How to unittest

How to write unittest

1. Write the mock class for unittesting
   1. Detirmine functions
      1. Def function(self):pass
2. Run mock class to ensure everything works
3. Write unittest
   1. Import class to test
      1. import unittest, sys, os
      2. #modifying sys path to import winLogic
      3. lib\_path = os.path.abspath(os.path.join('..','Game'))
      4. sys.path.append(lib\_path)
      5. from file import Class
   2. class TestClass(unittest.TestCase):
   3. Write test functions
      1. Def test\_function(self):
      2. Setup test
      3. Assert something as a test
4. Run test
   1. Should fail at first
5. Write code to satisfy unittest

How to add to Test script:

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