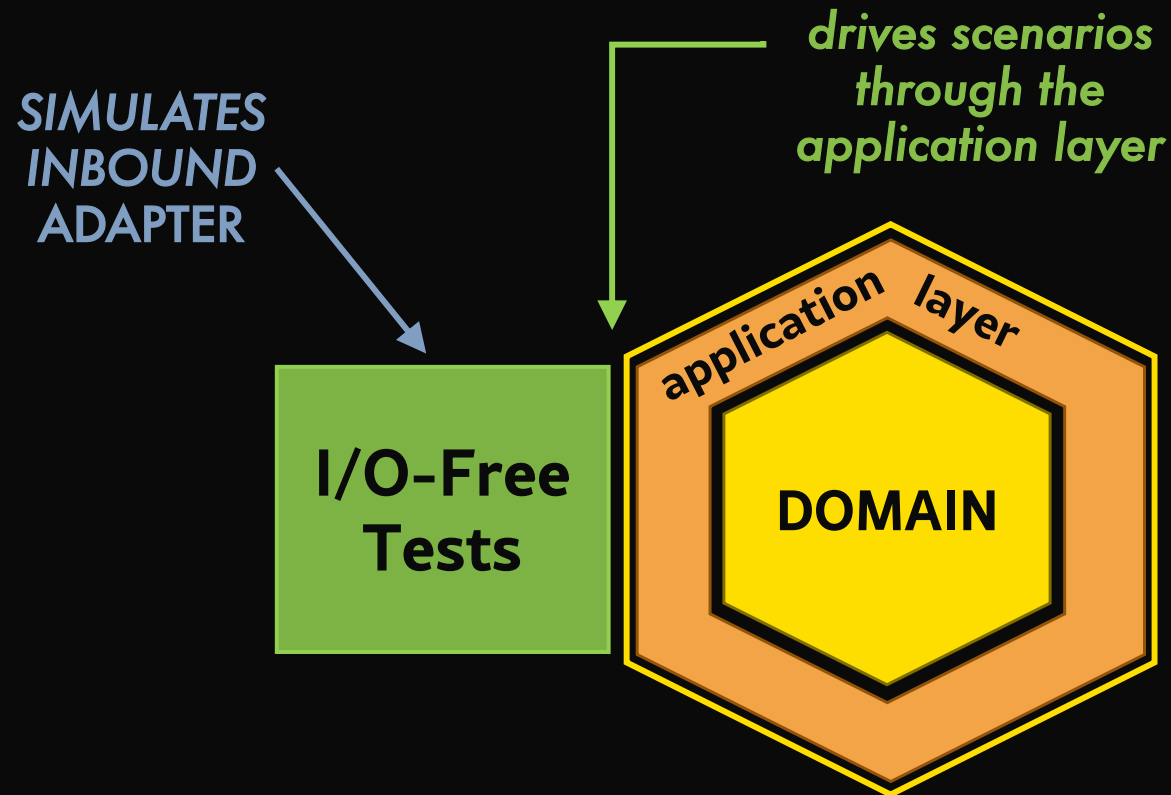
Ted tedyoung Admin Member Logout

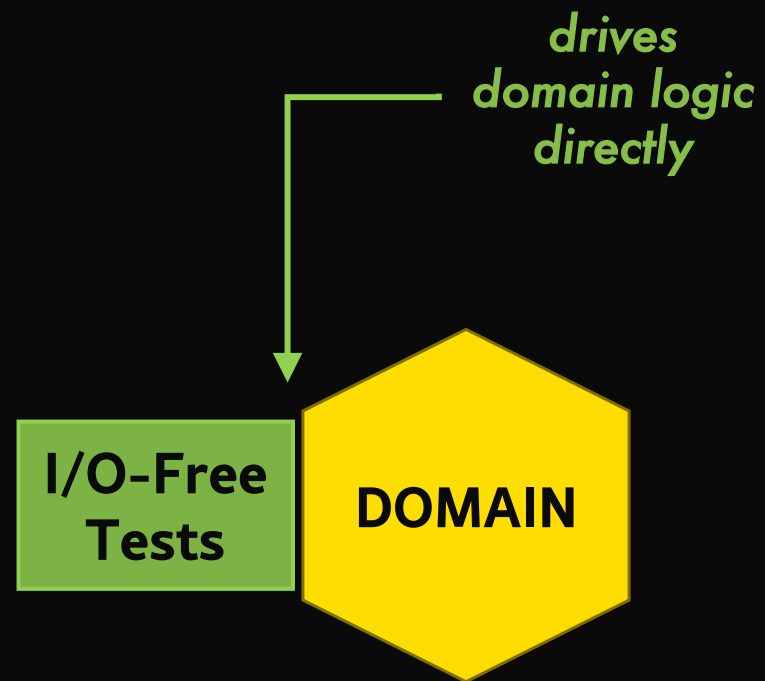
All Ensembles

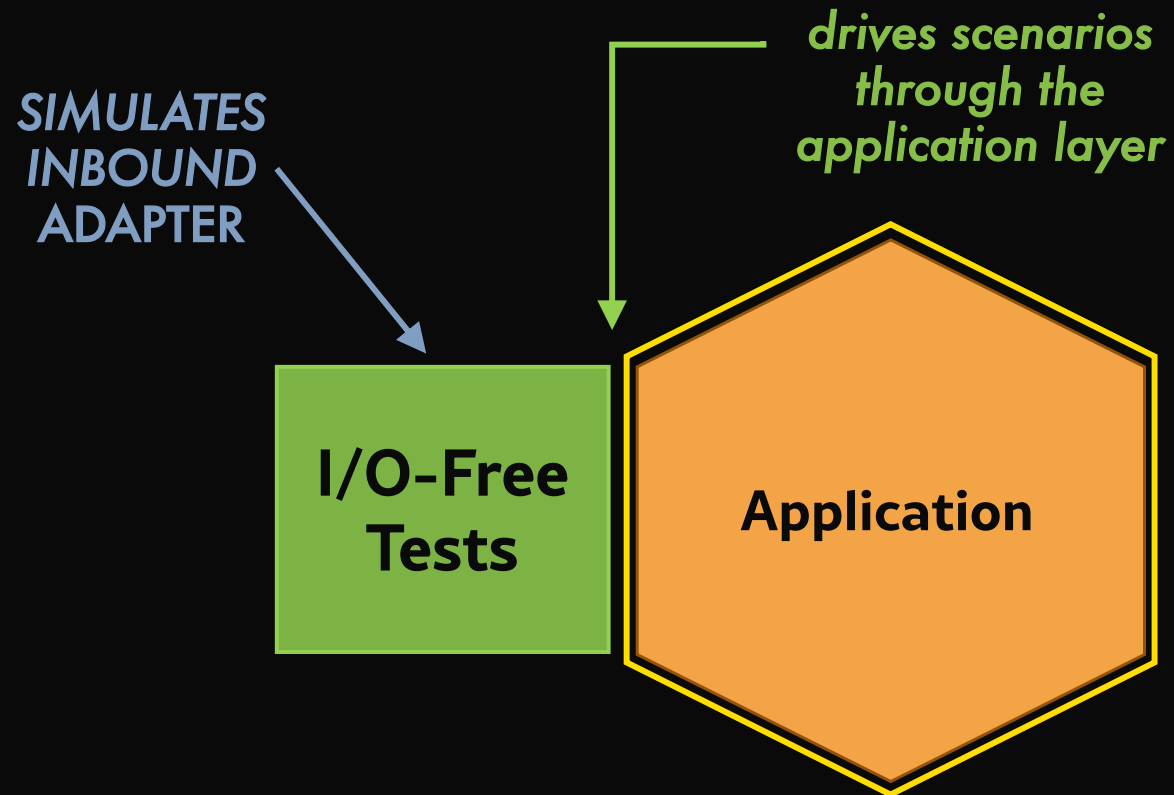
ENSEMBLE	DATE/TIME	PARTICIPANTS	STATUS
<a href="#">Ensemble Blue #90</a>	Fri, 2/17/2023, 9:00 AM PST	5/5	Full <span>⌵</span> <span>Trigger</span>
<a href="#">Ensemble Blue #89</a>	Fri, 2/3/2023, 9:00 AM PST	5/5 <span>✖ 1</span>	Full <span>⌵</span> <span>Trigger</span>
<a href="#">Ensemble Blue #88</a>	Fri, 1/27/2023, 9:00 AM PST	5/5	Full <span>⌵</span> <span>Trigger</span>
<a href="#">Ensemble Blue #87</a>	Fri, 1/20/2023, 9:00 AM PST	3/5	Available <span>⬆</span> <span>Trigger</span>
<a href="#">Ensemble Blue #86</a>	Fri, 1/13/2023, 9:00 AM PST	3/5 <span>✖ 1</span>	Completed <span>⌵</span> <span>Trigger</span>

Source Code: <https://github.com/jitterted/enssembler>





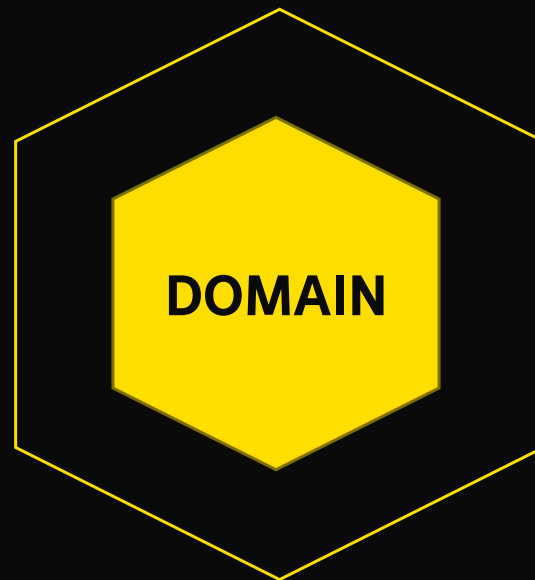


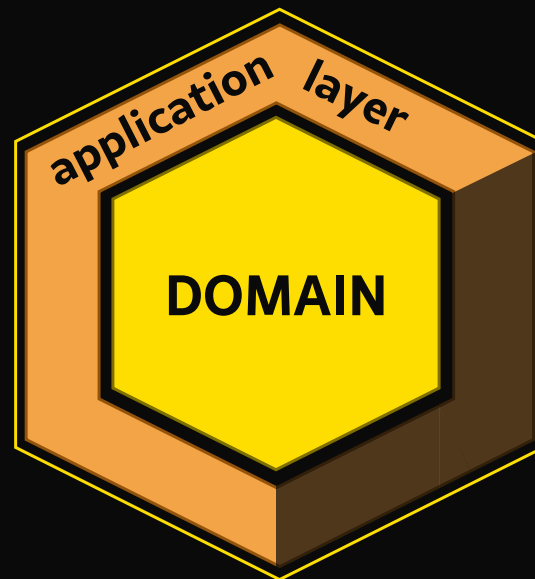


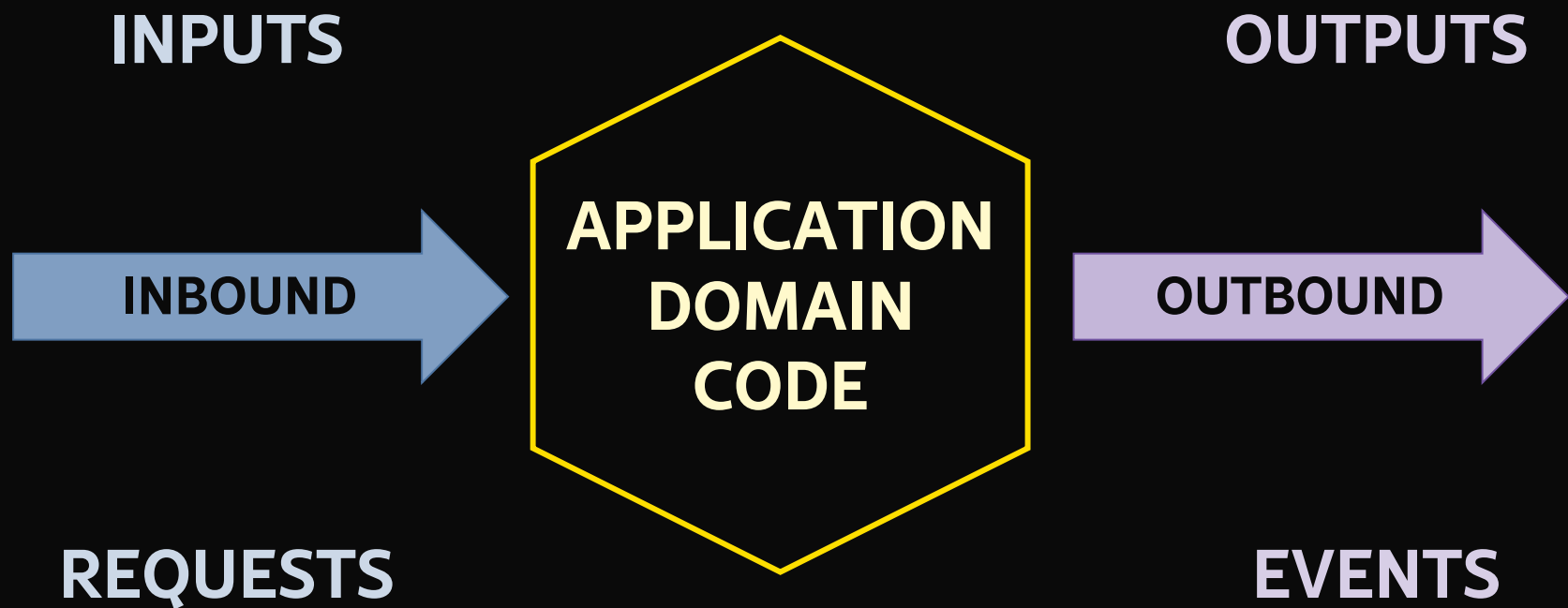
The background features a complex, interconnected network of lines and dots. The dots are small circles in shades of light blue and teal, while the lines are thin, connecting the dots in a web-like pattern. The overall effect is a sense of dynamic connectivity and data flow.

# Adapters









## Create New Ensemble

Details for the ensemble.

Name

Ensemble #99

Zoom link

Date

05/12/2023



Start Time

09:00 AM

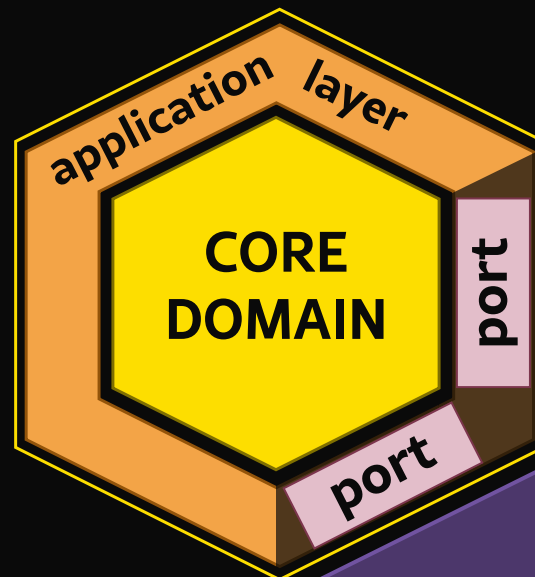
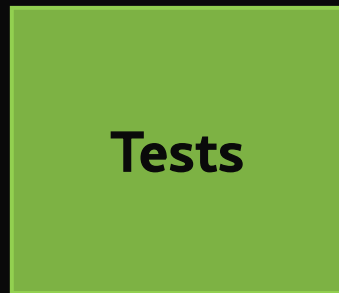
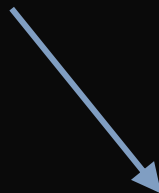


(America/Los\_Angeles)

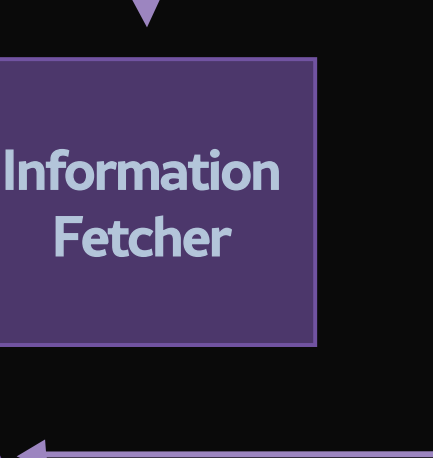
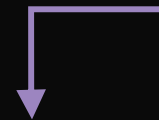
Reset

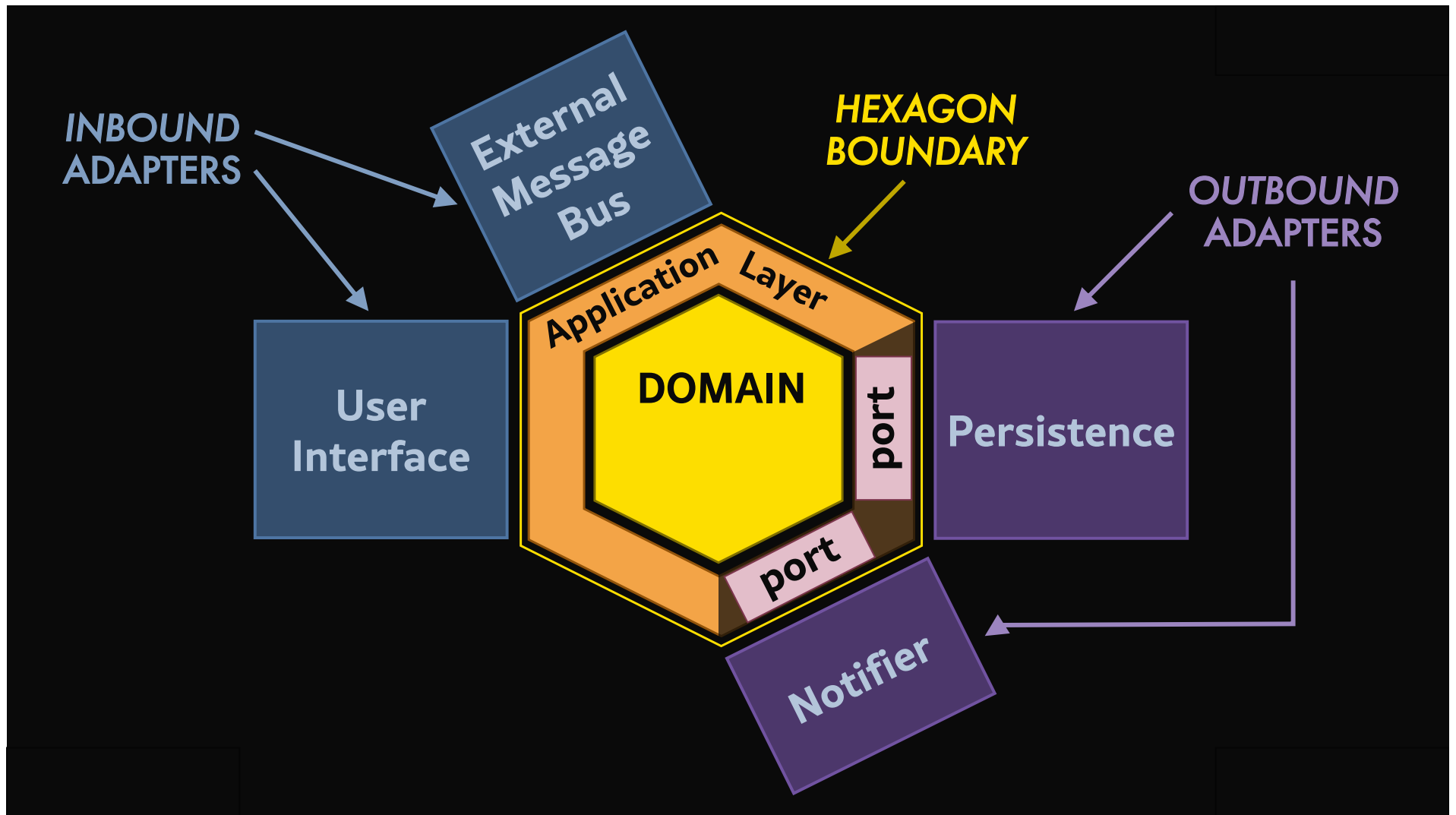
Create

**INBOUND  
ADAPTER**

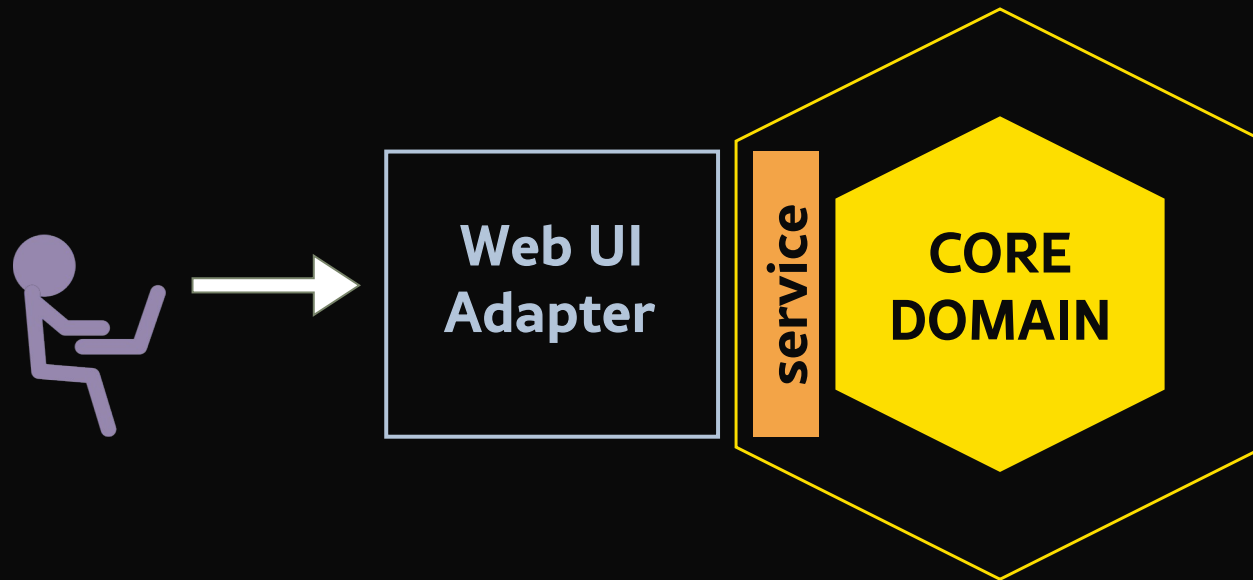


**OUTBOUND  
ADAPTERS**





# [Outside World] User/Event-Driven



# Domain Object

```
public class Account {  
  
    public void deposit(LocalDate txnDate, int amount, String descr){...}  
  
    public void spend(LocalDate txnDate, int amount, String descr) {...}  
  
    public int balance() {...}  
  
}
```



## Domain Object

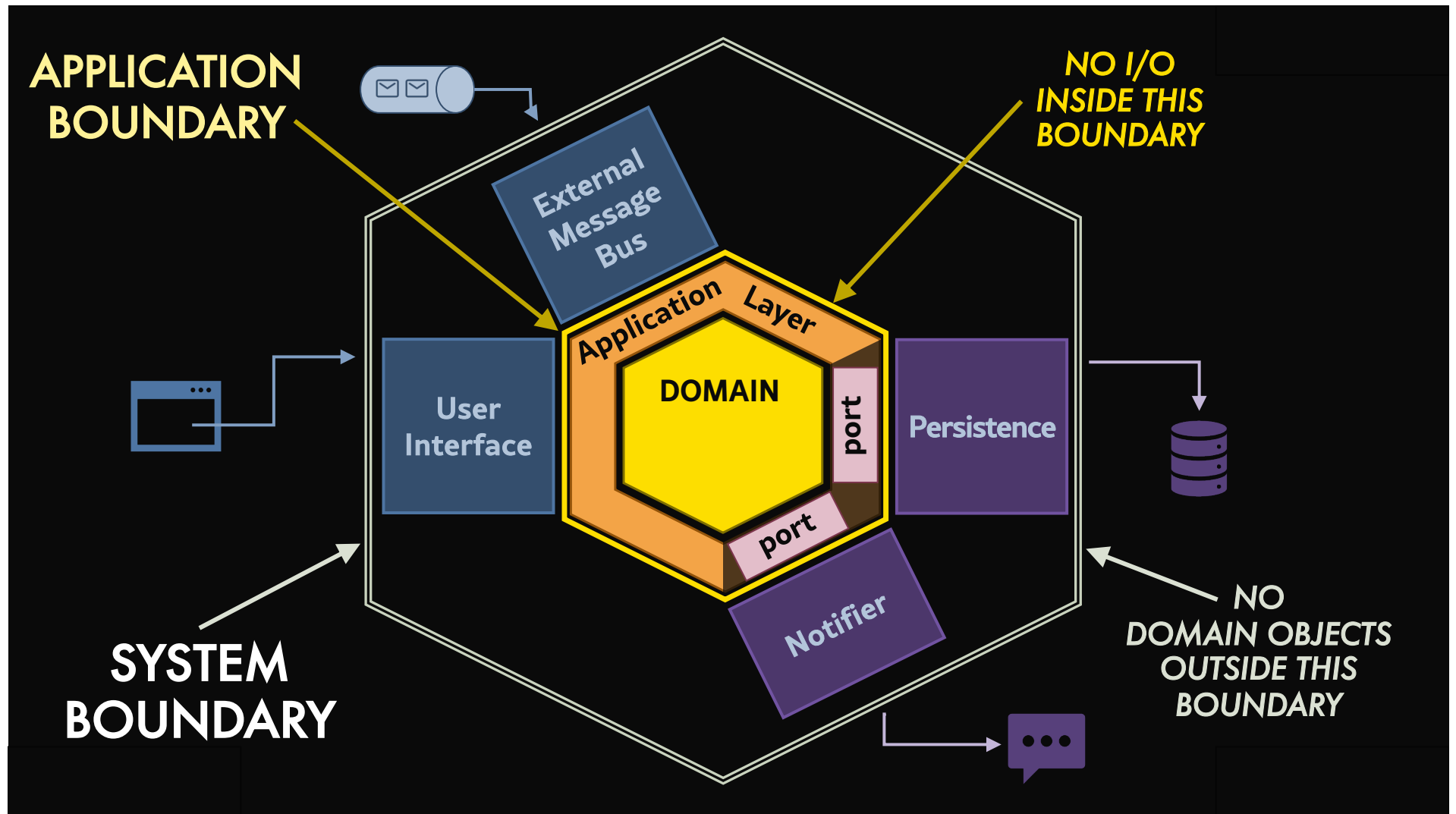
- Has Domain behavior
- Commands & Queries
  - get/set *only* allowed for data not owned by object
    - *Extrinsic* data, e.g.:
      - IDs
      - Audit timestamps

## Data Transfer Object

- Only Data
  - Provided through getter/setters
  - Are JavaBeans
  - Have no behavior
    - Except for transformation from Domain, as a static method

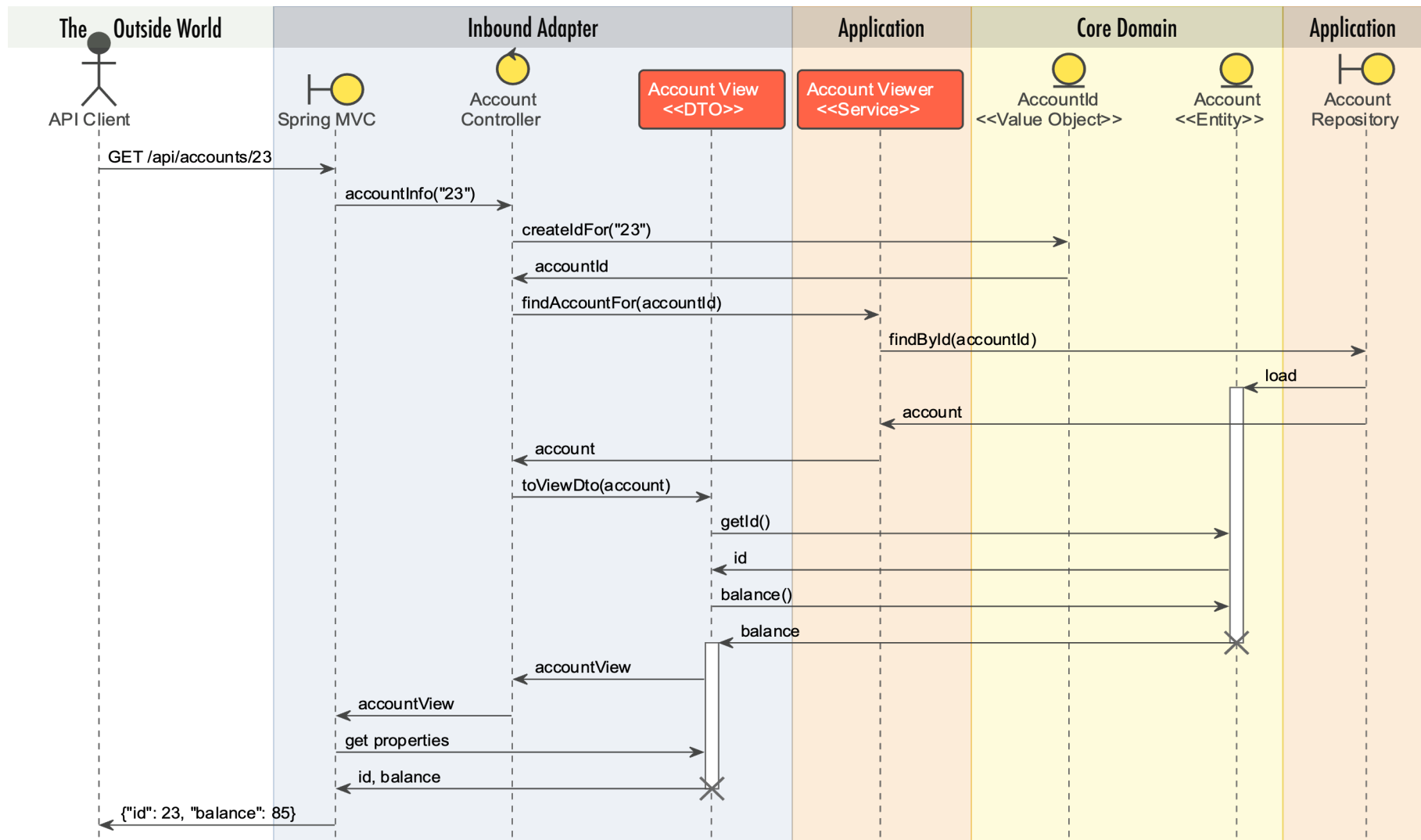
**Rule**

**Domain Objects  
Never Leave  
the Adapter**



Goal

**Reduce Coupling**



**Adapter Role**

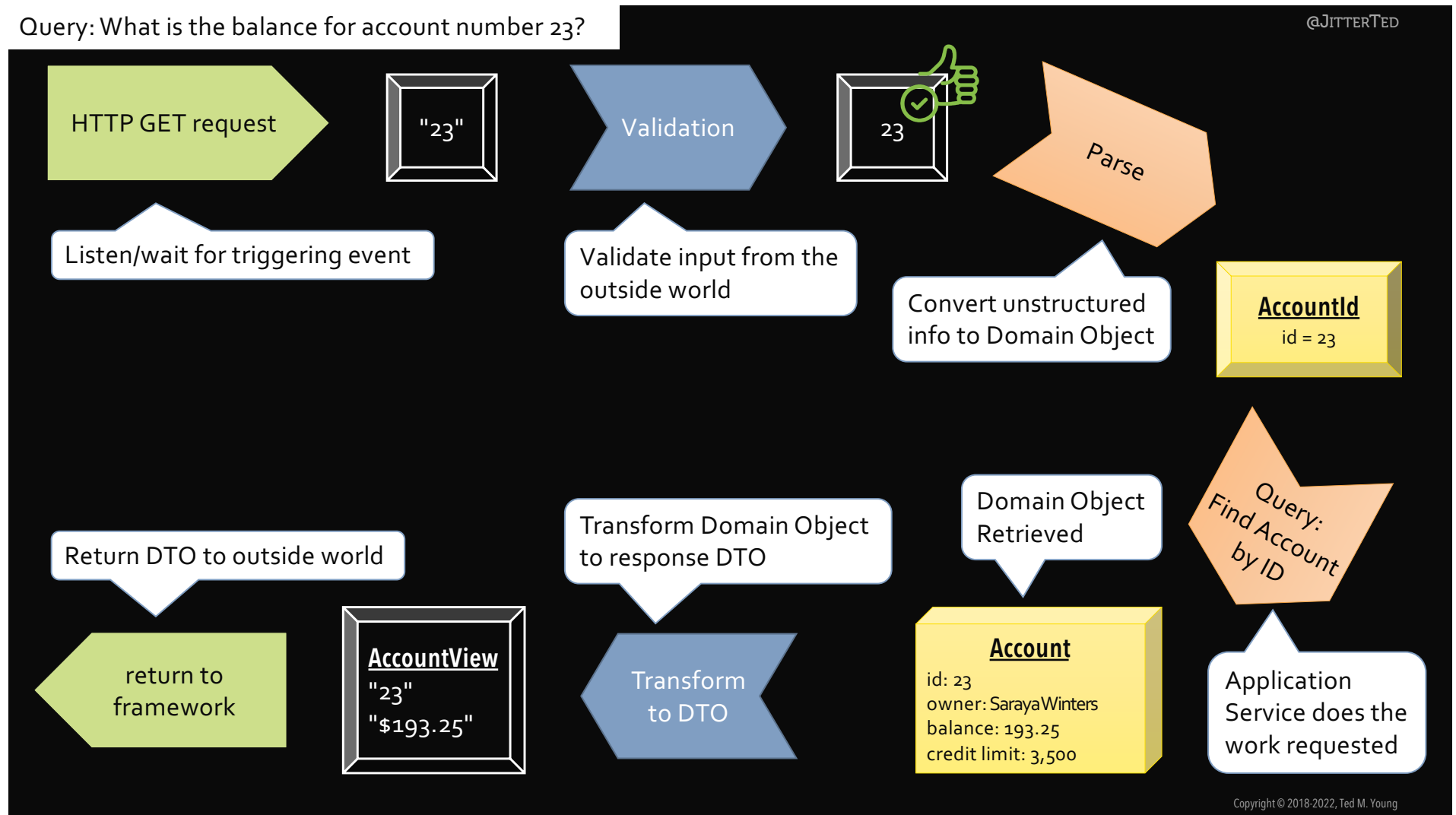
# **Package of Classes**

Adapter Purpose

**Translate/Transform**  
**Outside World ↔ Domain**

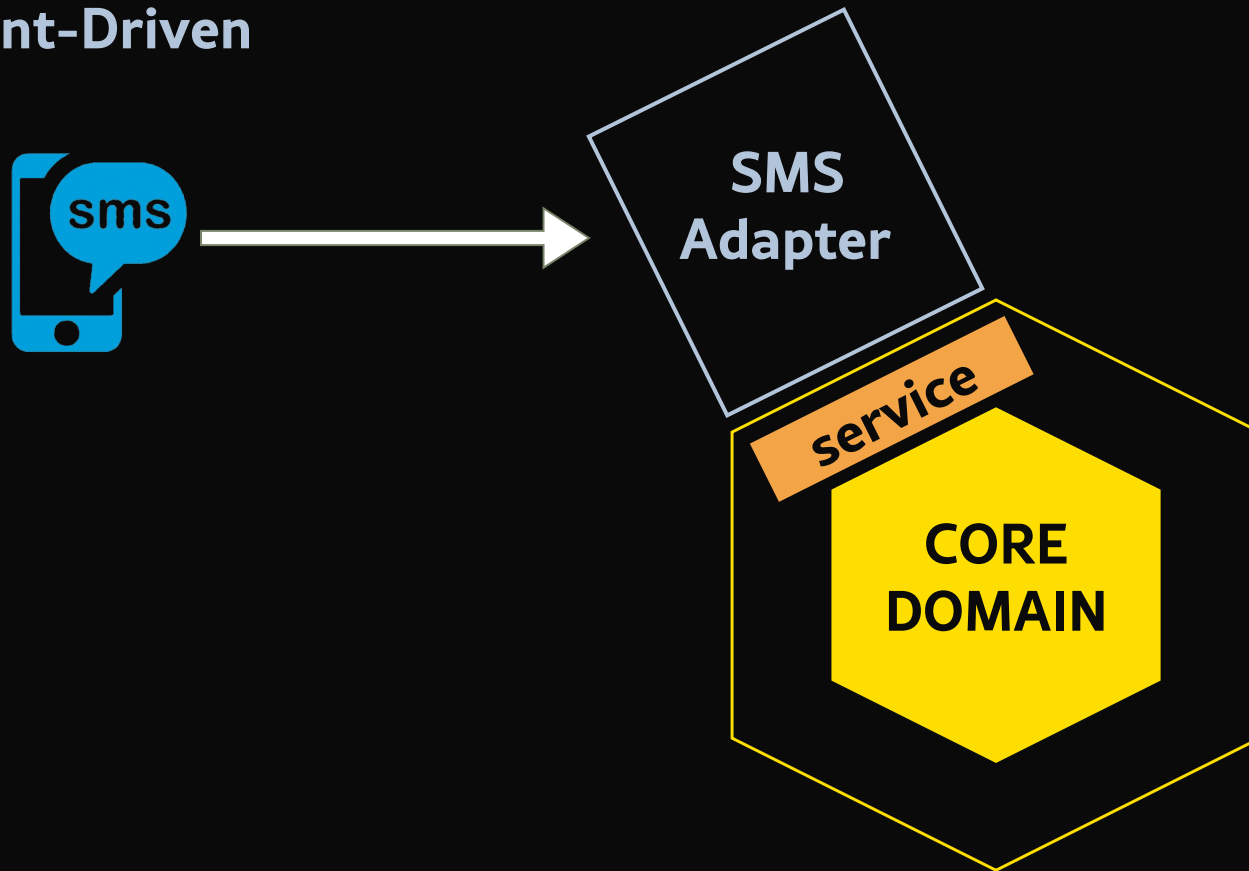
Query: What is the balance for account number 23?

@JITTERTED





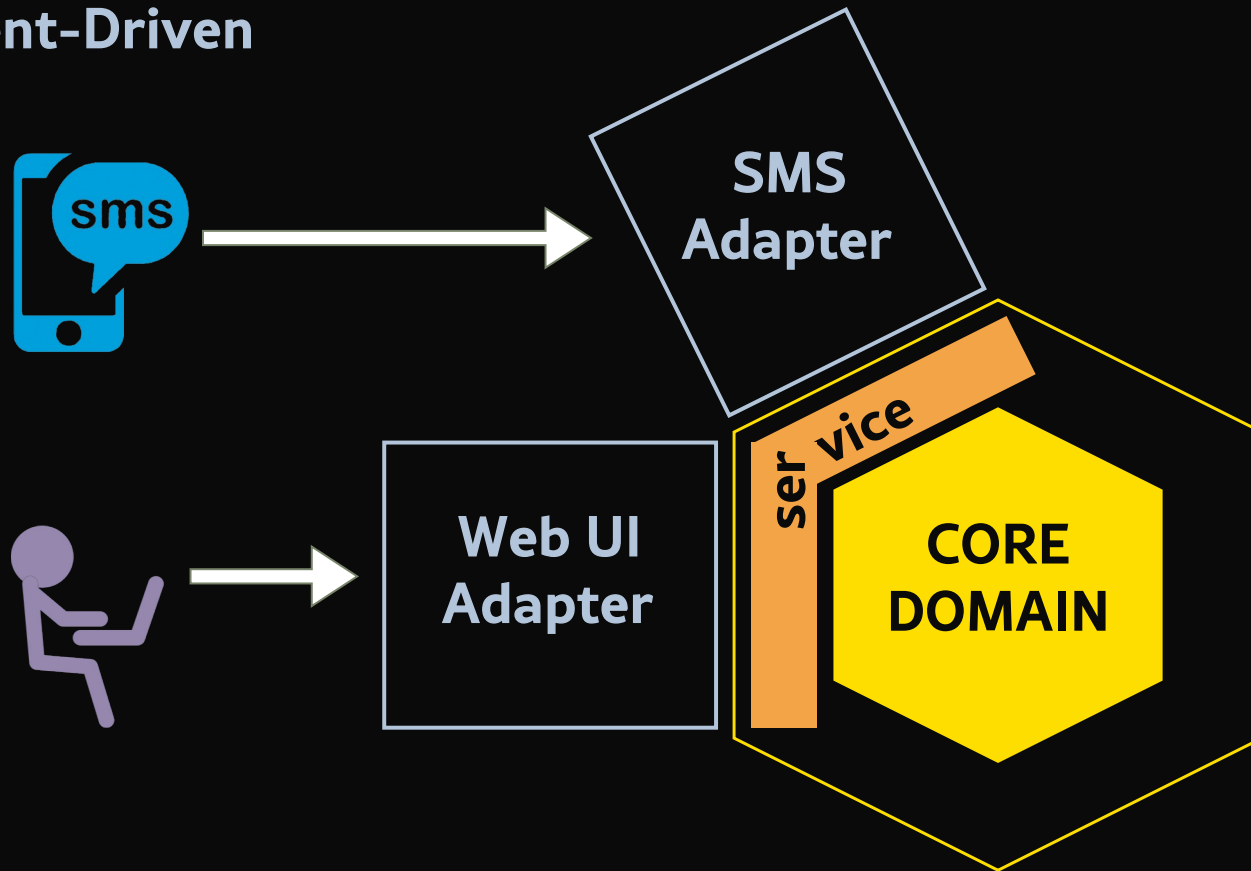
[Outside World]  
User/Event-Driven



Rule

# Adapter Per Communication Mechanism

[Outside World]  
User/Event-Driven



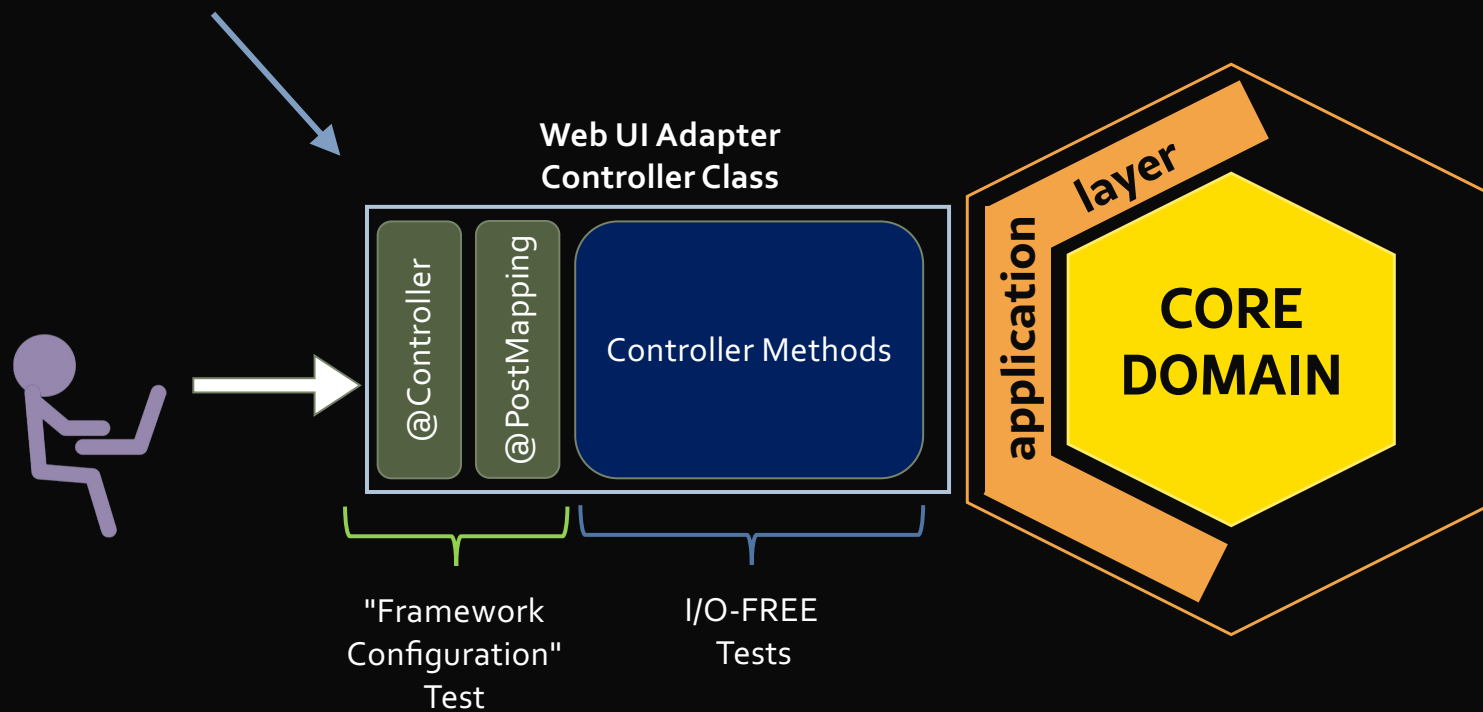
## Dependency Rule

# Adapters Don't Depend on Other Adapters

# Adapter Testing

I/O and I/O-Free Testing

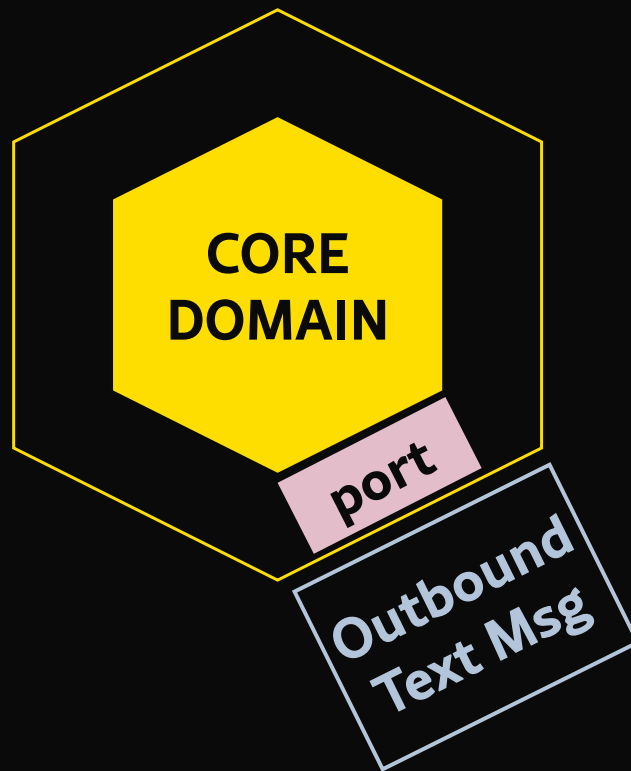
## INBOUND ADAPTER



# Ports

*An Interface* that  
Provides a *Façade* for interacting  
with The Outside World  
Implemented by the Outbound Adapter

## [Outside World] Application-Driven





# Implementing Notifying Adapters



**CREATE PORT**  
THE IDEAL INTERFACE



**TEST DOMAIN CODE**  
USES SPY



**REAL (CONCRETE)**  
**IMPLEMENTATION**

**Step 1: Define Port**

**Ideal Interface**

**Language of Domain**

```
package com.jitterted.mobreg.application.port;

import ...

public interface Notifier {
    int ensembleScheduled(Ensemble ensemble, URI registrationLink);

    void memberAccepted(Ensemble ensemble, Member member);

    void ensembleCompleted(Ensemble ensemble);
}
```

in port package

Language of  
the Domain

## Step 2

# Use Spy to Test

# Spy

**Records Method Calls**

**Behavior: Reports what happened**

```
@Test
```

```
void emailsOnlySentToAcceptedMembers() {  
    EnsembleBuilderAndSaviour ensembleBuilder = new EnsembleBuilderAndSaviour();  
    TestMemberBuilder memberBuilder = new TestMemberBuilder();  
    Ensemble ensemble = ensembleBuilder.accept(memberBuilder.withEmail("accepted@example.com").buildAndSave())  
                                     .accept(memberBuilder.withEmail("accepted2@example.com").buildAndSave())  
                                     .decline(memberBuilder.withEmail("declined@example.com").buildAndSave())  
                                     .build();  
    SpyEmailer spyEmailer = new SpyEmailer();  
    Notifier notifier = new EmailNotifier(memberBuilder.memberService(), spyEmailer);  
  
    notifier.ensembleCompleted(ensemble);  
  
    assertThat(spyEmailer.sentEmails())  
        .extracting(EmailToSend::recipient)  
        .containsOnly("accepted@example.com", "accepted2@example.com");  
}
```

spy records calls

validate call

## Step 3: Create Implementation

# Concrete Adapter

```
package com.jitterted.mobreg.adapter.out.email;

import ...

@Component
public class EmailNotifier implements Notifier {
    private final MemberService memberService;
    private final Emitter emitter;

    @Autowired
    public EmailNotifier(MemberService memberService, Emitter emitter) {
        this.memberService = memberService;
        this.emitter = emitter;
    }

    public void ensembleCompleted(Ensemble ensemble) {
        ensemble.acceptedMembers()
            .map(memberService::findById)
            .filter(Member::hasEmail)
            .map(member -> emailForCompletedEnsemble(ensemble, member))
            .forEach(emitter::send);
    }

    private EmailToSend emailForCompletedEnsemble(Ensemble ensemble, Member member) {
        return new EmailToSend("Ensembler Notification: Ensemble Completed",
            bodyForCompletedEnsemble(ensemble, member),
            member.email());
    }
}
```

Email Notifier  
outbound adapter

Transform  
Domain Objects  
to Email



```
package com.jitterted.mobreg.adapter.out.email;

import ...

@Component
public class SendGridEmailer implements Emailer {
    private static final Logger LOGGER = LoggerFactory.getLogger(SendGridEmailer.class);

    @Value("${sendgrid.api.key}")
    private String sendgridApiKey;

    @Override
    public void send(EmailToSend emailToSend) {
        ...

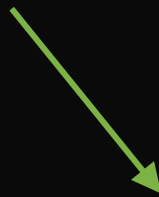
        SendGrid sg = new SendGrid(sendgridApiKey);
        Request request = new Request();
        request.setMethod(Method.POST);
        request.setEndpoint("mail/send");
        ...
    }

    @NotNull
    private String toEmailsAsStrings(Personalization personalization) {...}
}
```

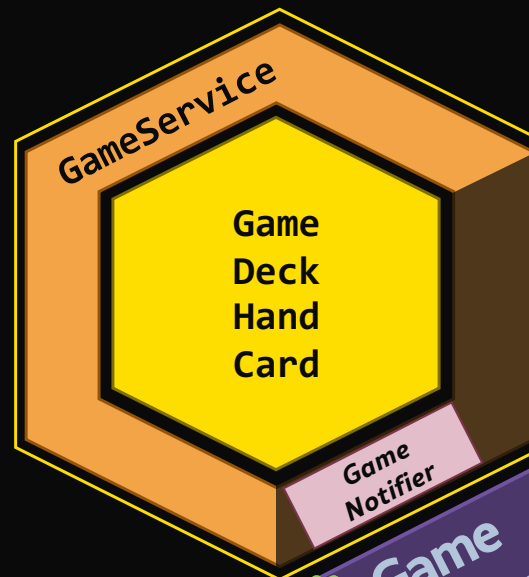
Email outbound adapter

Send Email  
through I/O

**SIMULATES  
INBOUND  
ADAPTER**



**I/O-Free  
Tests**



**"SPY On" Notifiers**

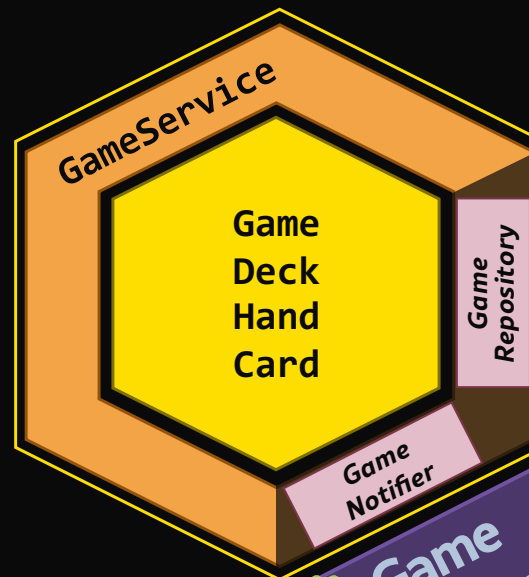


**Game  
Notifier  
Spy**

**SIMULATES  
OUTBOUND  
ADAPTER**



**SIMULATES  
INBOUND  
ADAPTER**



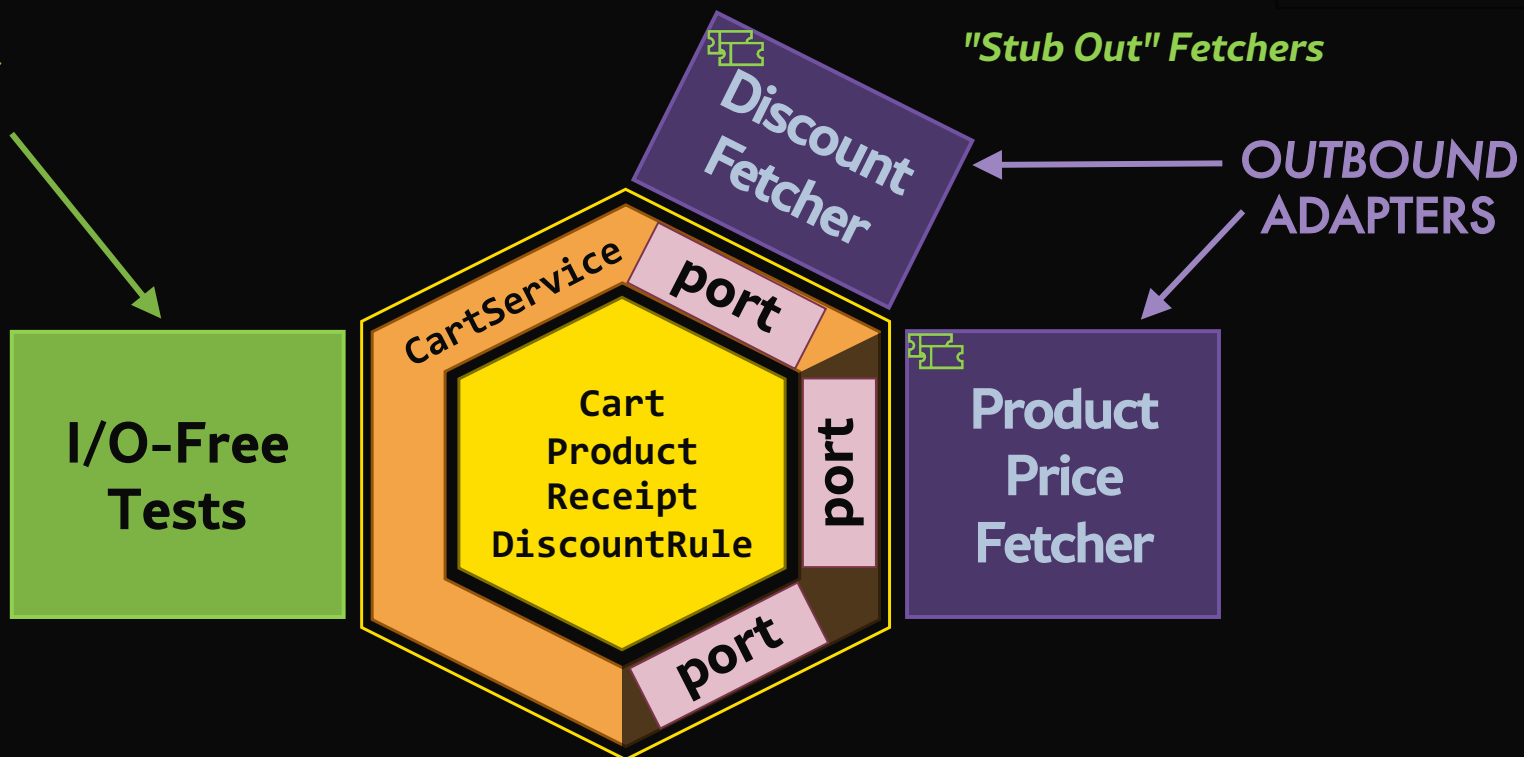
**SIMULATES  
OUTBOUND  
ADAPTERS**



**"SPY On" Notifiers**



**SIMULATES  
INBOUND  
ADAPTER**



# Repository

Used for Storing and Retrieving Aggregates

Rule

**Persistence**  
**Ignorance**

## Core Domain Objects

*Ensemble*

*Member*

ConferenceDetails

EnsembleStatus

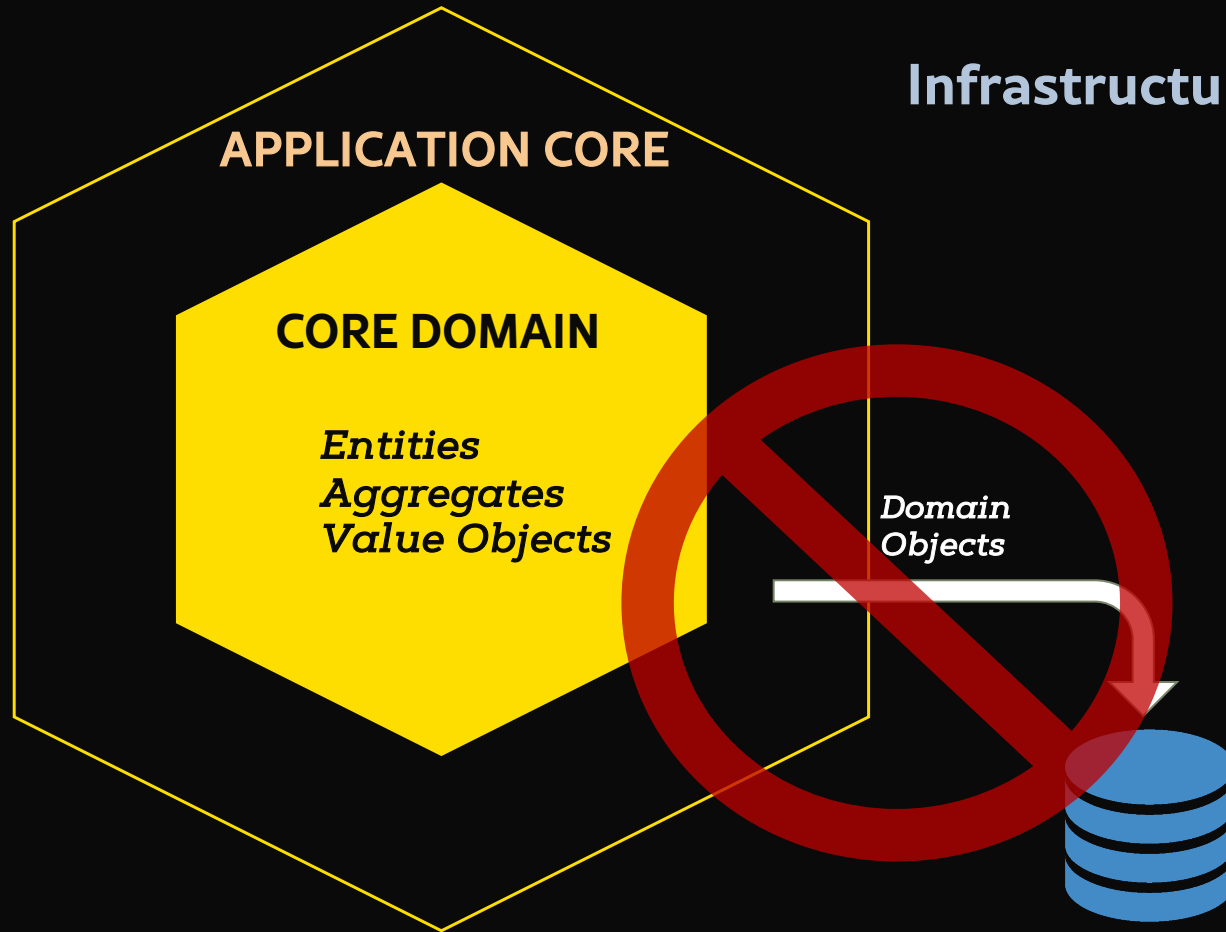
MemberStatus

Rsvp

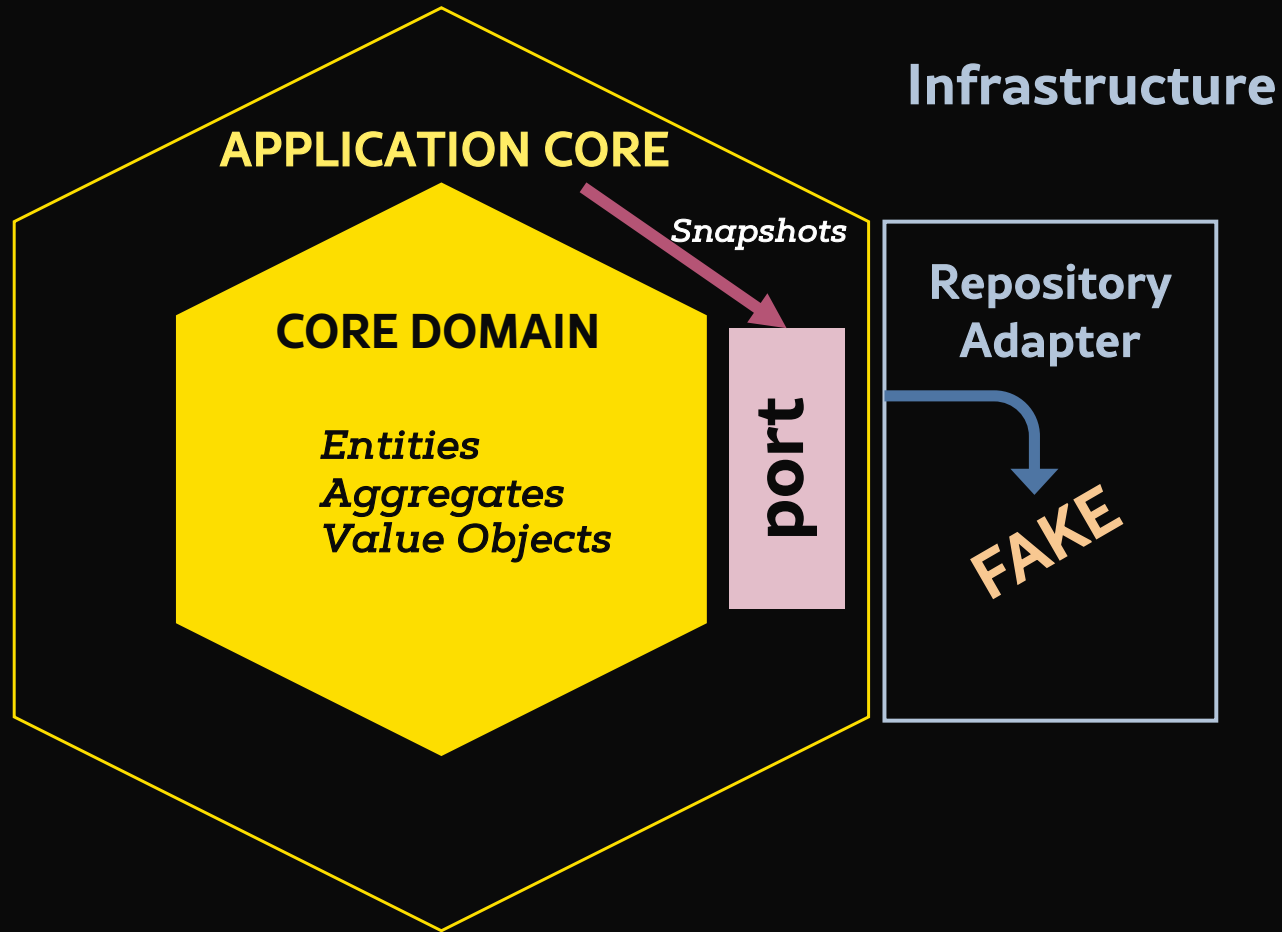
*EnsembleRepository*

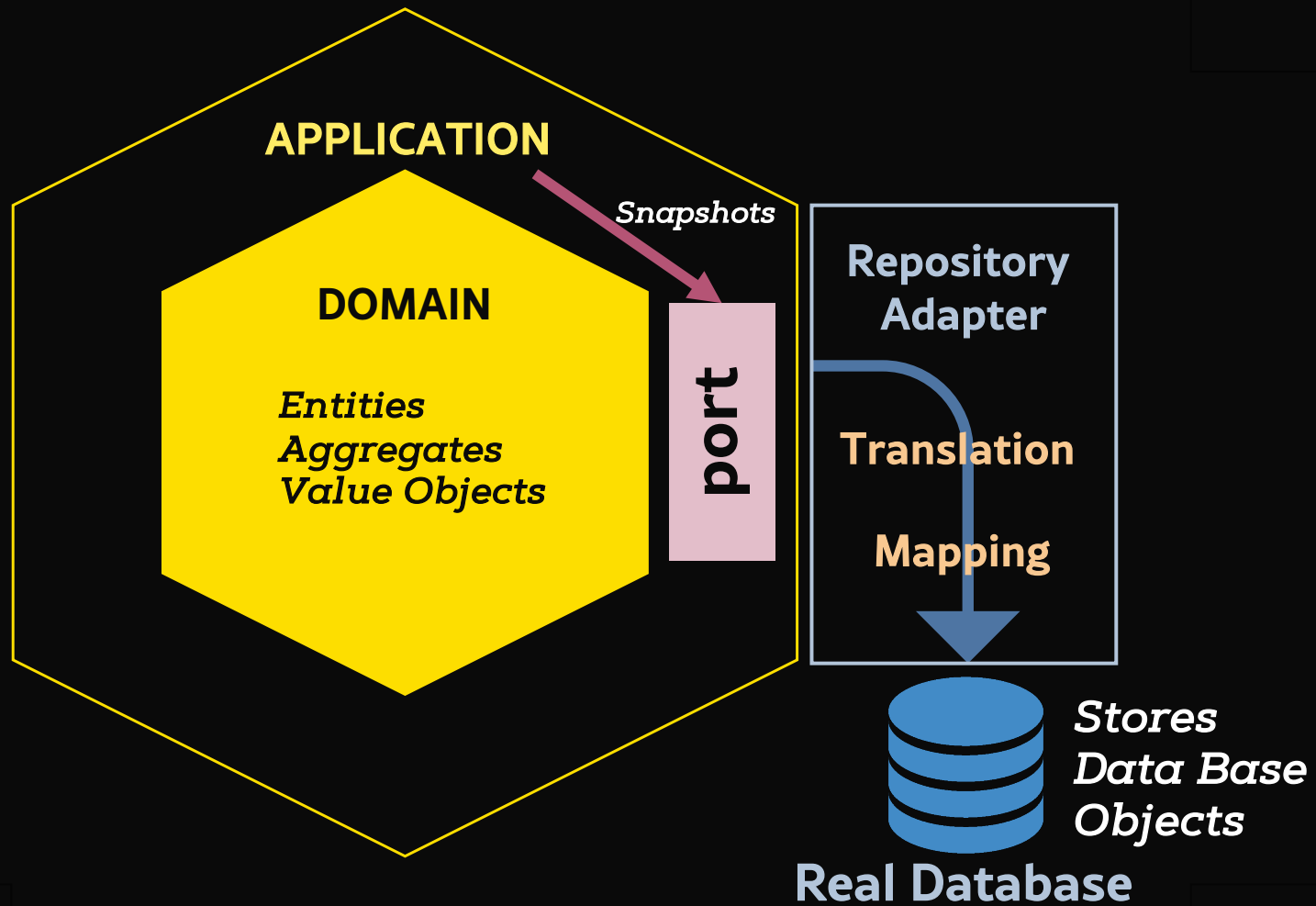
*MemberRepository*

## Infrastructure









# Don't Use Hexagonal

**Basic CRUD**

**Simple or non-existent domain**

**Transformation/Integration-only**

# Hexagonal Architecture

**Focus on Core Domain**

**Domain Objects Never Leave**

**Adapters per Trigger Type**

**Ports for Ideal Interface to Outside**

**Dependencies point inwards**

**Package Based on Architecture**

# What Questions Do You Have?

**Ted M. Young**  
Java Trainer, Coach  
& Live Coder

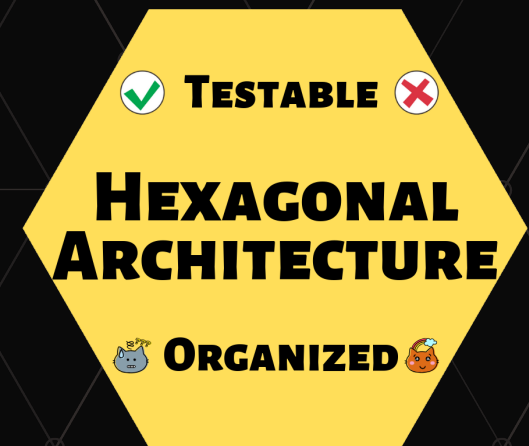
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**Ted M. Young**  
Java Trainer, Coach  
& Live Coder

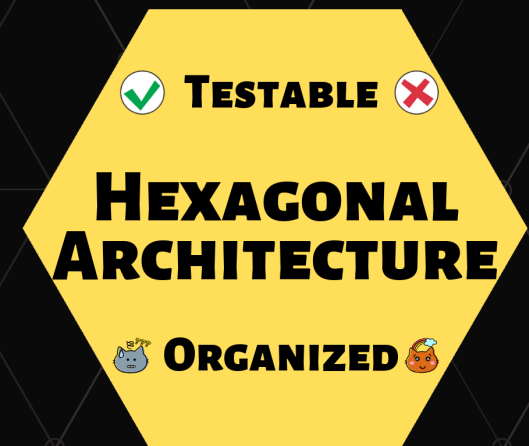
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