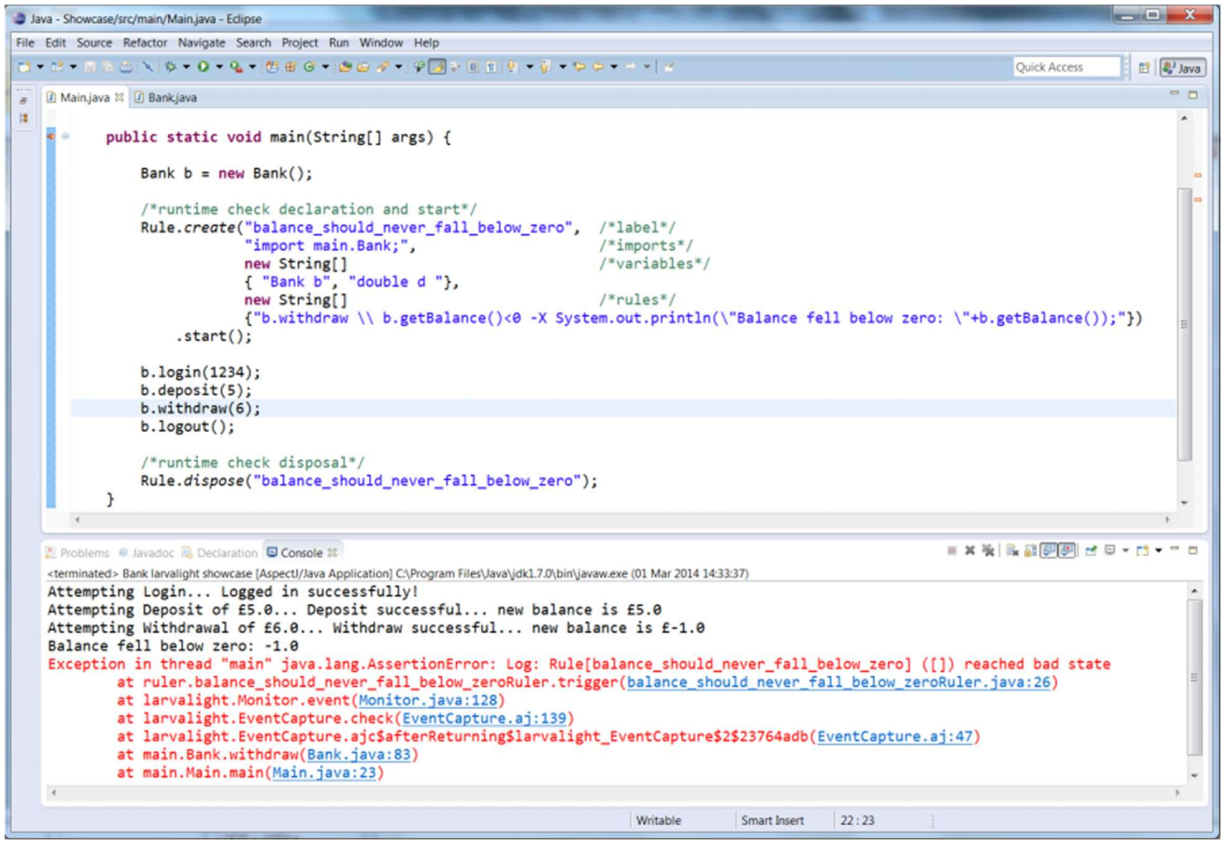
LarvaLight Screenshots

[The code shown in the screenshots below can be downloaded from here]

Screenshot 1 - An example of a single basic rule

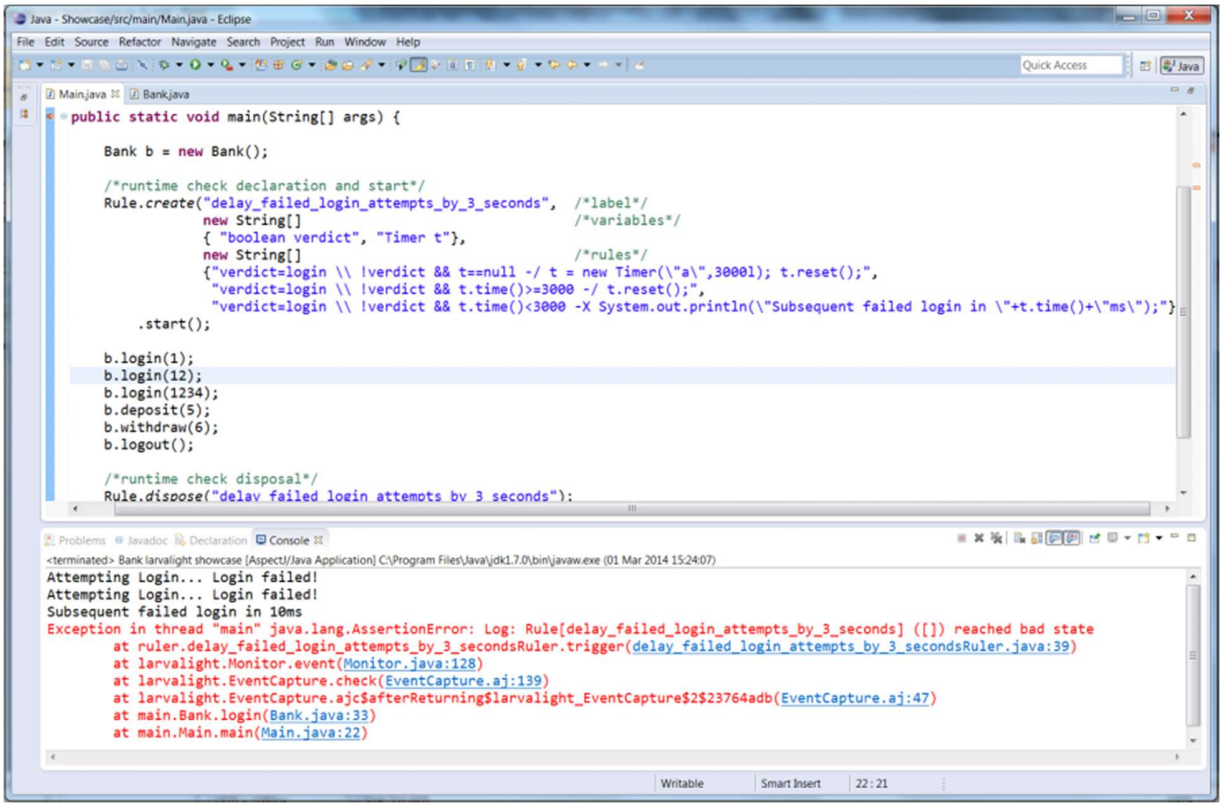
The rule below checks that after a withdrawal, the balance never goes below zero.

The console shows the output of running a faulty implementation which allows the balance to go below zero.



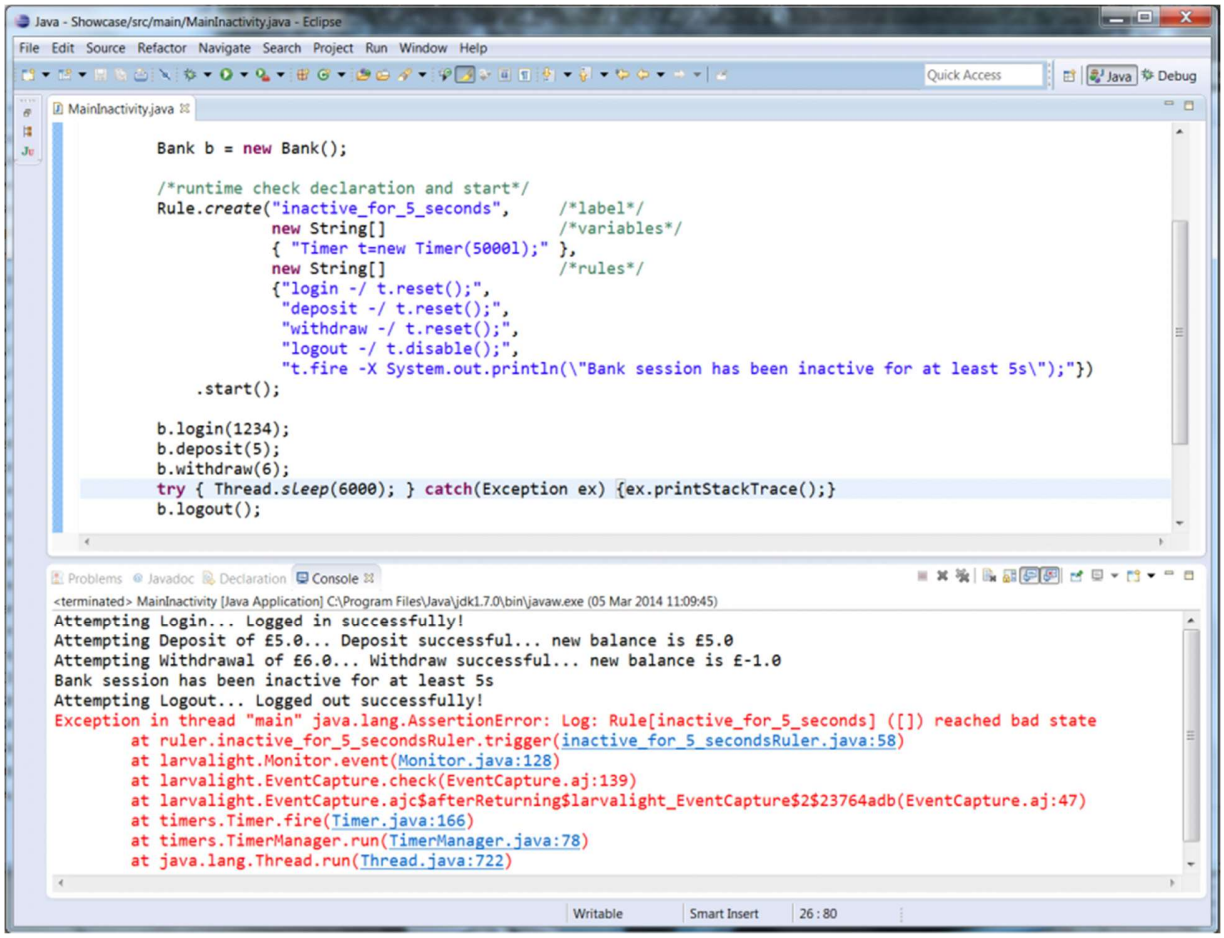
Screenshot 2 - An example of a rule taking time into consideration

The check below asserts that at least there is a three second duration between subsequent failed login attempts.



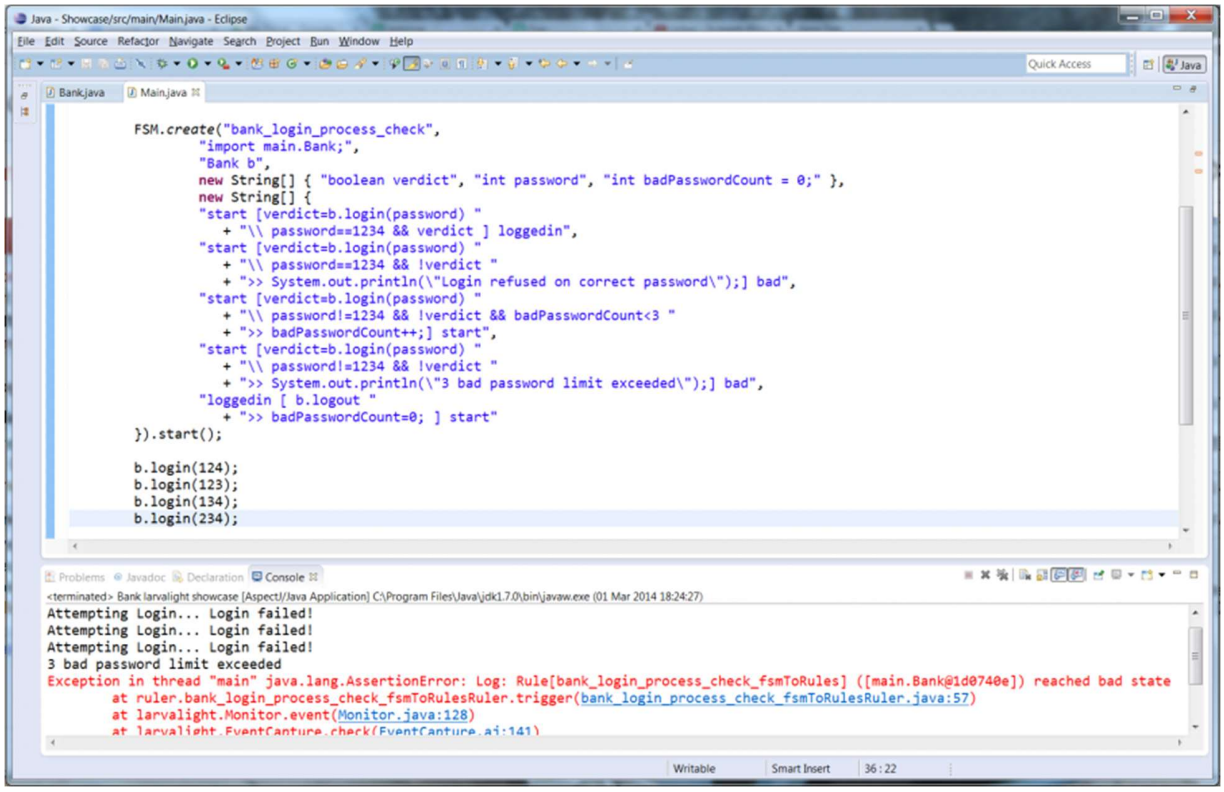
Screenshot 3 - A time-triggered rule

The rule checks that there is no five-second period during which there is no activity. Note how the last event is timer-based, i.e. it fires upon the elapsing of 5 seconds.



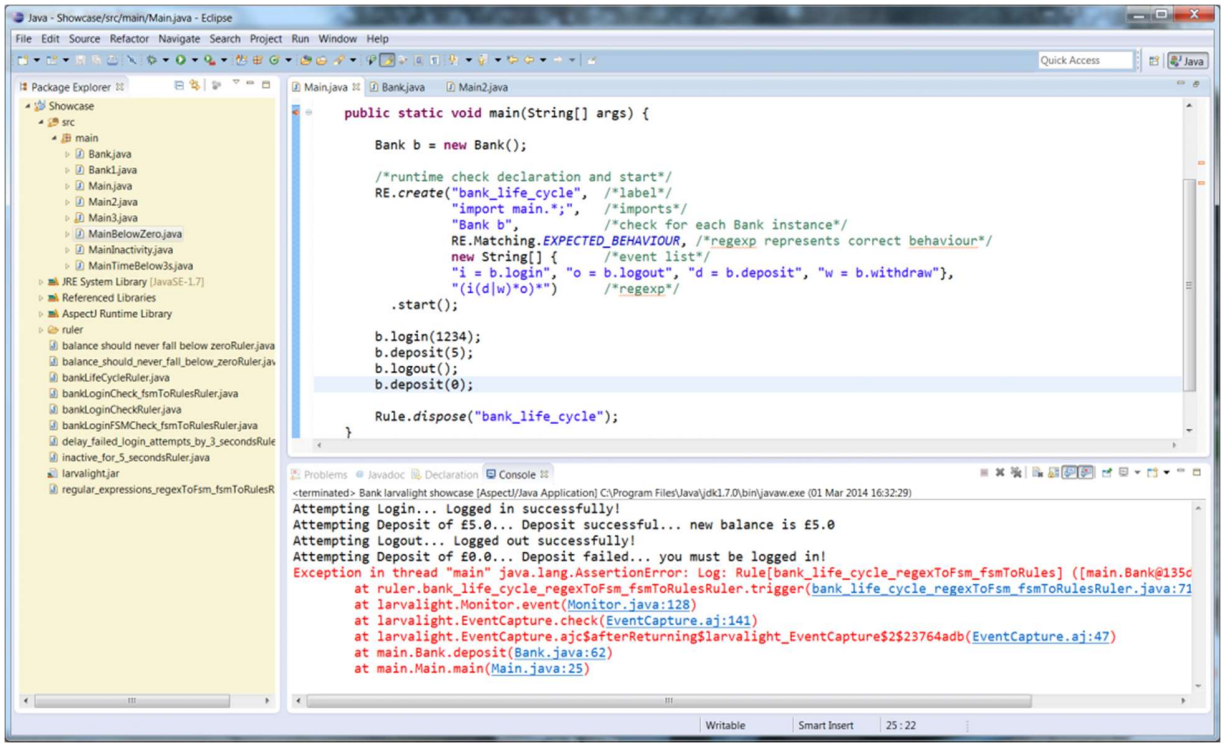
Screenshot 4 - A finite state machine example

The finite state machine below checks the log in logic of the system. Note that it is completely up to the user to decide the level of abstract the checking goes into.



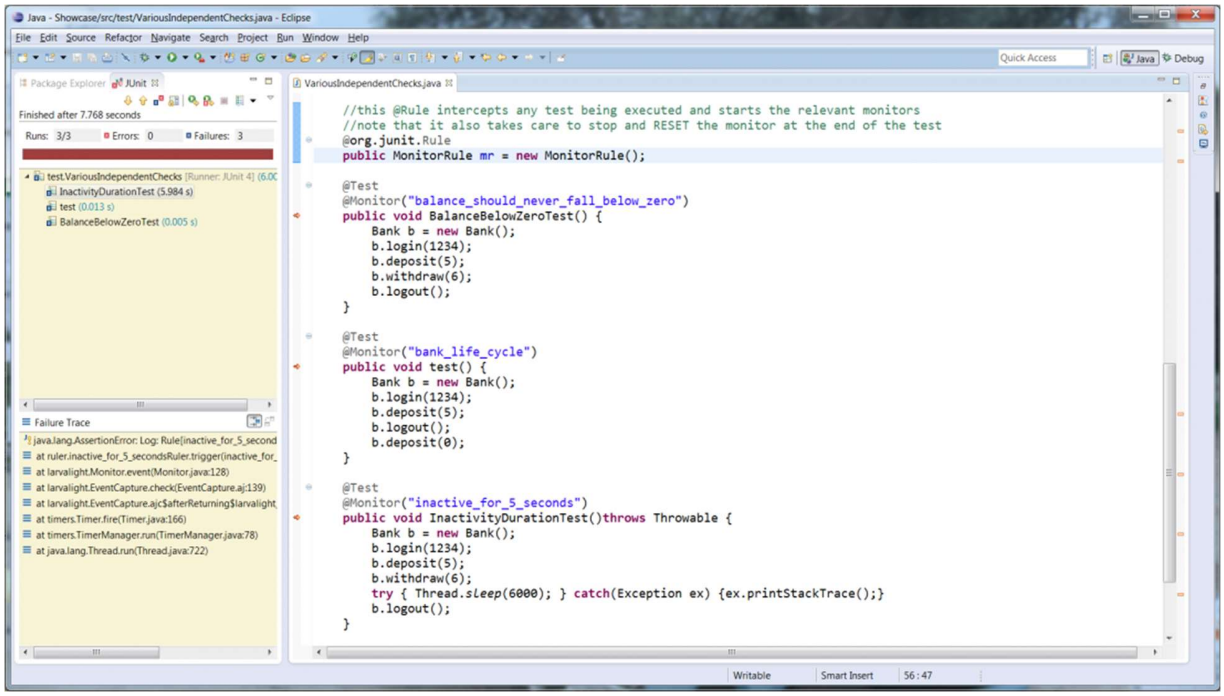
Screenshot 5 - A regular expression

Using the regular expression below, we show how the lifecycle of a bank session can be captured very succinctly.



Screenshot 6 - JUnit with monitor annotations

Complementing typical assertions, monitors can provide extra power to capture checks easily across your tests.



Screenshot 7 - Managing multiple monitors

To make it easier to handle a number of monitors, LarvaLight provide the Oracle class - essentially a collection of monitors which can be started, reset, or disposed all at once.