Beyond Consumer-Driven Contract Testing



S0000...

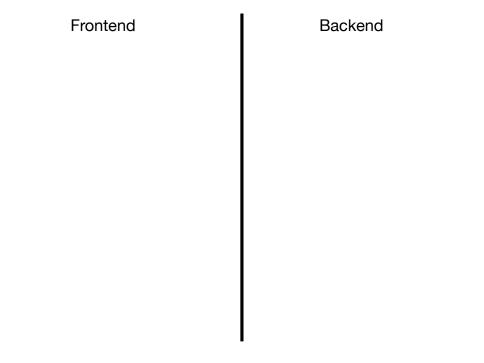
- We want to build this nice webapp / distributed system / these microservices
- ▶ We want to make sure "Frontend" and "Backend" play nicely together

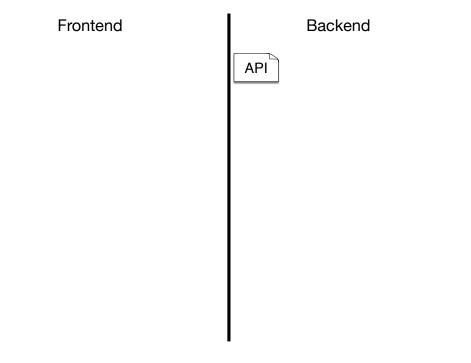
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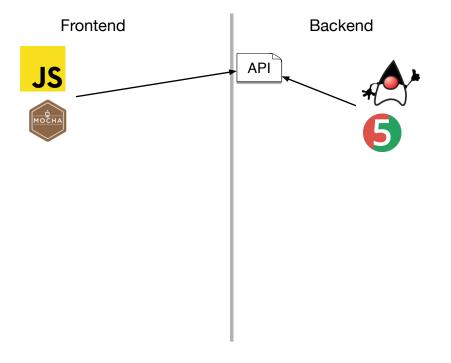
► HOW???

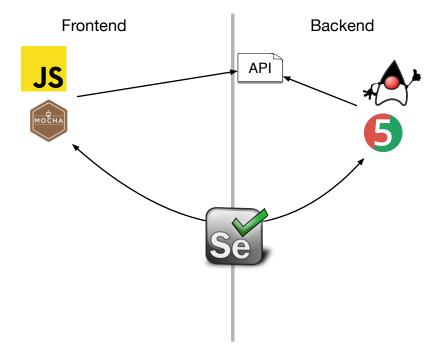
"Super-Naïve" Approach



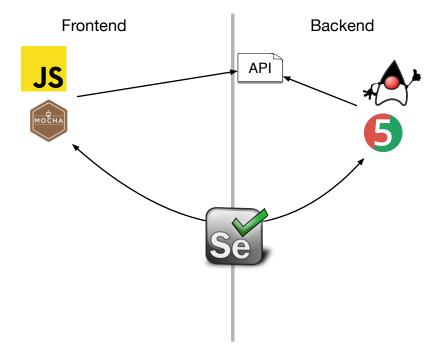


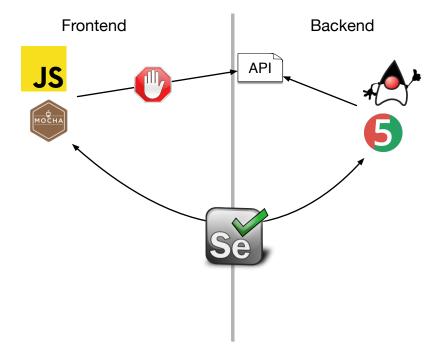
Backend Frontend API

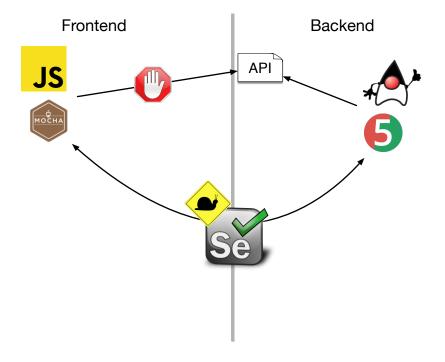


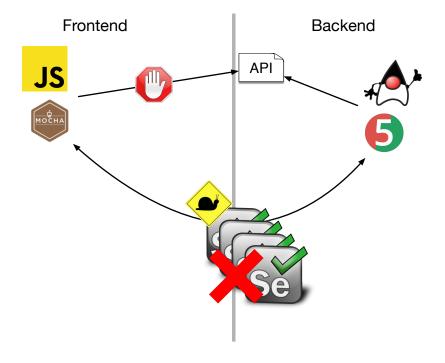


But ...

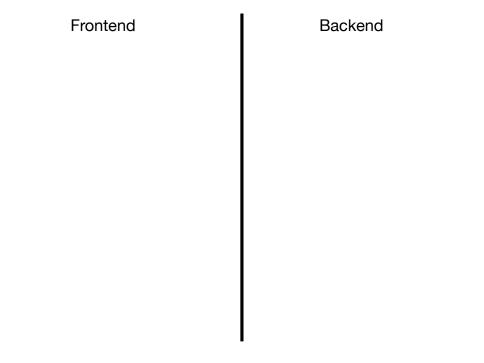


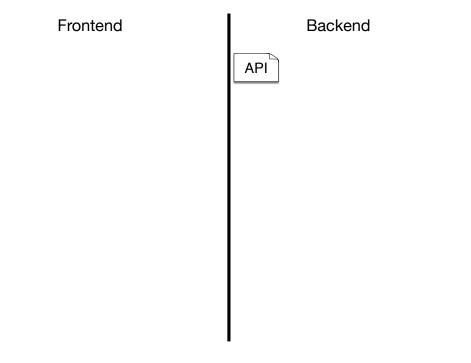






"Still Quite Naïve" Approach



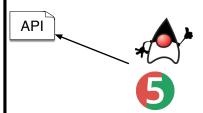


Frontend

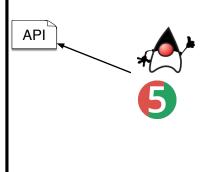




Frontend

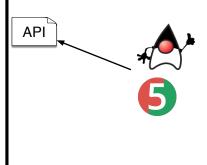


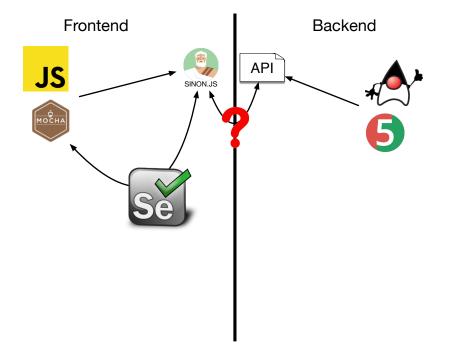
Frontend JS SINON.JS



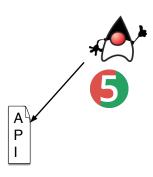
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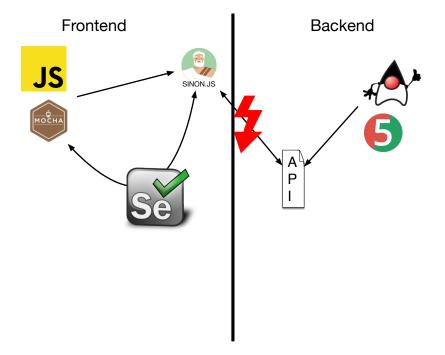
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Frontend JS SINON.JS





"Industry-Strength" Approach:

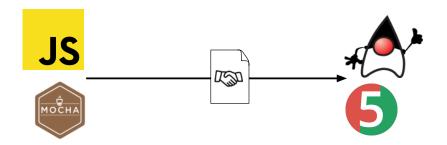
Consumer-Driven Contract Testing

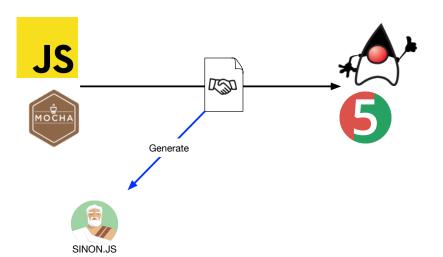
JS

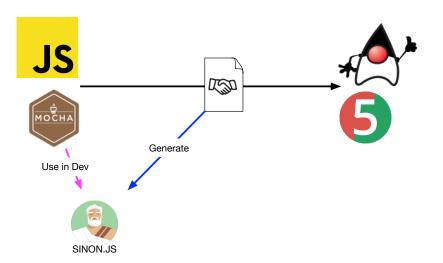


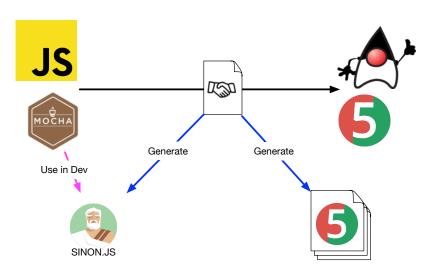


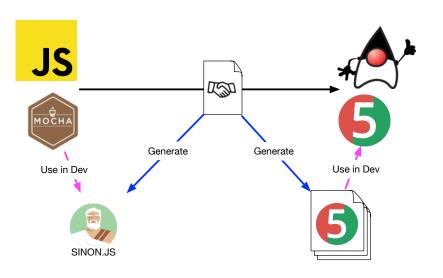


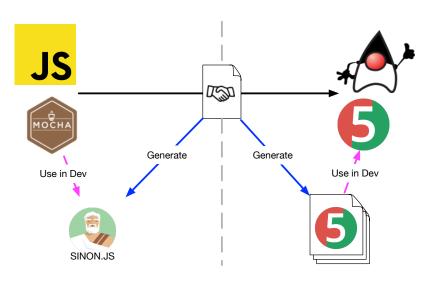










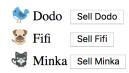


Welcome to our Pet Store

Add a New Pet

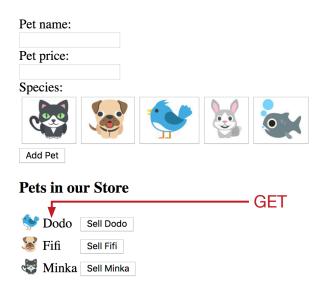
Pet name:			
Pet price:			
Species:		A A	
6			OX
Add Pet			

Pets in our Store



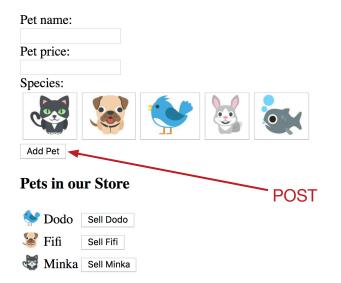
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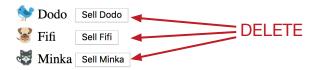


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Add a New Pet



Pets in our Store



Example: Pet Store Contracts I

```
"description": "a request for all pets",
"providerState": "i have no pets",
"request": {
  "method": "GET",
  "path": "/pets",
  "headers": { "Accept": "application/json" }
},
"response": {
  "status": 200,
  "headers": { "Content-Type": "application/json" },
  "body": {
    "tag": "Pets",
    "pets": []
```

► GET-Request

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- ▶ Does not depend on state
- ► Easy to handle with CDCT

Completeness

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 - ▶ Did we really capture all requests (+ responses) in our contract?

Example: Pet Store Contracts II

```
"description": "a request for all pets",
"providerState": "i have a list of pets",
"request": {
  "method": "GET",
  "path": "/pets".
  "headers": { "Accept": "application/json" }
},
"response": {
  "status": 200,
  "headers": { "Content-Type": "application/json" },
  "body": {
    "tag": "Pets",
    "pets": [
      { "petName": "Fifi", "petType": "Dog" },
      { "petName": "Minki", "petType": "Cat" }
```

► GET-Request that depends on state

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- ► POST-/PUT-/DELETE-Requests

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- State checks need to be established somehow

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- Maintenance

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 - ▶ How can we keep track of our contracts and avoid redundancies?

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Maintenance

- How can we keep track of our contracts and avoid redundancies?
- How can we effectively maintain the contracts in case of changes?

We need the Functional Essence!



Sounds cool, but...

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...what does that mean?

► Fake Server

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- ► Lightweight Implementation

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Functional Essence Serves Many Purposes

► To learn about the domain

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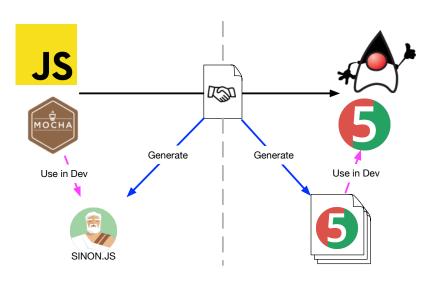
- ► To learn about the domain
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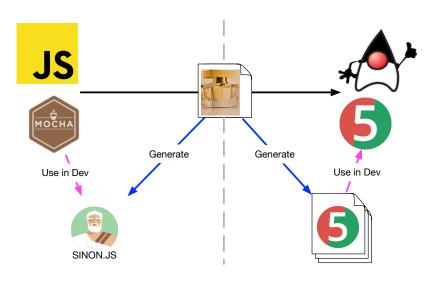
Functional Essence Serves Many Purposes

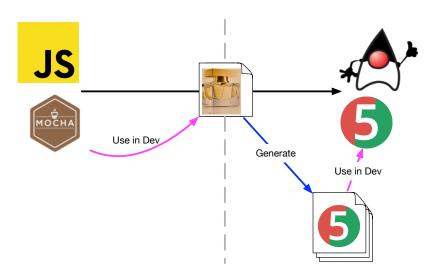
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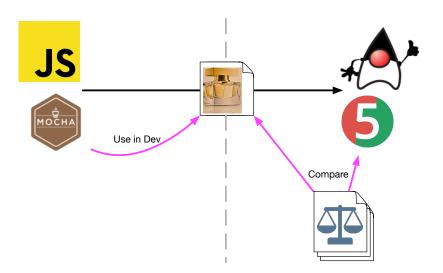
Functional Essence Serves Many Purposes

- ► To learn about the domain
- ► To discuss with domain experts
- ► To validate assumptions at an early stage
- ▶ To check the real implementation:









Sounds cool, but...

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...how can I build this?

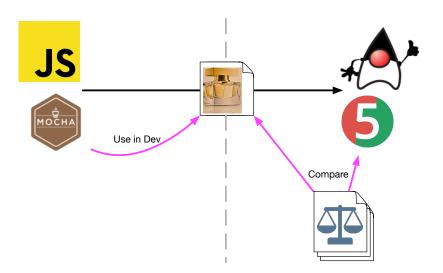
► Implement the domain logic

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- ▶ In the simplest possible way

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- ▶ In the simplest possible way
- ► In an arbitrary language

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The Pets Essence

```
class Pets {
    constructor(){
        this._pets = [];
    getPets() {
        return petSorter.sortPets(this._pets);
    addPet(pet) {
        this._pets.push(pet);
        return 'Pet successfully added.';
    }
    removePet(pet) {
        this._pets = this._pets.filter(
            p => p.petName !== pet.petName || p.petType !== pet.petType);
        return 'Pet successfully removed.';
```

The Overall Essence

```
class Essence {
    constructor() {
        this._pets = new Pets();
        this._somethingElse = new SomethingElse();
    pets() {
        return this._pets;
    somethingElse() {
        return this._somethingElse;
```

The Essence App

```
let essence = new Essence():
router.get('/pets', (reg, res) => {
    const pets = essence.pets().getPets();
    res.json({tag: 'Pets', pets});
});
router.post('/pets', (reg, res) => {
    const message = essence.pets().addPet({ petName: req.body.petName,
         petPrice: req.body.petPrice, petType: req.body.petType });
    res.ison({message});
});
router.delete('/pets', (reg. res) => {
    const message = essence.pets().removePet({ petName: reg.body.petName,
         petPrice: req.body.petPrice, petType: req.body.petType });
    res.json({message});
});
```

Important Addition

```
router.delete('/reset', (req, res) => {
    essence = new Essence();
    res.json({message: 'All pets successfully removed.'});
});
```

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```

Also for the real backend!



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- ► Can be in another language

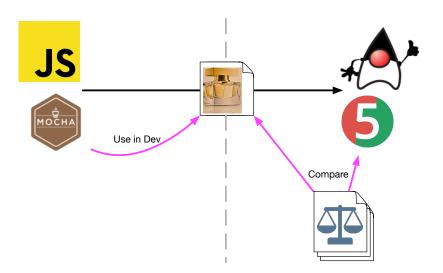
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How does the Comparison work?

- User specifies properties
- ► Tool generates examples
- ► Checks properties against examples

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```
*Main> quickCheck prop_RevRev
+++ OK, passed 100 tests.
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prop_RevRev :: [Int] -> Bool
prop_RevRev xs = reverse (reverse xs) == xs
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+++ 0K, passed 100 tests.
```

```
prop_RevId :: [Int] -> Bool
prop_RevId xs = reverse xs == xs
```

- User specifies properties
- ► Tool generates examples
- ► Checks properties against examples

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prop_RevRev :: [Int] -> Bool
prop_RevRev xs = reverse (reverse xs) == xs
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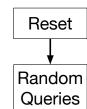
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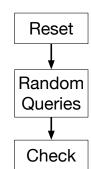
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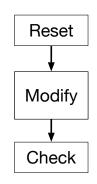
```
*Main> quickCheck prop_RevId
*** Failed! Falsifiable (after 7 tests and 3 shrinks):
[0,1]
*Main> quickCheck prop_RevId
*** Failed! Falsifiable (after 4 tests and 1 shrink):
[1,0]
```

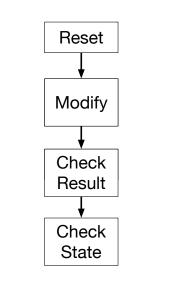
How to Mimic QuickCheck?

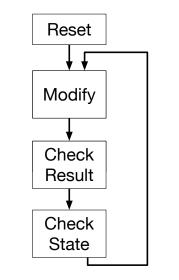
Reset

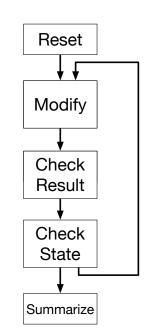


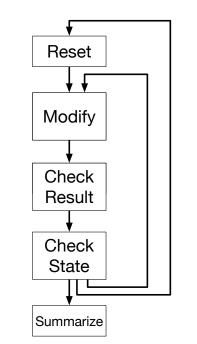






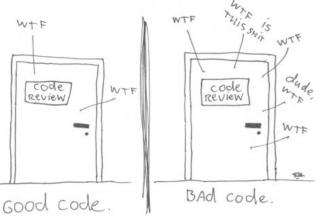






Comparator Implementation

The ONLY VACID MEASUREMENT OF CODE QUALITY: WTFS/MINUTE



(c) 2008 Focus Shift/OSNews/Thom Holwerda - http://www.osnews.com/comics

The Main Loop

```
const requests = [resets[0]()]; // initial reset
let count = 0;
while (count < 50) {</pre>
    count++:
    requests.push(chooseFrom(modifyingRequestGenerator)());
async.mapSeries(requests, requestAndCompare, (err, results) => {
    results.map(result => console.log(result));
    if (err) {
        console.log(err);
});
```

Request Generator

```
const resets = [
    // delete all pets
    () => ({url: '/reset', method: 'DELETE'}),
1;
const modifyingRequestGenerator = [
    // addPet
    () => ({url: '/pets', method: 'POST', json: true, body: randomPet()}),
    // removePet
    () => ({url: '/pets', method: 'DELETE', json: true, body: randomPet()})
];
const comparisons = [
    // getPets
    () => ({url: '/pets', method: 'GET'}),
];
```

Pet Generator

Revisiting the Main Loop

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const requests = [resets[0]()]; // initial reset
let count = 0;
while (count < 50) {</pre>
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    requests.push(chooseFrom(modifyingRequestGenerator)());
async.mapSeries(requests, requestAndCompare, (err, results) => {
    results.map(result => console.log(result));
    if (err) {
        console.log(err);
});
```

Request-Compare-Loop

```
const requestAndCompare = (request, mainCallback) => {
    console.log('Running the modification request:');
    runRequest(request, (err, result) => {
        const backendString = JSON.stringify(result.backend);
        const essenceString = JSON.stringify(result.essence);
        if (backendString !== essenceString) {
            mainCallback('Backend and Essence responses differ! Backend: '
                + backendString + ' - Essence: ' + essenceString);
        } else {
            console.log('Comparing all data:');
            compareEverything(mainCallback);
    });
```

Query Submission

```
const backend = {baseURL: 'http://localhost:9090'};
const essence = {baseURL: 'http://localhost:8080'};
const merge = (reg. server) =>
        Object.assign({}, req, {url: server.baseURL + req.url});
const requestFunctionFor = (req, server) =>
    callback => request(merge(reg, server),
                        (err, response) => callback(err, response.body));
const runRequest = (req, callback) => {
    console.log('Now checking:', req);
    async.parallel({
        backend: requestFunctionFor(req, backend),
        essence: requestFunctionFor(reg, essence)
    }, callback);
```

Comparisons

```
function compareEverything(mainCallback) {
    async.map(comparisons, (itemFunc, callback) =>
        runRequest(itemFunc(), (err, res) => {
            if (res.backend === res.essence) {
                callback(null, null); // no differences
            } else {
                const formatDiff = formatter.formatDiff({
                    backend: JSON.parse(res.backend),
                    essence: JSON.parse(res.essence)
                }):
                callback(null, formatDiff);
        }),
        (err, results) => {
            const nonmatching = results.filter(x => x);
            mainCallback(nonmatching.length
                    ? 'Backend and Essence differ in their data' : null):
        });
```

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CDCT:

- We must write all tests ourselves
- We are responsible for completeness

- QuickCheck approach: We don't write tests
- We only specify the possible routes
- Completeness is established over time

- State Validity
 - What are valid states in our stub?
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 - later because of comparison errors

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- ▶ This is rather at the top of the test pyramid.

Thank you!

E-Mail info@nicole-rauch.de
Twitter @NicoleRauch

Web http://www.nicole-rauch.de



EventStorming · Domain-Driven Design
Training · Coaching · Facilitation
Software Craftsmanship
React.js and Redux
Functional Programming

https://github.com/NicoleRauch/BeyondCDCT

Credits

Essence: Mark Morgan - Perfume

https://www.flickr.com/photos/markmorgantrinidad/5959461561

WTF's per minute: Tom Holwerda

http://www.osnews.com/story/19266/WTFs_m