Testing for fun and profit

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richtz reside-ic mrc-ide vimc

The take-home: If testing feels like a chore, change how you do it

Testing in <1 minute

```
add <- function(a, b) {
 a + b
expect_equal(add(1, 2), 3)
```

How to draw an Owl.

"A fun and creative guide for beginners"

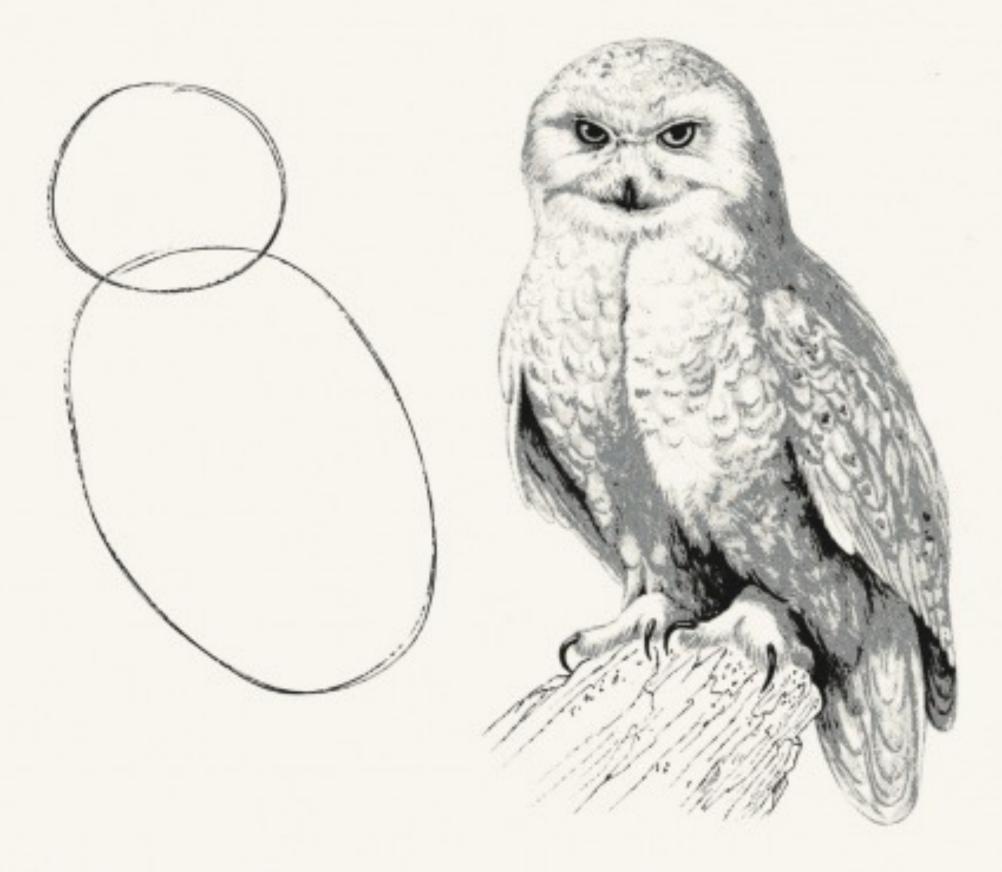


Fig 1. Draw two circles

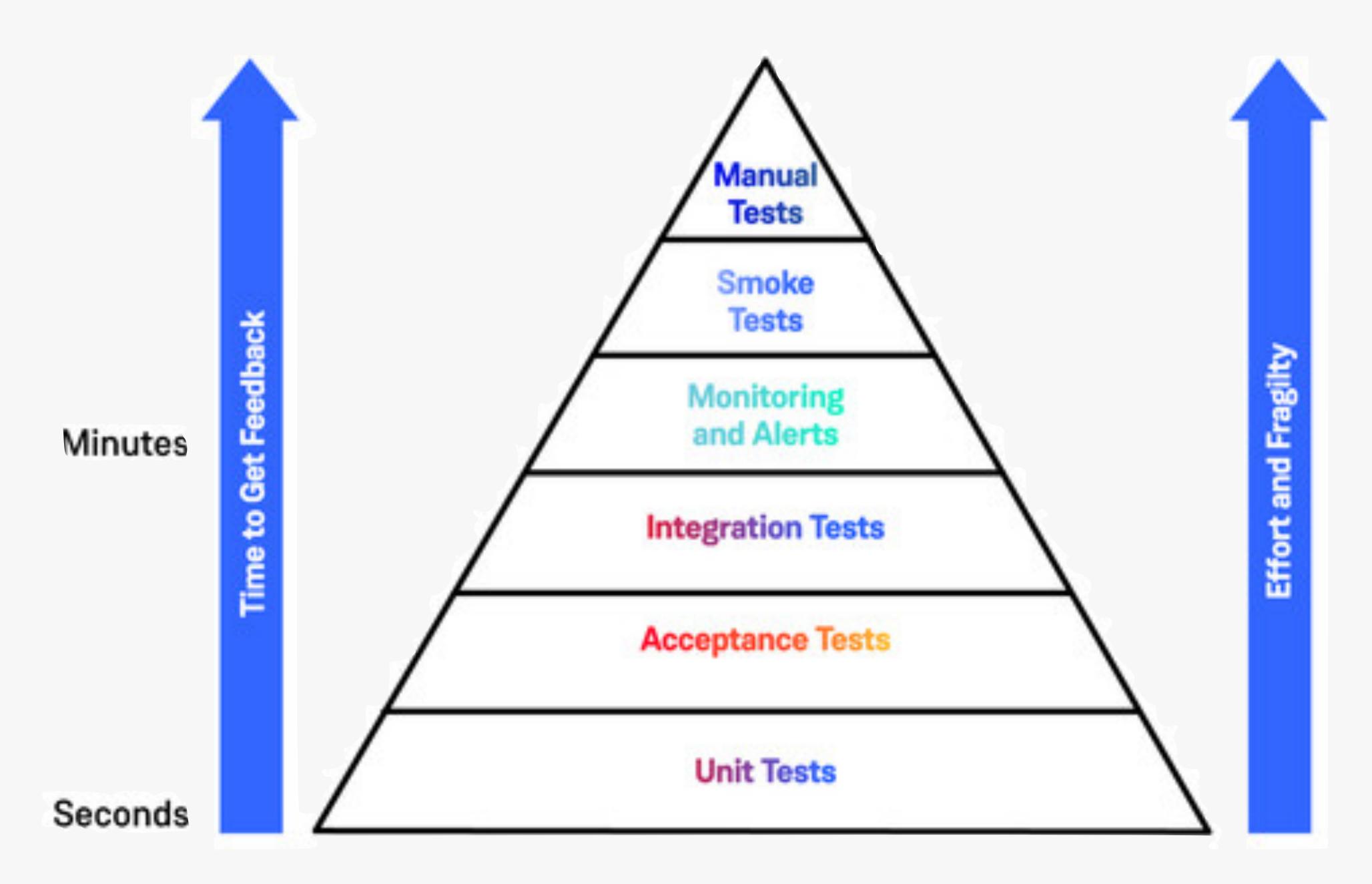
Fig 2. Draw the rest of the damn Owl

```
1 expect_equal_to_reference
   5 expect_gte
   6 expect_named
   6 expect_with_retry
   7 expect_missing_error
   9 expect_lte
  15 expect_s3_class
  15 expect_type
  15 expect_valid_json
  20 expect_lt
  51 expect_output
 53 expect_gt
  78 expect_equivalent
  93 expect_warning
  94 expect_setequal
 157 expect_length
 181 expect_message
 276 expect_match
 279 expect_silent
549 expect_null
 773 expect_false
 941 expect_is
 982 expect_identical
1757 expect_true
2853 expect_error
8670 expect_equal
```

Only a few commands to earn

What sorts of test?

Unit test Acceptance test Integration test End-to-end test Smoke test Regression test



https://www.contino.io/insights/the-testing-pyramid

This still does not sound fun

Mhy test? Better workflows Mocking Things that are hard

But why test?

code that is easy to test is easy to understand and easy to reuse and easy to replace

```
data <- read.csv("input.csv")
mymodel <- function(a, b) {
  for (i in unique(data$group)) {
    fit <- long_running_fit(a, b, data)
    plot(y ~ x, data)
    if (fit$pvalue < 0.05) {
      lines(fit)
  saveRDS(fit, "c:/myfiles/fit.rds")
  lapply(fit, coef)
```

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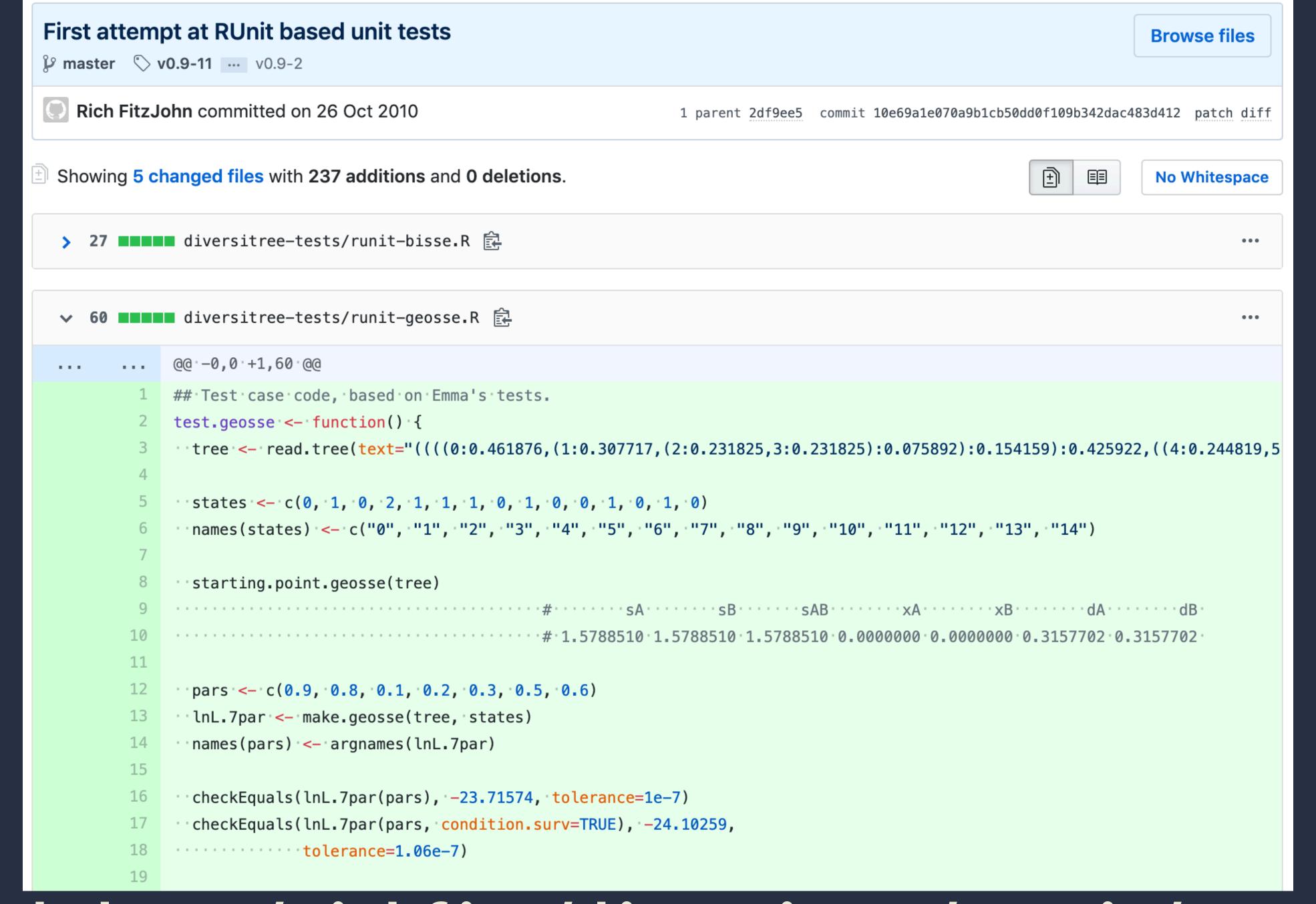
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```
function(...) {
 if (...) {
    if (...) {
      a1
    } else if (...) {
      a2
    } else {
      a3
 } else if (...) {
  } else {
```

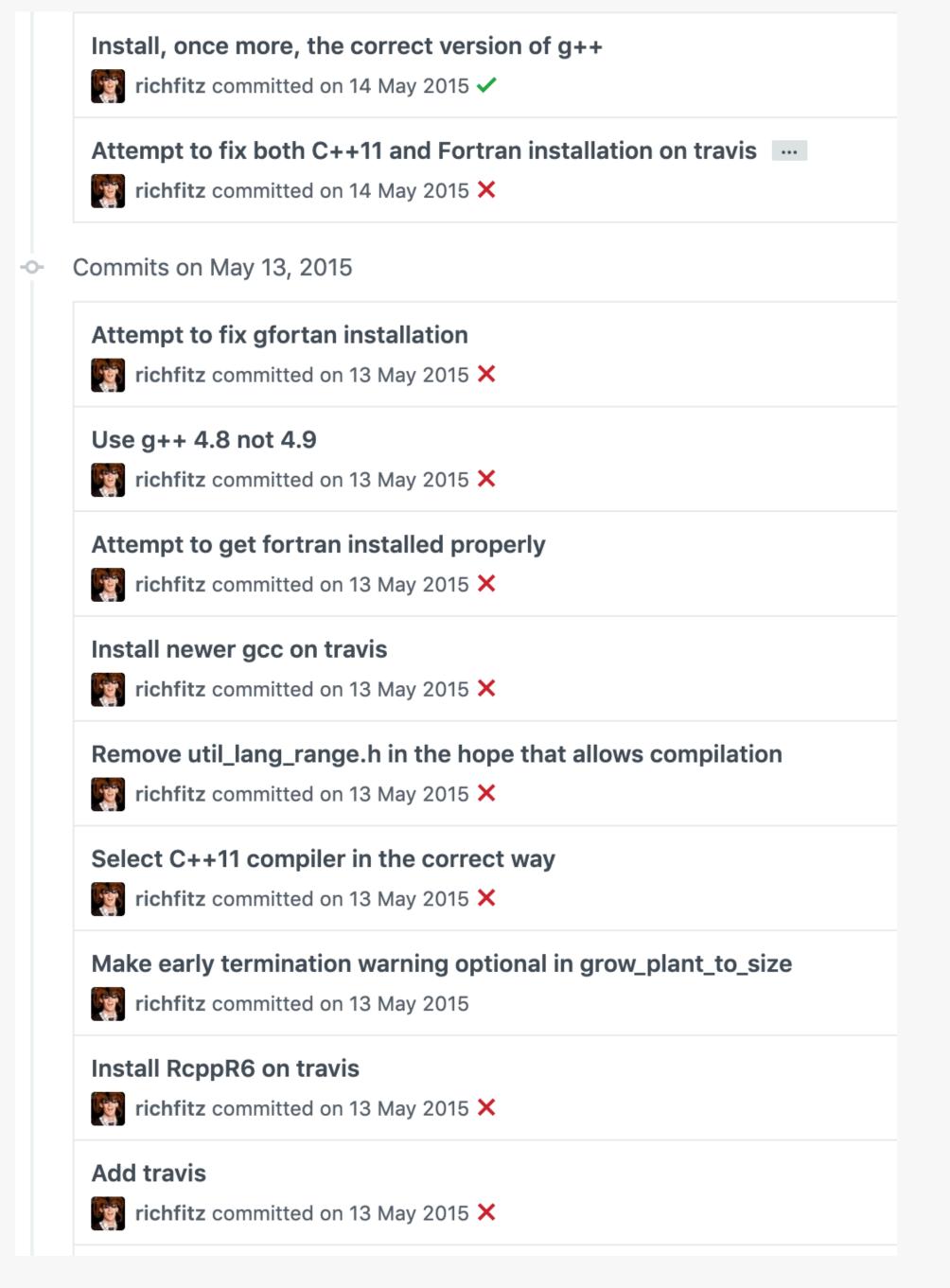
The tool shapes the hand

How to incorporate testing into your WORKHOWS

- 1. Write a bunch of code
- 2. Play around with it interactively
- 3. Get your colleagues to try it out
- 4. Publish a number of papers
- 5. Realise that bugs have crept in
- 6. Start writing tests



github.com/richfitz/diversitree/commit/10e69a



github.com/traitecoevo/plant/commits/d5aebd

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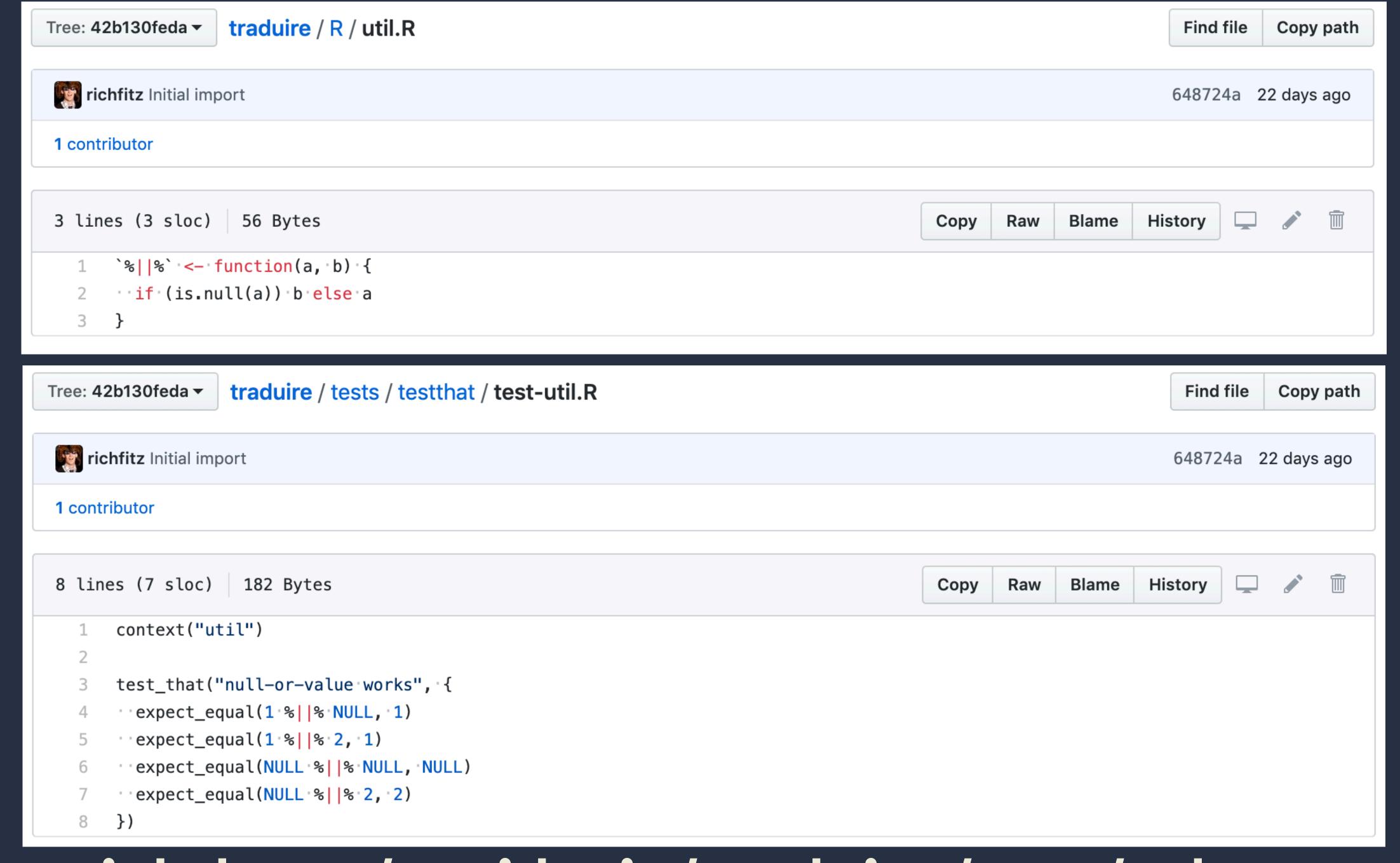
Turn your experimentation into tests

Turn your user requirements into tests

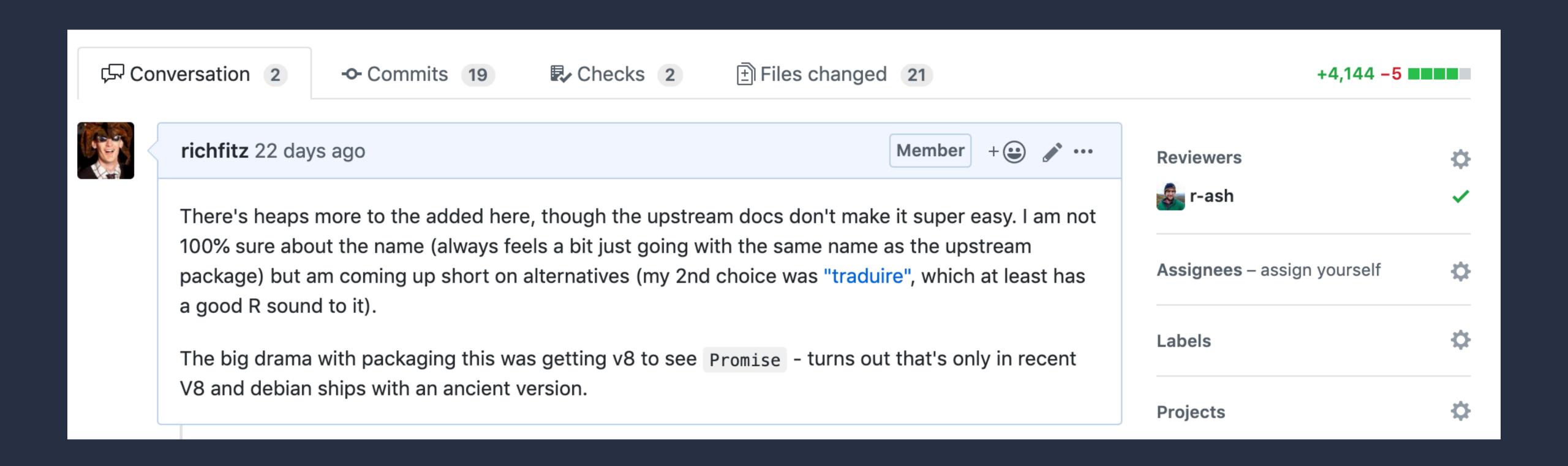
Turn your bug reports into tests

- 1. Create a trivial skeleton
- 2. Write a function and test it
- 3. Set up covr/codecov
- 4. Create a branch
- 5. Create a Minimal Viable Product (with tests)
- 6. Create a Pull Request
- 7. Justify all your coverage gaps
- 8. G0T0 4

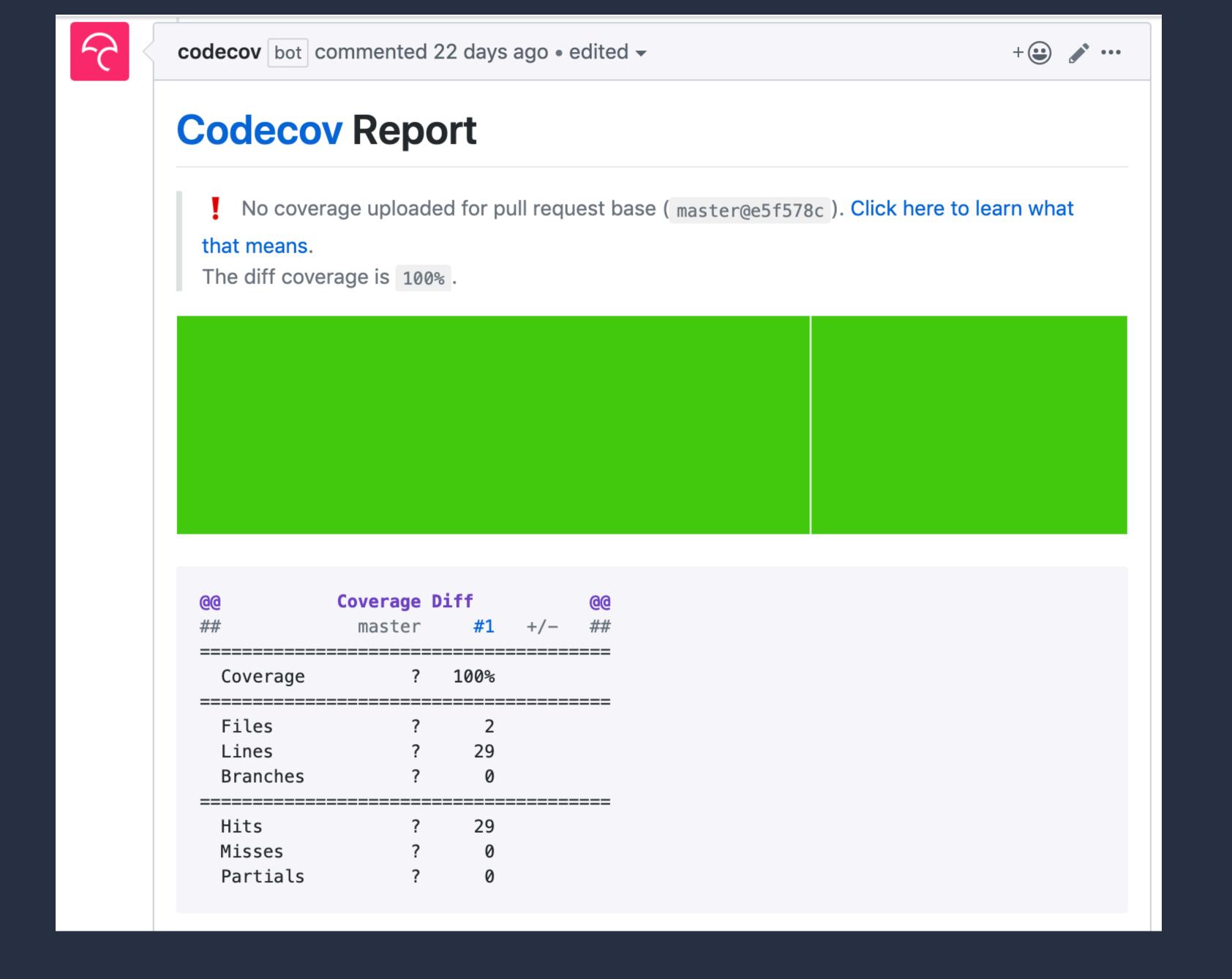
The Beyoncé Rule If you liked it, you should have put a test on it



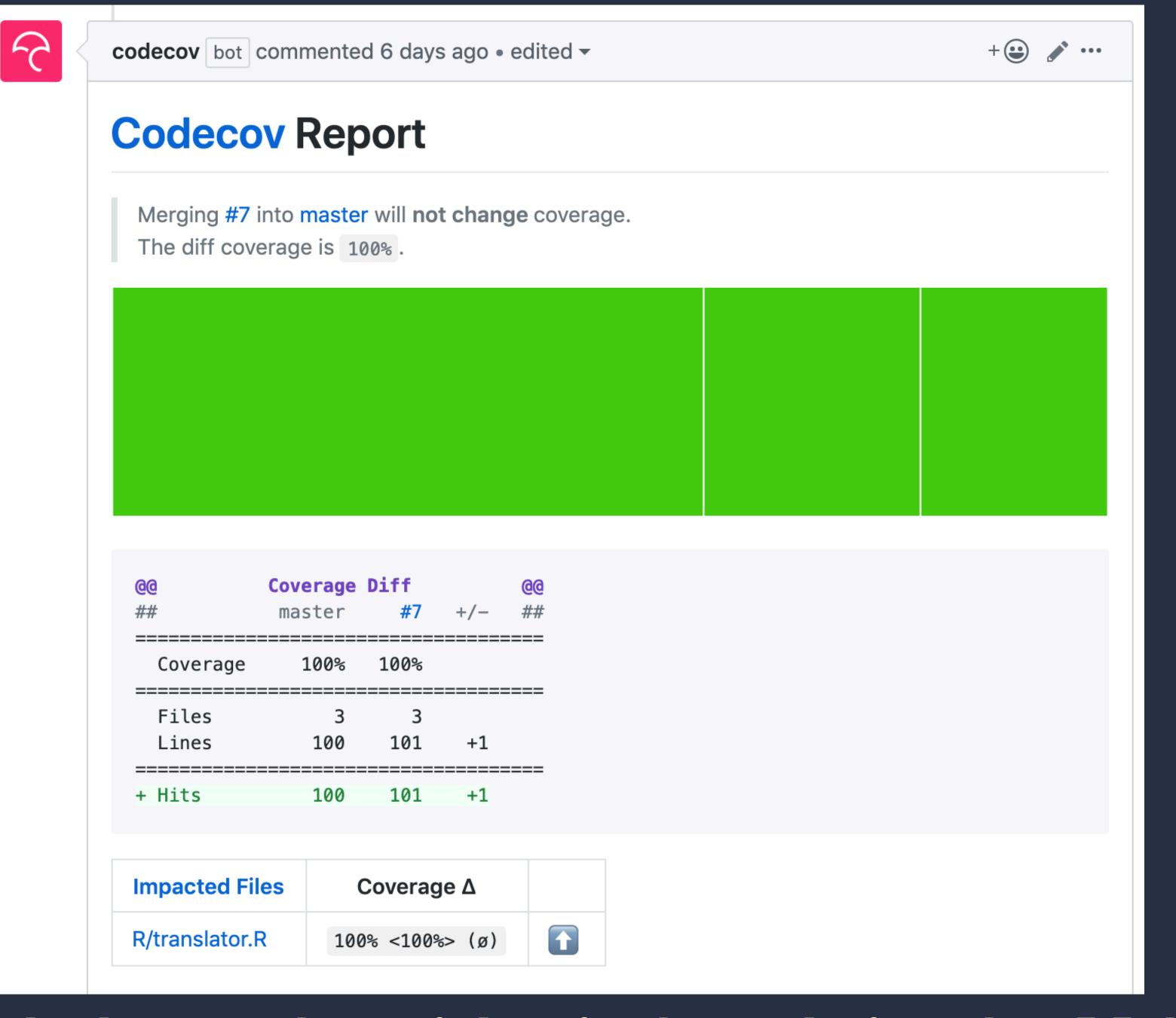
github.com/reside-ic/traduire/tree/42b130



github.com/reside-ic/traduire/pull/1



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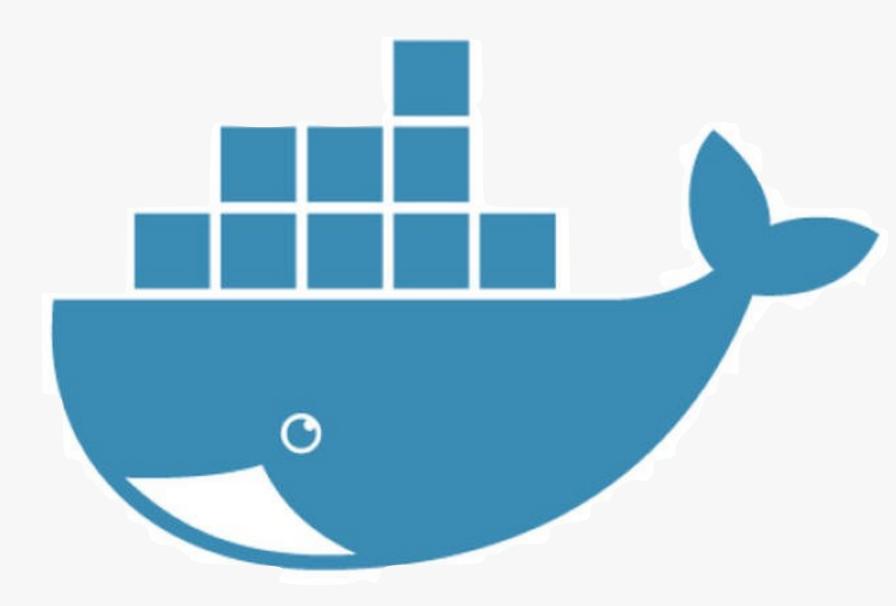


github.com/reside-ic/traduire/pull/7









100% coverage is only the beginning

Mocking

```
relink <- function(from, to) {
  backup <- paste0(from, ".bak")</pre>
  fs::file_move(from, backup)
  withCallingHandlers(
    fs::link_create(to, from, FALSE),
    error = function(e) fs::file_move(backup, from)
  fs::file_delete(backup)
test_that("relink error handling", {
  mockery::stub(relink, "fs::link_create",
                function(...) stop("Some error linking"))
  info <- fs::file_info(c(from, to))$inode</pre>
  expect_error(relink(from, to), "Some error linking")
  expect_true(all(fs::file_info(c(from, to))$inode == info))
```

System-specific behaviour Long running processes Sensitive data Interactive user input Awkward global state

blog.r-hub.io/2019/10/29/mocking/

The hard basket randomness

The hard basket shiny

shiny.rstudio.com/articles/shinytest.html shiny.rstudio.com/articles/integration-testing.html github.com/reside-ic/shiny-selenium

The hard basket data & analyses

The hard basket long running tests

github.com/vimc/montagu-ci
github.com/features/actions

If testing feels like a chore change how you do it change why you do it