



< Previous	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓			Next >
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Part 2: Why Test?

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Part 2: Why Test?

It's likely you already have some familiarity with software testing in general, and writing tests in Python specifically. In this section, we're going to revisit the basic question: why write software tests? Our discussion here will form the foundation of the rest of the lesson.

It's highly recommended for you to type along with these examples, creating the `squarer.py` file and the corresponding test files!

A Simple Example

Suppose that you have written a simple class for squaring numbers:

```
# squarer.py
class Squarer(object):

    @staticmethod
    def calc(operand):
        return operand*operand
```

Squarer is a simple class, with a single static method: `calc`. The `calc` method calculates the square of its argument in the usual way, and returns it to the caller.

Let's use the Squarer class from the REPL (the Python shell):

```
$ python -i
>>> from squarer import Squarer
>>> Squarer.calc(3)
9
>>> Squarer.calc(100)
10000
```

Squarer works well: squaring 3 yields 9. Squaring 100 yields 10,000. The Squarer class is working perfectly.

Now imagine that another engineer working on this project has a “bright idea” about how to improve the Squarer class: squaring involves powers, therefore the Squarer class should be using the power operator. They make the following modification to your code:

```
# squarer.py
class Squarer(object):

    @staticmethod
    def calc(operand):
        # return operand*operand
        # OLD return operand**operand
```

Then at some point later you're using the squarer class to square numbers:

[illegible]

squaring 100 should give 10,000

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