



Basic Programming

Lesson 07

Unit Test

Unit Testing Fundamentals



A Unit is a Small Piece of Code

A method or function

A module or class

A small group of related classes



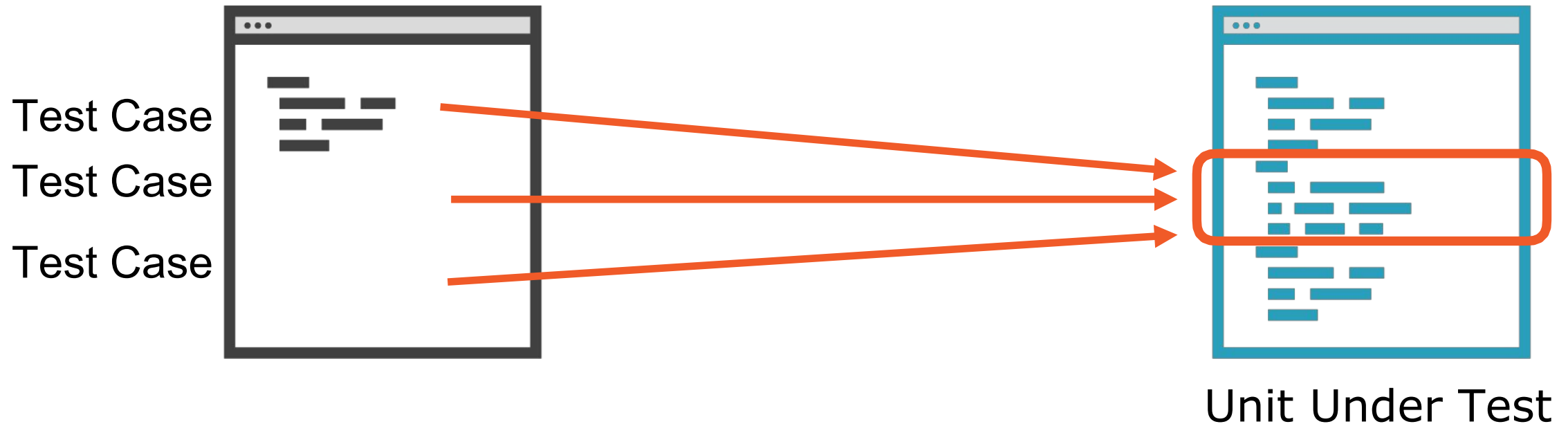
An Automated Unit Test

Is designed by a human

Runs without intervention

Reports either 'pass' or 'fail'

Unit Test Vocabulary: Test Case



A suite

Unit Test Vocabulary: Test Runner



Test Case



Unit Under Test

```
·  
-----  
Ran 1 test in 0.001s  
OK
```

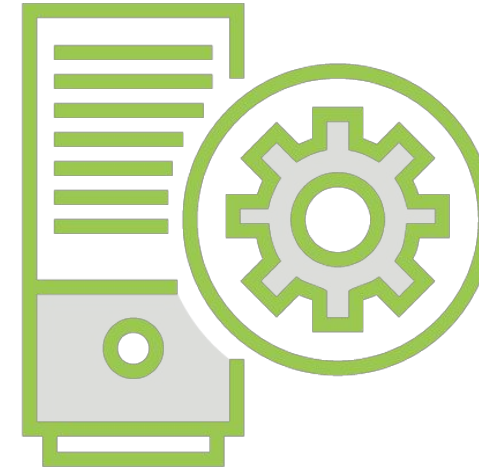
Test Runner

Choosing a Test Runner



Working Interactively

An IDE like VSCode



Continuous Integration

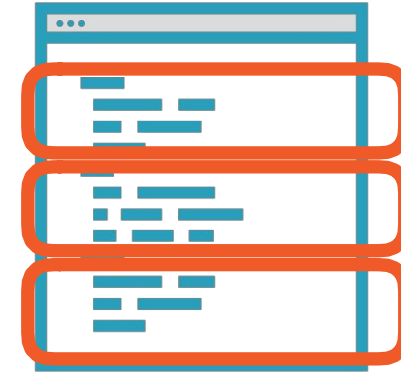
A Command Line Test Runner

Unit Test Vocabulary: Test Suite



Test Suite

Test Case
Test Case
Test Case



Units Under Test

.....

Ran 7 tests in 0.000s

OK

Test Runner

Test Fixture: Order of Execution

`setUp()`

`TestCaseMethod()`

`TestCaseMethod()`

`TestCaseMethod()`

`tearDown()`

Test Fixture: Order of Execution

`setUp()`

`TestCaseMethod()`

`tearDown()`



Test Fixture: Order of Execution

`setUp()`



Test Fixture for Strict Unit Tests

```
setUp()
```

```
TestCaseMethod()
```

```
class PhoneBookTest(unittest.TestCase):

    def setUp(self):
        self.phonebook = PhoneBook()

    def tearDown(self):
        pass

    def test_lookup_by_name(self):
        self.phonebook.add("Bob", "12345")
        number = self.phonebook.lookup("Bob")
        self.assertEqual("12345", number)

    def test_missing_name(self):
        with self.assertRaises(KeyError):
            self.phonebook.lookup("missing")

    def test_add_exists(self):
```

◀ Declare a class containing tests

◀ Set up fixture method

◀ Tear down fixture method

◀ First test case

◀ Second test case

Unit Test Vocabulary



Test Case

Test Suite

```
def setUp(self):
    pass

def tearDown(self):
    pass
```

Test Fixture



Unit Under Test

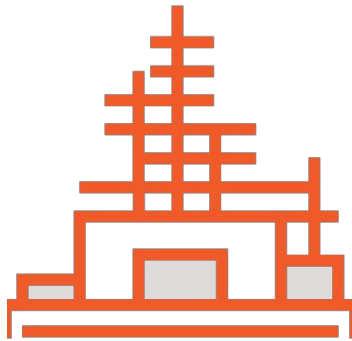
```
.....
```

```
Ran 7 tests in 0.000s
```

```
OK
```

Test Runner

The Three Parts of a Test



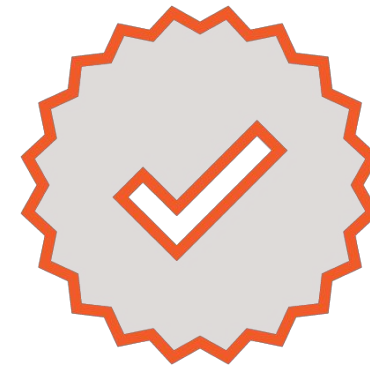
Arrange

Set up the object to be tested, and collaborators



Act

Exercise the unit under test



Assert

Make claims about what happened

```
def test_lookup_by_name(self):  
    self.phonebook.add("Bob", "12345")  
    number = self.phonebook.lookup("Bob")  
    self.assertEqual("12345", number)
```

- ◀ Test Case
- ◀ Name Arrange
- ◀ Act
- ◀ Assert

```
def test_lookup_by_name(self):
    self.phonebook.add("Bob", "12345")
    number = self.phonebook.lookup("Bob")
    self.assertEqual("12345", number)

def test_is_consistent(self):
    self.phonebook.add("Bob", "12345")
    self.assertTrue(
        self.phonebook.is_consistent())
    self.phonebook.add("Anna", "012345")
    self.assertTrue(
        self.phonebook.is_consistent())
    self.phonebook.add("Sue", "12345")
    self.assertFalse(
        self.phonebook.is_consistent())
    self.phonebook.add("Sue", "123")
    self.assertFalse(
        self.phonebook.is_consistent())
```

◀ Test Case Name

◀ Arrange

◀ Act

◀ Assert

◀ Test Case Name

◀ Act

◀ Assert

◀ Act

◀ Assert

◀ Act

◀ Assert

◀ Act

◀ Assert

Summary

Vocabulary:

- Test Case
- Test Runner
- Test Suite
- Test Fixture

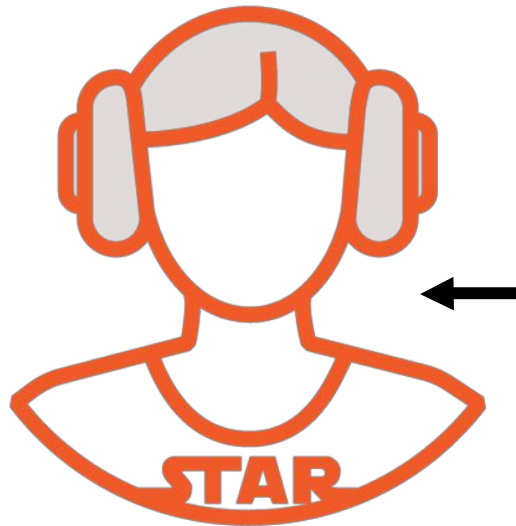
Test Case Design:

- Test name
- Arrange - Act - Assert

Test Doubles

Test Double - Like a Stunt Double

The real actor



Famous
actress

The stunt double

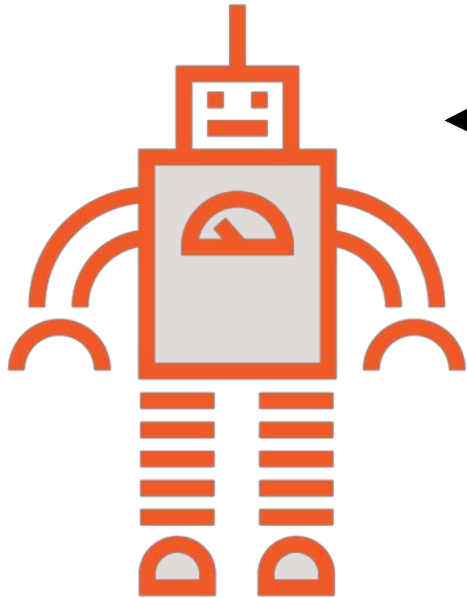


Wig

Som
woman
called
Tracey

Test Double - Like a Stunt Double

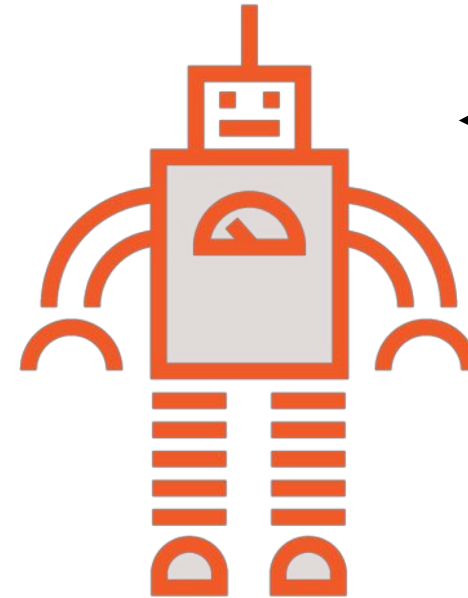
The real object



Complex,
production
logic

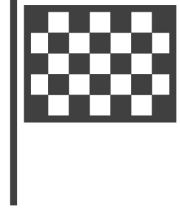


The test double

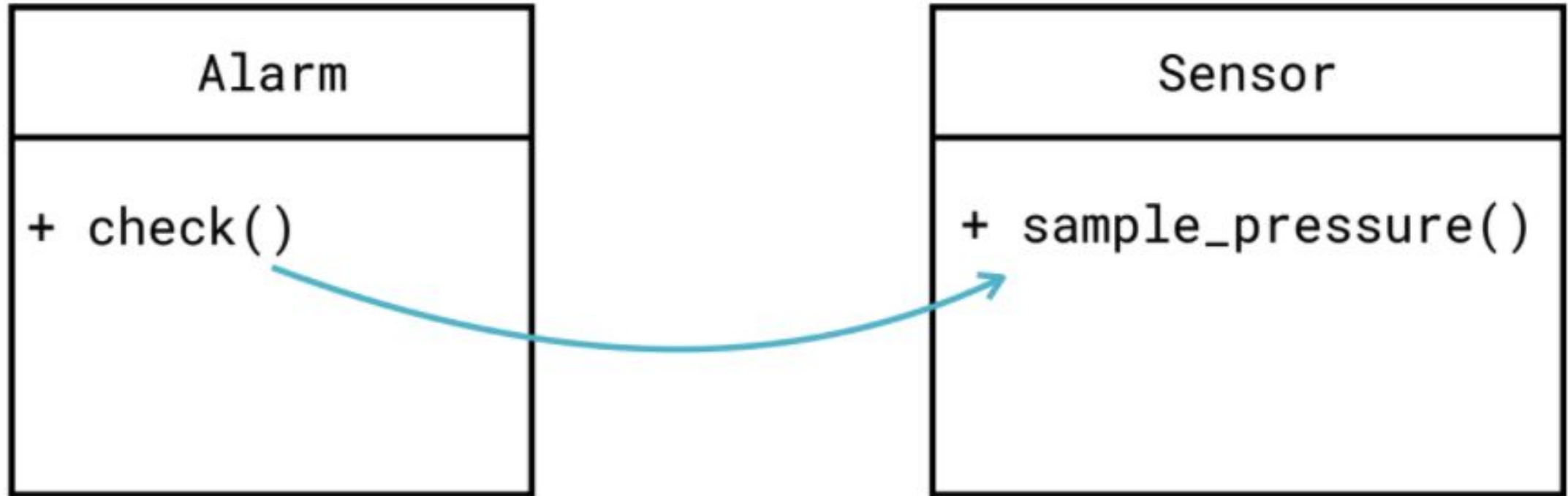


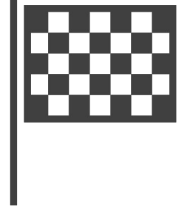
Everything it
does is
controlled
by the test



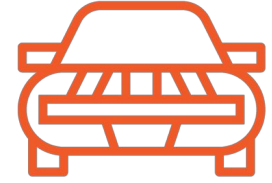


Racing Car Example

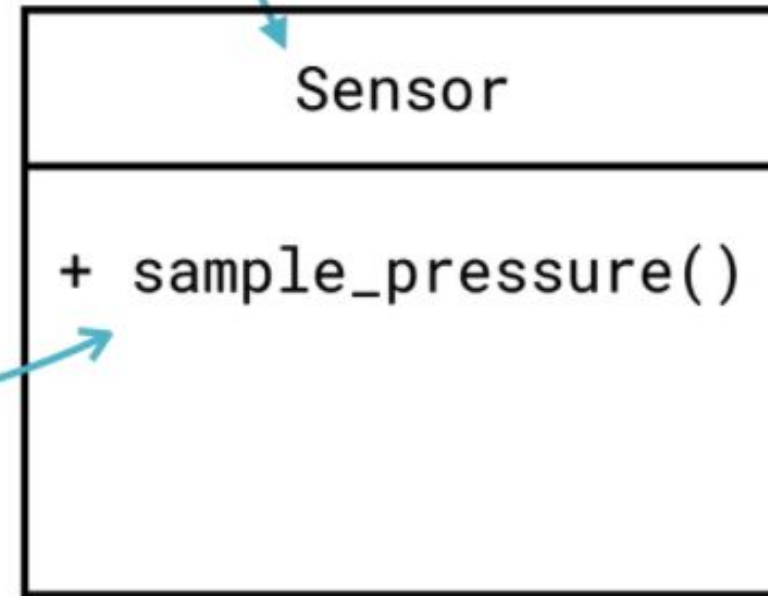
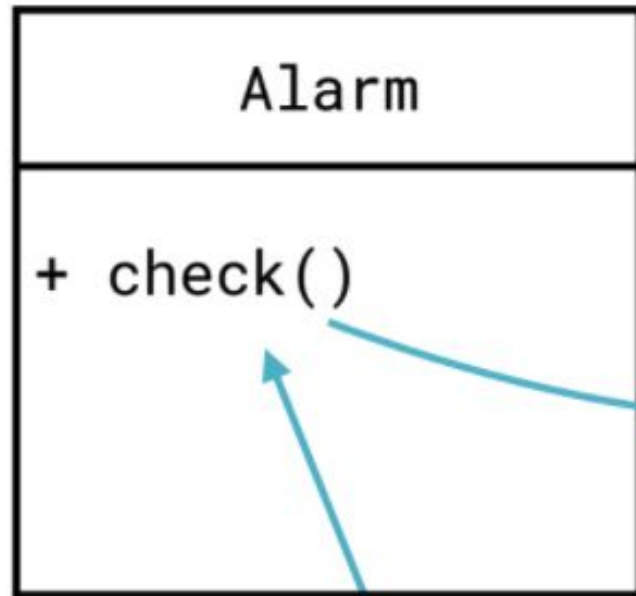




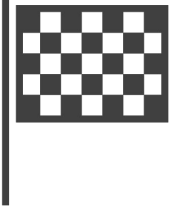
Racing Car Example



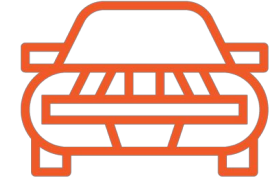
Replace this collaborator with a test double



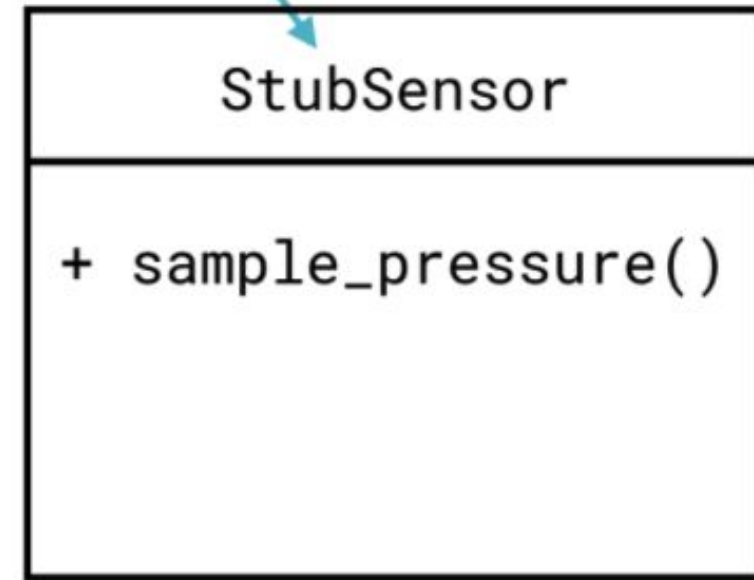
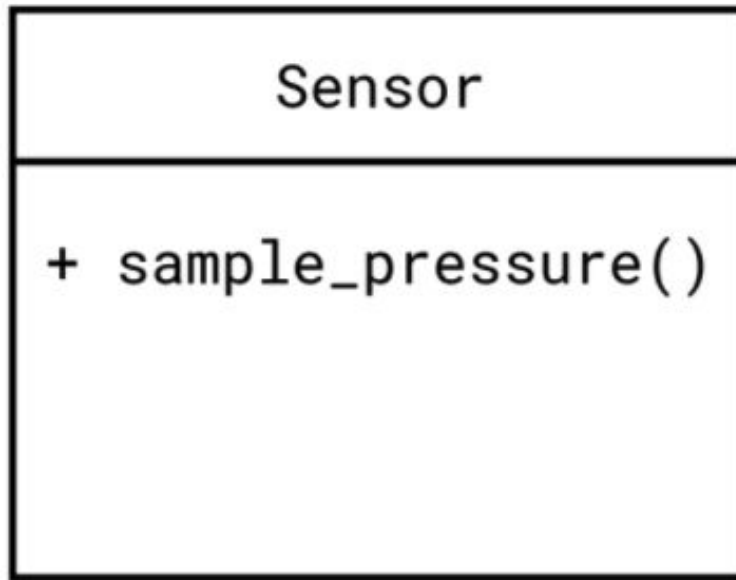
Want to test this method



Racing Car Example



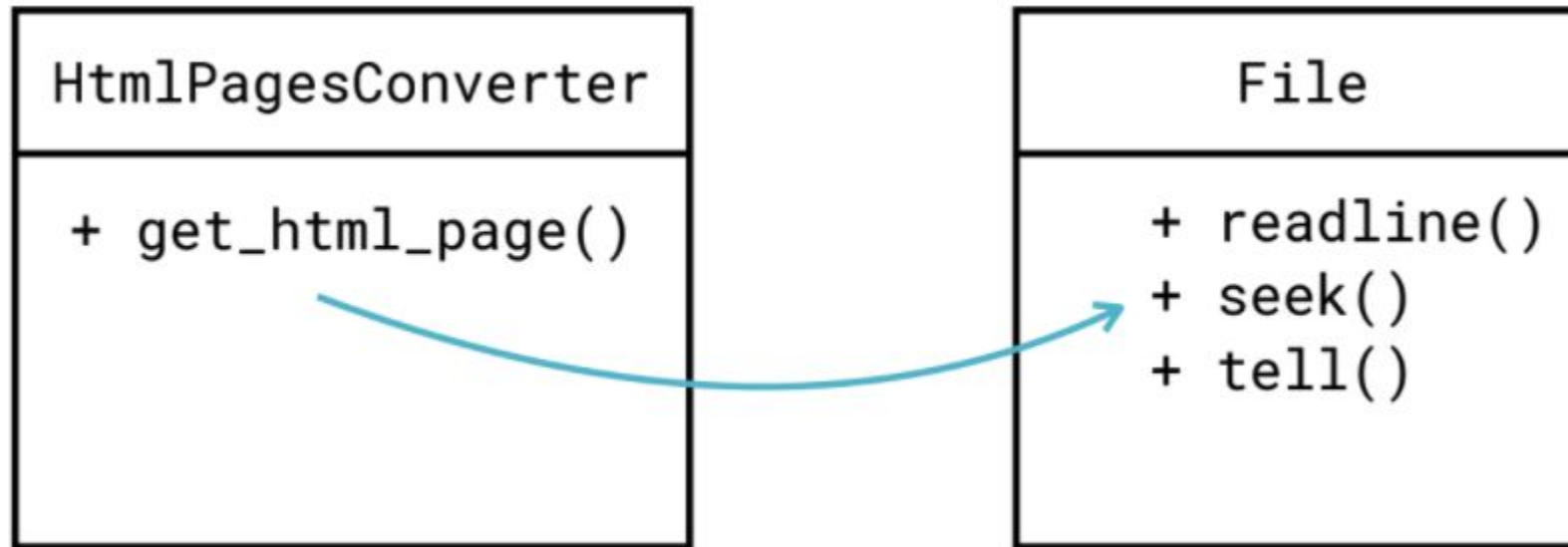
Same methods as a Sensor



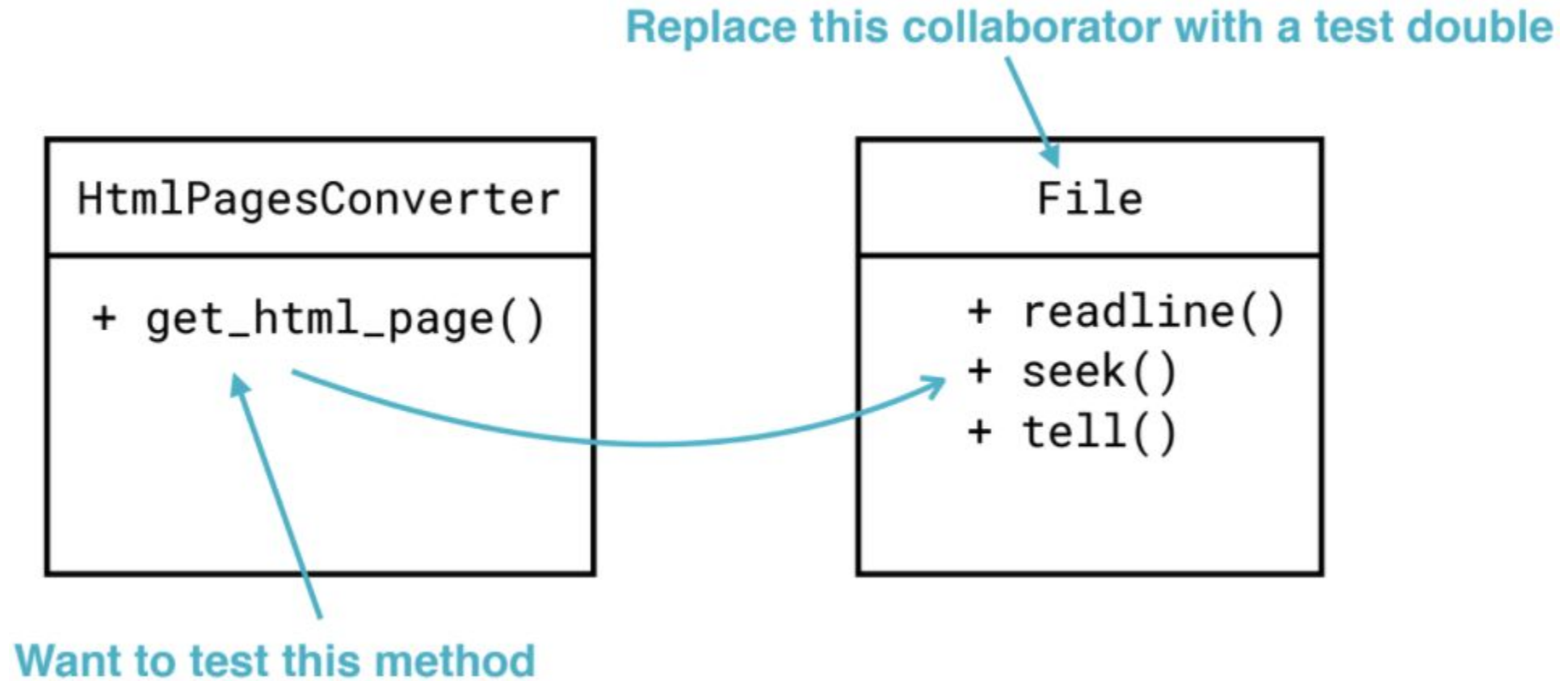
A Stub has the same methods as the class it replaces,
but the implementation is very simple



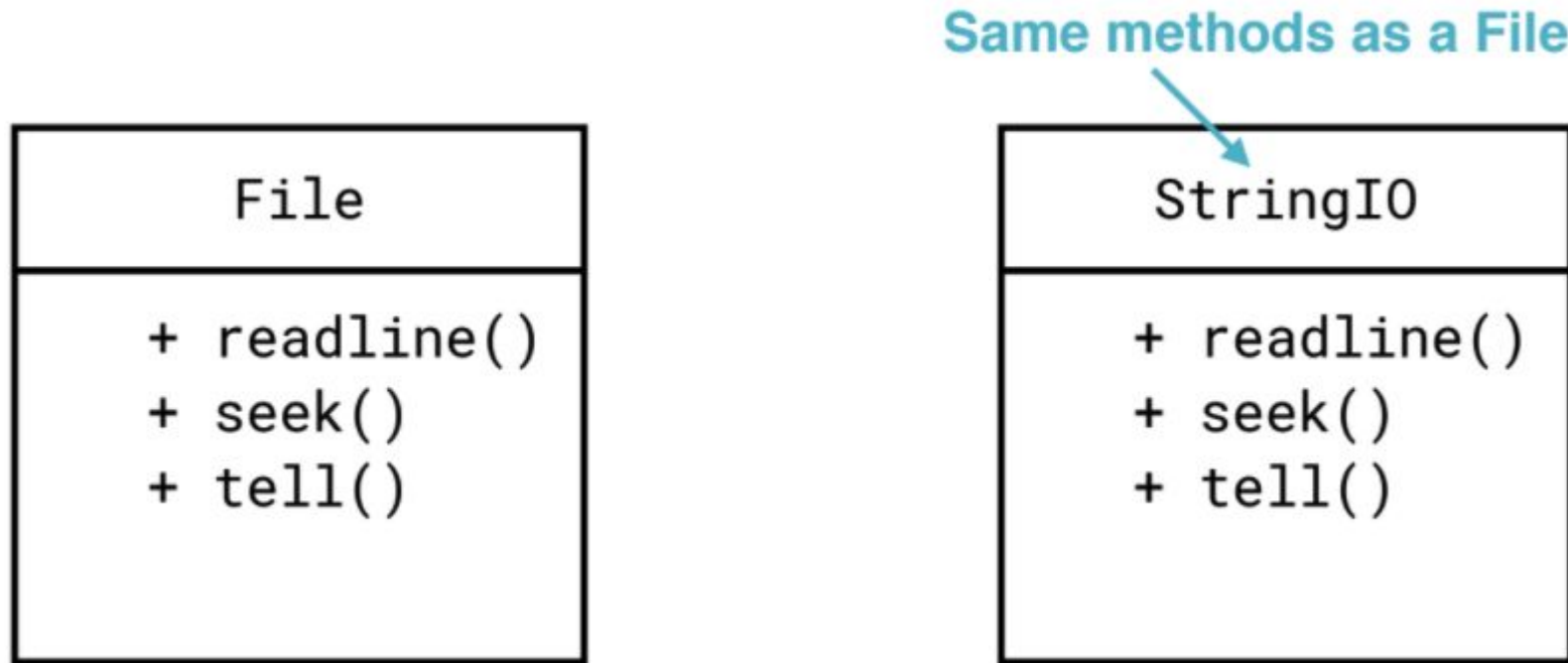
Html Converter Example



< > Html Converter Example < >

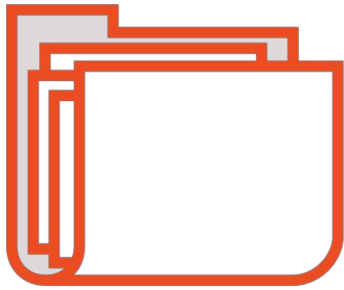


Html Converter Example



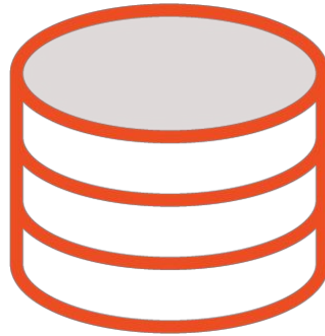
A Fake has an implementation with logic and behaviour, but is not suitable for production

Common Things to Replace with a Fake



File

Replace with
StringIO



Database

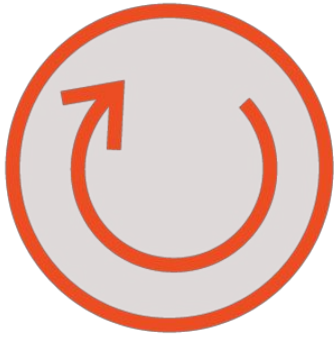
Replace with in-
memory
database



WebServer

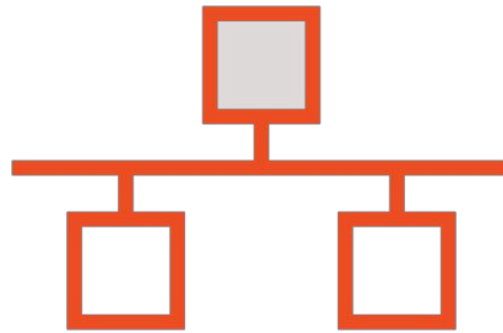
Replace with
lightweight Web
Server

Three Kinds of Assert



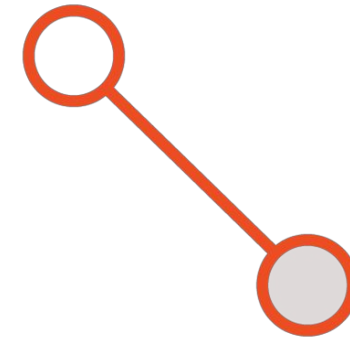
Return value

or an
exception



State change

Use an API to
query the new
state



Method call

Did a specific
method get called on
a collaborator



Increasing complexity

```
def test_convert_quotes():  
    fake_file = io.StringIO("quote: ' ")  
    converter = HtmlPagesConverter(open_file=fake_file)  
    converted_text = converter.get_html_page(0)  
    assert converted_text == "quote: &#x27;<br />"
```

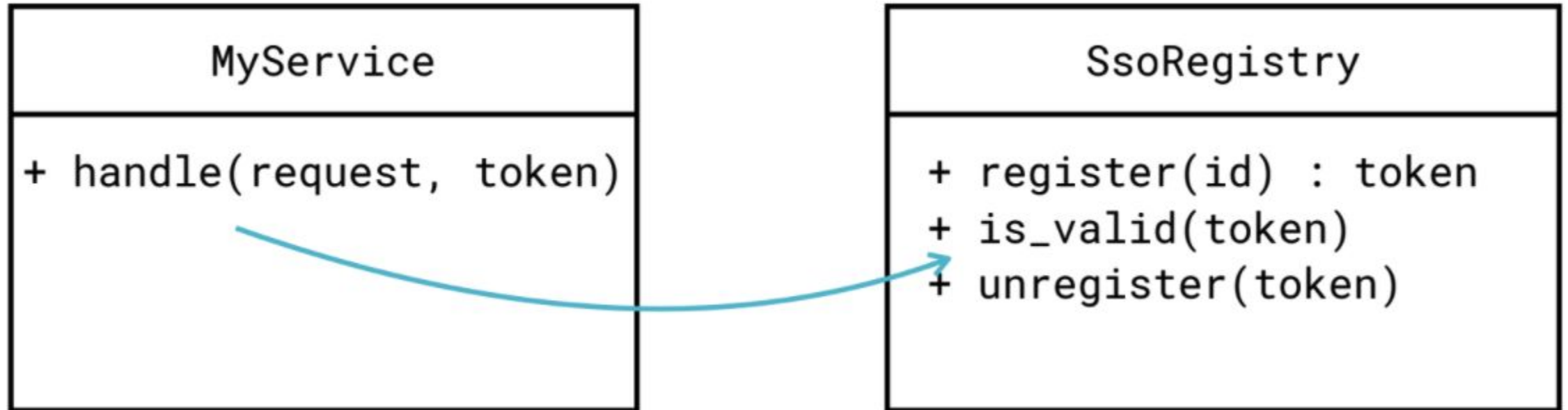
Assert on the method return value

```
def test_alarm_is_off_by_default(self):  
    alarm = Alarm()  
    assert not alarm.is_alarm_on
```

Assert on the alarm state



Single Sign On Example

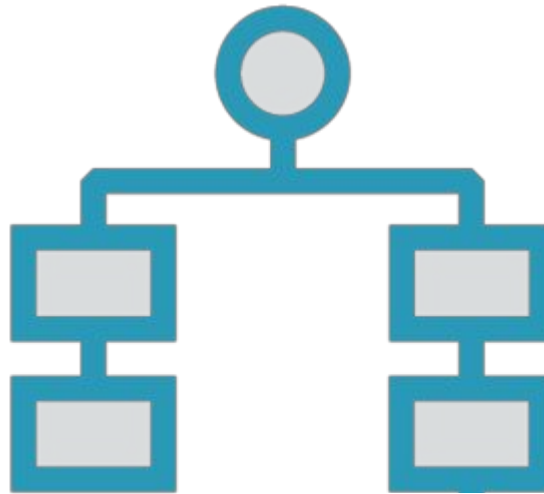


Parameterised Tests

Branch Coverage

Conditional

Statements executed
when True

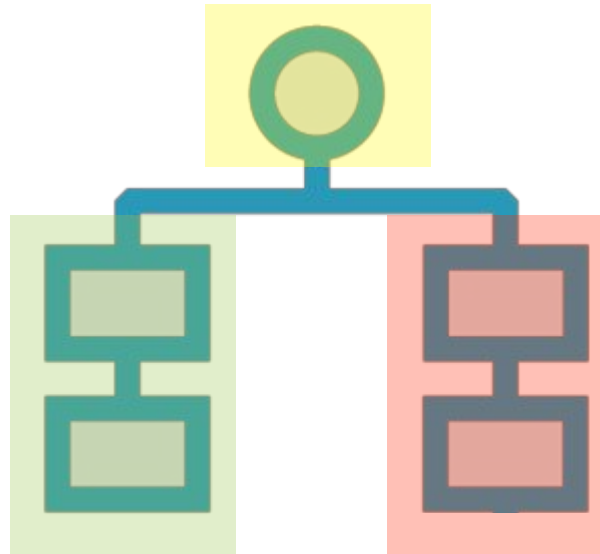


Statements executed
when False

Branch Coverage

Conditional

Statements executed
when True

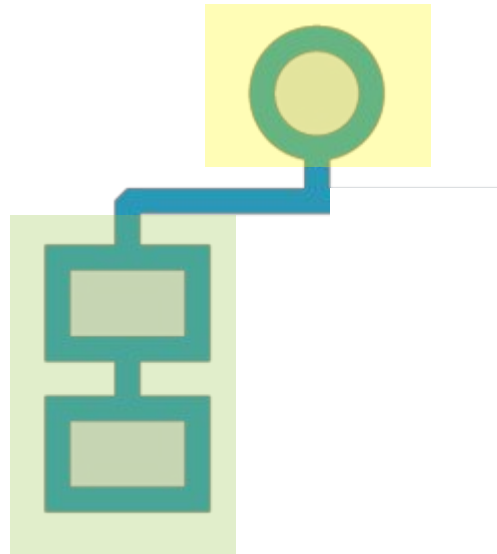


Statements executed
when False

Branch Coverage

Conditional

Statements executed
when True



Statements executed
when False



Gilded Rose Example

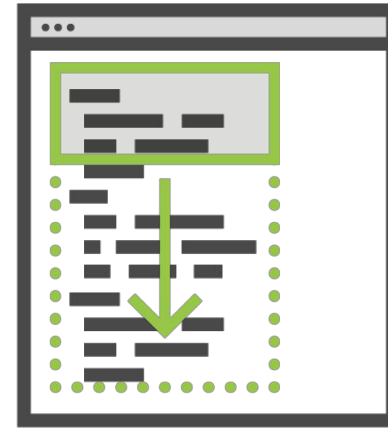


```
def update_quality(self):
    for item in self.items:
        if item.name != "Aged Brie" and item.name != "Backstage":
            if item.quality > 0:
                if item.name != "Sulfuras, Hand of Ragnaros":
                    item.quality = item.quality - 1
            else:
                if item.quality < 50:
                    item.quality = item.quality + 1
                    if item.name == "Backstage passes to a TAFKAL80E":
                        if item.sell_in < 11:
                            if item.quality < 50:
                                item.quality = item.quality + 1
                        if item.sell_in < 6:
                            if item.quality < 50:
                                item.quality = item.quality + 1
        if item.name != "Sulfuras, Hand of Ragnaros":
            item.sell_in = item.sell_in - 1
        if item.sell_in < 0:
            if item.name != "Aged Brie":
                if item.name != "Backstage passes to a TAFKAL80E":
                    item.quality = item.quality - 1
                else:
                    item.quality = item.quality + 1
                    item.sell_in = item.sell_in + 1
                if item.quality > 50:
                    item.quality = 50
```

Situations to use Test Coverage

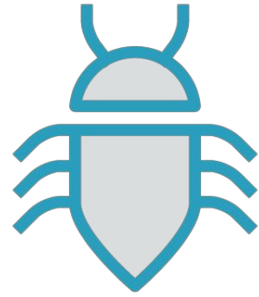


**Spot missing tests
for new code**



**Adding tests to
existing code**

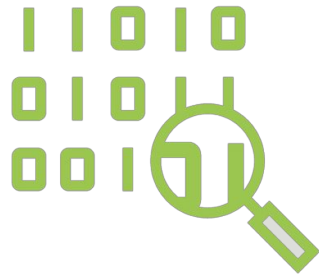
Evaluating Test Quality



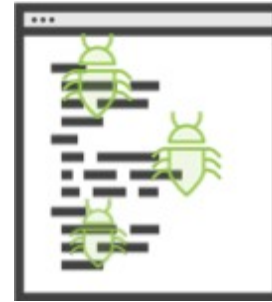
Bugs in
production



Confidence to
refactor



Code
Review



Mutation testing