Unit Testing and Test Driven Development

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Unit Testing overview

- Importance of unit testing in software development.
- Writing effective unit tests using python's testing frameworks.
- Incorporating test-driven development principles



Software Review Overview

• Verification: Formal proof that a program is correct.

Tedious to do by hand, and automated tool support for verification is still an active area of research.

- Code review: Having somebody else carefully read your code, and reason informally about it, can be a good way to uncover bugs. It's much like having somebody else proofread an essay you have written.
- <u>Testing</u>: Running the program on carefully selected inputs and checking the results.

User Inputs? Logic errors? Hardware bugs?



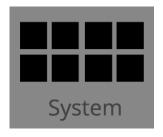
Types of Tests



Unit Test: Isolated method, function or component.



Integration Test: Combined Unit Tests tested as a group.



System (Smoke) Testing: Tests the entire system as a whole to verify that critical functionalities work.

Python Testing Frameworks

unittest: A testing framework included in the Python standard library. It provides a basic set of tools for writing and executing tests.

pytest: A popular and powerful third-party testing framework. It encourages test-driven development (TDD) and provides features like fixtures and parameterized testing.

doctest: A testing framework that allows you to embed tests within docstrings, making it useful for creating documentation that also serves as executable test cases.



Writing a Unit Test

- **Arrange**: prepare for test, preparing objects, starting or killing services, entering records.
- Act: action that we would like to test, function or process.
- Assert: checking the result state to see if it matches expectations.
 Look at output and make judgment
- **Cleanup**: cleanup tests so other downstream tests aren't influenced by results or attributes.

Running pytest

```
# content of test_sample.py
def func(x,y):
    "division function"
    return x / y

def test_answer():
    "Test Division Function"
    assert func(5,5) == 1
```

Just type >> pytest in prompt

Assert is True, the test passes!



Running pytest

```
# content of test_sample.py
def func(x,y):
    "division function"
    return x / y

def test_answer():
    "Test Division Function"
    assert func(5,4) == 1
```

Assert is False, the test fails!



Any "test_" function will be recognized by pytest automatically

```
# content of test_sample.py
def func(x,y):
    "division function"
    return x / y

def func2(x,y):
    "addition function"
    return x+y

def test_answer():
    "Test Division Function"
    assert func(5,5) == 1

def test_answer2():
    "Test addition function"
    assert func2(5,4) == 8
```



Parameterization in tests

• Test multiple parameters at once using *pytest* parameterize

```
import pytest

# content of test_sample.py

def addition(x,y):
    "addition function"
    return x+y

@pytest.mark.parametrize("a, b", [(1,5), (2,6), (3,7), (4,8)])

def test_addition(a,b):
    "Test addition function"
    assert addition(a,4) == (b)
```



Fixtures in pytest

A way to set up and clean up things before and after running tests.

They help avoid repeating setup code in multiple tests.

Why Use Fixtures?

- Avoid duplicating setup code in every test.
- Keep test files clean and readable.
- Automatically clean up after tests run.



Fixtures in pytest

Example: Using a pytest Fixture

Let's say we have a simple Calculator class:

```
python

class Calculator:
    def add(self, a, b):
        return a + b

def subtract(self, a, b):
    return a - b
```

Without a Fixture (Repeated Setup Code)

Each test creates a Calculator instance separately:

```
import pytest
from calculator import Calculator

def test_add():
    calc = Calculator() # Repeating setup code
    assert calc.add(2, 3) == 5

def test_subtract():
    calc = Calculator() # Repeating setup code
    assert calc.subtract(5, 3) == 2
```

Fixtures in pytest

Example: Using a pytest Fixture

Let's say we have a simple Calculator class:

```
class Calculator:
    def add(self, a, b):
        return a + b

def subtract(self, a, b):
    return a - b
```

- 1. The @pytest.fixture decorator marks calculator() as a fixture.
- 2. Each test that needs a Calculator automatically receives it as an argument.
- 3. No need to manually create a Calculator object in every test.
- 4. pytest handles the fixture—it runs before each test and provides the setup object.

Using a pytest Fixture

Instead of creating a Calculator instance in each test, we define a fixture:

```
import pytest
from calculator import Calculator

@pytest.fixture
def calculator():
    """Fixture that provides a Calculator instance"""
    return Calculator()

def test_add(calculator):
    assert calculator.add(2, 3) == 5

def test_subtract(calculator):
    assert calculator.subtract(5, 3) == 2
```



Key Binding Test in PyCalc Exercise

conftest.py

```
import pytest
@pytest.fixture(scope="session")
def qt():
    from PyQt5.QtWidgets import QApplication
    calc = QApplication([])
    yield calc
    calc.exit()
@pytest.fixture(scope="session")
def view(qt):
    from pycalc.view import PyCalcUi
    yield PyCalcUi()
@pytest.fixture(scope="session")
def model():
    from pycalc.model import evaluateExpression
    yield evaluateExpression
@pytest.fixture(scope="session")
def controller(model, view):
    from pycalc.controller import PyCalcCtrl
    yield PyCalcCtrl(model, view)
```

test_controller.py

```
def test_returnSignal(controller):
    """Tests the Return key binding interface to our Qt display widget."""
    from PyQt5 import QtCore, QtGui

    controller._view.setDisplayText("1+2")
    event = QtGui.QKeyEvent(
        QtCore.QEvent.KeyPress, QtCore.Qt.Key_Enter, QtCore.Qt.NoModifier
    )
    controller._view.display.keyPressEvent(event)
    assert controller._view.displayText() == "3"
```

Fixtures → conftest.py

Yield keyword to free resources after test.



What is yield doing?

```
@pytest.fixture(scope="session")
def qt():
    from PyQt5.QtWidgets import QApplication
    calc = QApplication([])

    yield calc

    calc.exit()

TEARDOWN: free your resources
```

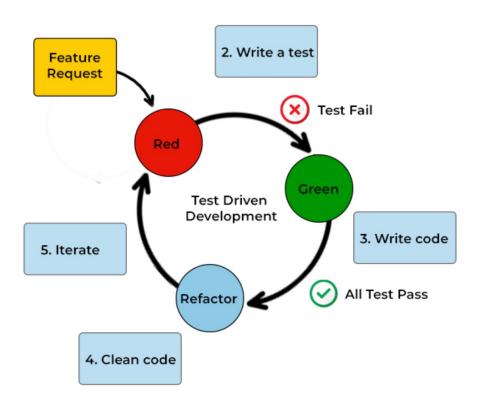


Unit Testing Best Practices

- Unit test cases should be independent.
- Test only one code or component at a time.
- Clear and consistent naming conventions.
- Fix bugs before moving on!
- "Test as you code" → Write you tests while the idea is still fresh.



Testing-Driven Development/Deployment





Conclusions

- Writing tests are useful for making sure code is functioning properly and removing bugs during development
- Pytest is a useful framework for setting up tests

Exercise

Install pytest in environment using pyproject.toml

pip install –e .[dev] or pip install –e ".[dev]" on Mac

- Write a unit test to test _calculateResult function in controller.py
- If time is remaining, parameterize the test for _calculateResult

