Factory Boy Fun

Adam Johnson - me@adamj.eu

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What the problem?

You've done this, right?

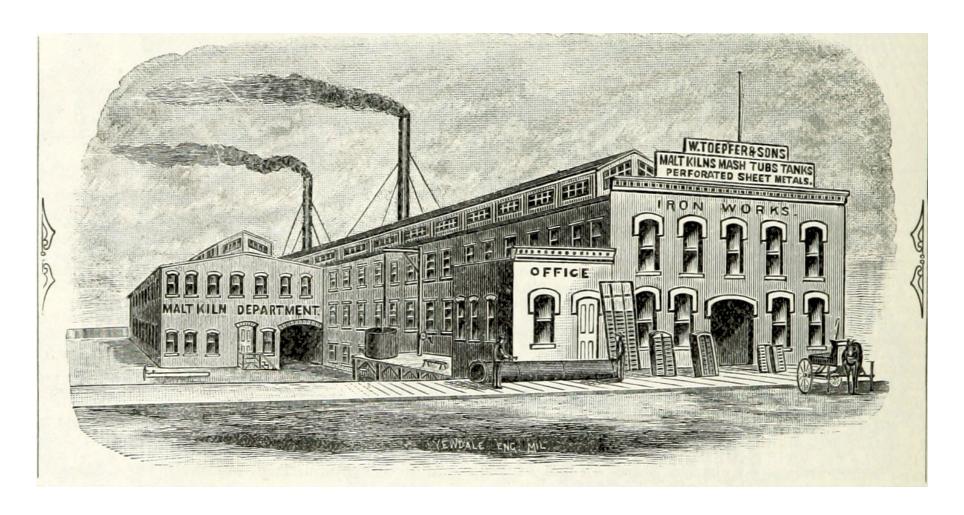
Pain...

- Test data in two places!
- A quirky json file that has to be maintained separately!
- I just want a User but I have to give every detail!

Model-building can overtake testing

• Let's fix that... with a package ported from Ruby on Rails. (Trust me, it's gonna be okay!)

Factories to the rescue!



Factory Boy

- "A fixtures replacement based on thoughtbot's 'factory_girl'."
- http://factoryboy.readthedocs.org/en/latest/

Example factory

• Creates auth. User instances

```
class User(DjangoModelFactory):
    class Meta:
        model = 'auth. User'
        django_get_or_create = ('username',)
    first name = 'Adam'
    last_name = 'Johnson'
    @lazy_attribute
    def username(self):
        return slugify(self.first_name + '.' +
                        self.last_name))
    @lazy_attribute
    def email(self):
        return self.username + "@example.com")
    @lazy_attribute
    def date_joined(self):
        return now() - timedelta(days=randint(5, 50))
    @lazy_attribute
    def last_login(self):
        return self.date_joined + dt.timedelta(days=4))
```

Usage

```
class MyTests(TestCase):
    def setUp(self):
        # A single user, adam.johnson
        self.user = factories.User()

# Another user, adam.smith
        self.user2 = factories.User(last_name='Smith')

# A list of 10 users
    # (actually get_or_create -> 10 x adam.johnson)
    self.users = factories.User.create_batch(10)
```

Adding fuzziness



Adding fuzziness with faker

A suite of functions for generating random test data

http://www.joke2k.net/faker/

```
import faker

# separate to a factory boy Factory
faker = faker.Factory.create()

class User(DjangoModelFactory):
    first_name = lazy(lambda o: faker.first_name())
    last_name = lazy(lambda o: faker.last_name())
    # ...
```

Controlling the randomness

- Great for testing multiple paths
- But need control if a test fails due to the randomness, how do we re-run it?
- For nose, install "nose-randomize". Prints random seed and lets you control it via "—with-seed".

One-to-many relationships

- No built-in structure for navigating in particular
- But flexible "post_generation" hook lets you add code

```
class Product(DjangoModelFactory):
    class Meta:
        model = 'app.Product'

@lazy_attribute
    def name(self):
        return "Book_by_" + faker.name()

@lazy_attribute
    def price(self):
        return Decimal(randint(5, 100))
```

```
class ProductGroup (DjangoModelFactory):
    class Meta:
        model = 'app. ProductGroup'
    @lazy_attribute
    def name(self):
        return "Products_from_" + faker.company()
    @post_generation
    def products(self, create, count, **kwargs):
        if count is None:
            count = 3
        make_product = getattr(Product,
            'create' if create else 'build')
        products = [make_product(group=self)
                    for i in range(count)]
        if not create:
            # Fiddle with django internals so
            # self.product_set.all() works with build()
            self._prefetched_objects_cache = \
                { 'product ': products }
```

Usage

```
class MyTests(TestCase):
    def setUp(self):
        # A group of 10
        self.g1 = factories.ProductGroup(products=10)
```

Problem solved?

- Helped us make terser, clearer tests
- Lower maintenance
- Useful also for populating local database with example data

Thank you

• me@adamj.eu