

# CONCEPTS OF PROGRAMMING

MODULE 5  
MPCS 50101

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# REGULAR EXPRESSION

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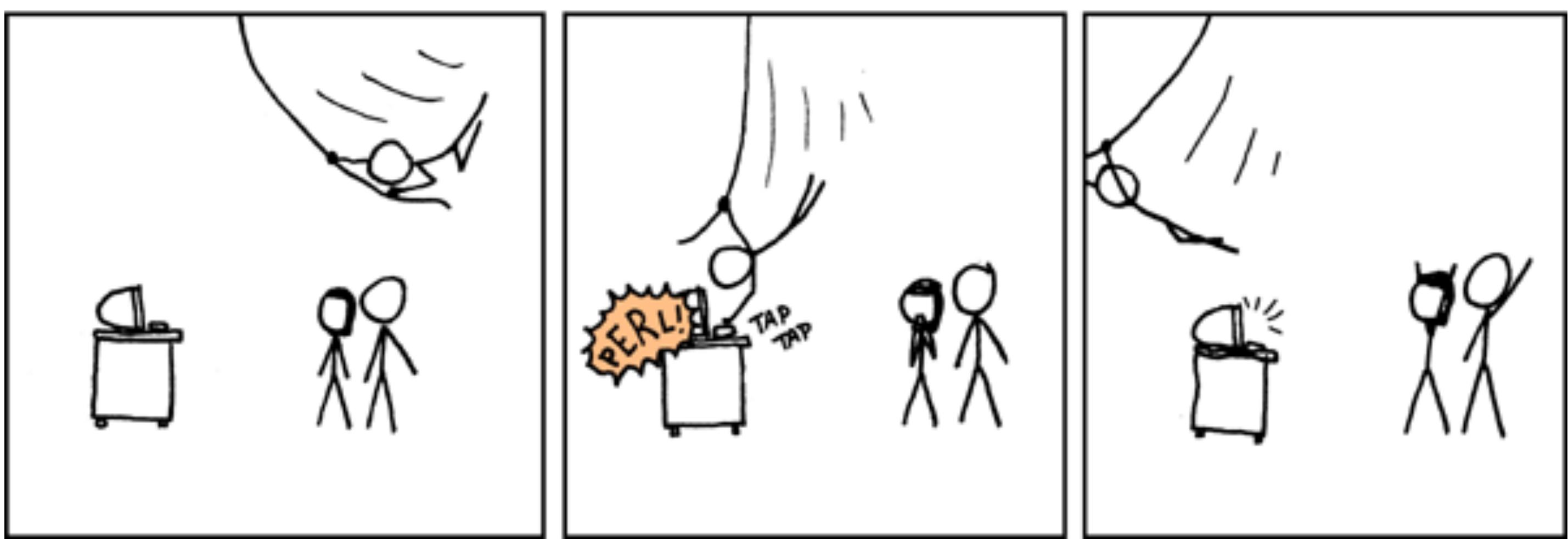
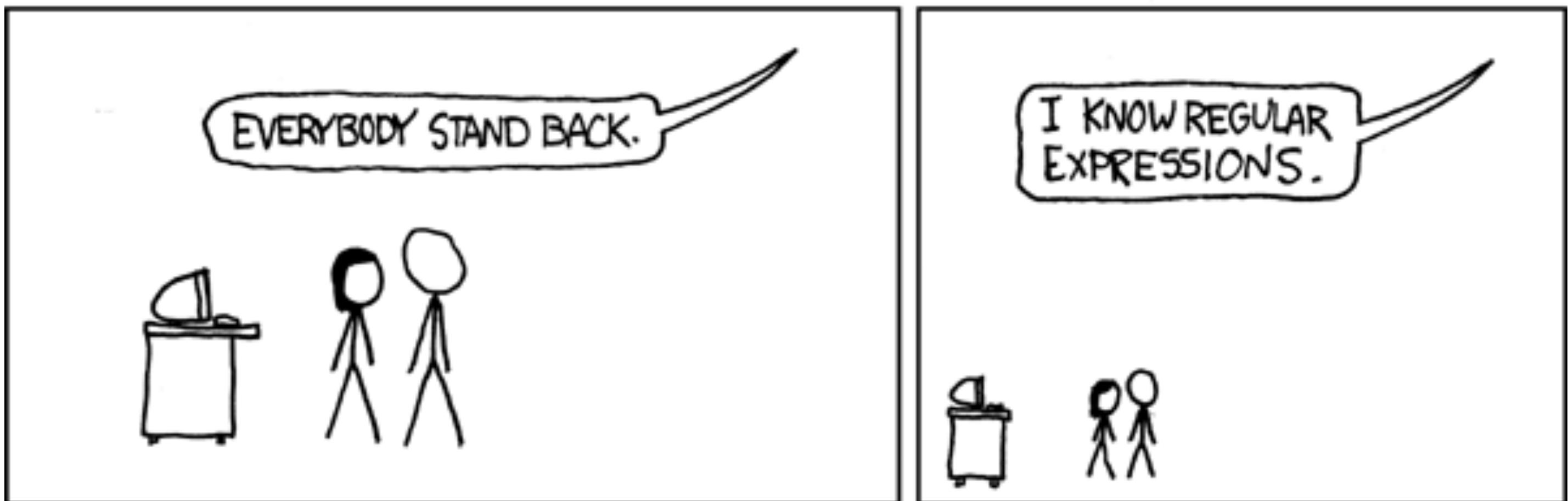
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# REGULAR EXPRESSION

- Regular expression
  - “regex” or “regexp”
  - Concise and flexible means for matching strings of text, such as particular characters, words, or patterns of characters
  - Sometimes “too concise” and “too flexible”

# REGULAR EXPRESSION

- Many will use regex
- Few will master (or need to)



# REGULAR EXPRESSION

- A regular expression is written in a formal language that can be interpreted by a regular expression processor
  - Other languages support regular expression
  - Implementation details may differ slightly

# REGULAR EXPRESSION

- Match the string "abc"

abc

abcdefg

abcde

abc

# REGULAR EXPRESSION

- Match the number "1"

1

abc123xyz

define "123"

var g = 123;

# REGULAR EXPRESSION

- Match the number "123"

123

abc123xyz

define "123"

var g = 123;

# REGULAR EXPRESSION

- Match a single number "\d"
  - Matches first instance

\d

abc**1**23xyz

define "123"

var g = **123**;

# REGULAR EXPRESSION

- Match 3 numbers "\d{3}"

\d{3}

Match

abc**123**xyz

Match

define "123"

Match

var g = **123**;

# REGULAR EXPRESSION

- Match more than 1 members of the following set "[19876542]+"

[19876542]+

abc123xyz

define "123"

var g = 123;

# REGULAR EXPRESSION

^	Matches the <b>beginning</b> of a line
\$	Matches the <b>end</b> of the line
.	Matches <b>any character</b>
\s	Matches <b>whitespace</b>
\S	Matches any <b>non-whitespace</b> character
*	<b>Repeats</b> a character zero or more times
*?	<b>Repeats</b> a character zero or more times (non-greedy)
+	<b>Repeats</b> a character one or more times
+?	<b>Repeats</b> a character one or more times (non-greedy)
[aeiou]	Matches a single character in the listed <b>set</b>
[^XYZ]	Matches a single character <b>not in</b> the listed <b>set</b>
[a-z0-9]	The set of characters can include a <b>range</b>
(	Indicates where string <b>extraction</b> is to start
)	Indicates where string <b>extraction</b> is to end



# REGULAR EXPRESSION

PARSE CALENDAR DATA

```
^(?:(?:0?[13578]|1[02])(\V|-|\.)31)\1|(?:(?:0?[13-9]|1[0-2])(\V|-|\.) (?:(29|30)\2))(?:(?:1[6-9]|2-9]\d)?\d{2})$|^(:0?2(\V|-|\.)29\3(?:(?:1[6-9]|2-9]\d)?(:0[48]|[2468][048]| [13579][26])|(?:(?:16|[2468][048]| [3579][26])00))))$|^(:0?[1-9])|(:1[0-2]))(\V|-|\.)(?:0?[1-9]|1\d|2[0-8])\4(?:(?:1[6-9]|2-9]\d)?\d{2})$
```

# REGULAR EXPRESSION

# RFC822 EMAIL ADDRESS

# REGULAR EXPRESSION

- Before you can use regular expressions in your program, you must import the library using  
**import re**

```
#  
# · Secret · Labs · Regular · Expression · Engine  
#  
# · re-compatible · interface · for · the · sre · matching · engine  
#  
# · Copyright · (c) · 1998–2001 · by · Secret · Labs · AB. · · All · rights · reserved.  
#  
# · This · version · of · the · SRE · library · can · be · redistributed · under · CNRI's  
# · Python · 1.6 · license. · · For · any · other · use, · please · contact · Secret · Labs  
# · AB · (info@pythonware.com).  
#  
# · Portions · of · this · engine · have · been · developed · in · cooperation · with  
# · CNRI. · · Hewlett-Packard · provided · funding · for · 1.6 · integration · and  
# · other · compatibility · work.  
#  
r""""Support · for · regular · expressions · (RE).  
  
This · module · provides · regular · expression · matching · operations · similar · to  
those · found · in · Perl. · · It · supports · both · 8-bit · and · Unicode · strings; · both  
the · pattern · and · the · strings · being · processed · can · contain · null · bytes · and  
characters · outside · the · US · ASCII · range.  
  
Regular · expressions · can · contain · both · special · and · ordinary · characters.  
Most · ordinary · characters, · like · "A", · "a", · or · "0", · are · the · simplest  
regular · expressions; · they · simply · match · themselves. · · You · can  
concatenate · ordinary · characters, · so · last · matches · the · string · 'last'.
```

The · special · characters · are:

# REGULAR EXPRESSION

```
import re

saying = "One fish, two fish, red fish blue fish. This one has a
little star, this one has a little car. Say, what alot of fish
there are."

if re.search('fish', saying):
    print("Found the fish")

# Return an array
print((re.findall('fish', saying)))
```

# REGULAR EXPRESSION

- You can use `re.search()` to see if a string matches a regular expression
  - Similar to `find()` in strings

```
if re.search('fish', saying):  
    print("Found the fish")
```

```
match = re.search("abc", "abcdefghijkl")  
print(match)
```

```
>> <re.Match object; span=(0, 3),  
match='abc'>
```

# REGULAR EXPRESSION

- **re.findall()** to extract portions of a string that match your regular expression

```
import re

saying = "One fish, two fish, red fish
blue fish. This one has a little star,
this one has a little car. Say, what
alot of fish there are."

if saying.find('wish'):
    print "Found it"

if re.search('fish', saying):
    print "Found the fish"

# Return all matches
print re.findall('fish', saying)
# >> ['fish', 'fish', 'fish', 'fish',
'fish']
```

# REGULAR EXPRESSION

```
import re
saying = "One fish, two fish, red fish blue fish. This one
has a little star, this one has a little car. Say, what a lot
of fish there are."

# Multiple match
match = re.findall('fish', saying)
if match:
    print(("Found:", match))
else:
    print("Didn't find it")
```

# REGULAR EXPRESSION

```
import re
```

*#In raw string literals, backslashes have no special meaning as an escape character. This is useful for writing strings that contain a lot of backslashes. Not having to escape each backslash makes the string more readable.*

```
str = r'\User\timothy\files'  
match = re.search(r'\\timothy', str)
```

```
# If-statement after search() tests if it succeeded  
# results are in the .group()  
if match:  
    print('found', match.group())  
else:  
    print('did not find')
```

# REGULAR EXPRESSION

```
## Search for pattern 'iii' in string 'piiig'.
## All of the pattern must match, but it may appear
## anywhere.
## On success, match.group() is matched text.
```

```
match = re.search(r'iii', 'piiig')
# found, match.group() == "iii"
```

```
match = re.search(r'igs', 'piiig')
# not found, match == None
```

# REGULAR EXPRESSION

```
## . = any char but \n
match = re.search(r'..g', 'piiig')

# => found, match.group() == "iig"
```

# REGULAR EXPRESSION

```
## Matching digits or characters  
## \d = digit char,  
## \w = word char
```

```
match = re.search(r'\d\d\d', 'p123g') => found,  
match.group() == "123"
```

```
match = re.search(r'\w\w\w', '@@abcd!!') => found,  
match.group() == "abc"
```

# REGULAR EXPRESSION

```
match = re.search(r'\d\d\d', 'p123g')
print match.group() # "123"
```

```
# Greedy match
match = re.search(r'\d+', 'p123g')
print match.group() # "123"
```

```
match = re.search(r'\d{5}', 'p123456789g')
print match.group() # "12345"
```

```
match = re.search(r'\w\w\w', '@@abcd!!!')
print match.group() # 'abc'
```

```
match = re.search(r'\w{4}', '@@abcd!!!')
print match.group() # 'abcd'
```

```
match = re.search(r'(\d\w){3}', '1a2a3a4a5a')
print match.group() # 1a2a3a
```

# REGULAR EXPRESSION

```
import re

regex = r"([a-zA-Z]+) (\d+)"
match = re.search(regex, "June 24")
```

```
print(("Match at index %s, %s" % (match.start(), match.end())))
```

```
# So this will print("June 24"
print(("Full match: %s" % (match.group(0))))
```

```
# So this will print("June"
print(("Month: %s" % (match.group(1)))))
```

```
# So this will print("24"
print(("Day: %s" % (match.group(2)))))
```

GROUP CAN CONTAIN  
MORE THAN A SINGLE  
RESULT

GROUPS ()

GROUP 1 MATCH

GROUP 2 MATCH

# REGULAR EXPRESSION



Regex**One**



Interactive Tutorial



References & More

## Lesson 1½: The 123s

Characters include normal letters, but digits as well. In fact, numbers 0-9 are also just characters and if you look at an [ASCII table](#), they are listed sequentially.

Over the various lessons, you will be introduced to a number of special metacharacters used in regular expressions that can be used to match a specific type of character. In this case, the character `\d` can be used in place of **any digit from 0 to 9**. The preceding slash distinguishes it from the simple `d` character and indicates that it is a metacharacter.

Below are a few more lines of text containing digits. Try writing a pattern that matches all the digits in the strings below and notice how your pattern matches anything within the

[HTTPS://REGEXONE.COM/LESSON/INTRODUCTION\\_ABCS](https://REGEXONE.COM/LESSON/INTRODUCTION_ABCS)

# UNIT TESTING

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## UNIT TESTING

- Method by which individual units of source code, sets of one or more computer program modules together with associated control data, usage procedures, and operating procedures, are tested to determine if they are fit for use

Please

**DO NOT  
DISTURB!  
TESTING IN  
PROGRESS**

# UNIT TESTING

- Code that runs to check the validity of other code



# UNIT TESTING

REQUIRES SOME UPFRONT WORK, BUT  
PAYS OFF IN THE END

- Unit testing is a method to help you write more robust code
  - Proves that code works the way you think it should
  - Protect against future changes
  - Makes you think about what can go wrong
  - Simplify the write, try, edit, fix, write, try, edit, fix, cycle
  - Documents how the code is used

# UNIT TESTING

- Proves that code works the way you think it should

```
def sum(x,y):  
    total = x + y  
    return total
```

sum(1,3) == 4 

sum(1,2) != 4 

# UNIT TESTING

- Makes you think about what can go wrong

```
def sum(x,y):  
    total = x + y  
    return total
```

sum("hello", "world") == "hello world" 

sum("hello", 3) 

# UNIT TESTING

- Simplify the write, try, edit, fix, write, try, edit, fix, cycle
- Documents how the code is used

```
def sum(x,y):  
    total = x + y  
    return total
```

```
sum(1,3) == 4 👍
```

```
sum(10,10) == 20 👍
```

```
sum("hello","world") == "hello world" 👍
```

# UNIT TESTING

- Protect against future changes

```
def sum(x,y):  
    x = int(x)  
    y = int(y)  
    total = x + y  
    return total
```

sum(1,3) == 4 

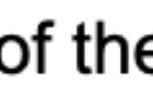
sum(10,10) == 20 

sum("hello","world") == "hello world" 

# UNIT TESTING

- Python testing frameworks automate testing code
- Separate programs and tools that run alongside your code

## Unit Testing Tools

Tool	Category	Author	Part of	Claim to fame
 <a href="#">unittest</a>	unit testing	 Steve Purcell	 Python standard lib	first unit testing people far reuse via
 <a href="#">doctest</a>	unit testing	 Tim Peters	 Python standard lib	copy and themselves Django's a
 <a href="#">pytest</a>	unit testing	 Holger Krekel	It used to be named py.test which was part of the  pylib. Standalone now.	no API!; auto fixture/stan_customize
 <a href="#">nose</a>	unittest extensions	 Jason Pellerin		unit test fr an alterna mimic the too much are also m
 <a href="#">testify</a>	unittest extensions	 Yelp team		unit test fr buckets fo with lots o

# UNIT TESTING

- Most popular
  - Unittest
  - Nose
  - pytest

## Unit Testing Tools

Tool	Category	Author	Part of	Claim to fame
unittest	unit testing	Steve Purcell	Python standard lib	first unit testing people far reuse via
doctest	unit testing	Tim Peters	Python standard lib	copy and themselves Django's a
py.test	unit testing	Holger Krekel	It used to be named py.test which was part of the pylib. Standalone now.	no API!; auto fixture/standalone customization
nosetests	unittest extensions	Jason Pellerin		unit test framework an alternative mimic the too much are also m
pytest	unittest extensions	Yelp team		unit test framework buckets for with lots o
Extension				

PART OF PYTHON USED TO TEST THE LANGUAGE

# PYTEST

# PYTEST

- Easy to use
- Scalable
- Detailed info on failing assert statements
- Auto-discovery of test modules and functions
- Support Python 2 and 3
- Rich plugin architecture



pytest

# PYTEST

1 == 1

True

# PYTEST

10 != 2

True

# PYTEST

10 > 100

False

# PYTEST

10 >= 10

True

# PYTEST

"cat" in "catalog" True

# PYTEST

1 == 1	True
10 != 2	True
10 > 100	False
10 >= 10	True
"cat" in "catalog"	True

# PYTEST

```
assert 1 == 1          True
assert 10 != 2         True
assert 10 > 100        False
assert 10 >= 10        True
assert "cat" in "catalog" True
```

# PYTEST

```
# Should be installed as part of anaconda, but just in  
# case
```

```
pip install pytest
```

# PYTEST

```
543 % pytest
=====
test session starts
=====
platform darwin -- Python 3.7.5, pytest-5.3.2, py-1.8.1, pluggy-0.13.1
rootdir: /Users/tabinkowski/Google Drive/g-Teaching/uchicago.codes/uchicago.codes-
courses/mpcs50101/mpcs50101-2020-winter/mpcs50101-2020-winter-coursework/assignment-3
plugins: astropy-header-0.1.1, arraydiff-0.3, remotedata-0.3.2, openfiles-0.4.0,
doctestplus-0.5.0, hypothesis-4.54.2
collected 0 items
```

# PYTEST

calculator.py

```
def add(x,y):  
    total = x + y  
    return total
```

test\_calculator.py

```
import calculator  
  
def test_add():  
    assert calculator.add(1,3) == 4
```

MAKE ASSERTIONS THAT  
WE KNOW ARE TRUE

# PYTEST

PYTEST

```
2 import pytest
3
4     ✓ Run Test | ✓ Debug Test
5 def test_add():
6     assert calculator.add(1,3) == 4
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

3: Python

+

```
(base) 1-simple-testing$ pytest
===== test session starts =====
platform darwin -- Python 3.7.5, pytest-5.3.2, py-1.8.1, pluggy-0.13.1
rootdir: /Users/tabinkowski/Google Drive/g-Teaching/uchicago.codes/uchicago.codes-courses/mpcs50101/mpcs50101-2020-winter/mpcs50101-2020-winter-sessions/2020-session-5/1-simple-testing
plugins: astropy-header-0.1.1, arraydiff-0.3, remotedata-0.3.2, openfiles-0.4.0, doctestplus-0.5.0, hypothesis-4.54.2
collected 3 items

test_calculator.py ...

===== 3 passed in 0.02s =====
(base) 1-simple-testing$
```

[100%]

# PYTEST

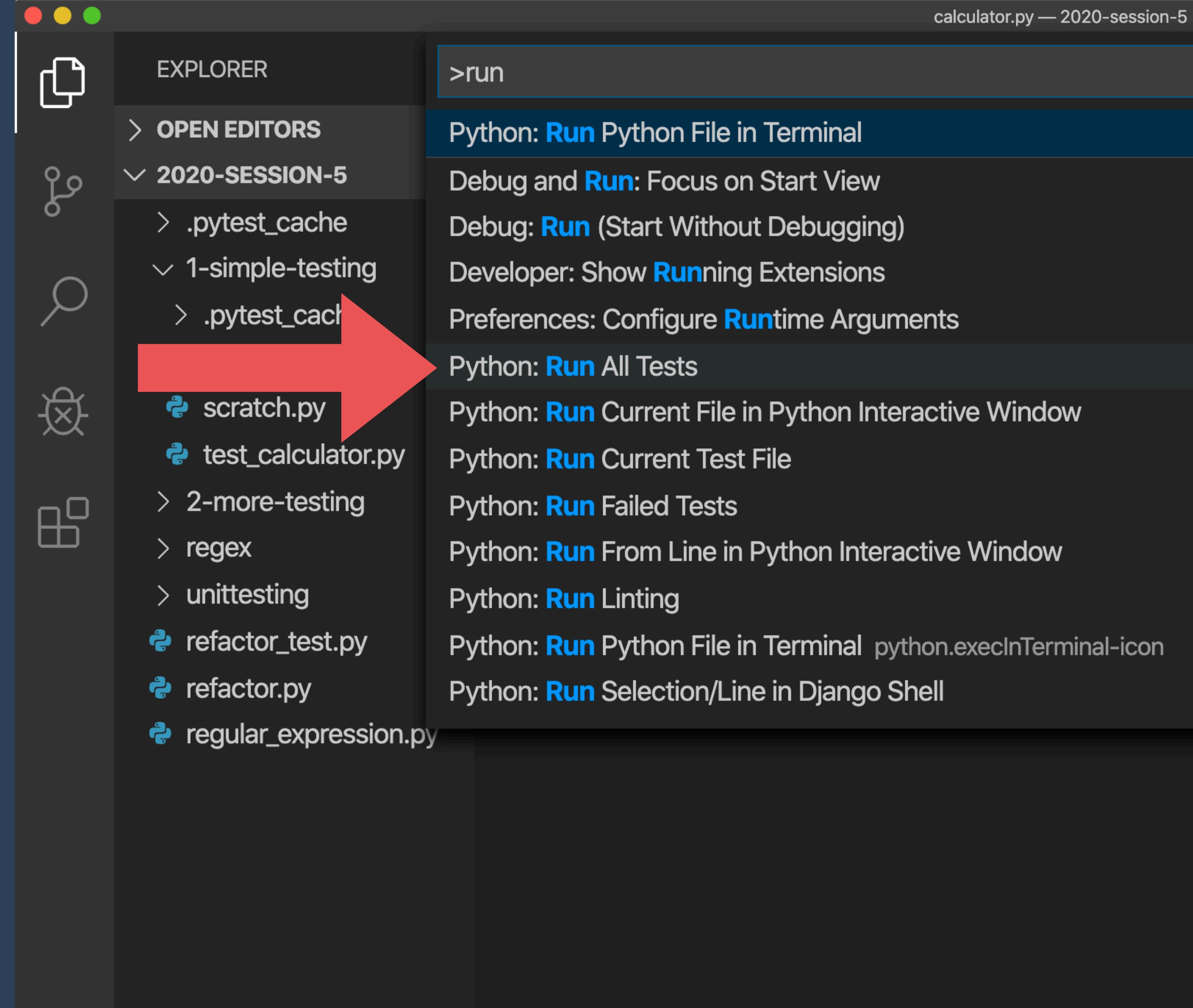
# PYTEST

```
# pytest runs on files following naming conventions  
pytest test_*.py  
pytest tests/  
pytest -k test_name  
# many more options ...
```

# TESTING IN VS CODE

# TESTING IN VS CODE

- Enable testing in VSCode
- CMD-Shift-P > Run All Test



# TESTING IN VS CODE

- Enable testing framework

The screenshot shows the Visual Studio Code interface with the following details:

- Explorer View:** Shows a tree structure of files in the "2020-SESSION-5" folder, including `.pytest_cache`, `calculator.py`, `scratch.py`, `test_calculator.py`, `2-more-testing`, `regex`, `unittesting`, `refactor_test.py`, `refactor.py`, and `regular_expression.py`.
- Code Editors:** Two editors are open:
  - `calculator.py` contains Python functions `add` and `subtract` with their respective docstrings and logic.
  - `test_calculator.py` contains test cases for the `calculator` module.
- Terminal:** The terminal window shows the output of a test run:

```
test_calculator.py:7:
-----
x = 10, y = 3

def subtract(x, y):
    """Subtract a number from a number"""
    total = x - y
>     return result
E     NameError: name 'result' is
```

A red arrow points from the terminal output towards the status bar message.

A tooltip in the bottom right corner of the terminal area says: **No test framework configured (unittest, pytest or nosetest)** and **Enable and configure a Test Framework**.

- Status Bar:** Shows the Python version (`Python 3.7.5 64-bit ('anaconda3': virtualenv)`), file statistics (`0 △ 0`), and system information (`Ln 10, Col 18 Spaces: 4 UTF-8 LF Python`).

# TESTING IN VS CODE

calculator.py — 2020-session-5

Select a test framework/tool to enable

unittest Standard Python test framework  
<https://docs.python.org/3/library/unittest.html>

pytest pytest framework  
<http://docs.pytest.org/>

nose nose framework  
<https://nose.readthedocs.io/>

```
7 def subtract(x, y):
8     """Subtract a number from a number"""
9     result = x - y
10    return result
```

EXPLORER

> OPEN EDITORS

✓ 2020-SESSION-5

- > .pytest\_cache
- ✓ 1-simple-testing
- > .pytest\_cache
- calculator.py
- scratch.py
- test\_calculator.py
- > 2-more-testing
- > regex
- > unittesting
- refactor\_test.py
- refactor.py
- regular\_expression.py

# TESTING IN VS CODE

A screenshot of the Visual Studio Code (VS Code) interface. The title bar at the top displays "TESTING IN VS CODE". Below the title bar, the main workspace shows a dark-themed code editor with some code snippets. On the left side, there's a sidebar with icons for "OUTLINE" and "PROBLEMS". The main menu bar includes "FILE", "EDITOR", "VIEW", "WORKSPACE", "REFRESH", "HELP", and "VS CODE". The bottom status bar shows "Python 3.7.5 64-bit ('anaconda3': virtualenv)" and other system information like "Ln 8, Col 5", "Spaces: 4", "UTF-8", "LF", "Python", and a smiley face icon.

The central part of the interface features a "TERMINAL" tab, which is currently active. The terminal window has a dark background and contains the text "1-simple-testing\$". A large red callout box with a white border and a white arrow points from the bottom right towards the "RUN TESTS" button in the terminal area. The "RUN TESTS" button is a white rectangular button with black text. The terminal also includes a tab bar labeled "1: bash" and a set of small icons for managing terminals.

# TESTING IN VS CODE

A screenshot of the Visual Studio Code (VS Code) interface. The title bar shows "test\_calculator.py — 2020-session-5". The left sidebar has icons for file, search, and other tools. The main editor area shows Python code:

```
1 import calculator
2
3 def test_add():
4     assert calculator.add(2, 3) == 4
5
6 def test_subtract():
7     assert calculator.subtract(10, 3) == 7
8
```

The cursor is at the start of the third line, "def test\_add():". A red callout bubble is positioned over the "def" keyword, containing the text "RUN TEST". To the left of the callout, there is a checkmark icon and the text "Run Test | Debug Test". The status bar at the bottom of the screen is visible.

# TESTING IN IDE

## TESTING PANE

```
1 import calculator
2
3     ✓ Run Test | ✓ Debug Test
4 def test_add():
5     assert calculator.add(1,3) == 4
6
7     ✓ Run Test | ✓ Debug Test
8 def test_subtract():
9     assert calculator.subtract(10,3) == 7
10
11    ! Run Test | ! Debug Test
12 def test_multiply():
13     assert calculator.multiply(10,3) == 7
14
```

# CALCULATOR TEST

# CALCULATOR TEST

- Calculator module
  - Add
  - Subtract
  - Divide
  - multiply

```
def add(x, y):  
    """Add two numbers"""  
    result = x + y  
    return result  
  
def subtract(x, y):  
    """Subtract a number from a number"""  
    result = x - y  
    return result  
  
def multiply(x, y):  
    """Multiply two numbers"""  
    result = x * y  
    return result  
  
def divide(x, y):  
    """Divide a number by a number"""  
    result = x / y  
    return result
```

# CALCULATOR TEST



```
import calculator
import pytest

def test_add():
    assert calculator.add(1,3) == 4
    assert calculator.add(10,10) == 20
    assert calculator.add(10,100) != 20
```

TEST THE  
NEGATIVE CASE

# CALCULATOR TEST



```
import calculator
import pytest

def test_add():
    assert calculator.add(1,3) == 4
    assert calculator.add(10,10) == 20
    assert calculator.add(10,100) == 20
```

FAIL

```
===== 1 failed, 3 passed, 1 warning in 0.04s =====
```

# CALCULATOR TEST



```
import calculator
import pytest

def test_multiply():
    assert calculator.multiply(10,3) == 30
    assert calculator.multiply(10,3) != 7
    assert calculator.multiply(0,3) == 0
```

# CALCULATOR TEST

```
import calculator
import pytest

def test_divide():
    assert calculator.divide(9, 3) == 3

    assert calculator.divide(9, 0) == ???
```

IF THIS HAPPENS  
WE GET AN  
ERROR,  
NOT AN  
INCORRECT  
VALUE

# CALCULATOR TEST

```
import calculator
import pytest

def test_divide():
    assert calculator.divide(9, 3) == 3
```

```
with pytest.raises(ZeroDivisionError):
    calculator.divide(10, 0)
```

USING `pytest.raises` IN A WITH BLOCK AS A CONTEXT MANAGER, WE CAN CHECK THAT AN EXCEPTION IS "CORRECTLY" RAISED

# CALCULATOR TEST

```
import calculator
import pytest

def test_divide():
    assert calculator.divide(9, 3) == 3
    with pytest.raises(ZeroDivisionError):
        calculator.divide(10, 0)
```

THIS TEST WILL  
FAIL  
BECAUSE IT DID  
NOT RAISE AN  
EXCEPTION

# CALCULATOR TEST

SAVES THE EXCEPTION OBJECT SO YOU  
CAN EXTRACT DETAILS FROM IT

```
import calculator
import pytest

def test_divide():
    assert calculator.divide(9, 3) == 3
    with pytest.raises(ZeroDivisionError) as excinfo:
        calculator.divide(10, 0)
    assert str(excinfo.value) == 'some info'
```

# CALCULATOR TEST

```
import calculator
import pytest
```

```
def test_multiply():
    assert calculator.multiply(10,3) == 30
    assert calculator.multiply(10,3) != 7
    assert calculator.multiply(0,3) == 0
```

```
with pytest.raises(TypeError):
    calculator.multiply(3, "ten")
```

```
def multiply(x, y):
    """Multiply two numbers"""
    result = x * y
    return result
```



# CALCULATOR TEST

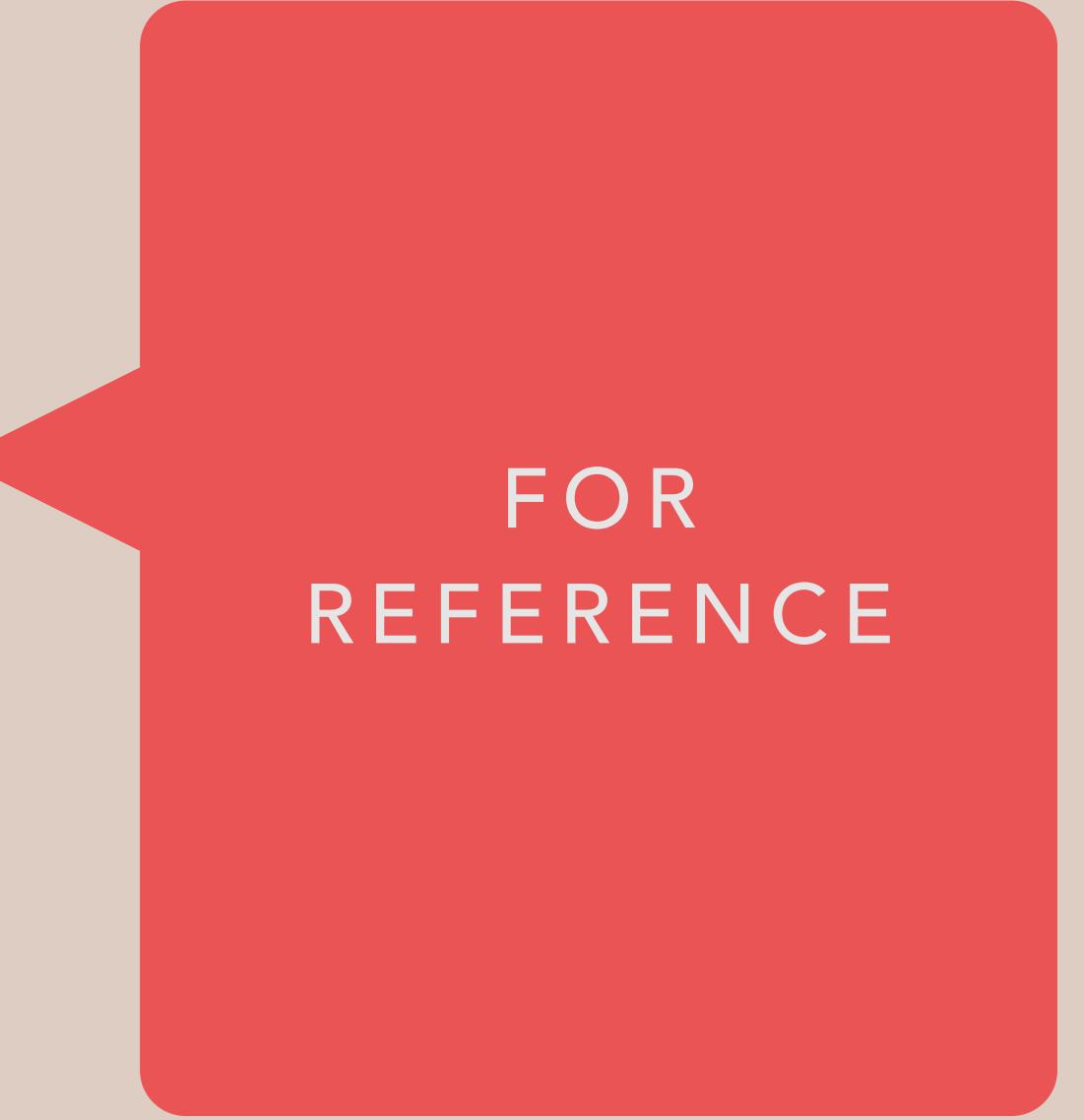
```
def multiply(x, y):  
    """Multiply two numbers"""  
    result = x * y  
    return result
```

```
import calculator  
import pytest  
  
def test_multiply():  
    assert calculator.multiply(10,3) == 30  
    assert calculator.multiply(10,3) != 7  
    assert calculator.multiply(0,3) == 0  
  
    assert calculator.multiply(3, "ten") == "tententen"
```

UNEXPECTED RESULT; MAKES YOU THINK



# UNITTEST



FOR  
REFERENCE

# UNIT TESTING

- There is a `unittest` module that provides testing features
- Follow the the boilerplate and update for your needs

```
import unittest
import YOUR_MODULE

class TestSOMETHING(unittest.TestCase):
    """ Boilerplate for unit testing """

    def test_SOMETHING(self):
        self.assertEqual(mod.func(), True)

if __name__ == '__main__':
    unittest.main()
```

# UNIT TESTING

```
#  
# simple.py  
#  
def is_true():  
    return True  
  
def is_even(number):  
    if number % 2 == 0:  
        return True  
  
def divide_by(x,y):  
    return x/y
```

# UNIT TESTING

```
# simple_test.py
```

```
import unittest
import simple

class TestSimple(unittest.TestCase):

    def test_is_true(self):
        self.assertEqual(simple.always_returns_true(), True)

    def test_is_even(self):
        self.assertEqual(simple.is_even(2), True)
        self.assertNotEqual(simple.is_even(3), True)

    def test_divide_by(self):
        """Test exception raise due to run time error"""
        self.assertRaises(ZeroDivisionError, divide_by(5, 3))

if __name__ == '__main__':
    unittest.main()
```

```
NAME MODULE_TEST.PY
```

# UNIT TESTING

```
# simple_test.py

import unittest
import simple

class TestSimple(unittest.TestCase):

    def test_is_true(self):
        self.assertEqual(simple.always_returns_true(), True)

    def test_is_even(self):
        self.assertEqual(simple.is_even(2), True)
        self.assertNotEqual(simple.is_even(3), True)

    def test_divide_by(self):
        """Test exception raise due to run time error"""
        self.assertRaises(ZeroDivisionError, divide_by(5, 3))

if __name__ == '__main__':
    unittest.main()
```

IMPORT UNITTEST AND MODULES  
YOU ARE TESTING

# UNIT TESTING

```
# simple_test.py

import unittest
import simple

class TestSimple(unittest.TestCase):

    def test_is_true(self):
        self.assertEqual(simple.always_returns_true(), True)

    def test_is_even(self):
        self.assertEqual(simple.is_even(2), True)
        self.assertNotEqual(simple.is_even(3), True)

    def test_divide_by(self):
        """Test exception raise due to run time error"""
        self.assertRaises(ZeroDivisionError, divide_by(5, 3))

if __name__ == '__main__':
    unittest.main()
```

BOILERPLATE CLASS DEFINITION  
USES TEST PREFIX

# UNIT TESTING

```
# simple_test.py

import unittest
import simple

class TestSimple(unittest.TestCase):

    def test_is_true(self):
        self.assertEqual(simple.always_returns_true(), True)

    def test_is_even(self):
        self.assertEqual(simple.is_even(2), True)
        self.assertNotEqual(simple.is_even(3), True)

    def test_divide_by(self):
        """Test exception raise due to run time error"""
        self.assertRaises(ZeroDivisionError, divide_by(5, 0))

if __name__ == '__main__':
    unittest.main()
```

TEST OUTCOMES AND COMPARED  
TO EXPECTED

# UNIT TESTING

```
# simple_test.py

import unittest
import simple

class TestSimple(unittest.TestCase):

    def test_is_true(self):
        self.assertEqual(simple.always_returns_true(), True)

    def test_is_even(self):
        self.assertEqual(simple.is_even(2), True)
        self.assertNotEqual(simple.is_even(3), True)

    def test_divide_by(self):
        """Test exception raise due to run time error"""
        self.assertRaises(ZeroDivisionError, divide_by, 5, 3)

if __name__ == '__main__':
    unittest.main()
```

LET PROGRAM BE CALLED  
STANDALONE

# UNIT TESTING

---

Ran 3 tests in 0.000s

0K

# UNIT TESTING

```
class TestSimple(unittest.TestCase):  
    def test_is_true(self):  
        self.assertEqual(simple.is_true(), False)
```



```
-----  
FAIL: test_is_true (__main__.TestSimple)
```

```
-----  
Traceback (most recent call last):  
  File "simple_test.py", line 11, in test_is_true  
    self.assertEqual(simple.is_true(), False)
```

```
AssertionError: True != False
```

```
Ran 1 test in 0.000s
```

```
FAILED (failures=1)
```

# UNIT TESTING

- Assertions

Method	Checks that
<i>assertEqual(a, b)</i>	<code>a == b</code>
<i>assertNotEqual(a, b)</i>	<code>a != b</code>
<i>assertTrue(x)</i>	<code>bool(x) is True</code>
<i>assertFalse(x)</i>	<code>bool(x) is False</code>
<i>assertIs(a, b)</i>	<code>a is b</code>
<i>assert IsNot(a, b)</i>	<code>a is not b</code>
<i>assertIsNone(x)</i>	<code>x is None</code>
<i>assert IsNotNone(x)</i>	<code>x is not None</code>
<i>assertIn(a, b)</i>	<code>a in b</code>
<i>assertNotIn(a, b)</i>	<code>a not in b</code>
<i>assertIsInstance(a, b)</i>	<code>isinstance(a, b)</code>
<i>assertNotIsInstance(a, b)</i>	<code>not isinstance(a, b)</code>

# UNIT TESTING

WE NEED TO PROGRAM FAILURES  
AND EDGE CASES INTO OUR TESTS

```
def test_divide_by(self):  
    """Test exception raise due to run time error"""  
    self.assertRaises(ZeroDivisionError, divide_by, 5, 3)  
    self.assertEqual(divide_by(6, 3), 2)
```

# MODULES

- Writing code to test may require you to refactor in a less efficient manner

```
def compute_tax_and_tip(amount):
    return ((amount + \
             (amount*.0875)) * 1.20)

# Refactored for reusability and
# testing
def compute_tax_and_tip(amount):
    tax = compute_tax(amount)
    tip = compute_tip(amount + tax,20)
    return amount + tax + tip

def compute_tax(amount):
    pass

def compute_tip(amount):
    pass
```

# UNIT TESTING

- Unit test can be a useful tool but they can be abused
- In practice, they are used for larger codebases and applications
- You can be a successful, careful programmer without them, but they can help if used effectively

# CONTINUOUS INTEGRATION WITH GITHUB

MODULE 5  
MPCS 50101

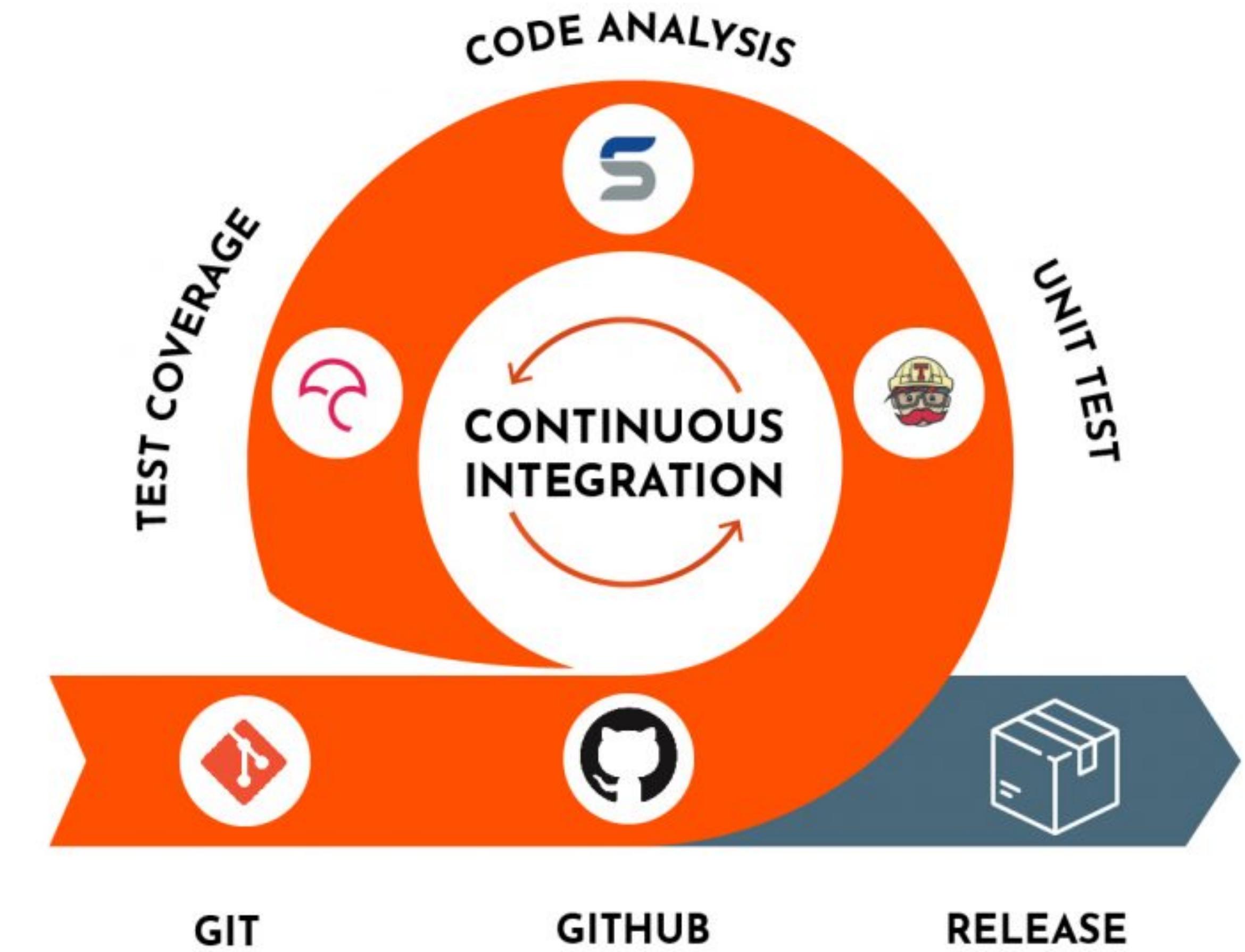
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# CI WITH GITHUB

- Continuous Integration (CI) is a development practice
  - Developers integrate code into a shared repository frequently
  - Each integration can then be verified by an automated build and automated tests



# CI WITH GITHUB

- GitHub Actions provides support for CI
  - Supports testing and deployment
  - Hooks to "do stuff" at different stages



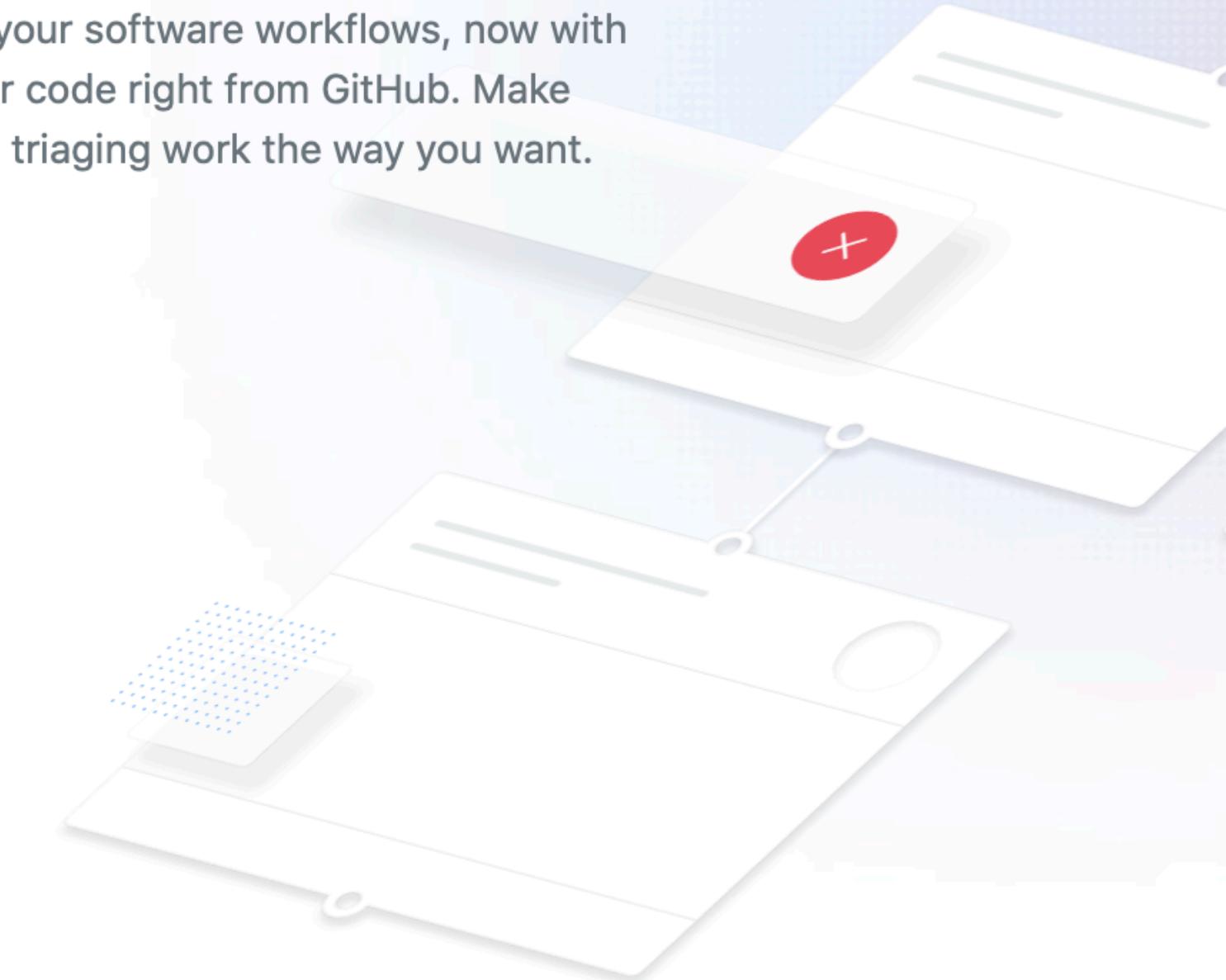
GitHub Actions

## Automate your workflow from idea to production

GitHub Actions makes it easy to automate all your software workflows, now with world-class CI/CD. Build, test, and deploy your code right from GitHub. Make code reviews, branch management, and issue triaging work the way you want.

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# THE END

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