



mobile Dev Diary



Swift Testing parametrized tests

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Parametrized tests



What is parametrized test? 🤔

- **special type of test with arguments,**
- **parameterized test is defined once,**
- but is executed as many times as the number of input arguments.**
- **Swift Testing framework feature available in Xcode 16.**

Test case



Let's take a property "containsEmoji" in String extension as an example 

```
extension String {  
    var containsEmoji: Bool {  
        ...  
    }  
}
```

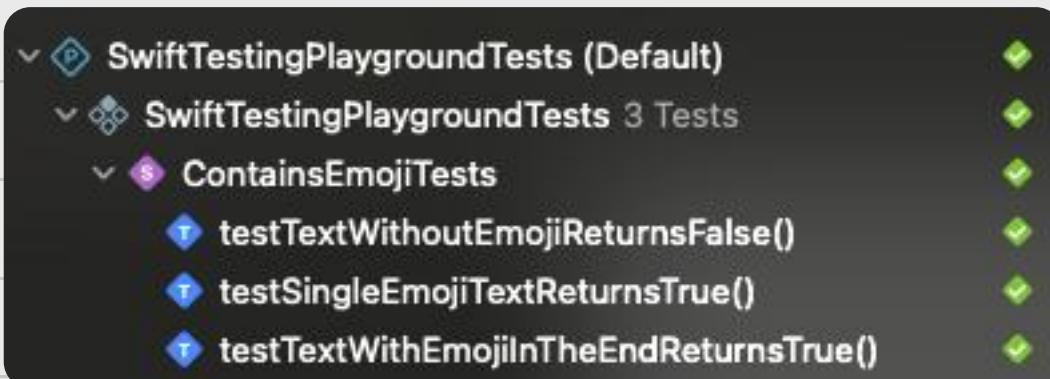
It returns **true** when a text contains at least one emoji and **false** when there is no emoji at all.

XCTest - good 😊

In a traditional XCTest approach, three separate tests can be added to validate three different Strings ↴

```
class ContainsEmojiTests: XCTestCase {  
    func testTextWithoutEmojiReturnsFalse() {  
        XCTAssertFalse("ABC".containsEmoji)  
    }  
  
    func testSingleEmojiTextReturnsTrue() {  
        XCTAssertTrue("🚀".containsEmoji)  
    }  
  
    func testTextWithEmojiInTheEndReturnsTrue() {  
        XCTAssertTrue("ABC 🎉".containsEmoji)  
    }  
}
```

Then each case is listed in the output ↴



XCTest - better 😊

Tests suite can be refactored to a one test that iterates through test cases avoiding the code duplications ↴

```
class ContainsEmojiTests: XCTestCase {

    struct TestCase {
        let text: String
        let result: Bool
    }

    static let testCases: [TestCase] = [
        .init(text: "ABC", result: false),
        .init(text: "🚀", result: true),
        .init(text: "ABC 🚀", result: true)
    ]

    func testTextContainsEmoji() {
        Self.testCases.forEach { test in
            XCTAssertTrue(test.text.containsEmoji == test.result)
        }
    }
}
```

the downside of the approach is loss of separate descriptions ↴

```
SwiftTestingPlaygroundTests (Default)
    SwiftTestingPlaygroundTests 1 Test
        ContainsEmojiTests
            testTextContainsEmoji()
```



mdd

Swift Testing - the best 😊

There are a few steps to transform the test into a parametrized test:

1. remove the “`XCTestCase`” inheritance, and replace keyword class → struct,
2. modify the test function signature to accept the `TestCase`,
3. use the `@Test` macro and pass `testCases` as an argument ↓

```
struct ContainsEmojiTests {

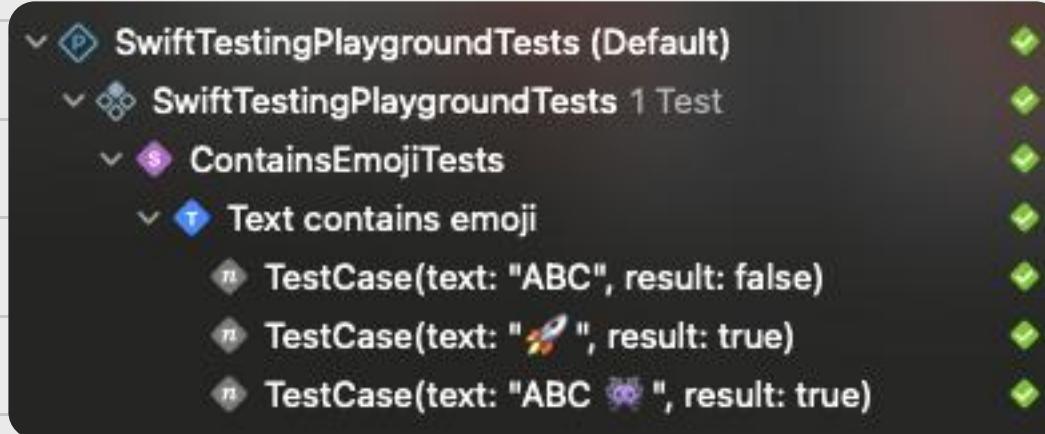
    struct TestCase {
        let text: String
        let result: Bool
    }

    static let testCases: [TestCase] = [
        .init(text: "ABC", result: false),
        .init(text: "🚀", result: true),
        .init(text: "ABC 🚀", result: true)
    ]

    @Test("Text contains emoji", arguments: testCases)
    func textContainsEmoji(test: TestCase) {
        #expect(test.text.containsEmoji == test.result)
    }
}
```

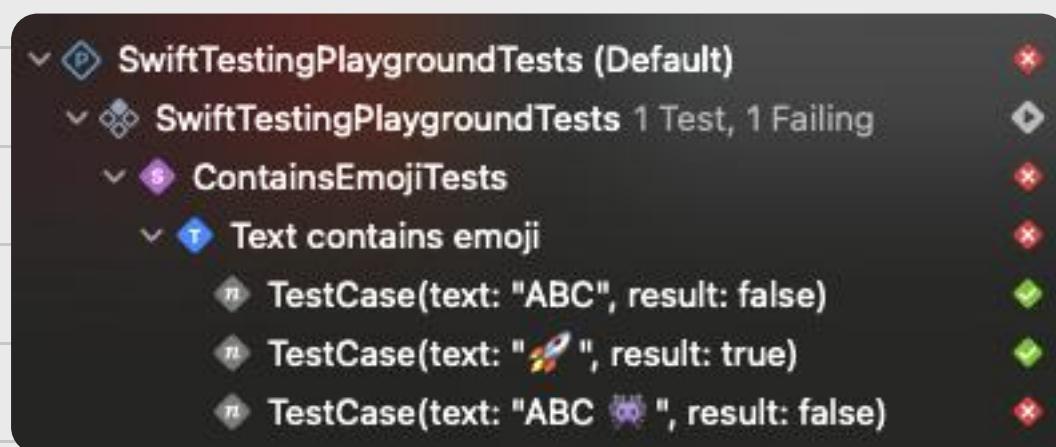
Swift Testing - the best 😊

The huge advantage of the Swift Testing parametrized tests is the capability to check the output from the execution in the test navigator in a way that all test inputs (TestCase for us) are listed together with execution results ↴



Swift Testing - the best 😊

In case of an error, it's possible to check the test navigator and see for which input test fails ↴



```
24 // MARK: - Text Contains Emoji Tests
25
26 @testable import XCTest
27
28
29 func testTextContainsEmoji() {
30     let test = TestCase(text: "ABC 🚀", result: false)
31     XCTAssertTrue(test.text.containsEmoji)
32
33     XCTAssertEqual(test.result, false)
34 }
```

The screenshot shows the Xcode code editor with the following code:

```
24 // MARK: - Text Contains Emoji Tests
25
26 @testable import XCTest
27
28
29 func testTextContainsEmoji() {
30     let test = TestCase(text: "ABC 🚀", result: false)
31     XCTAssertTrue(test.text.containsEmoji)
32
33     XCTAssertEqual(test.result, false)
34 }
```

The code defines a test function `testTextContainsEmoji` that creates a `TestCase` with text "ABC 🚀" and result `false`. It then asserts that the text contains an emoji and that the result is `false`. The test fails because the text does not contain an emoji.

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