Common Techniques for Testing Code



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Overview



Dependency injection

Test doubles

Best practices



Getting a little taste for TDD techniques...



Dependency Injection

The Testing Problem

```
class Greeter {
    nameService: NameService;
    constructor() {
                                        Dependency
        this.nameService = new NameService();
    sayHello(): string {
        return `Hello, ${this.nameService.getName()}`;
```

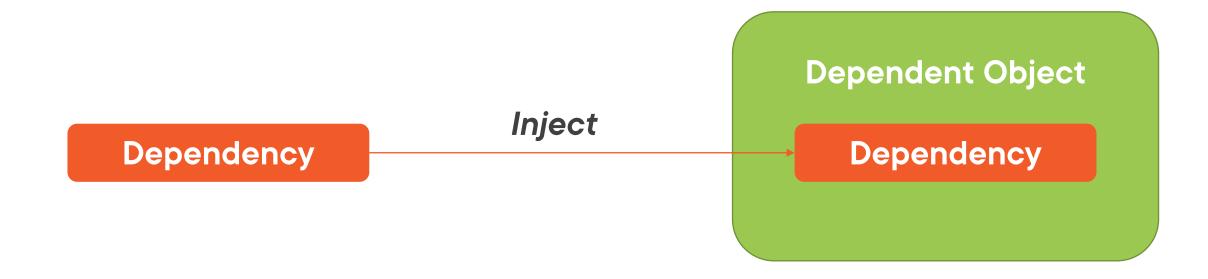
What if we want this to fail?



What Is Dependency Injection?

In software engineering, dependency injection is a technique whereby one object supplies the dependencies of another object.

- A dependency is an object that can be used.
- An *injection* is the passing of a dependency to a dependent object that would use it.





Dependency Injection Mechanisms

Constructor (or Method) Injection

Providing dependencies through a class constructor or method.

Property/Setter Injection

Using a property or setter method to inject a dependency.



Constructor Injection

```
class Greeter {
  nameService: NameService;

constructor(nameService) {
   this.nameService = nameService;
}

sayHello(): string {
   return `Hello, ${this.nameService.getName()}`;
}
```

Test

```
class BadNameService {
  getName(): string {
    throw new Error('Could not get name');
  }
}
```

```
var service = new BadNameService();
var greeter = new Greeter(service);
expect(() => greeter.sayHello()).toThrow();
```



Is Dependency Injection Only for Object-oriented Programming?

```
function getName() {
  return "Jason";
}

function greet() {
  return `Hello, ${getName()}`;
}

greet();
//=> Hello, Jason
```

```
function greet(getName) {
  return `Hello, ${getName()}`;
}

greet(() => {
  return "Jason";
});
//=> Hello, Jason
```

Higher-Order Functions

Trade-offs of Dependency Injection

Self-contained Code

Dependency-injected Code







Harder to Understand

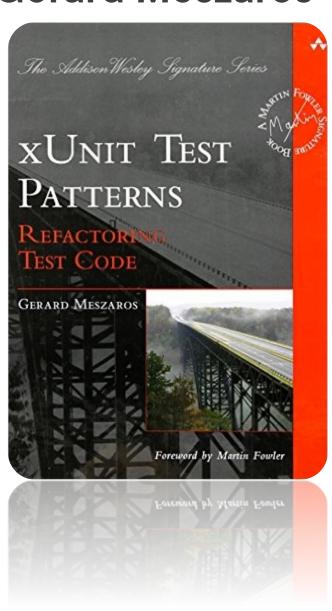




Test Doubles

Test Doubles

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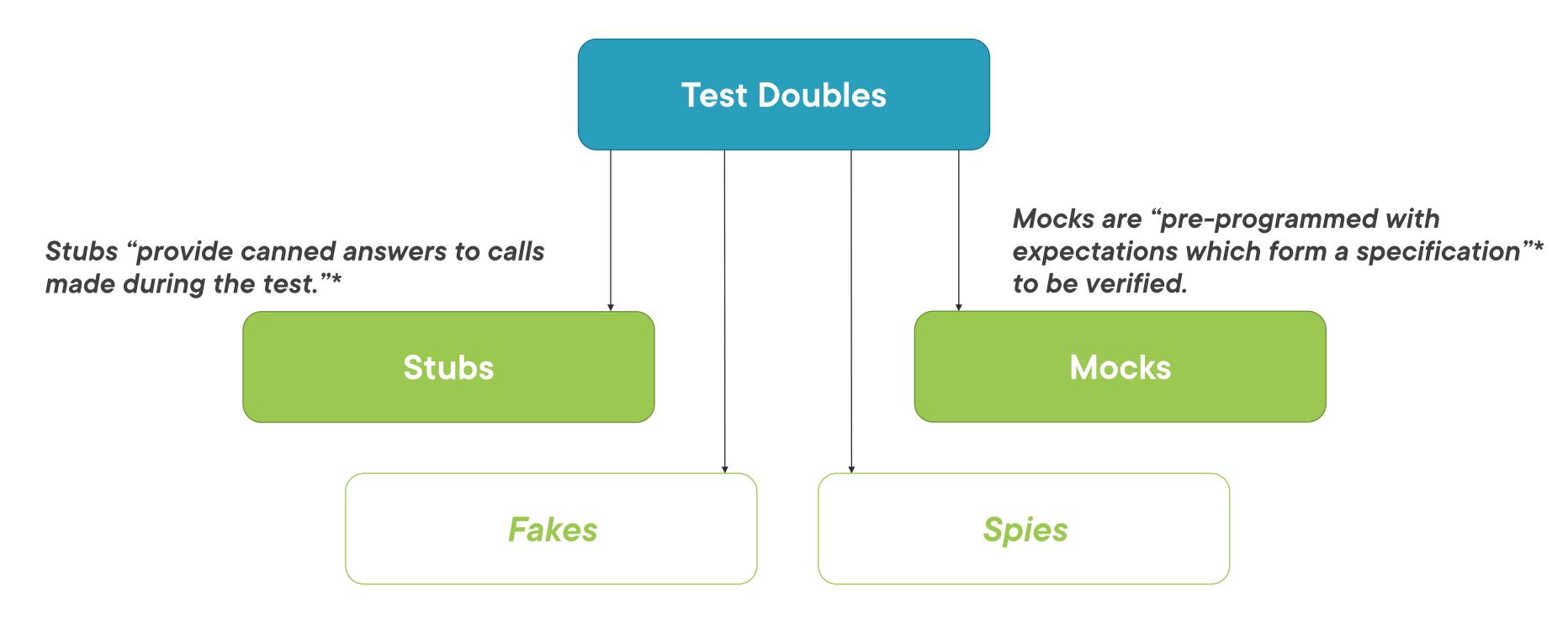


Test Double is a "generic term for any kind of pretend object used in place of a real object for testing purposes."

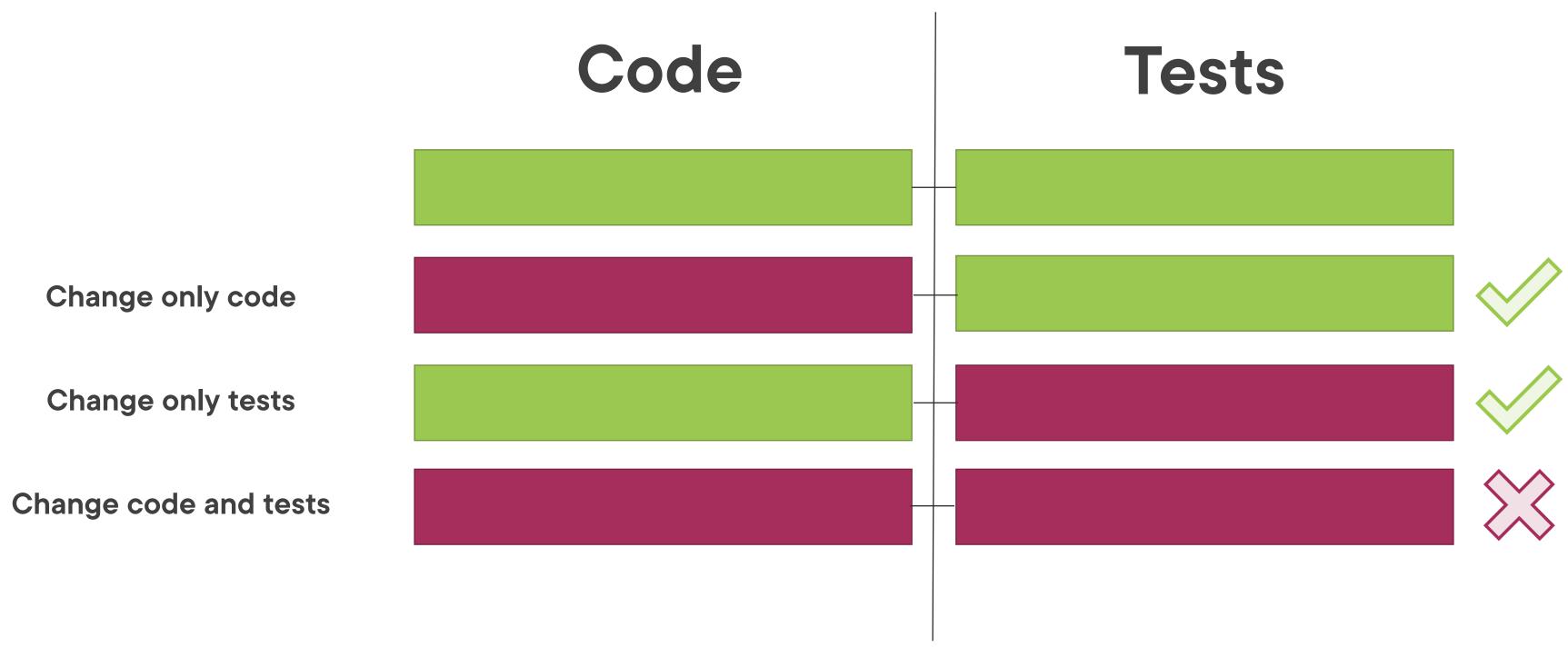
Martin Fowler martinfowler.com/articles/mocksArentStubs.html



Types of Test Doubles



Brittle Code



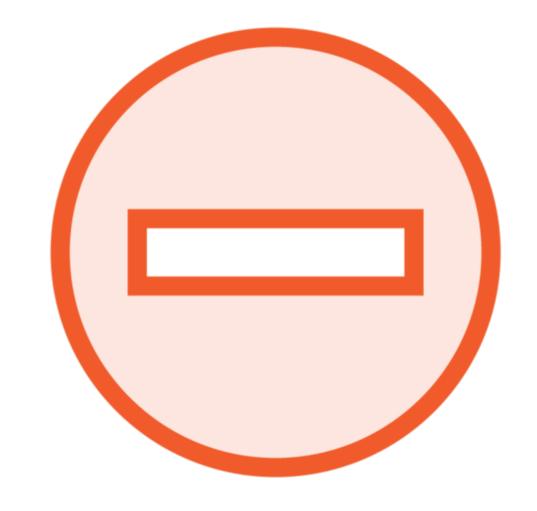
Testing Best Practices



Treat Test Code Like Production Code



Write readable and maintainable test code



Address both positive and negative test cases



Separate common set-up and teardown logic



Focus Only on Necessary Values and Results



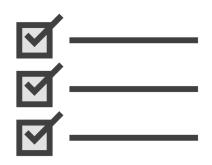
Review Tests and Test Practices with Team



Effective techniques



Catching bad habits



Common challenges



Leave the Code Better Than You Found It



Summary



Dependency injection

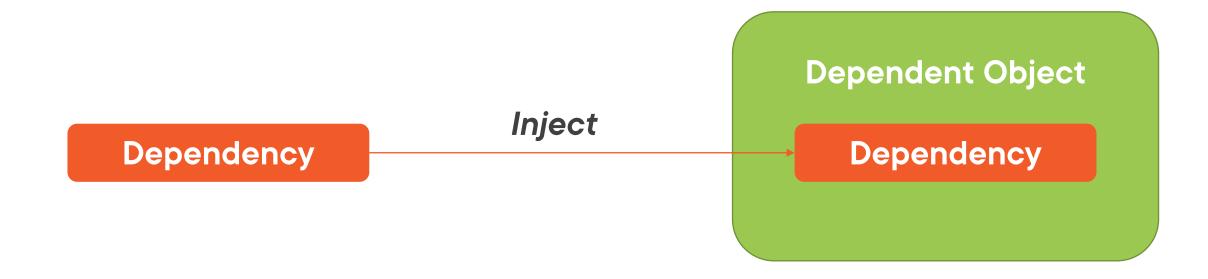
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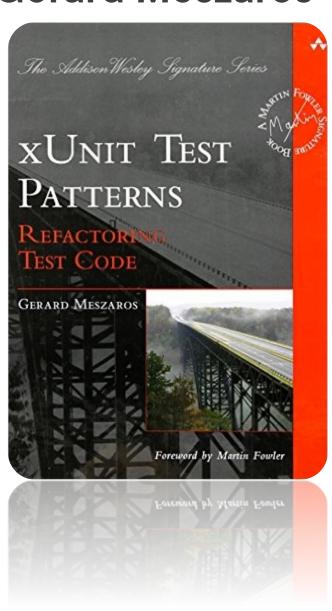
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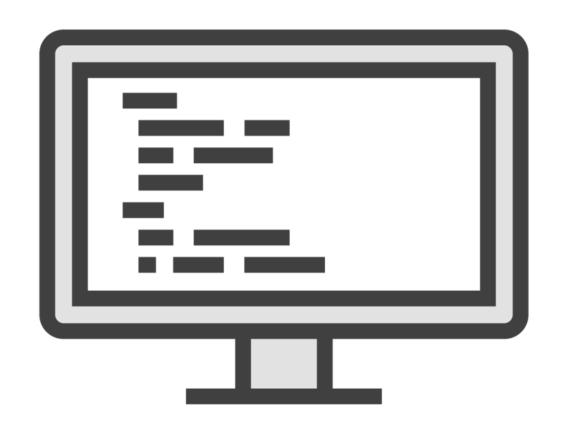
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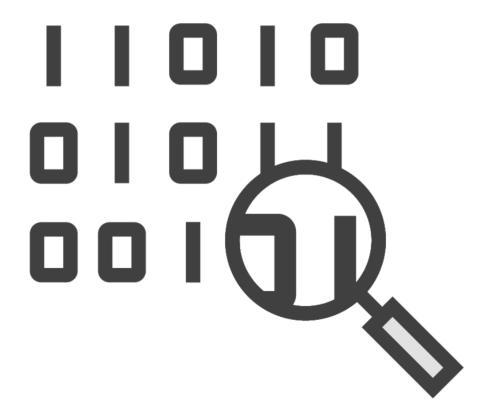
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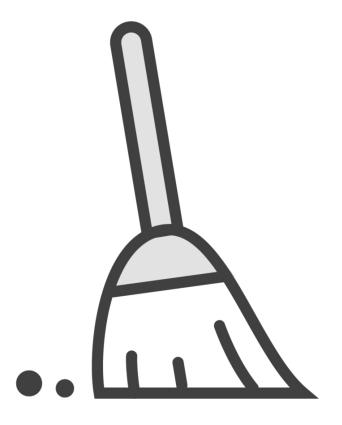
Best Practices



Treat test code like production code



Focus only on necessary values and results



Leave the code better than you found it

