

How to unittest

How to write unittest

- 1) Write the mock class for unittesting
 - a) Determine functions
 - i) `Def function(self):pass`
- 2) Run mock class to ensure everything works
- 3) Write unittest
 - a) Import class to test
 - i) `import unittest, sys, os`
 - ii) `#modifying sys path to import winLogic`
 - iii) `lib_path = os.path.abspath(os.path.join '..', 'Game'))`
 - iv) `sys.path.append(lib_path)`
 - v) `from file import Class`
 - b) `class TestClass(unittest.TestCase):`
 - c) Write test functions
 - i) `Def test_function(self):`
 - ii) `Setup test`
 - iii) `Assert something as a test`
- 4) Run test
 - a) Should fail at first
- 5) Write code to satisfy unittest

How to add to Test script:

- 1) Import unittest
 - a) `Import <filename>`
- 2) Print what you are testing
 - a) `print("#####\nChecking <class> \n #####")`
- 3) `Suite = unittest.TestLoader().loadTestsFromModule(<file>)`
- 4) `unittest.TextTestRunner(verbosity=2).run(suite)`