

Testing Code with Unit Tests

Obviously, this is somehow what Zybooks does to see if your program is correct!!

But, it also has tremendous uses beyond auto-grading systems.

Big Thing → Continuous Integration (CI)

You have a huge project that is heavily managed on GitHub, with many people contributing, all the time.

How to check that someone did not "break something" with their latest update?

→ Design a set of tests to make sure!!

Unit tests are super important in OO Programming ... we want to make sure that changing something in some class does not break things elsewhere (for some user that is inheriting our class).

Simple Example:

```
import unittest
```

```
class Circle:
```

```
    def __init__(self, radius):  
        self.radius = radius
```

```
    def compute_area(self):  
        return 3.14159265 *  
               self.radius ** 2
```

```
    def compute_circ(self):  
        return 2.0 * 3.14159265 *  
               self.radius
```

class TestCircle (unittest.TestCase):

def test_area(self):

c = Circle(0)

self.assertEqual(c.compute_area(), 0.0)

Test →

Area = 0.0

(Expect Pass)

c = Circle(5)

self.assertEqual(c.compute_area(), 78.5398)

Test →

Area = 78.5398

(Expect Pass)

def test_stupid(self):

c = Circle(5)

self.assertLess(c.compute_area(), 0.0)

Test →

Area < 0.0

(Expect Fail → That's why it's stupid 😊)

if __name__ == "__main__":

unittest.main()

Notes :

① Test class inherits from
unittest.TestCase !!

② Tests are defined as functions
of the Test class.

→ must begin with
"test_" !!

③ unittest.main() in
the main program invokes
the test procedure.

See circle_unittest.py for
more details !!

Method	Checks that
<code>assertEqual(a, b)</code>	<code>a == b</code>
<code>assertNotEqual(a,b)</code>	<code>a != b</code>
<code>assertTrue(x)</code>	<code>bool(x) is True</code>
<code>assertFalse(x)</code>	<code>bool(x) is False</code>
<code>assertIs(a, b)</code>	<code>a is b</code>
<code>assertIsNot(a,b)</code>	<code>a is not b</code>
<code>assertIsNone(x)</code>	<code>x is None</code>
<code>assertIsNotNone(x)</code>	<code>x is not None</code>
<code>assertIn(a, b)</code>	<code>a in b</code>
<code>assertNotIn(a, b)</code>	<code>a not in b</code>
<code>assertAlmostEqual(a, b)</code>	<code>round(a - b, 7) == 0</code>
<code>assertGreater(a, b)</code>	<code>a > b</code>
<code>assertGreaterEqual(a, b)</code>	<code>a >= b</code>
<code>assertLess(a, b)</code>	<code>a < b</code>
<code>assertLessEqual(a, b)</code>	<code>a <= b</code>