

# Testing

17-356/17-766  
Software Engineering for Startups

<https://cmu-17-356.github.io>  
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# Admin:

- HW4 is out
- Today: P1 check in for last 10-15 mins of class

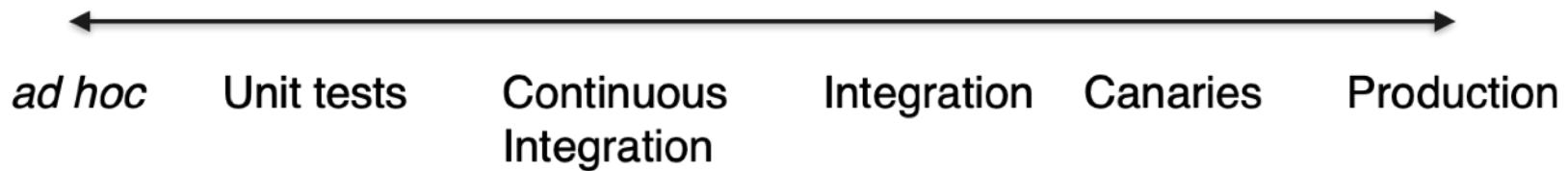
# Testing Myths

- “No tests” arguments
  - I’m a good programmer, I don’t need to prove myself.
  - I already tested this manually!
- Reality:
  - Tests aren’t about now, they are about from now on.
  - You need a fast, consistent, reliable signal for whether later changes have broken/disrupted your current feature.

# Lifetime of Code



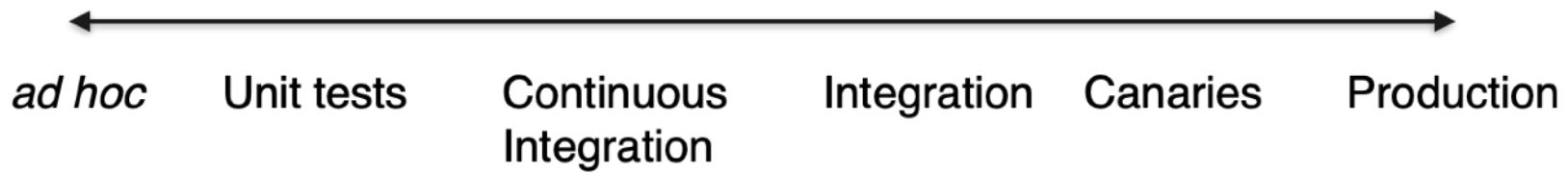
# Ways to Test



# Production Testing

- Most faithfully captures real-world scenarios: it is the real world!
- Relies upon users to detect and report problems.
- Expensive to fix bugs found in production.

# Ways to Test



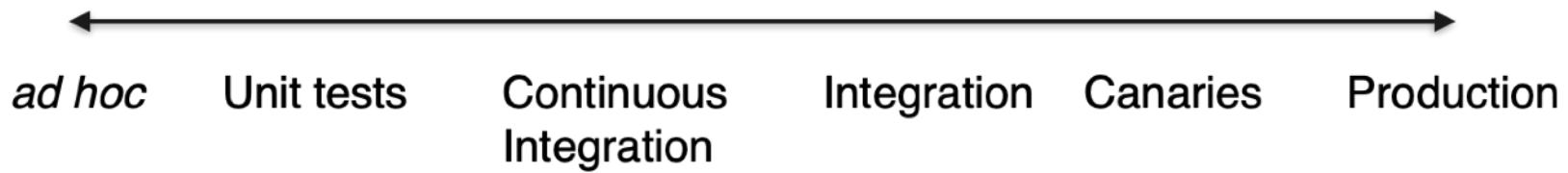
# Canaries



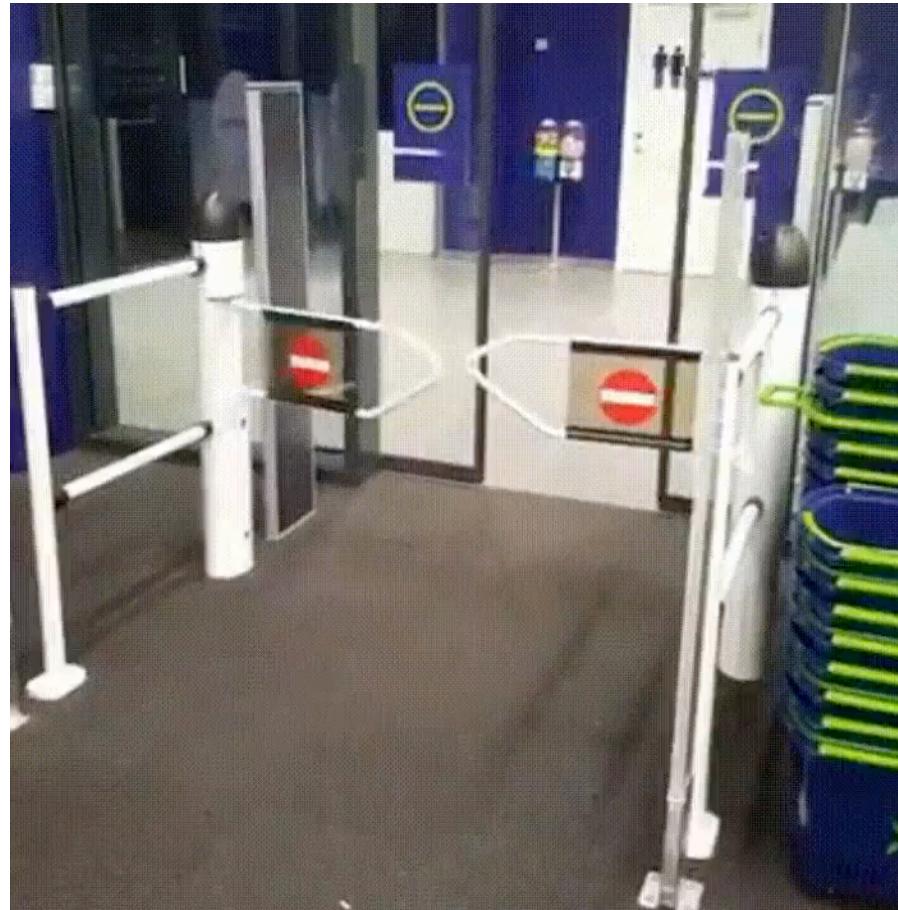
# Canaries

- “Staged rollout”
- Still serves production traffic
  - But only a subset
- Sometimes more heavily instrumented
  - Lower performance, but better information about when something goes wrong.
- Still expensive to fix
  - But the users haven’t seen it yet.

# Ways to Test



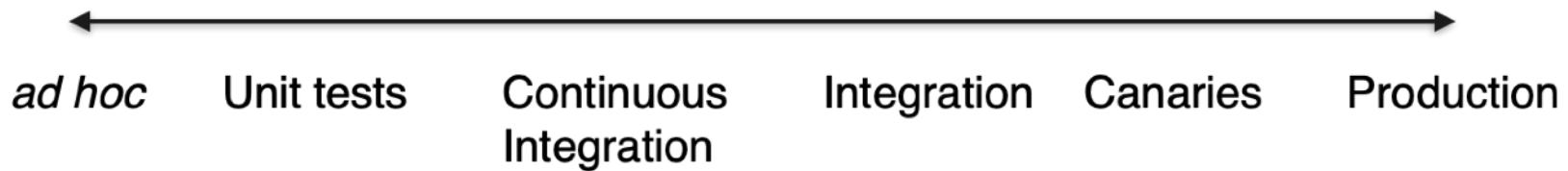
# Integration Tests



# Integration Tests

- Tests the combination of smaller components into large ones.
- Individual components can work correctly but fail when put together.
- Still expensive to fix failures detected here
  - Usually involves fixing interfaces between multiple components

# Ways to Test



# Unit tests: Fail



# Integration test: Pass

# Unit Tests

- Designed to test a small unit of functionality
- Runs very quickly
  - An integral part of the edit-compile-test loop
- Small and self-contained: doesn't require interaction with external systems

# Unit tests: “given input x, is output y?”

The act of writing a unit test is more an act of design than of **verification**.

It is also more an act of documentation than of verification.

The act of writing a unit test closes a remarkable number of feedback loops, the least of which is the one pertaining to verification of function.

# Tests should have a single reason to fail

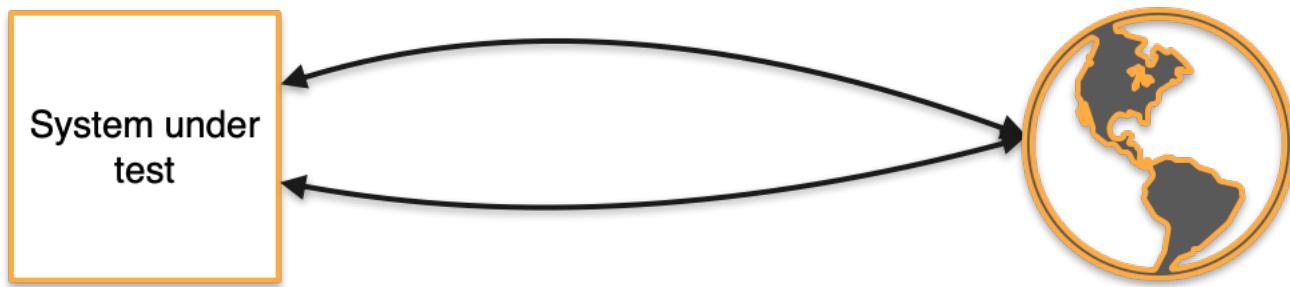
```
@Test
public void testAddPositive() {

    // Instantiate the object to test
    Calculator tester = new Calculator();

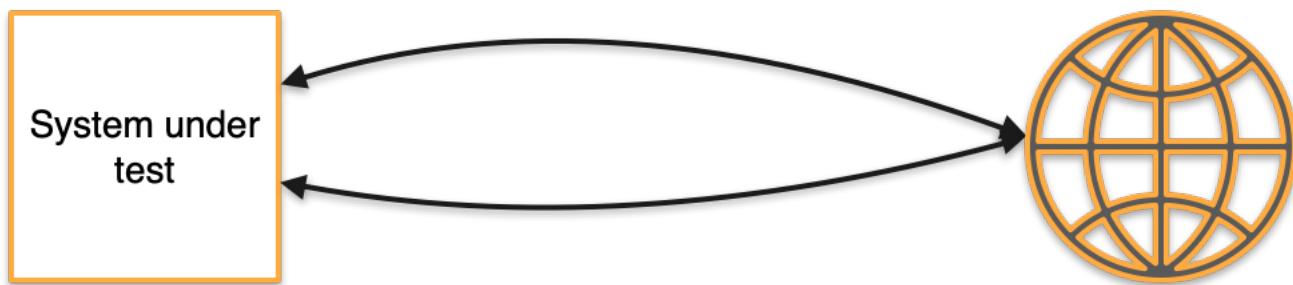
    // the numbers used in the test
    Integer[] list = {1,2,3};

    assertEquals(null, tester.calculate(null,"+"));
    assertEquals(Integer.valueOf(6), tester.calculate(list,"+"));
}
```

# Fakes and Mocks

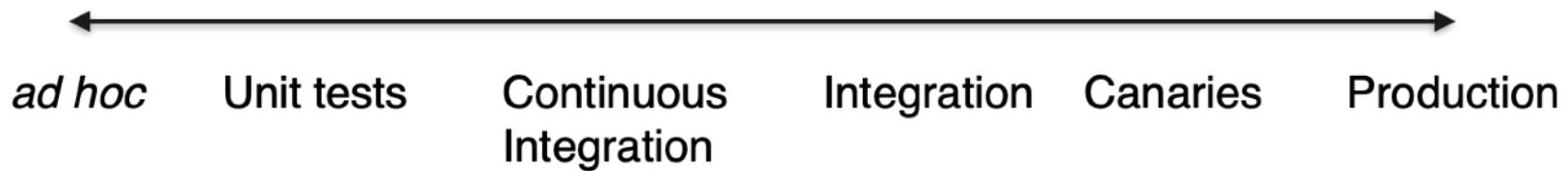


# Fakes and Mocks



**It's possible to write code that's very hard  
to unit test! How?**

# Ways to Test



# ad hoc testing

- “Kicking the tires” basic testing
- Easy to setup, not guaranteed to catch much

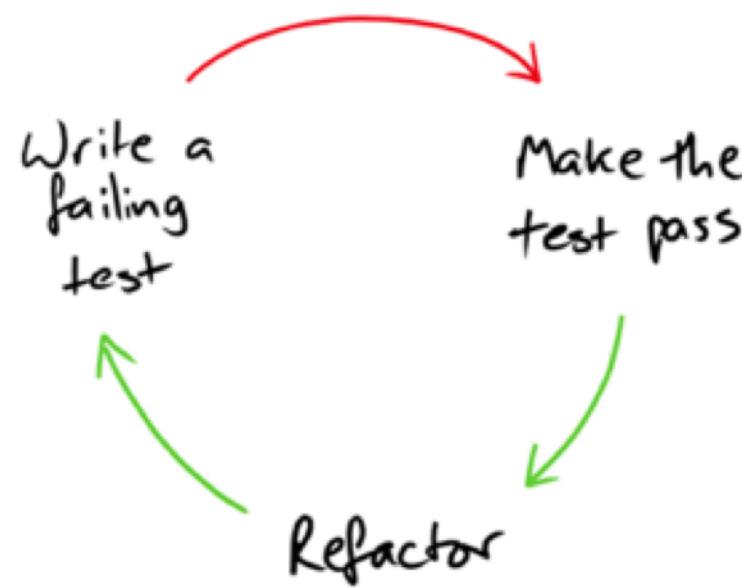
If you find yourself running the same tests manually multiple times, it's good sign that it's time to invest in better testing infrastructure.

# Test Driven Development (TDD)

## Three Simple Rules

- 1) You are not allowed to write any production code unless it is to make a failing unit test pass.
- 2) You are not allowed to write any more of a unit test than is sufficient to fail; and compilation failures are failures.
- 3) You are not allowed to write any more production code than is sufficient to pass the one failing unit test.

# Test Driven Development (TDD)



From Growing Object-Oriented Software by Nat Pryce and Steve Freeman

<http://www.growing-object-oriented-software.com/figures.html>

@sebrose

<http://cucumber.io>

# Advantages of TDD

Clear place to start

Much less code thrown away, less wasted effort

Less Fear

Side Effect: Robust test suite

# Disadvantages of strict TDD?

# Continuous Integration

- Submitting pull requests early and often, and running tests over the resulting branch.
- Integrates directly with the version control system to run existing tests.
- Catches failures earlier, but fidelity is not as good as production.

# When do you stop testing?

# CI whirlwind tour

# Tests must pass before you can merge

 **Review required**

At least 2 approving reviews are required by reviewers with write access. [Learn more about pull request reviews.](#)

✓ 1 approval

👤 1 pending reviewer

 **Some checks were not successful** Hide all checks  
4 failing, 5 successful, and 4 skipped checks

 Dev deploy / build-aws-assets (pull_request)	Failing after 17m	<a href="#">Details</a>
 CI / TruffleHog (pull_request)	Successful in 8s	<a href="#">Details</a>
 Semgrep / semgrep/ci (pull_request)	Successful in 1m	<a href="#">Details</a>
 Dev deploy / [REDACTED] quest (pull_request)	Failing after 8m	<a href="#">Details</a>
 CI / [REDACTED] checks and tests (pull_request)	Successful in 55s	<a href="#">Details</a>
 Dev deploy / deploy (pull_request)	Skipped	<a href="#">Details</a>

 **Merging is blocked** View rules  
Merging can be performed automatically with 2 approving reviews.

Squash and merge ▾ You can also [open this in GitHub Desktop](#) or view [command line instructions](#).

# Github workflows

## The components of GitHub Actions

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You can configure a GitHub Actions **workflow** to be triggered when an **event** occurs in your repository, such as a pull request being opened or an issue being created. Your workflow contains one or more **jobs** which can run in sequential order or in parallel. Each job will run inside its own virtual machine **runner**, or inside a container, and has one or more **steps** that either run a script that you define or run an **action**, which is a reusable extension that can simplify your workflow.

<https://docs.github.com/en/actions/about-github-actions/understanding-github-actions>

# Github workflows

- .github/workflows directory defines automated processes that run...

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```
1  on:  
2    workflow_dispatch:  
3    pull_request:  
4      types: [synchronize, opened, reopened, ready_for_review]  
5      paths-ignore:  
6        - '**.md'  
7    push:  
8      branches: ["main"]  
9      paths-ignore:  
10        - '**.md'  
11  
12    name: CI
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# So much customization in the docs

## pull\_request

Webhook event payload	Activity types	GITHUB_SHA	GITHUB_REF
<code>pull_request</code>	<ul style="list-style-type: none"><li>- <code>assigned</code></li><li>- <code>unassigned</code></li><li>- <code>labeled</code></li><li>- <code>unlabeled</code></li><li>- <code>opened</code></li><li>- <code>edited</code></li><li>- <code>closed</code></li><li>- <code>reopened</code></li><li>- <code>synchronize</code></li><li>- <code>converted_to_draft</code></li><li>- <code>locked</code></li><li>- <code>unlocked</code></li><li>- <code>enqueued</code></li><li>- <code>dequeued</code></li><li>- <code>milestoned</code></li><li>- <code>demilestoned</code></li><li>- <code>ready_for_review</code></li><li>- <code>review_requested</code></li><li>- <code>review_request_removed</code></li><li>- <code>auto_merge_enabled</code></li><li>- <code>auto_merge_disabled</code></li></ul>	Last merge commit on the <code>GITHUB_REF</code> branch	PR merge branch <code>refs/pull/PULL_REQUEST_NUMBER/merge</code>

# Github workflows

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# Github workflows

- .github/workflows directory defines automated processes that run...whenever: <https://docs.github.com/en/actions/writing-workflows/choosing-when-your-workflow-runs/events-that-trigger-workflows>

[GitHub Actions](#) / [Write workflows](#) / [Choose when workflows run](#) /

## Events that trigger workflows

You can configure your workflows to run when specific activity on GitHub happens, at a scheduled time, or when an event outside of GitHub occurs.

# Github workflows

- .github/workflows directory defines automated processes that do...something...somewhere:

```
18 jobs:
19   TruffleHog:
20     runs-on: ubuntu-latest
21     steps:
22       - name: Check out repo
23         uses: actions/checkout@v4
24         with:
25           fetch-depth: 0
26
27       - name: Run TruffleHog on changes in PR
28         uses: trufflesecurity/trufflehog@v3.26.0
29         with:
30           path: ./trufflehog
31           base: ${{ github.event.repository.default_branch }}
32           head: HEAD
33           extra_args: --debug --only-verified
```

# All this stuff actually has to run on a real machine

# All this stuff actually has to run on a real machine. Two choices

- GH hosted runners
- Self-hosted runners

## Choosing GitHub-hosted runners [🔗](#)

---

If you use a GitHub-hosted runner, each job runs in a fresh instance of a runner image specified by `runs-on`.

The value for `runs-on`, when you are using a GitHub-hosted runner, is a runner label or the name of a runner group. The labels for the standard GitHub-hosted runners are shown in the following tables.

# All this stuff actually has to run on a real machine. Two choices

- GH hosted runners: <https://docs.github.com/en/actions/writing-workflows/choosing-where-your-workflow-runs/choosing-the-runner-for-a-job>
- Self-hosted runners: <https://docs.github.com/en/actions/writing-workflows/choosing-where-your-workflow-runs/choosing-the-runner-for-a-job>

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31             base: ${{ github.event.repository.default_branch }}  
32             head: HEAD  
33             extra_args: --debug --only-verified
```

Look at config  
info for tool  
you're using



# TruffleHog Github Action

## General Usage

```
on:
  push:
    branches:
      - main
  pull_request:

  jobs:
    test:
      runs-on: ubuntu-latest
      steps:
        - name: Checkout code
          uses: actions/checkout@v4
          with:
            fetch-depth: 0
        - name: Secret Scanning
          uses: trufflesecurity/trufflehog@main
          with:
            extra_args: --results=verified,unknown
```



In the example config above, we're scanning for live secrets in all PRs and Pushes to `main`. Only code changes in the referenced commits are scanned. If you'd like to scan an entire branch, please see the "Advanced Usage" section below.

## Shallow Cloning

If you're incorporating TruffleHog into a standalone workflow and aren't running any other CI/CD tooling alongside TruffleHog, then we recommend using [Shallow Cloning](#) to speed up your workflow. Here's an example for how to do it:

## 🔗 Advanced Usage: Scan entire branch

```
- name: scan-push
  uses: trufflesecurity/trufflehog@main
  with:
    base: ""
    head: ${{ github.ref_name }}
    extra_args: --results=verified,unknown
```



**When you're working on your projects,  
*documentation is your best friend.***

Learn how your tools work. Don't just learn incantations.

```
^--  
35         .-tests:  
36     runs-on: ubuntu-latest  
37     name: Run           checks and tests  
38     steps:  
39  
40         - name: Check out repo  
41             uses: actions/checkout@v4  
42             with:  
43                 fetch-depth: 1  
44  
45         - name: Install packages  
46             working-directory: ./  
47             run: npm ci  
48  
49         - name: Code generation  
50             working-directory: ./  
51             run: npm run compile  
52  
53         - name: Run linter  
54             working-directory: ./  
55             run: npm run lint  
56  
57         - name: Build  
58             working-directory: ./  
59             run: npm run build  
60  
61         - name: Run |      tests  
62             working-directory: ./  
63             run: npm test  
64  
65         - name: Code coverage  
66             working-directory: ./
```

# CI for a large product is much more complex. How/why?

# Last 10-15 minutes: P1 checkins