Software Engineering

Part 4: Test and continuous integration

Guillaume Swaenepoel & Thomas Aubin

Tests

Testing ensures consistency and reliability of the software

Tests

A very important phase in the life of a developer is testing, which is both kind of boring and difficult to do properly. Testing is a task that has to be done repeatedly, because very often a change (new feature, bug fix) breaks something that used to work. For big projects, you have "test suites" that just run the software through a lot of controls and checks that everyone of them is passed



CommitStrip.com

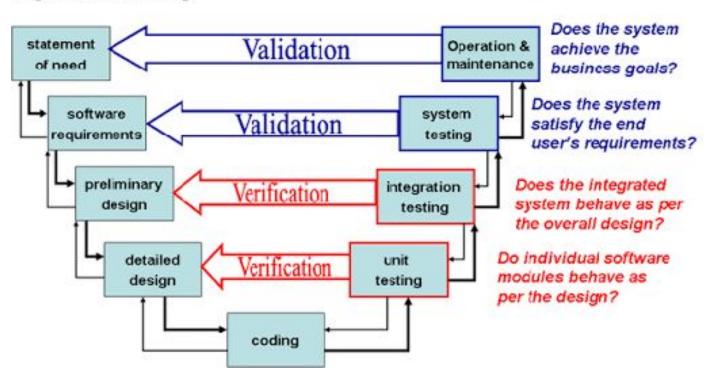
Why testing?

- Check expected result
- Check new change doesn't break something. (Non regression test)
- Check what the user wanted? (User Acceptance Test)
- Check performance

"Bad programmers have all the answers. Good testers have all the questions." (Gil Zilberfeld)

Come back with life cycles ...

Dynamic Testing



Unit tests

The functions of a program take part in a large set, and when an error occurs, it is not always easy to locate the source of the error. This often happens when you change the code of a function used by many others. The purpose of unit testing is to ensure the quality of the code. They make it possible to verify that a modification does not have unexpected repercussions. The rule is that we add a unit test for each function added to the code and each bug discovered. In practice, if you don't do it right away, you rarely do it. It is unthinkable to sell or write an open source project without these tests. Most languages allow you to write this quickly.

Unit tests are written by the developer!



Testing libraries

- Python: unittest, nose2, pytest
- Java: JUnit
- C++: Cutter, Google C++ Testing Framework, Boost Test Library
- PHP: PHPUnit, SimpleTest
- Ruby: Test::Unit
- Javascript: qunit (¡Query), Jarvis, ¡fUnit, google-js-test

Example Python

The heart of each test is a call to assertEqual() to verify an expected result; assertTrue() or assertFalse() to check a condition; or assertRaises() to verify that a particular exception is thrown. These methods are used in place of the assert keyword so that the test runner can retrieve the results of all tests and produce a report.

https://docs.python.org/fr/3.8/library/unittest.html

```
import unittest
```

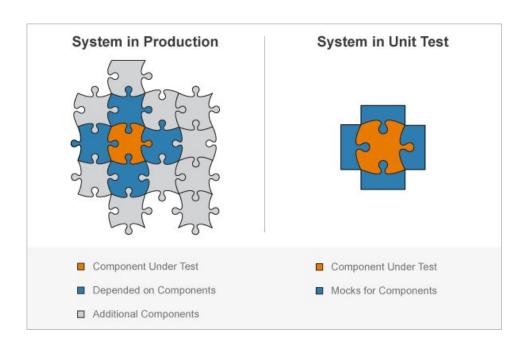
```
class TestStringMethods(unittest.TestCase):
  def test_upper(self):
     self.assertEqual('foo'.upper(), 'FOO')
  def test_isupper(self):
     self.assertTrue('FOO'.isupper())
     self.assertFalse('Foo'.isupper())
  def test split(self):
     s = 'hello world'
     self.assertEqual(s.split(), ['hello', 'world'])
     # check that s.split fails when the separator is not a string
     with self.assertRaises(TypeError):
       s.split(2)
```

bash: python -m unittest test.py

Unit tests: Mock

The tactic is usually to create very simple objects and methods that simply simulate the real thing. Instead of getting data from a database, you'll always return the same data from a small collection. Instead of getting a message from a remote server, you'll get it from a hard-coded method. The word "mock" (meaning "imitation" or

"fake") is often used and can be found in the names of many products helping to generate (with reflection...) code for testing.



```
import unittest
from requests.exceptions import Timeout
from unittest.mock import Mock
# Mock requests to control its behavior
requests = Mock()
# function imported from your code
def create user(user, password):
  r = requests.post('http://localhost/api/users',
                   data={"user": user, "password": password})
  if r.status code == 200:
    return r.json()
  return None
class TesCreateUser(unittest.TestCase):
  def test create user timeout(self):
    # Test a connection timeout
```

requests.post.side_effect = Timeout
with self.assertRaises(Timeout):
 create user("jacky", "chan")

Example Mock

https://docs.python.org/fr/3.8/library/unittest.mock.html

Integration tests

The purpose of integration tests is to test the proper functioning of several components at the same time. The goal is to verify that the two components are compatible, the same libraries as unit tests can be used.

Unit tests and intergration tests approaches should be used together, instead of doing just one approach over the other. When a system is comprehensively unit tested, it makes integration testing far easier because many of the bugs in the individual components will have already been found and fixed.

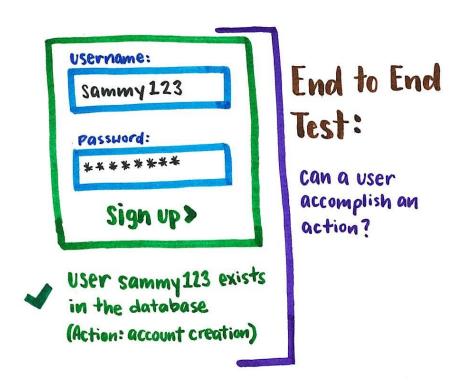
Unit Test vs Integration Test

End to end (E2E) tests

"E2E tests allow us to cover sections of the application that unit tests and integration tests don't cover. This is because unit tests and integration tests only take a small piece of the application and assess that piece in isolation."—@xphong

End to end tests are slower that unit test and integration test and cannot be always automated.

These tests are sometimes written by the client himself.



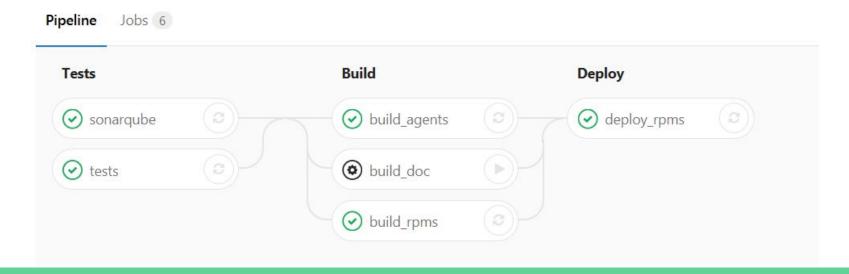
Continuous integration

The practice of automating the integration of code changes from multiple contributors into a single software project.

Continuous integration

Continuous integration is a set of practices consisting in verifying each time a source code is modified that the result of the modifications does not produce a regression in the application developed.

Today CI automated other task as source build, packaging and/or deployment.



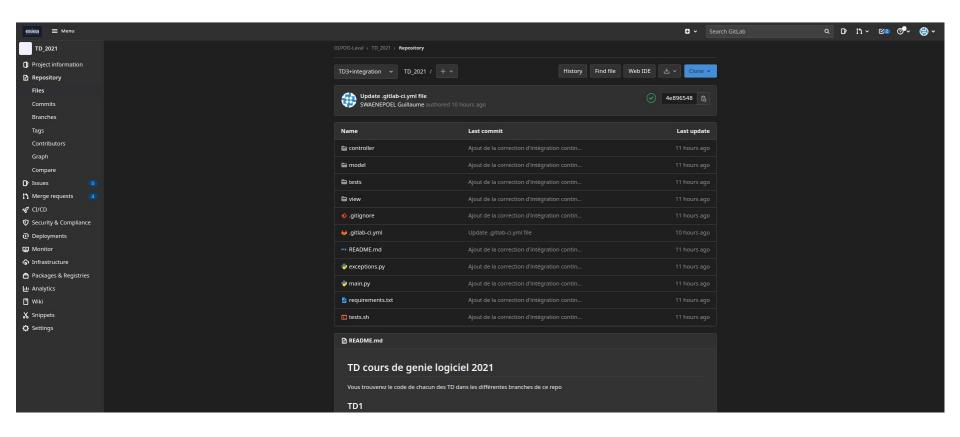
Softwares

Jenkins Gitlab Runner Github packages Travis CI

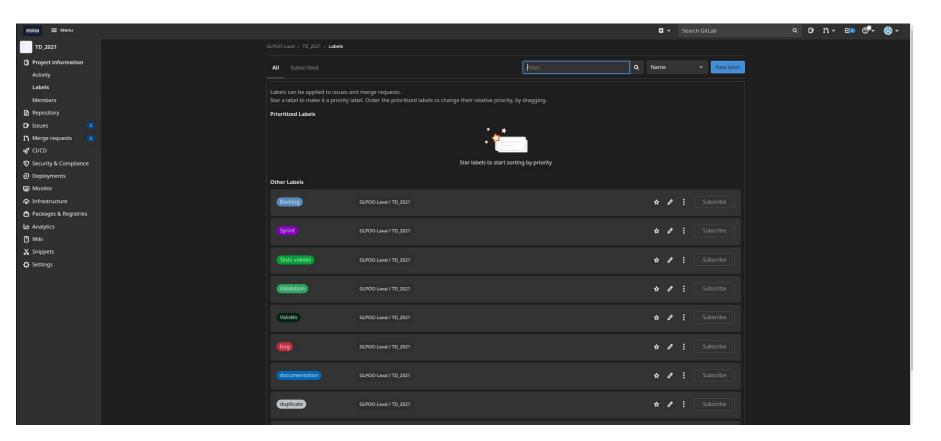
RUNNER

And some others Circle CI, TeamCity, Bamboo, ...

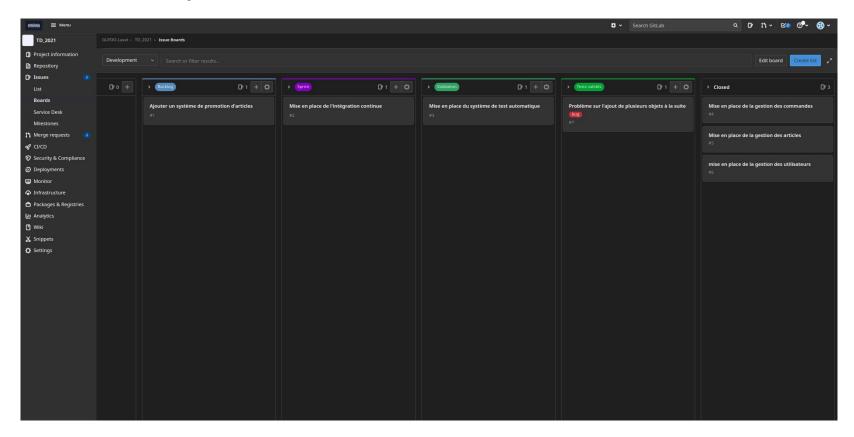
Gitlab example : GIT



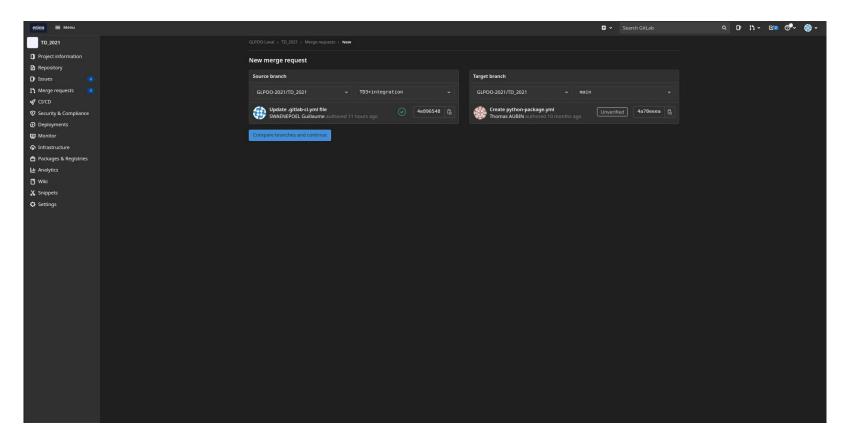
Labels



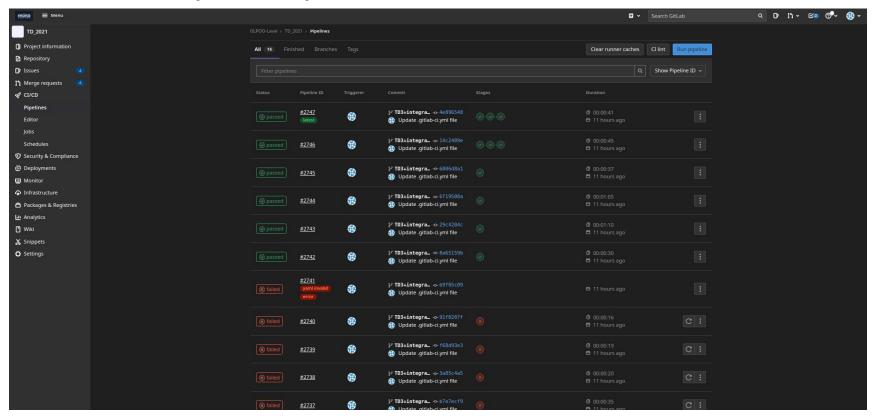
Gitlab example : Tasks



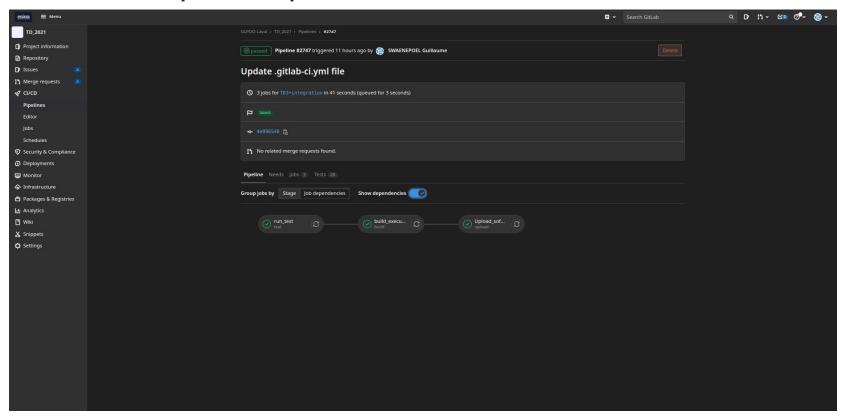
Gitlab example : merge request



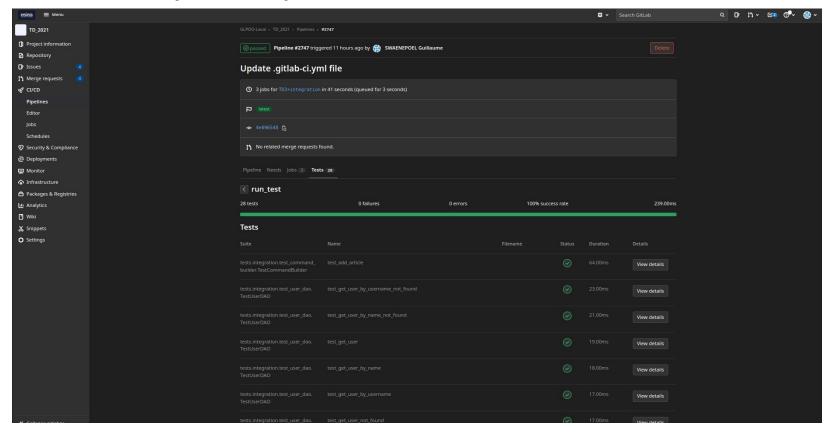
Gitlab example : Pipeline List



Gitlab example : Pipeline details



Gitlab example : Pipeline Tests details



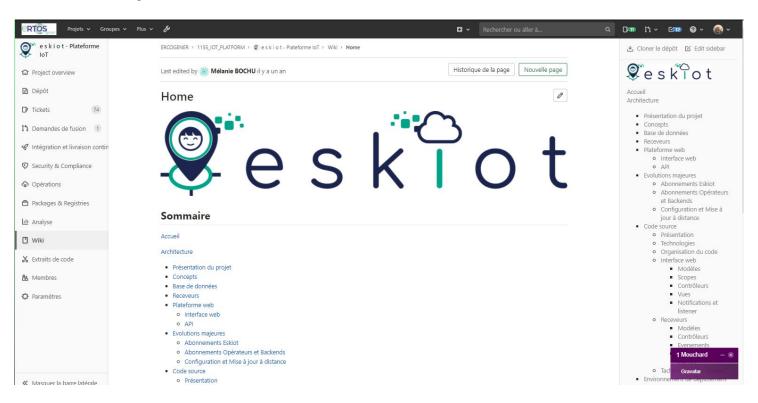
Gitlab yml example

image: python:latest

```
stages:
 - test
 - build
 - upload
variables:
 PIP_CACHE_DIR: "$CI_PROJECT_DIR/.cache/pip"
cache:
 paths:
  - .cache/pip
  - venv/
run test:
 stage: test
 only:
  - TD3+integration
 before_script:
  - python --version # For debugging
  - pip install virtualenv
  - virtualeny veny
  - source veny/bin/activate
  - pip install -r requirements.txt
  - pip install flake8 pytest
 script:
  - pytest --junitxml=report.xml
 artifacts:
  when: always
  reports:
   junit: report.xml
```

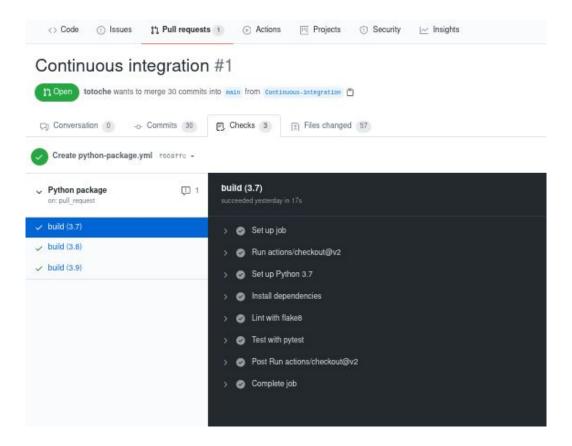
```
build executable:
 stage: build
 only:
  - TD3+integration
 script:
  # Use a script to create a package here
  - echo "not implemented"
 needs: [run test]
Upload software:
 stage: upload
 only:
  - TD3+integration
 script:
  # Use a script to push your software online
  - echo "not implemented"
 needs: [run_test, build_executable]
```

Gitlab example : Wiki



Github packages example

https://docs.github.com/en/packages/guickstart



Questions?

Projet

Réalisez votre Logiciel Orienté Objet! (3-4 personnes)

- Dossier du projet (word/pdf):
 - Liste des étudiants du projet.
 - Nom & lien du projet Gitlab.
 - Explication du logiciel.
 - Explication de la répartition des tâches/organisation du travail (explications des branches git, utilisations des tâches gitlab, utilisations des merge request, etc.)
 - Schéma des cas d'utilisation du logiciel
 - Schéma séquentiel du logiciel
 - o Diagramme de classe du logiciel
- Code logiciel
 - Entièrement sur Gitlab
 - o MVC
 - o Python3
 - Base de données comme vous le souhaitez (SQLAlchemy ou autre...)
 - Interface graphique Qt/Tkinter.
 - 2-3 fonctionnalitées (Comme TD : Gestion utilisateur, gestion articles, gestion commandes)
 - Tests (Bonus)
 - Intégration continue (Bonus)