Django

Documentation

Writing your first Django app, part 5

This tutorial begins where Tutorial 4 left off. We've built a Web-poll application, and we'll now create some automated tests for it.

Introducing automated testing

What are automated tests?

Tests are simple routines that check the operation of your code.

Testing operates at different levels. Some tests might apply to a tiny detail (does a particular model method return values as expected?) while others examine the overall operation of the software (does a sequence of user inputs on the site produce the desired result?). That's no different from the kind of testing you did earlier in Tutorial 2, using the shell to examine the behavior of a method, or running the application and entering data to check how it behaves.

What's different in *automated* tests is that the testing work is done for you by the system. You create a set of tests once, and then as you make changes to your app, you can check that your code still works as you originally intended, without having to perform time consuming manual testing.

Why you need to create tests

So why create tests, and why now?

You may feel that you have quite enough on your plate just learning Python/Django, and having yet another thing to learn and do may seem overwhelming and perhaps unnecessary. After all, our polls application is working quite happily now; going through the trouble of creating automated tests is not going to make it work any better. If creating the polls application is the last bit of Django programming you will ever do, then true, you don't need to know how to create automated tests. But, if that's not the case, now is an excellent time to learn.

Tests will save you time

Up to a certain point, 'checking that it seems to work' will be a satisfactory test. In a more sophisticated application, you might have dozens of complex interactions between components.

A change in any of those components could have unexpected consequences on the application's behavior. Checking that it still 'seems to work' could mean running through your code's functionality with twenty different variations of your test data just to make sure you haven't broken something - not a good use of your time.

That's especially true when automated tests could do this for you in seconds. If something's gone wrong, tests will also assist in identifying the code that's causing the unexpected behavior.

Sometimes it may seem a chore to tear yourself away from your productive, creative programming work to face the unglamorous and unexciting business of writing tests, particularly when you know your code is working properly.

However, the task of writing tests is a lot more fulfilling than spending hours testing your application manually or trying to identify the cause of a newly-introduced problem.

Tests don't just identify problems, they prevent them

It's a mistake to think of tests merely as a negative aspect of development.

Without tests, the purpose or intended behavior of an application might be rather opaque. Even when it's your own code, you will sometimes find yourself poking around in it trying to find out what exactly it's doing.

Tests change that; they light up your code from the inside, and when something goes wrong, they focus light on the part that has gone wrong - even if you hadn't even realized it had gone wrong.

Tests make your code more attractive

You might have created a brilliant piece of software, but you will find that many other developers will simply refuse to look at it because it lacks tests; without tests, they won't trust it. Jacob Kaplan-Moss, one of Django's original developers, says "Code without tests is broken by design."

That other developers want to see tests in your software before they take it seriously is yet another reason for you to start writing tests.

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Tests help teams work together

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Basic testing strategies

There are many ways to approach writing tests.

Some programmers follow a discipline called "test-driven development"; they actually write their tests before they write their code. This might seem counter-intuitive, but in fact it's similar to what most people will often do anyway: they describe a problem, then create some code to solve it. Test-driven development simply formalizes the problem in a Python test case.

More often, a newcomer to testing will create some code and later decide that it should have some tests. Perhaps it would have been better to write some tests earlier, but it's never too late to get started.

Sometimes it's difficult to figure out where to get started with writing tests. If you have written several thousand lines of Python, choosing something to test might not be easy. In such a case, it's fruitful to write your first test the next time you make a change, either when you add a new feature or fix a bug.

So let's do that right away.

Writing our first test

We identify a bug

Fortunately, there's a little bug in the **polls** application for us to fix right away: the **Question.was_published_recently()** method returns **True** if the **Question** was published within the last day (which is correct) but also if the **Question**'s **pub_date** field is in the future (which certainly isn't).

To check if the bug really exists, using the Admin create a question whose date lies in the future and check the method using the shell:

```
>>> import datetime
>>> from django.utils import timezone
>>> from polls.models import Question
>>> # create a Question instance with pub_date 30 days in the future
>>> future_question = Question(pub_date=timezone.now() + datetime.timedelta(days=30))
>>> # was it published recently?
>>> future_question.was_published_recently()
True
```

Since things in the future are not 'recent', this is clearly wrong.

Create a test to expose the bug

What we've just done in the shell to test for the problem is exactly what we can do in an automated test, so let's turn that into an automated test.

A conventional place for an application's tests is in the application's tests.py file; the testing system will automatically find tests in any file whose name begins with test.

Put the following in the tests.py file in the polls application:

polls/tests.py

```
from django.utils import timezone
from django.test import TestCase

from .models import Question

class QuestionMethodTests(TestCase):

    def test_was_published_recently_with_future_question(self):
        """

        was_published_recently() should return False for questions whose
        pub_date is in the future.
        """

        time = timezone.now() + datetime.timedelta(days=30)
        future_question = Question(pub_date=time)
        self.assertEqual(future_question.was_published_recently(), False)
```

What we have done here is created a **django.test.TestCase** subclass with a method that creates a **Question** instance with a **pub_date** in the future. We then check the output of **was_published_recently()** - which ought to be False.

Running tests

In the terminal, we can run our test:

```
$ python manage.py test polls
```

and you'll see something like:

What happened is this:

- python manage.py test polls looked for tests in the polls application
- \bullet it found a subclass of the ${\bf django.test.TestCase}$ class
- it created a special database for the purpose of testing
- $\bullet\,$ it looked for test methods ones whose names begin with test
- in test_was_published_recently_with_future_question it created a Question instance whose pub_date field is 30 days in the future
- ... and using the assertEqual() method, it discovered that its was_published_recently() returns True, though we wanted it to return False

The test informs us which test failed and even the line on which the failure occurred.

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```
def was_published_recently(self):
   now = timezone.now()
   return now - datetime.timedelta(days=1) <= self.pub_date <= now</pre>
```

and run the test again:

```
Creating test database for alias 'default'...

Ran 1 test in 0.001s

OK

Destroying test database for alias 'default'...
```

After identifying a bug, we wrote a test that exposes it and corrected the bug in the code so our test passes.

Many other things might go wrong with our application in the future, but we can be sure that we won't inadvertently reintroduce this bug, because simply running the test will warn us immediately. We can consider this little portion of the application pinned down safely forever.

More comprehensive tests

While we're here, we can further pin down the was_published_recently() method; in fact, it would be positively embarrassing if in fixing one bug we had introduced another.

Add two more test methods to the same class, to test the behavior of the method more comprehensively:

polls/tests.py

```
def test_was_published_recently_with_old_question(self):
    """
    was_published_recently() should return False for questions whose
    pub_date is older than 1 day.
    """
    time = timezone.now() - datetime.timedelta(days=30)
    old_question = Question(pub_date=time)
    self.assertEqual(old_question.was_published_recently(), False)

def test_was_published_recently_with_recent_question(self):
    """
    was_published_recently() should return True for questions whose
    pub_date is within the last day.
    """
    time = timezone.now() - datetime.timedelta(hours=1)
    recent_question = Question(pub_date=time)
    self.assertEqual(recent_question.was_published_recently(), True)
```

And now we have three tests that confirm that Question.was_published_recently() returns sensible values for past, recent, and future questions.

Again, **polls** is a simple application, but however complex it grows in the future and whatever other code it interacts with, we now have some guarantee that the method we have written tests for will behave in expected ways.

Test a view

The polls application is fairly undiscriminating: it will publish any question, including ones whose **pub_date** field lies in the future. We should improve this. Setting a **pub_date** in the future should mean that the Question is published at that moment, but invisible until then.

A test for a view

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When we fixed the bug above, we wrote the test first and then the code to fix it. In fact that was a simple example of test-driven development, but it doesn't really matter in which 4 really we do the work. $05/06/2016 \cdot 10:02$ PM

The Django test client

Django provides a test Client to simulate a user interacting with the code at the view level. We can use it in tests.py or even in the shell.

We will start again with the shell, where we need to do a couple of things that won't be necessary in tests.py. The first is to set up the test environment in the shell:

```
>>> from django.test.utils import setup_test_environment
>>> setup_test_environment()
```

setup_test_environment() installs a template renderer which will allow us to examine some additional attributes on responses such as **response.context** that otherwise wouldn't be available. Note that this method *does not* setup a test database, so the following will be run against the existing database and the output may differ slightly depending on what questions you already created.

Next we need to import the test client class (later in tests.py we will use the django.test.TestCase class, which comes with its own client, so this won't be required):

```
>>> from django.test import Client
>>> # create an instance of the client for our use
>>> client = Client()
```

With that ready, we can ask the client to do some work for us:

```
>>> # get a response from '/'
>>> response = client.get('/')
>>> # we should expect a 404 from that address
>>> response.status_code
404
>>> # on the other hand we should expect to find something at '/polls/'
>>> # we'll use 'reverse()' rather than a hardcoded URL
>>> from diango.core.urlresolvers import reverse
>>> response = client.get(reverse('polls:index'))
>>> response.status code
200
>>> response.content
b'\n\n\n No polls are available.\n\n'
>>> # note - you might get unexpected results if your ``TIME_ZONE``
>>> # in ``settings.py`` is not correct. If you need to change it,
>>> # you will also need to restart your shell session
>>> from polls.models import Question
>>> from django.utils import timezone
>>> # create a Question and save it
>>> q = Question(question_text="Who is your favorite Beatle?", pub_date=timezone.now())
>>> q.save()
>>> # check the response once again
>>> response = client.get('/polls/')
>>> response.content
                     \n
                               <a href="/polls/1/">Who is your favorite Beatle?</a>\n
                                                                                                      <11] >\n
>>> # If the following doesn't work, you probably omitted the call to
>>> # setup_test_environment() described above
>>> response.context['latest_question_list']
[<Question: Who is your favorite Beatle?>]
```

Improving our view

The list of polls shows polls that aren't published yet (i.e. those that have a **pub_date** in the future). Let's fix that.

In Tutorial 4 we introduced a class-based view, based on **ListView**:

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```
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context_object_name = 'latest_question_list'

def get_queryset(self):
    """Return the last five published questions."""
    return Question.objects.order_by('-pub_date')[:5]
```

We need to amend the <code>get_queryset()</code> method and change it so that it also checks the date by comparing it with <code>timezone.now()</code>. First we need to add an import:

polls/views.py

```
from django.utils import timezone
```

and then we must amend the ${\tt get_queryset}$ method like so:

```
polls/views.py
```

```
def get_queryset(self):
    """
    Return the last five published questions (not including those set to be
    published in the future).
    """
    return Question.objects.filter(
        pub_date__lte=timezone.now()
    ).order_by('-pub_date')[:5]
```

Question.objects.filter(pub_date__lte=timezone.now()) returns a queryset containing Questions whose pub_date is less than or equal to - that is, earlier than or equal to - timezone.now.

Testing our new view

Now you can satisfy yourself that this behaves as expected by firing up the runserver, loading the site in your browser, creating **Questions** with dates in the past and future, and checking that only those that have been published are listed. You don't want to have to do that every single time you make any change that might affect this - so let's also create a test, based on our **shell** session above.

Add the following to polls/tests.py:

polls/tests.py

```
from django.core.urlresolvers import reverse
```

and we'll create a shortcut function to create questions as well as a new test class:

```
polls/tests.py
```

```
Creates a question with the given `question_text` and published the
    given number of `days` offset to now (negative for questions published
    in the past, positive for questions that have yet to be published).
   time = timezone.now() + datetime.timedelta(days=days)
   return Question.objects.create(question_text=question_text,
                                   pub_date=time)
class QuestionViewTests(TestCase):
   def test_index_view_with_no_questions(self):
       If no questions exist, an appropriate message should be displayed.
       response = self.client.get(reverse('polls:index'))
       self.assertEqual(response.status_code, 200)
       self.assertContains(response, "No polls are available.")
       self.assertQuerysetEqual(response.context['latest_question_list'], [])
   def test_index_view_with_a_past_question(self):
        Questions with a pub_date in the past should be displayed on the
        index page.
        create_question(question_text="Past question.", days=-30)
        response
```