

# TESTING TOOLS

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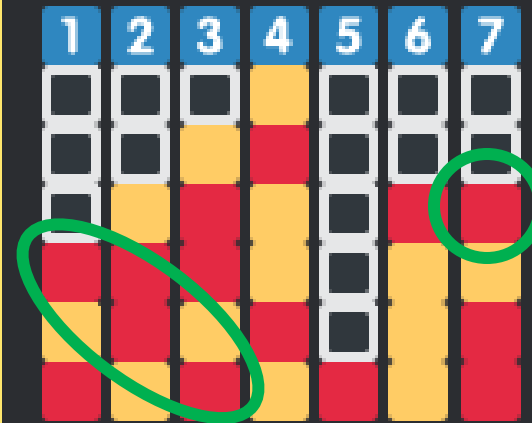
# WHY TEST YOUR CODE?

- Unit testing can help ensure every part of your code works as intended
- Robust testing can help prevent unexpected errors
- Test driven development can help create guidelines or goals for code to meet
- Red-Green-Refactor can optimize performance



# STORY TIME

## Yellow's Connect 4



Turn: 28

**oleelia** has placed at 7  
**oleelia** has won!

# TOOLS OVERVIEW

```
~  
(testing_tools) >
```

- pip (python package manager)
  - [python/py] --m ensurepip --upgrade
  - pip install [package\_name]
- pytest
- pytest-mock
- faker
- pytest-BDD

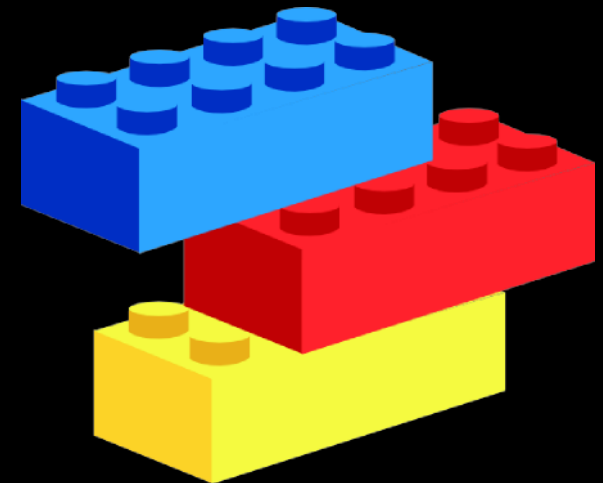
# UNIT TESTING

- Purpose: Test the smallest "units" of code in isolation, independent from the code base
- Examples: Testing functions, methods, classes separately
- Analogy: Doing quality control on an individual Lego piece



# INTEGRATION TESTING

- Purpose: Testing how different parts interact with each other
- Example: Function to Function, Class to Class, Function to Class
- Analogy: Checking if Lego bricks fit to each other by connecting them



# FUNCTIONAL TESTING

- Purpose: Test to verify if a features behaves according requirements usually regarding the end user's perspective
- Example: A certain hand gesture should produce the correct response
- Analogy: Check to see if an assembled Lego car rolls



# WRITING TEST CASES WITH PYTEST



# GOOD VS BAD

#! Example A

```
assert add(10,5)==15 and subtract(10,5)==5 and multiply(10,5)==50 and divide(10,5)==2
```

\* Example B

```
assert add(10, 5) == 15
```

```
assert subtract(10, 5) == 5
```

```
assert multiply(10, 5) == 50
```

```
assert divide(10, 5) == 2
```

## GOOD VS BAD

**#! Example A**

```
assert string is not None
```

```
assert string != ""
```

```
assert string == "I like ducks"
```

**#\* Example B**

```
assert string == "I like ducks"
```

## GOOD VS BAD

**#\* Example A**

`calc = Calculator()` Arrange

`result = calc.add(2, 3)` Act

`assert result == 5` Assert

**#! Example B**

`assert Calculator().add(2, 3)`

# TEST DOUBLES

- Temporary stand-ins used to simulate external systems and dependencies.
- Used so programmers do not have to implement the whole system themselves
- Some example of components that test doubles can mimic are:
  - API's
  - Databases
  - Functions
- Usually used in unit testing due to the isolation from other systems test doubles provides
- Most common types of Test Doubles are:

# MOCKS

- Purpose: Mocks verify behavior by imitating a component, so the actual component does not need to be used
- Examples: Instead of calling `send_email()`, create a mock object with the same parameters and it'll verify the behavior.
- Usage: Focuses on asserting calls/arguments

# STUBS

- Purpose: Stubs simulate behavior by returning predetermined outputs or responses.
- Examples: Instead of implementing `get_user()` fully, make it return "John Doe"
- Usage: Focuses on controlling return values

# FAKES

- Purpose: Fakes are a simplified version of the real thing using a lightweight implementation
- Example: A fake database stored in memory used solely for testing purposes
- Usage: Used when as a simplified replacement

# TEST DATA MANAGEMENT

- Purpose: Ensuring the right data is being used for test by mimicking real world data
- Acquiring organic data can be time consuming, taking weeks, months or years
- Messy data require a data processing stage
- Tools like Faker can generate various types of fake data in seconds, speeding up the data acquiring and organization stage



# TEST DRIVEN DEVELOPMENT (TDD)

- Purpose: Drives design and code quality by ensuring tests are written before the code
- Principle: RED-GREEN-REFACTOR
  - Red: Write a test
  - Green: Write just enough code to pass the test
  - Refactor: Just as the name suggest, Refactor

# BEHAVIOR DRIVEN DEVELOPMENT (BDD)

- Purpose: A software development methodology that encourages collaboration. Includes:
  - Engineers
  - QA
  - Stakeholders
- Defines the behavior of an application in a language that anyone can understand
- Gherkin Language: A structured language used in BDD that has a syntax that is simple and is written in a natural language style. Supports many languages beyond English

## AFTER PRESENTATION ASSIGNMENT

- Choose one of the testing styles:
  - Write two unit tests
  - Write two integration tests
  - Write two functional test