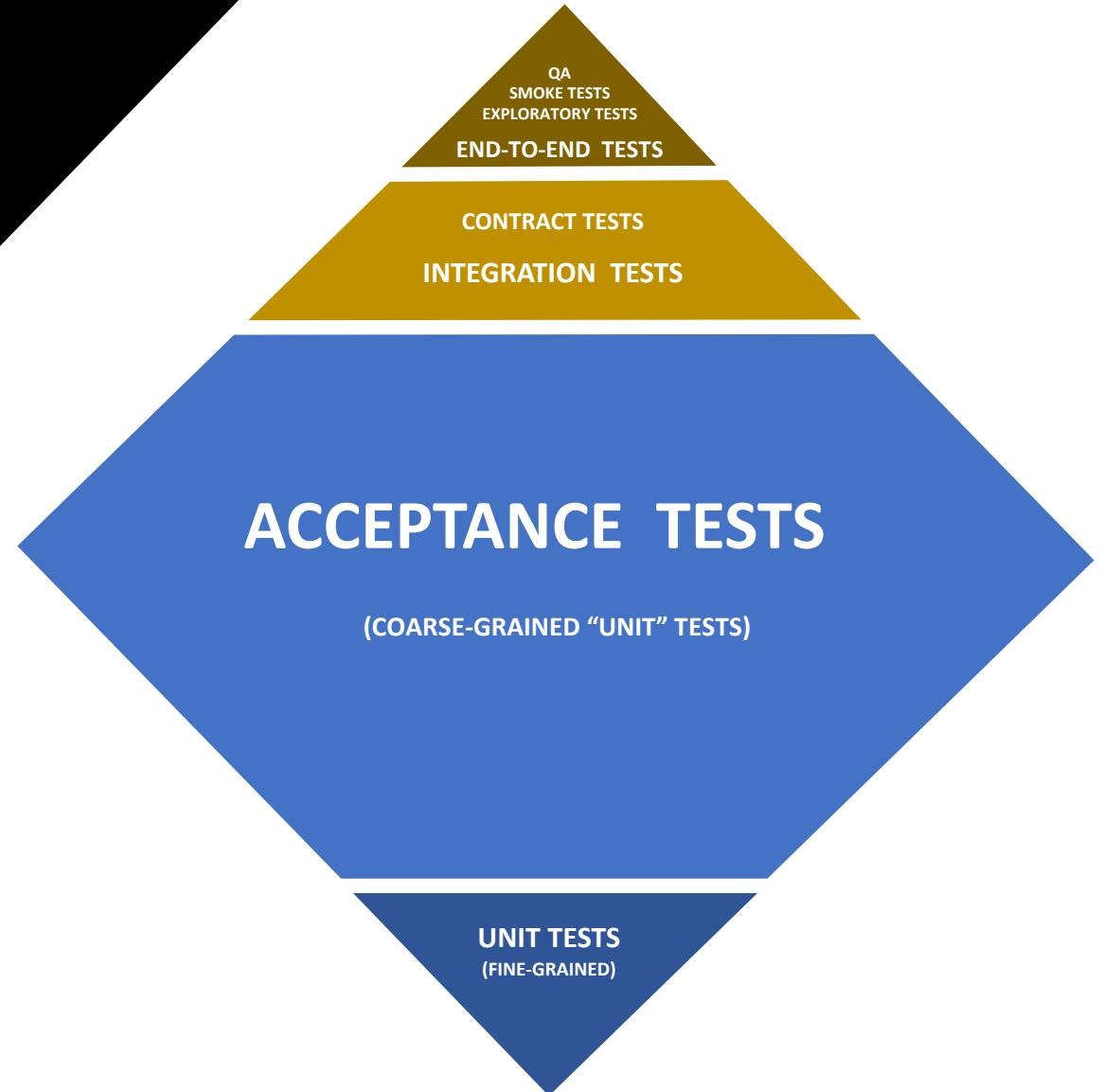


Write Antifragile & Domain-Driven Tests with

OUTSIDE-IN DIAMOND TDD



Thomas PIERRAIN

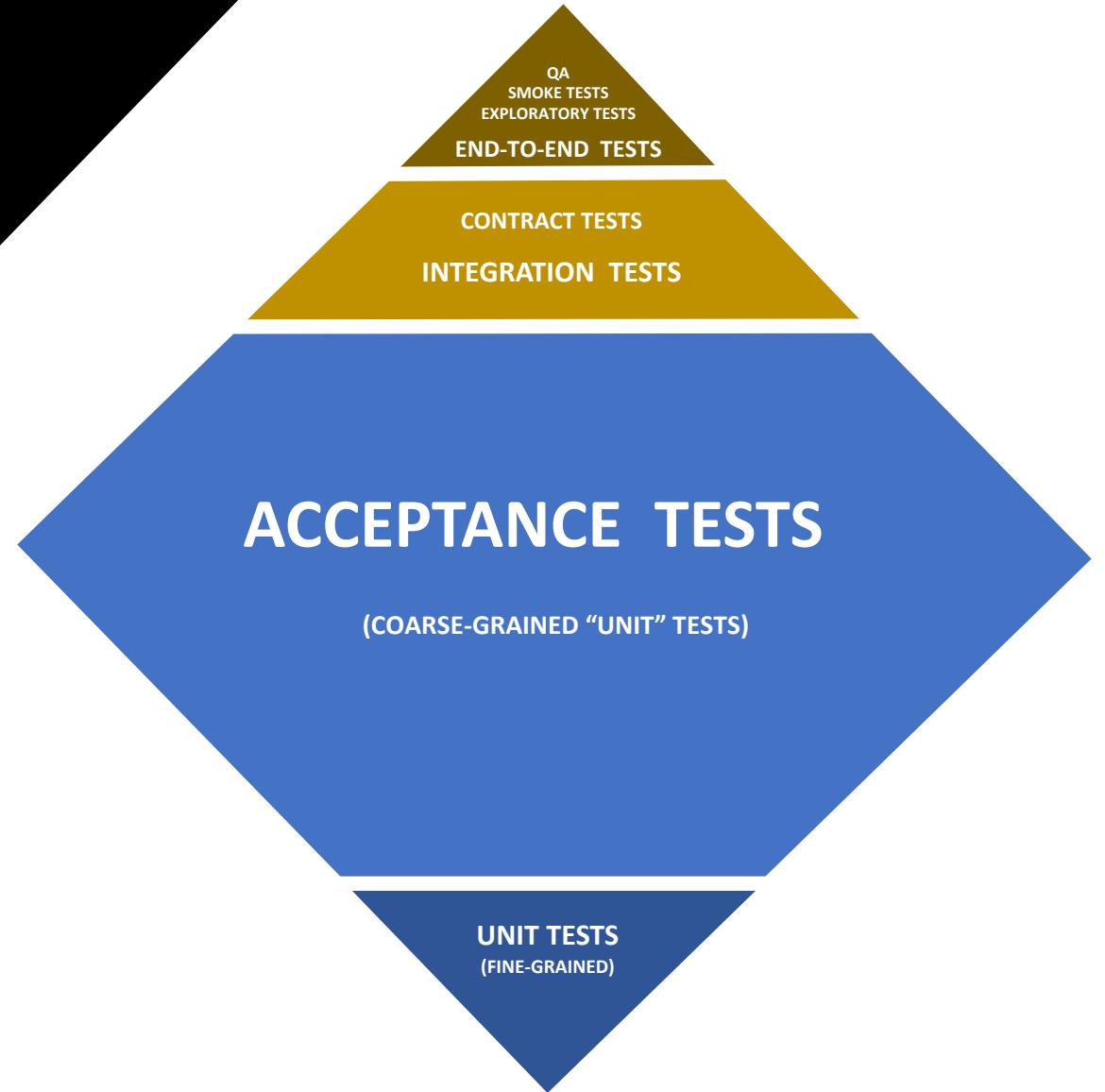


Write Antifragile & Domain-Driven Tests with

OUTSIDE-IN DIAMOND TDD



Thomas PIERRAIN



Disclaimers

There is no silver bullet

Your testing strategy & techniques must always be chosen accordingly
to your context (both human & technical)

As long as you **understand your trade-offs** there is no reason not to **explore
new paths...**

Thanks to Kent Beck, Martin Fowler, Michael Feathers, Nat Pryce & Steve Freeman for their great source of inspiration over
the years **#shouldersOfGiants**

Preamble

I ❤️ DDD HENCE I

❤️ ...

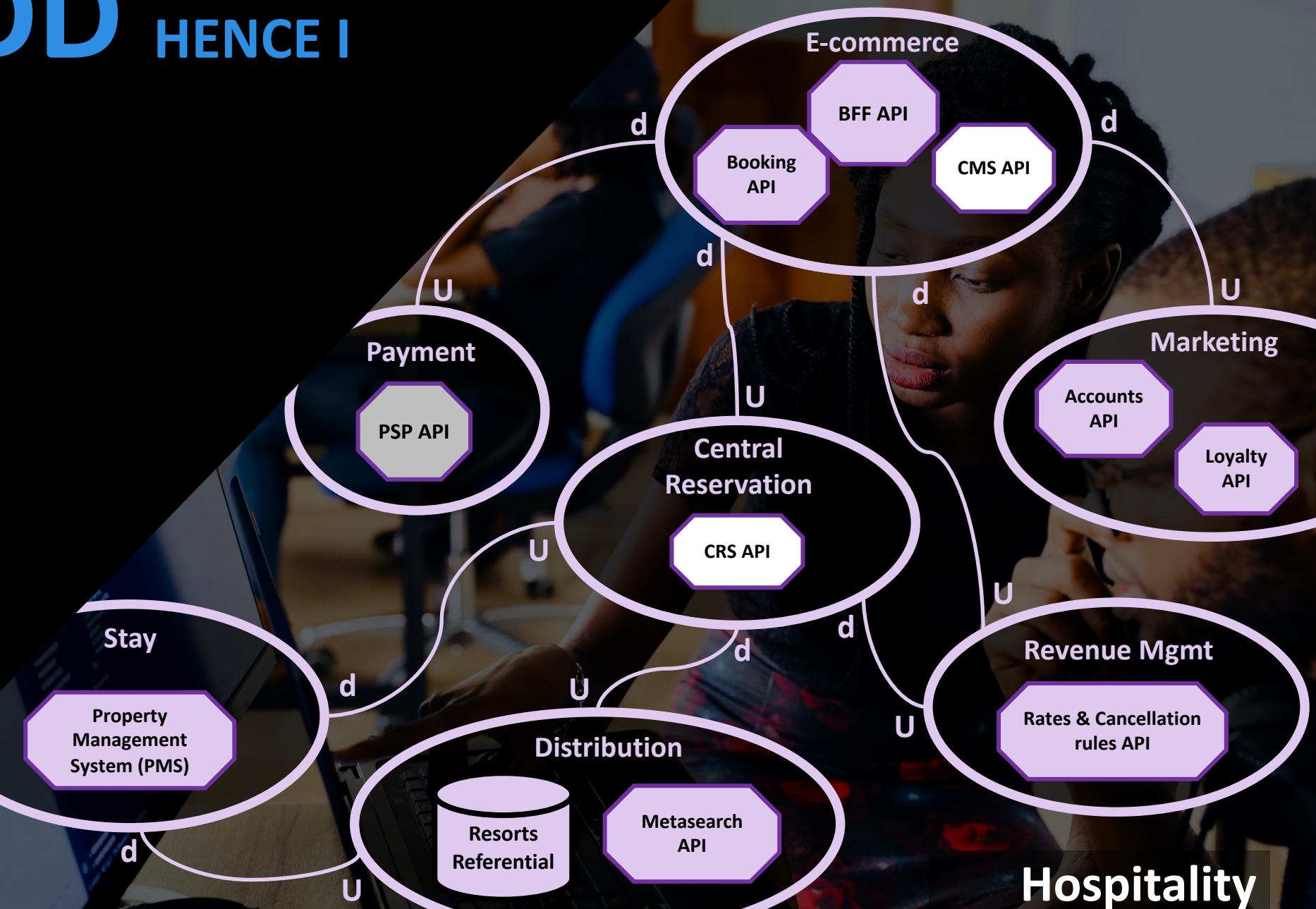
(Contextualized)
Services



I ❤️ DDD HENCE I



(Contextualized)
Services



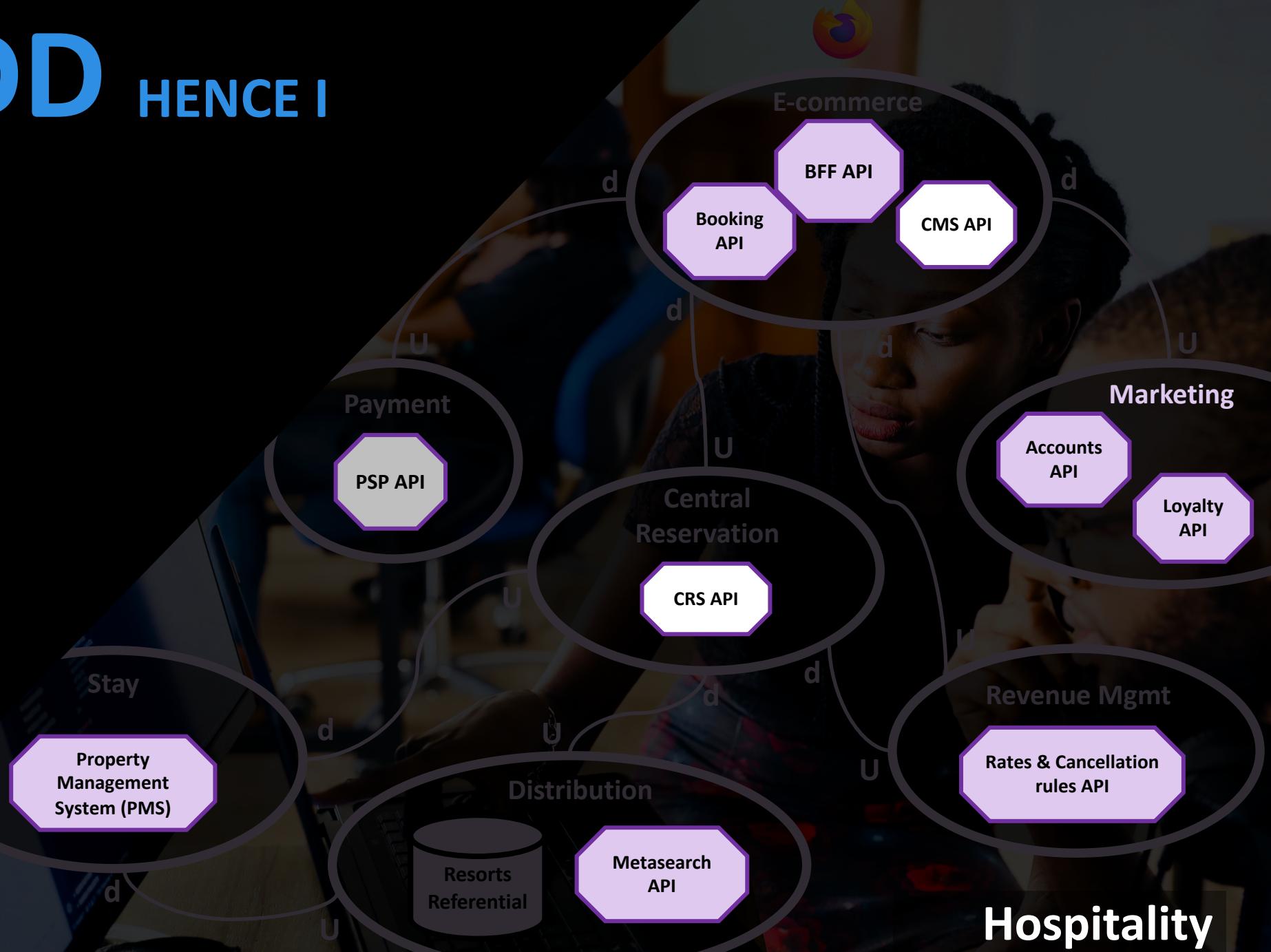
Hospitality

I ❤️ DDD HENCE I



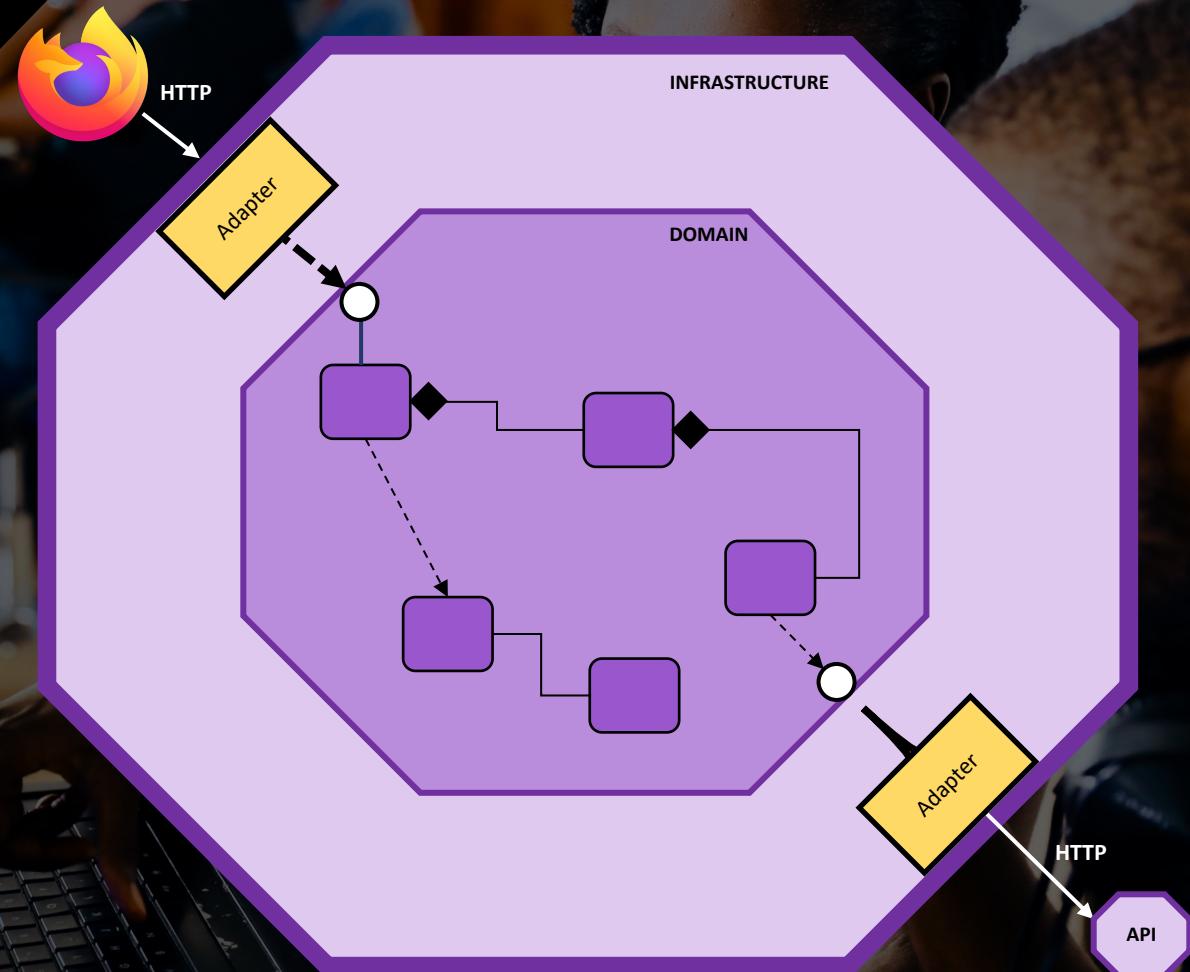
...

(Contextualized) Services



DDD & TDD ALSO LOVE...

Ports &
Adapters



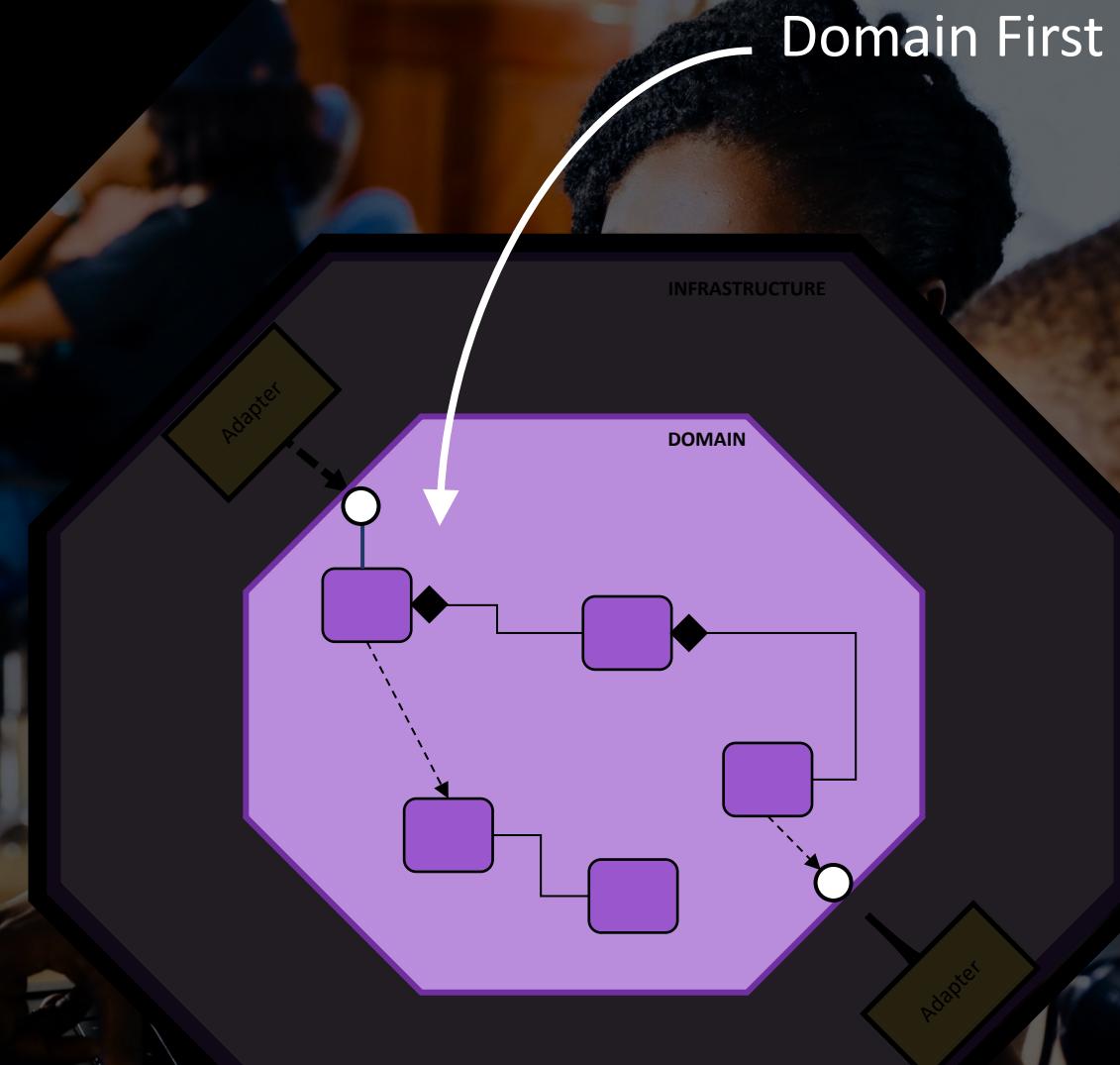
DDD & TDD ALSO LOVE...

Ports &
Adapters



DDD & TDD ALSO LOVE...

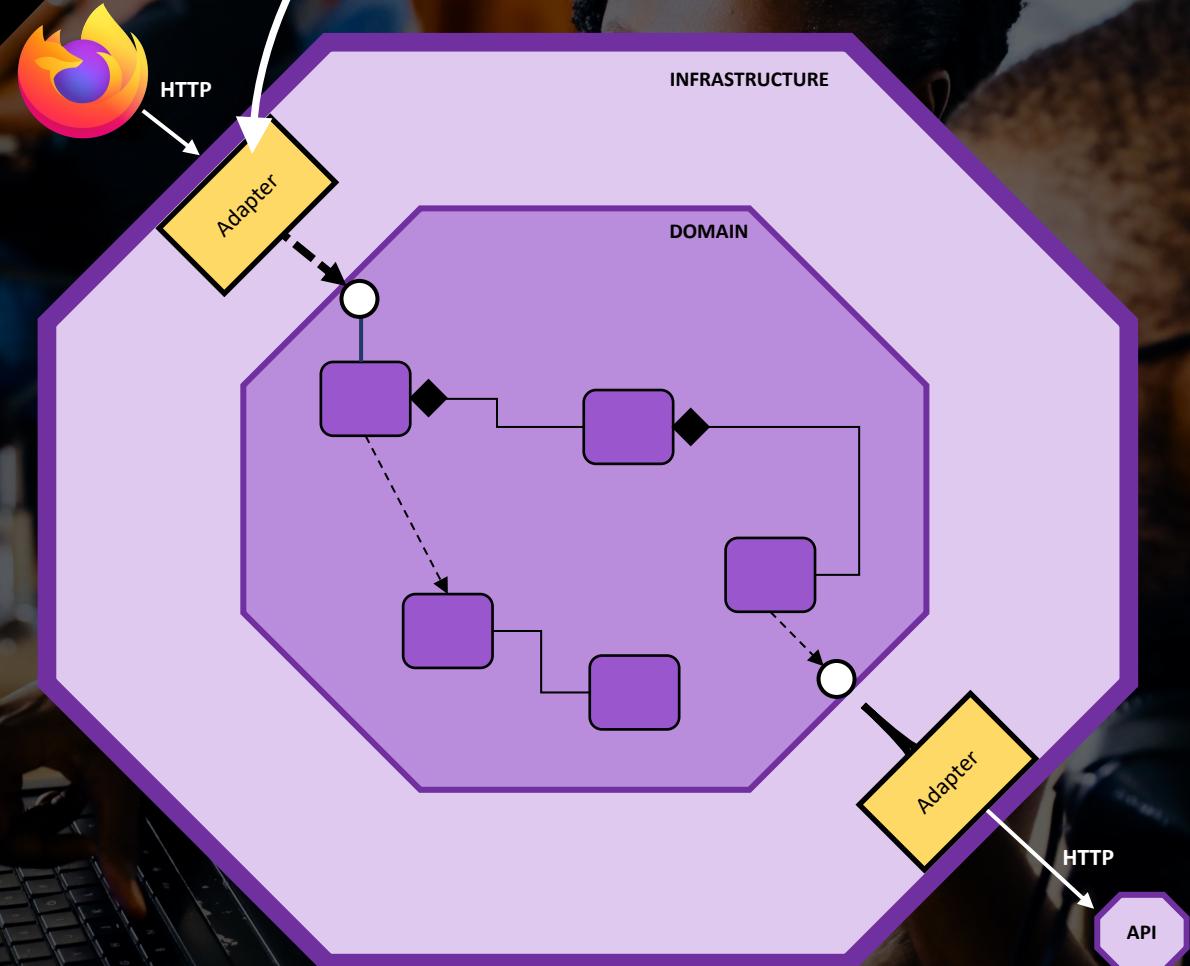
Ports &
Adapters



DDD & TDD ALSO LOVE...

Ports &
Adapters

Deploy as you wish



Let's talk about tests!

A WORLD OF TESTS

Different Types

ET

Exploratory Tests (E2E)

IT

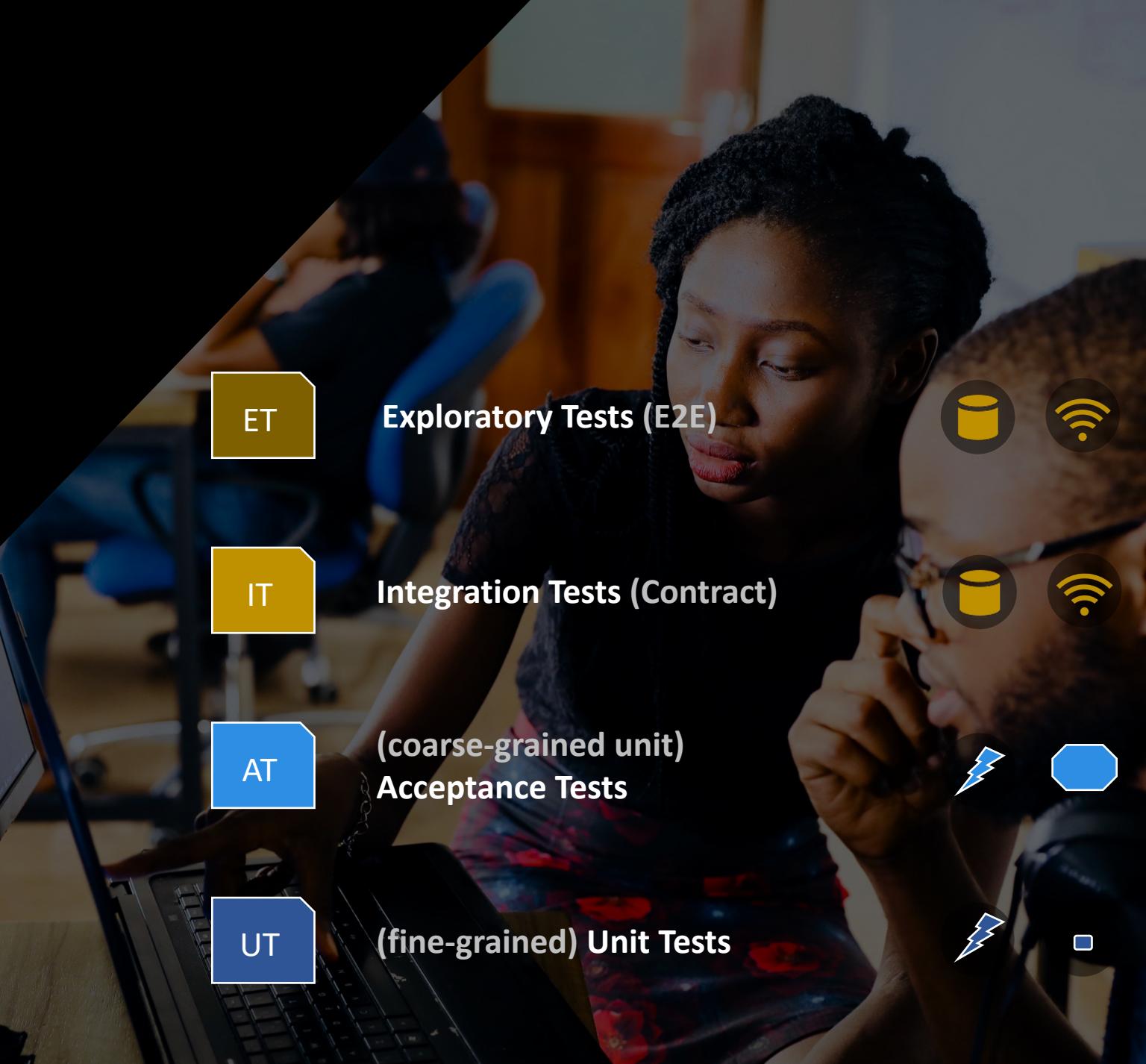
Integration Tests (Contract)

AT

(coarse-grained unit)
Acceptance Tests

UT

(fine-grained) Unit Tests



Why do I do TDD?

TEST DRIVEN DEVELOPM ENT

Made me...

YAGNI (Outside-in form)

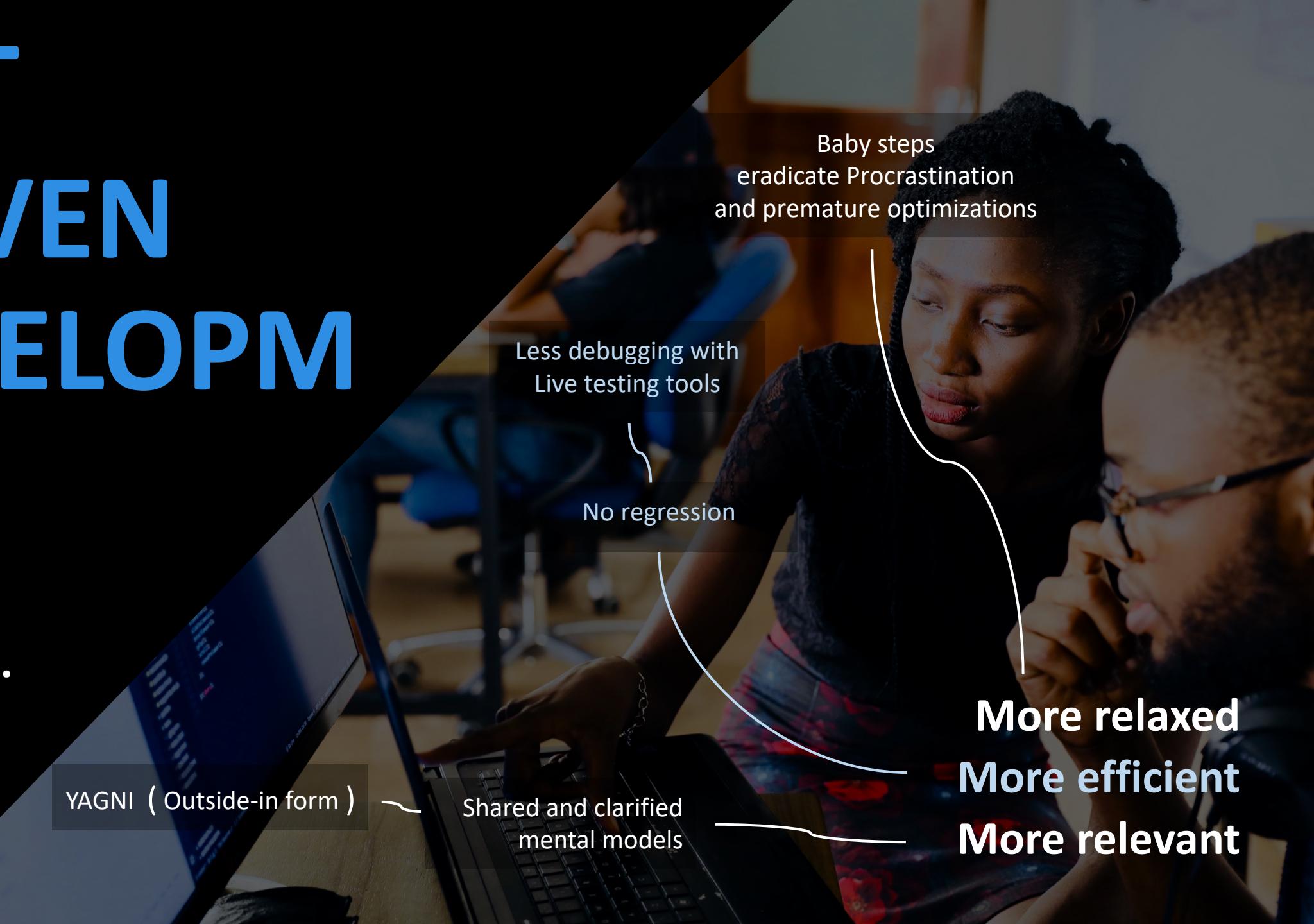
Shared and clarified
mental models

Less debugging with
Live testing tools

No regression

Baby steps
eradicate Procrastination
and premature optimizations

More relaxed
More efficient
More relevant



TDD Workflows

TEST DRIVEN DEVELOPM ENT

Outside-in



TEST DRIVEN DEVELOPM ENT

Outside-in

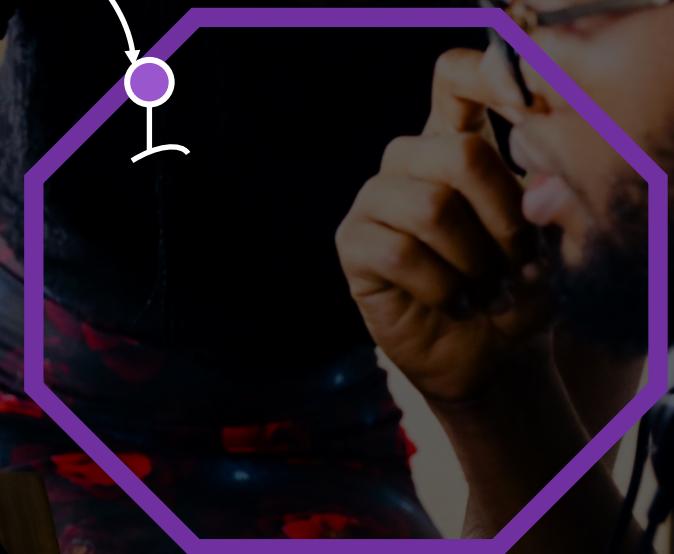
AT



TEST DRIVEN DEVELOPM ENT

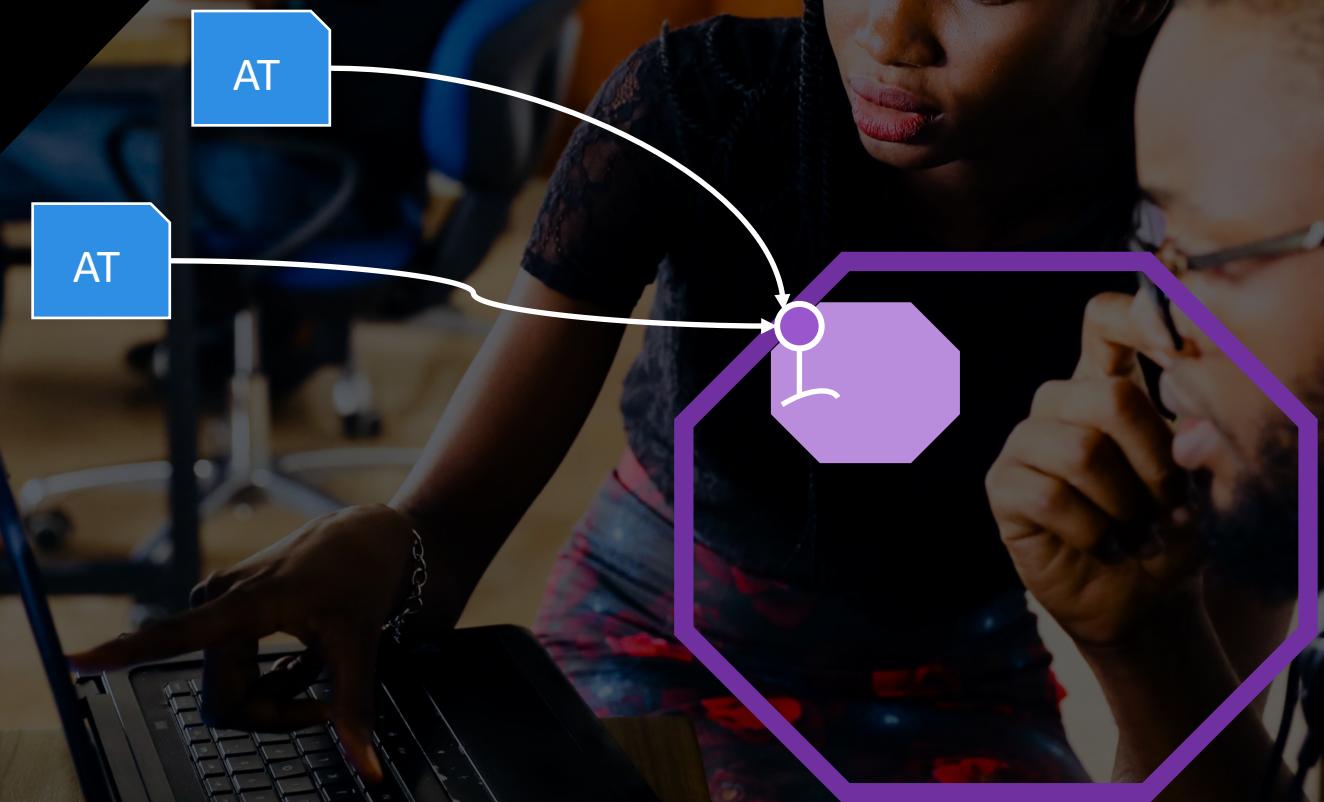
Outside-in

AT



TEST DRIVEN DEVELOPM ENT

Outside-in



TEST DRIVEN DEVELOPM ENT

Outside-in



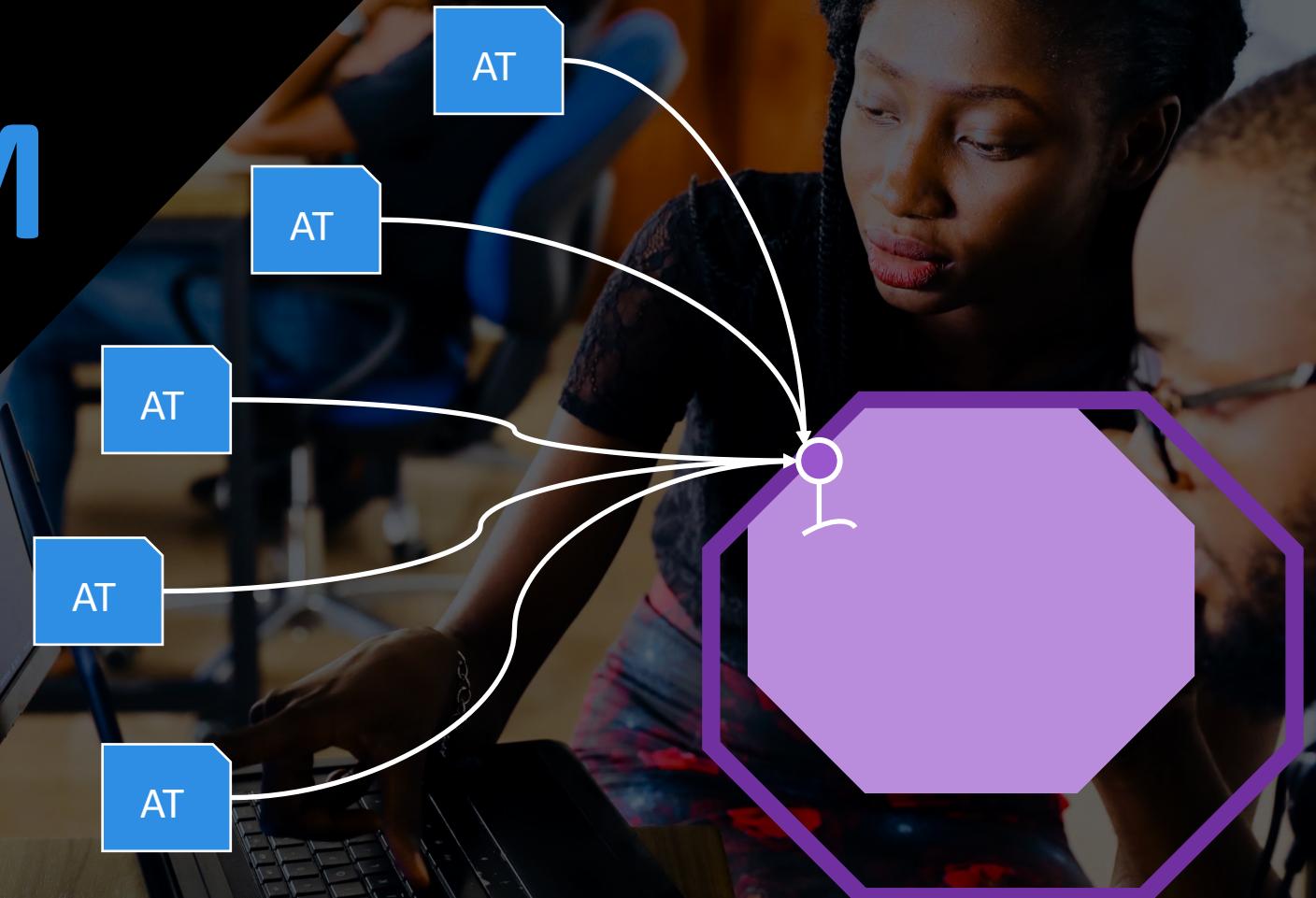
TEST DRIVEN DEVELOPM ENT

Outside-in



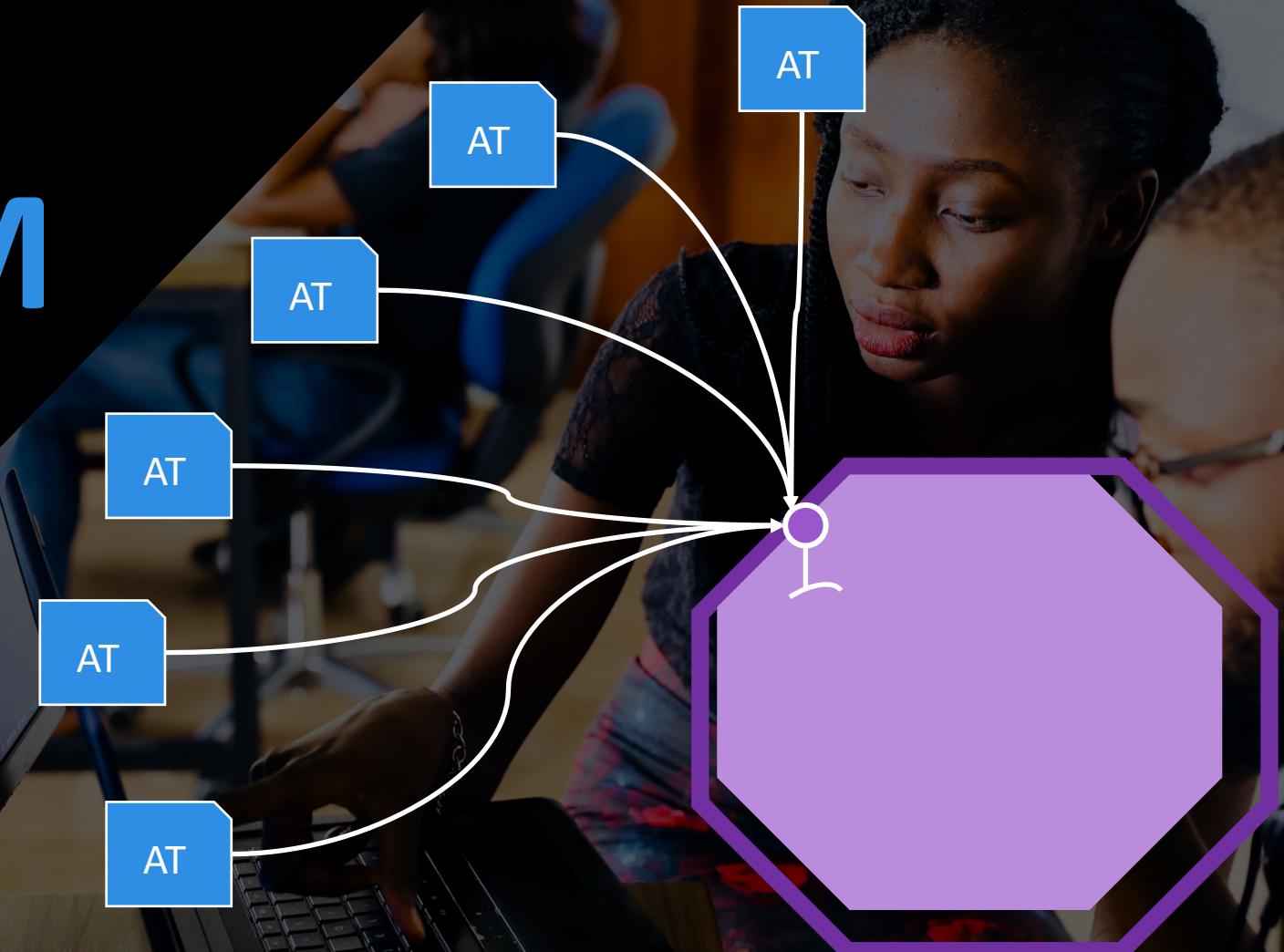
TEST DRIVEN DEVELOPM ENT

Outside-in



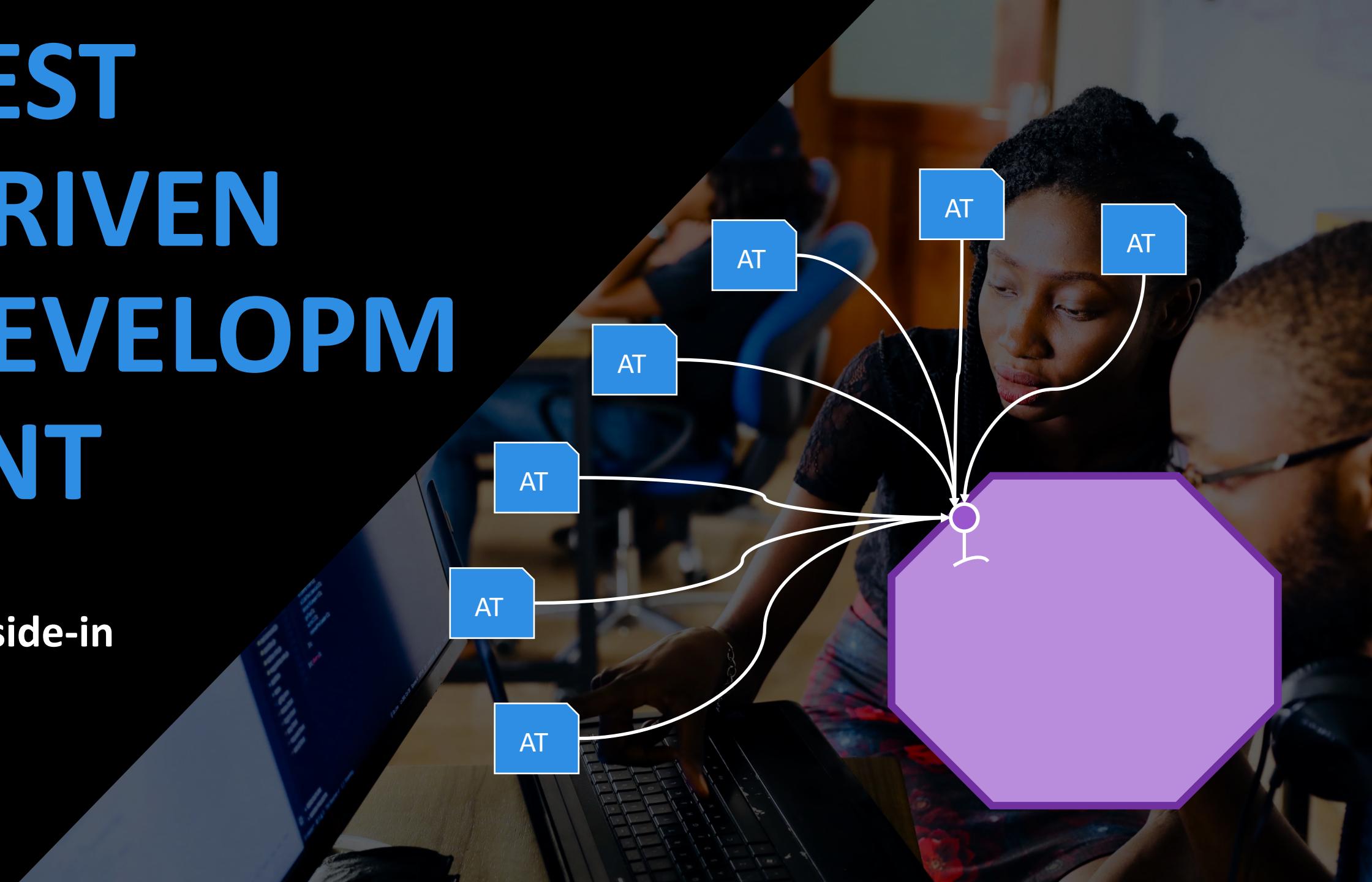
TEST DRIVEN DEVELOPM ENT

Outside-in



TEST DRIVEN DEVELOPM ENT

Outside-in



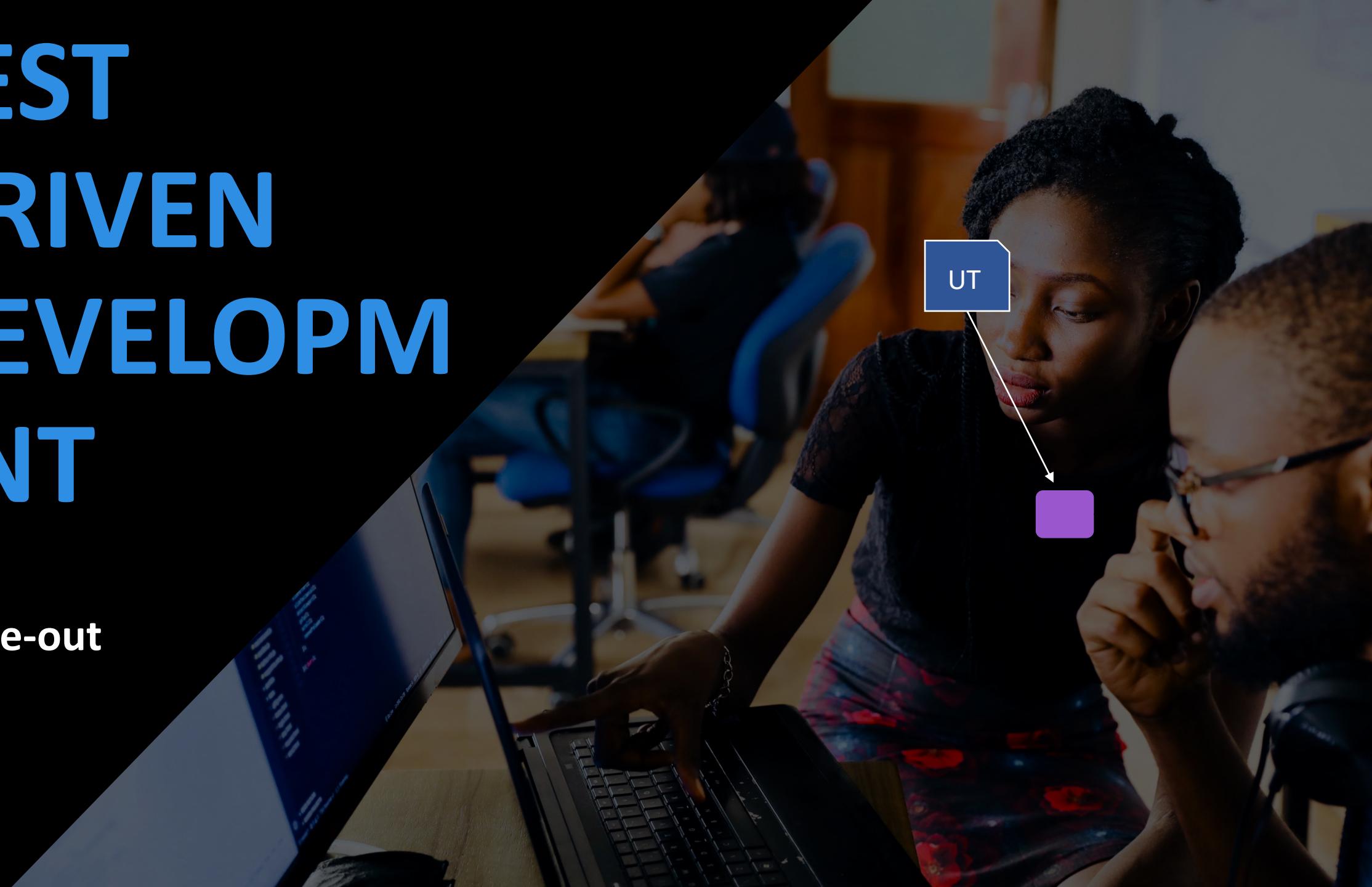
TEST DRIVEN DEVELOPM ENT

Inside-out



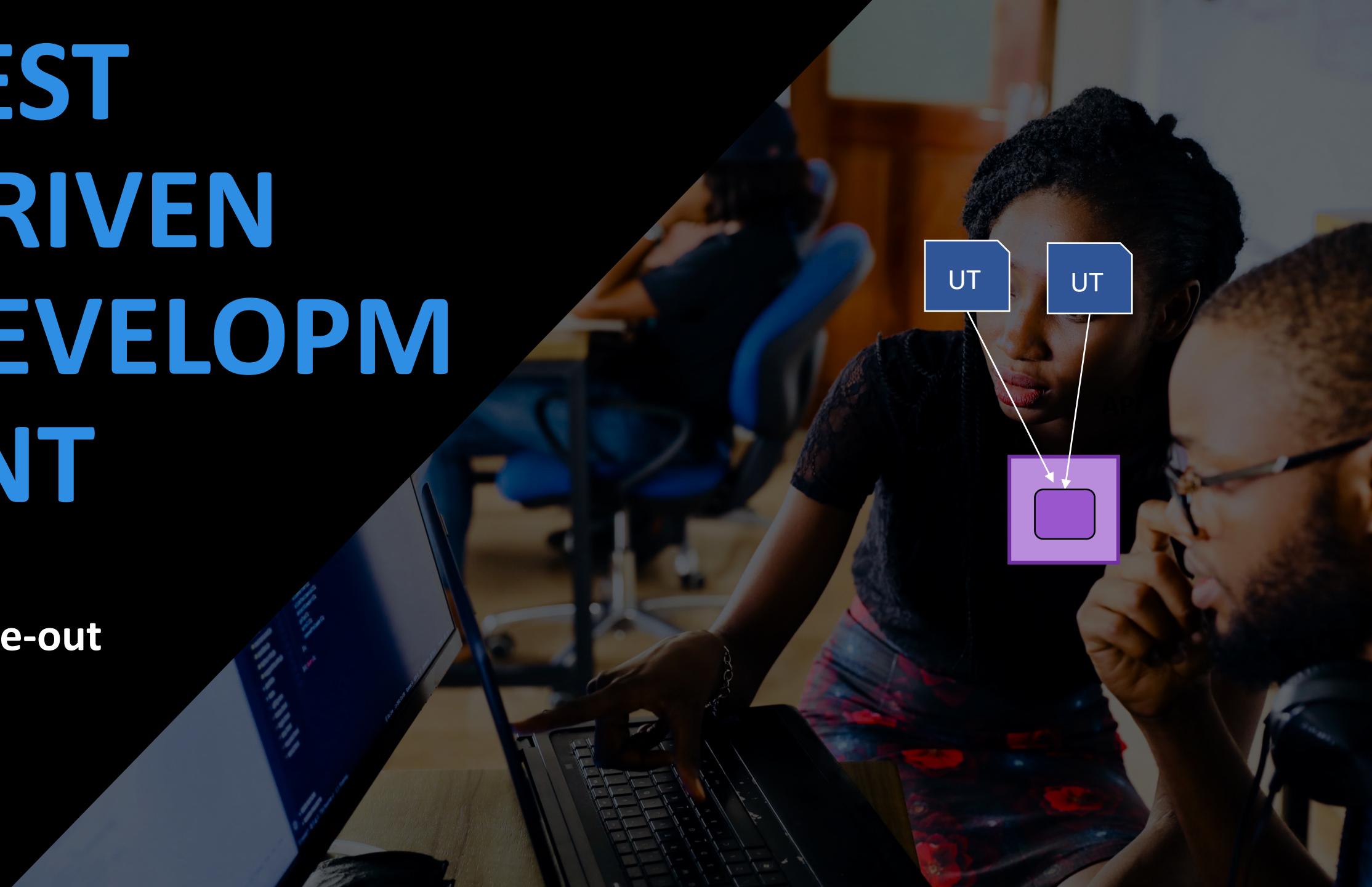
TEST DRIVEN DEVELOPM ENT

Inside-out



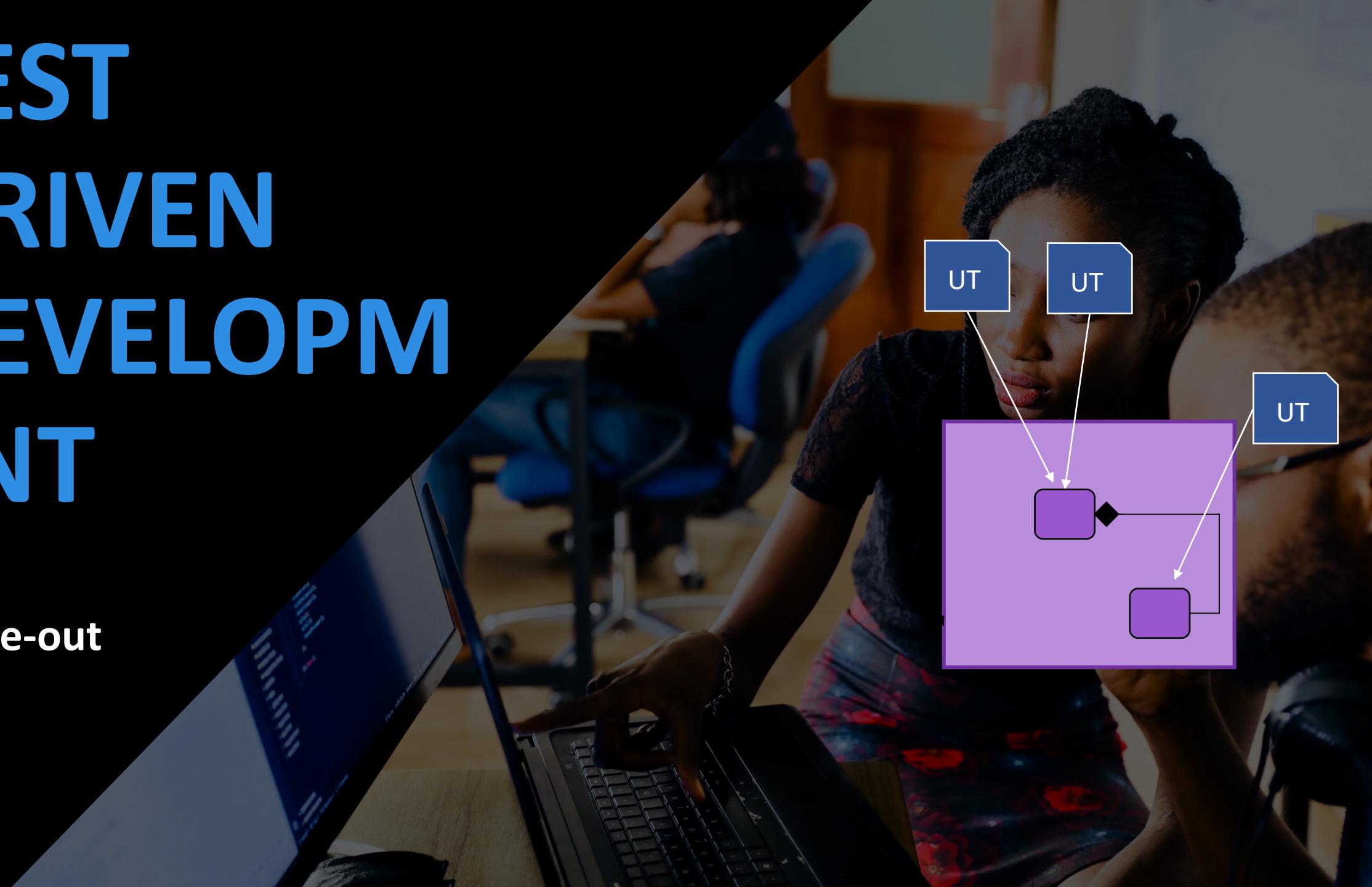
TEST DRIVEN DEVELOPM ENT

Inside-out



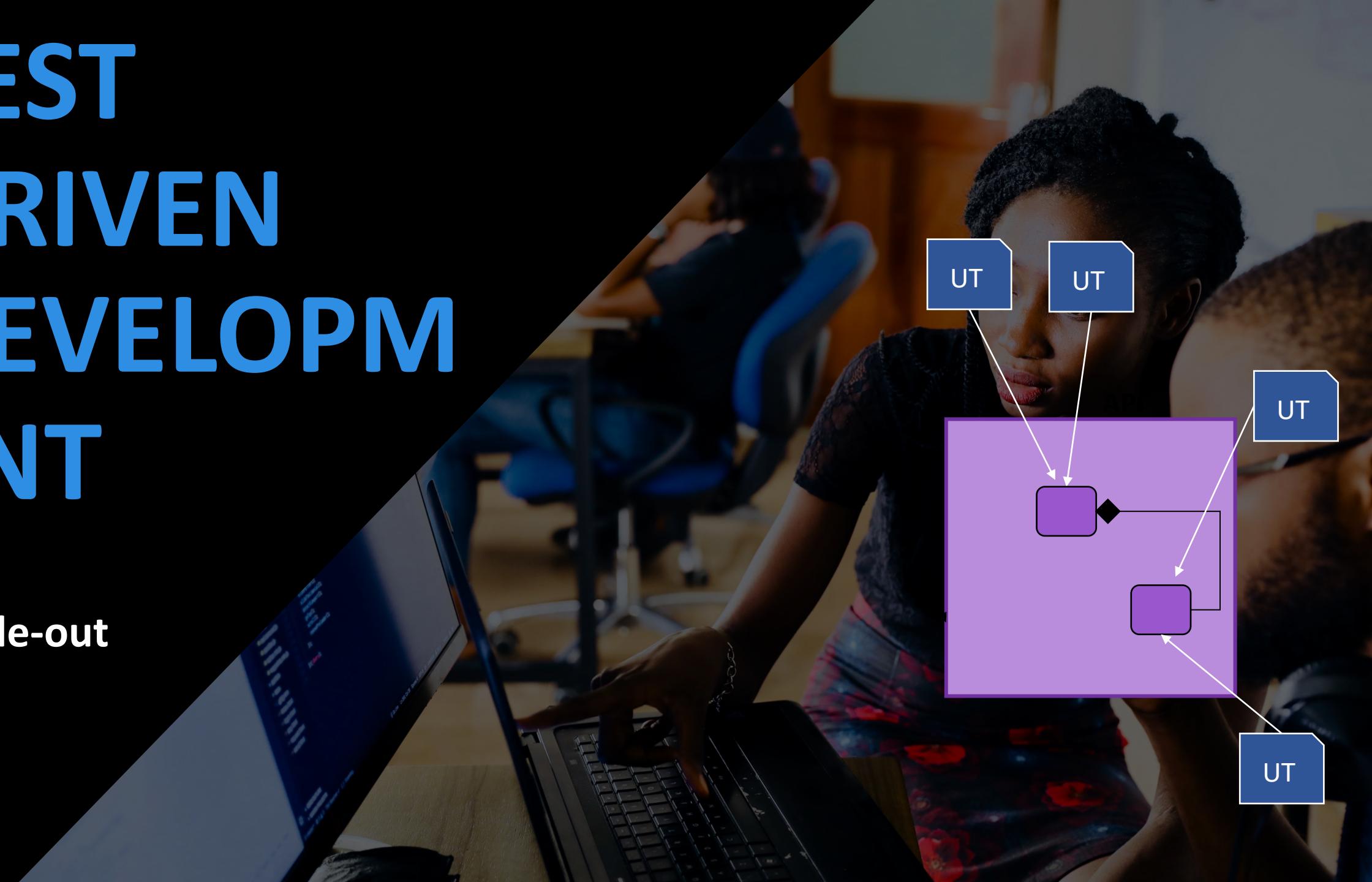
TEST DRIVEN DEVELOPM ENT

Inside-out



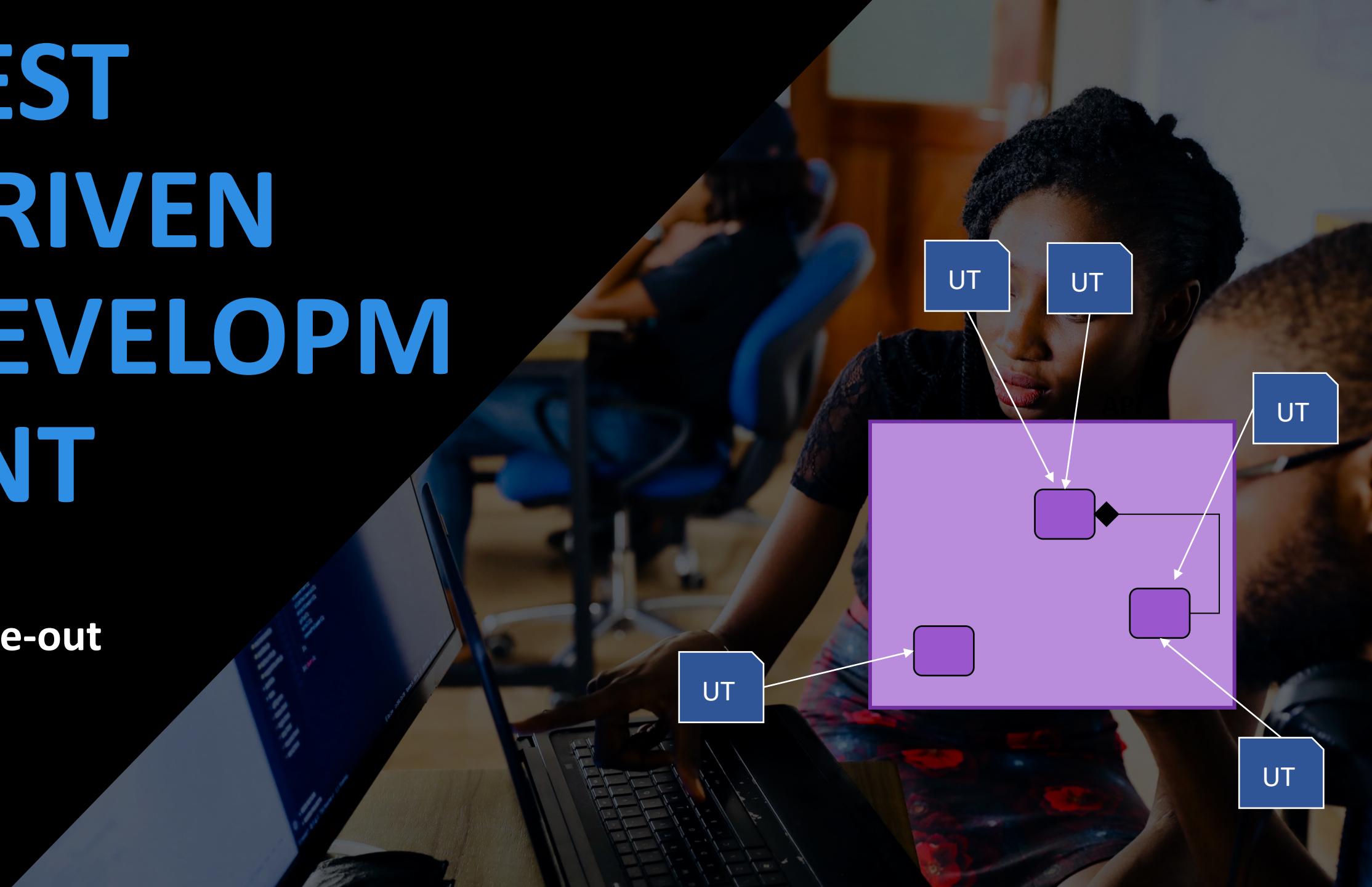
TEST DRIVEN DEVELOPM ENT

Inside-out



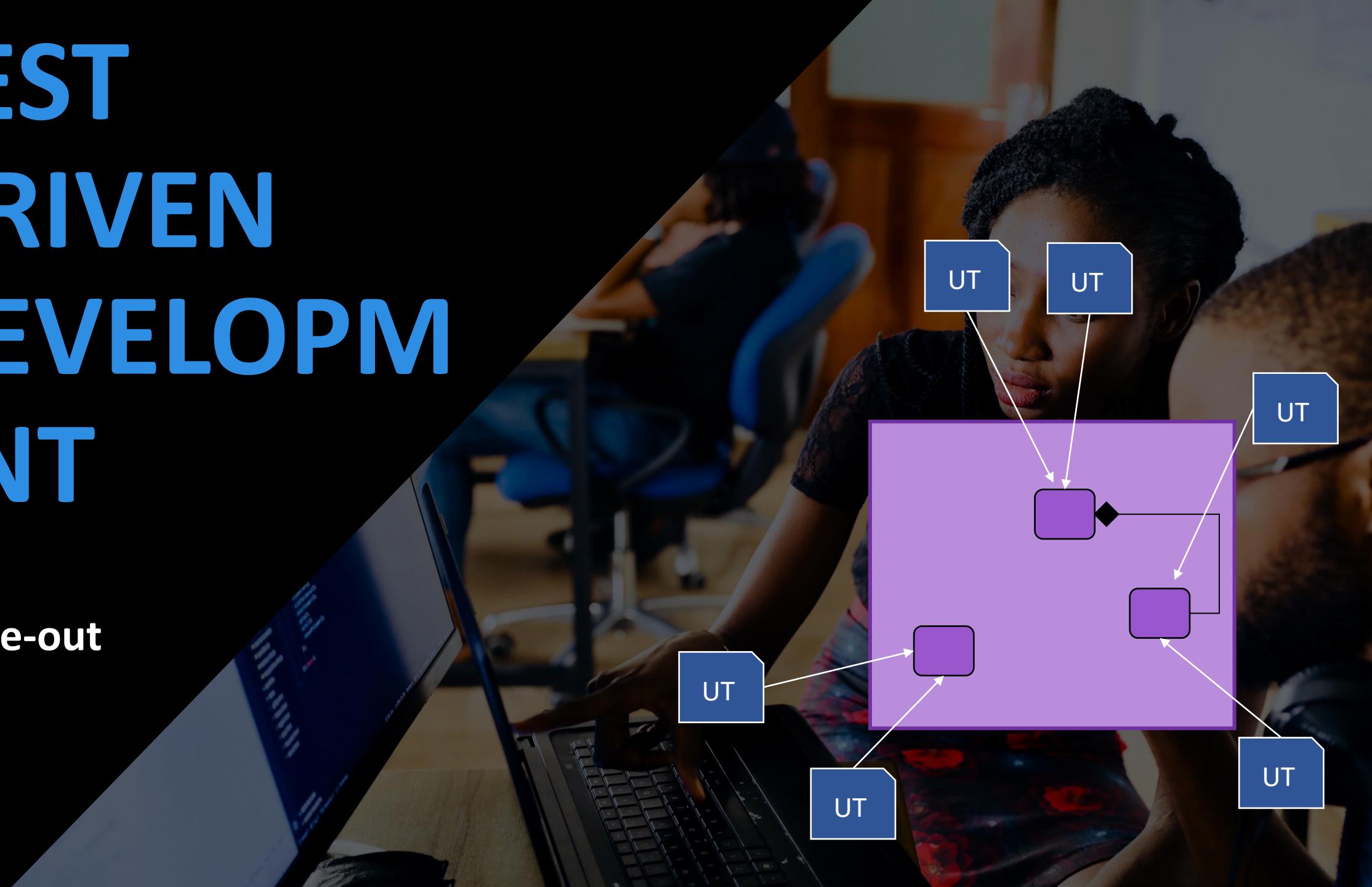
TEST DRIVEN DEVELOPM ENT

Inside-out



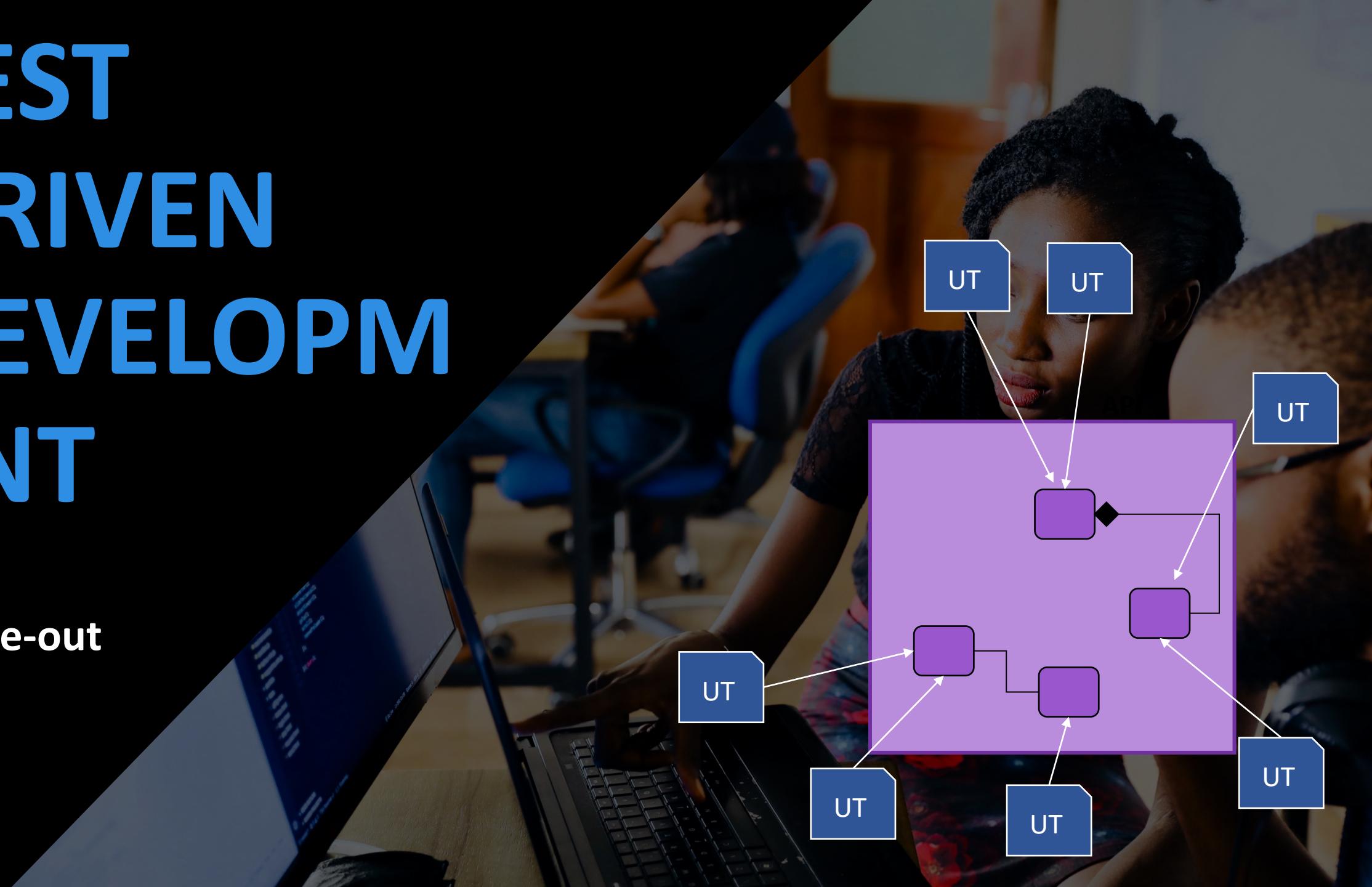
TEST DRIVEN DEVELOPM ENT

Inside-out



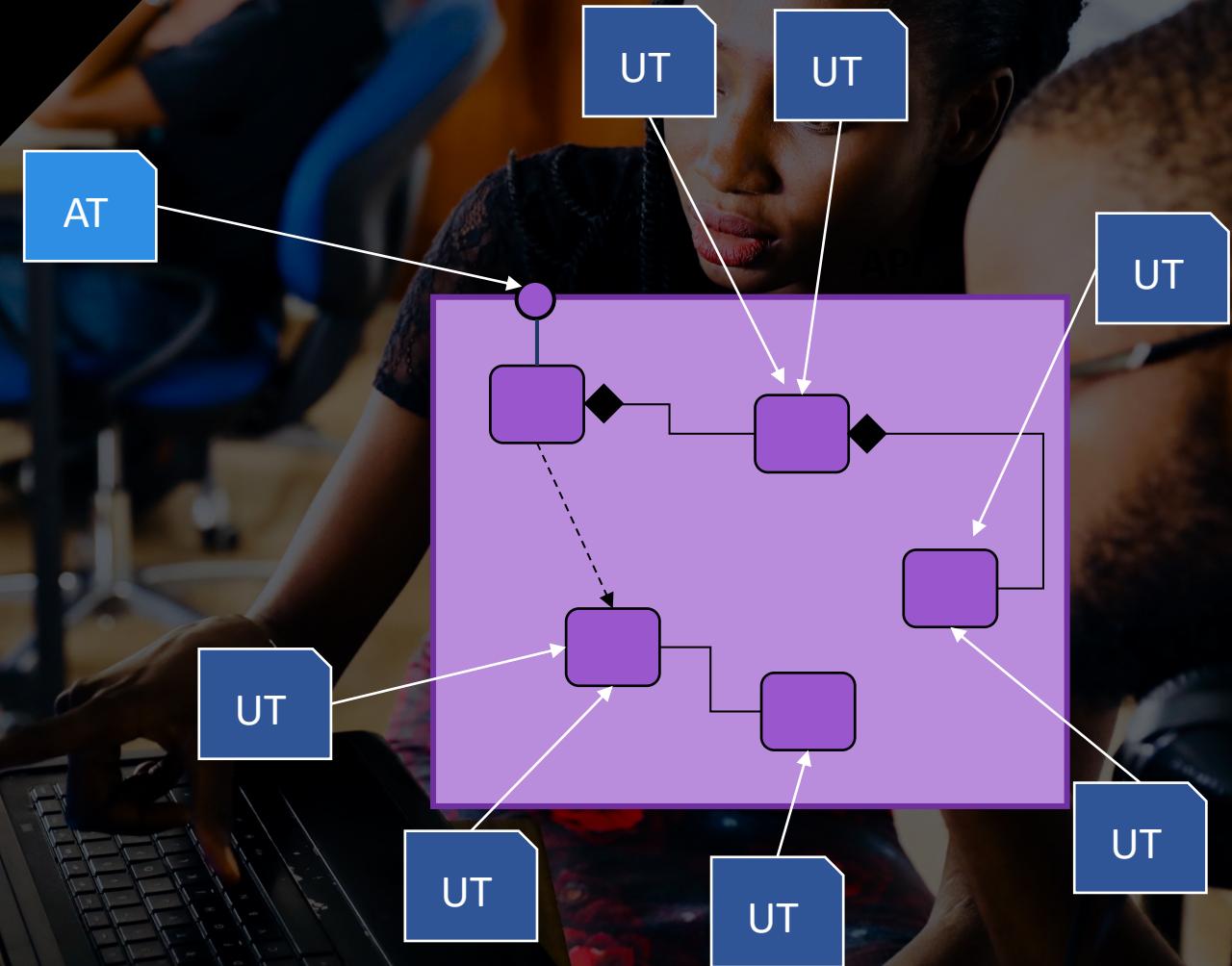
TEST DRIVEN DEVELOPM ENT

Inside-out



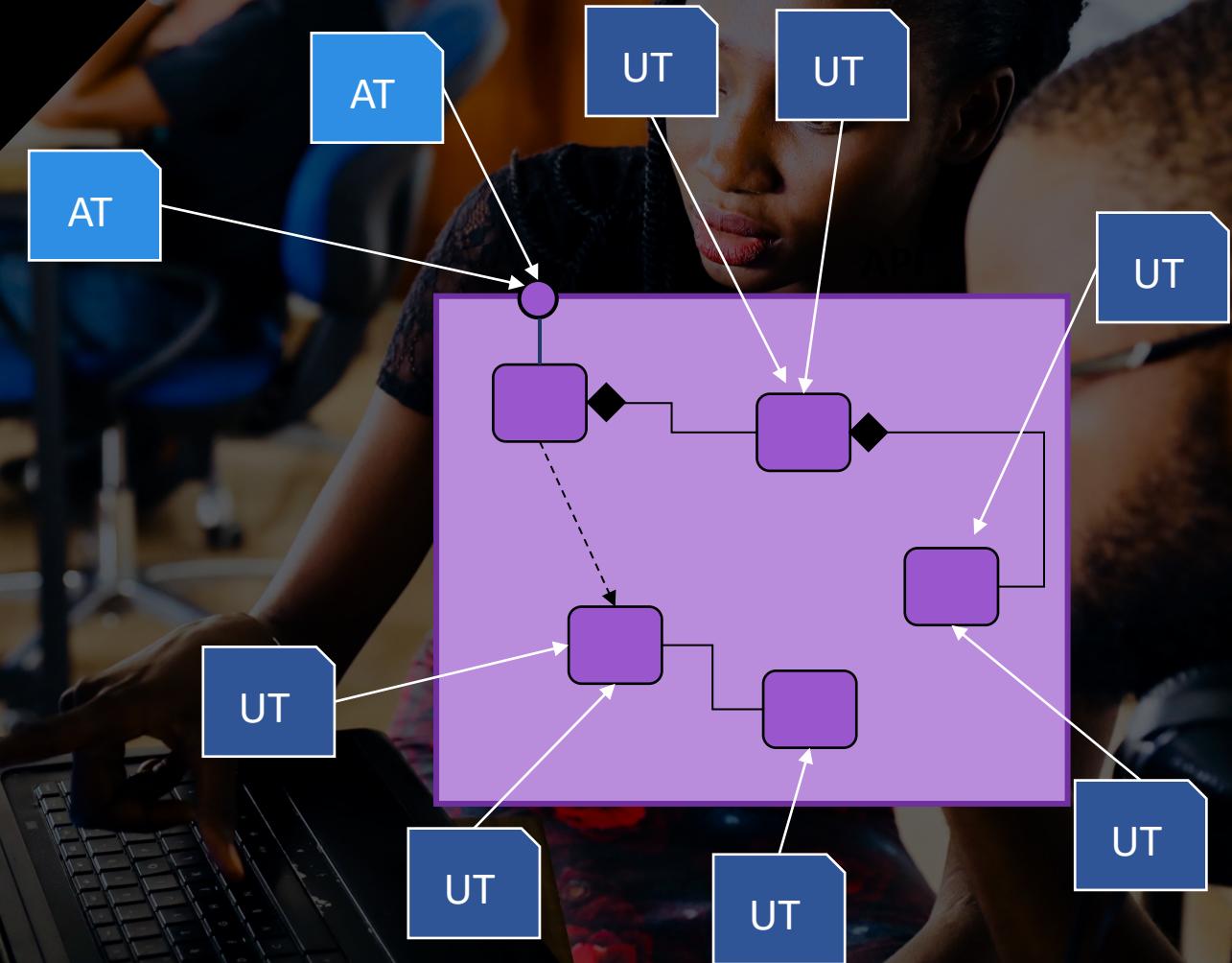
TEST DRIVEN DEVELOPM ENT

Inside-out



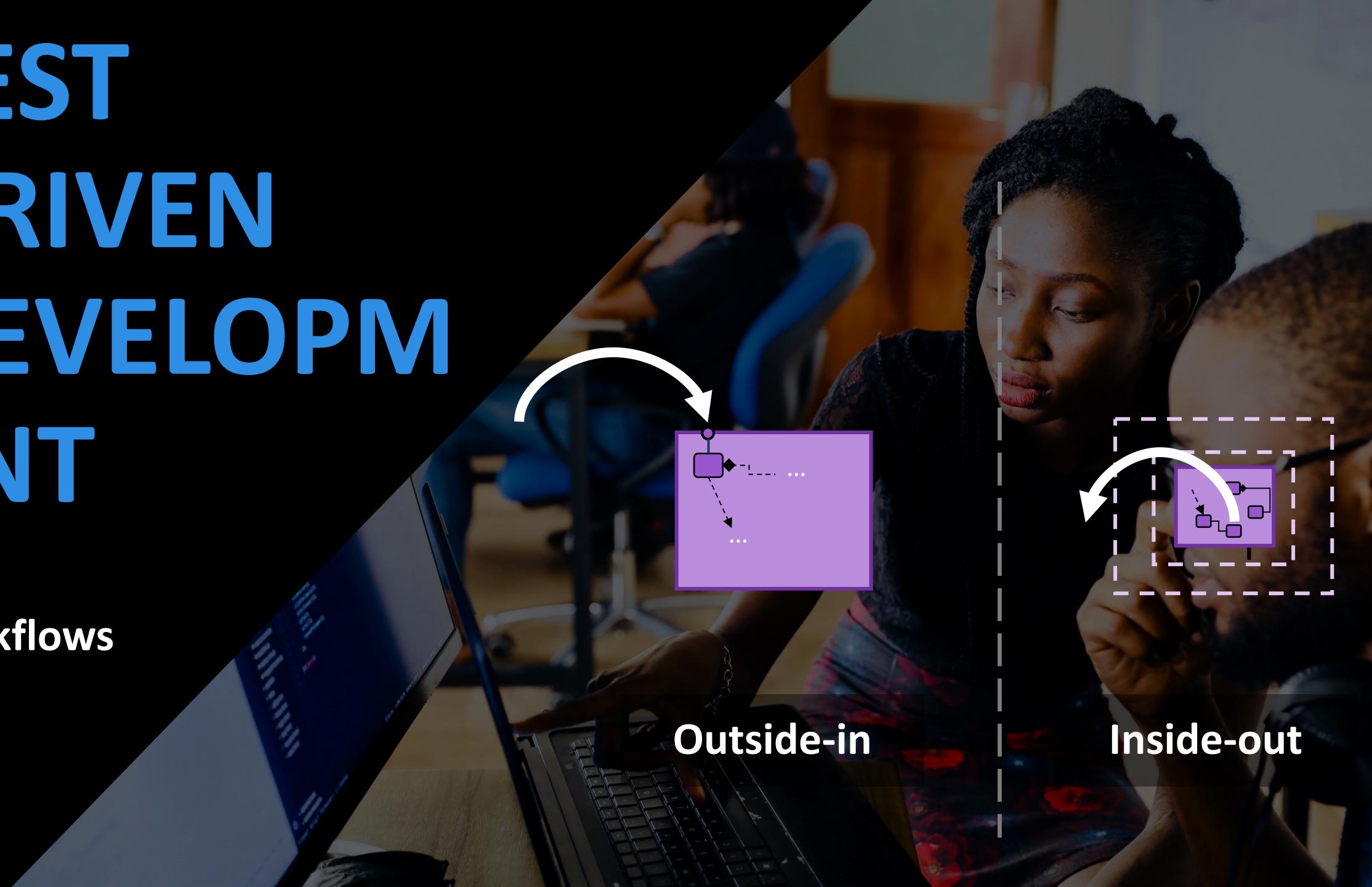
TEST DRIVEN DEVELOPMENT

Inside-out



TEST DRIVEN DEVELOPM ENT

Workflows



Outside-in

Inside-out

Common pitfalls & mitigations

TEST DRIVEN DEVELOPM ENT

Beware of...

cognitive overload reduces stamina
and engagement

Because We tend to overlook
some boring but crucial areas (-
like adapters code)

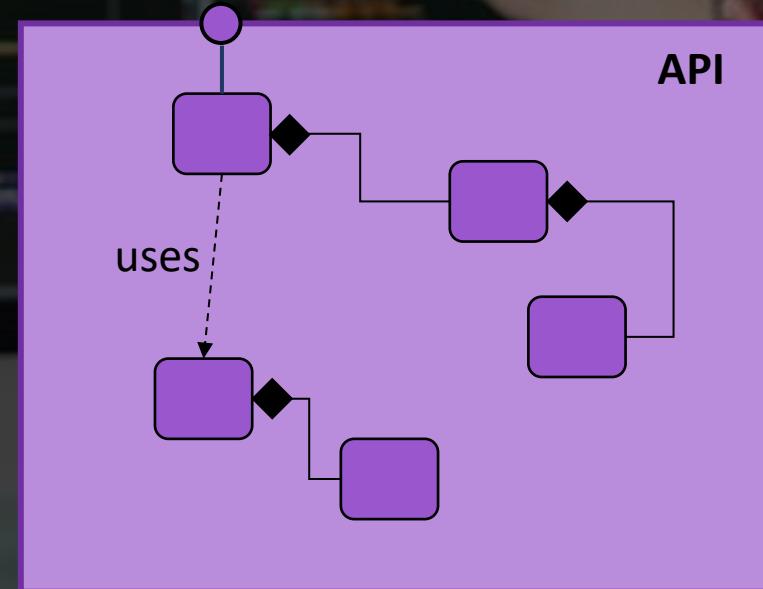
When (Unit x Integration)
Test coverage is
not enough

When we test Implementations instead of
behaviours ; - (

1. Fragile tests
2. Blind spots
3. Complex setups

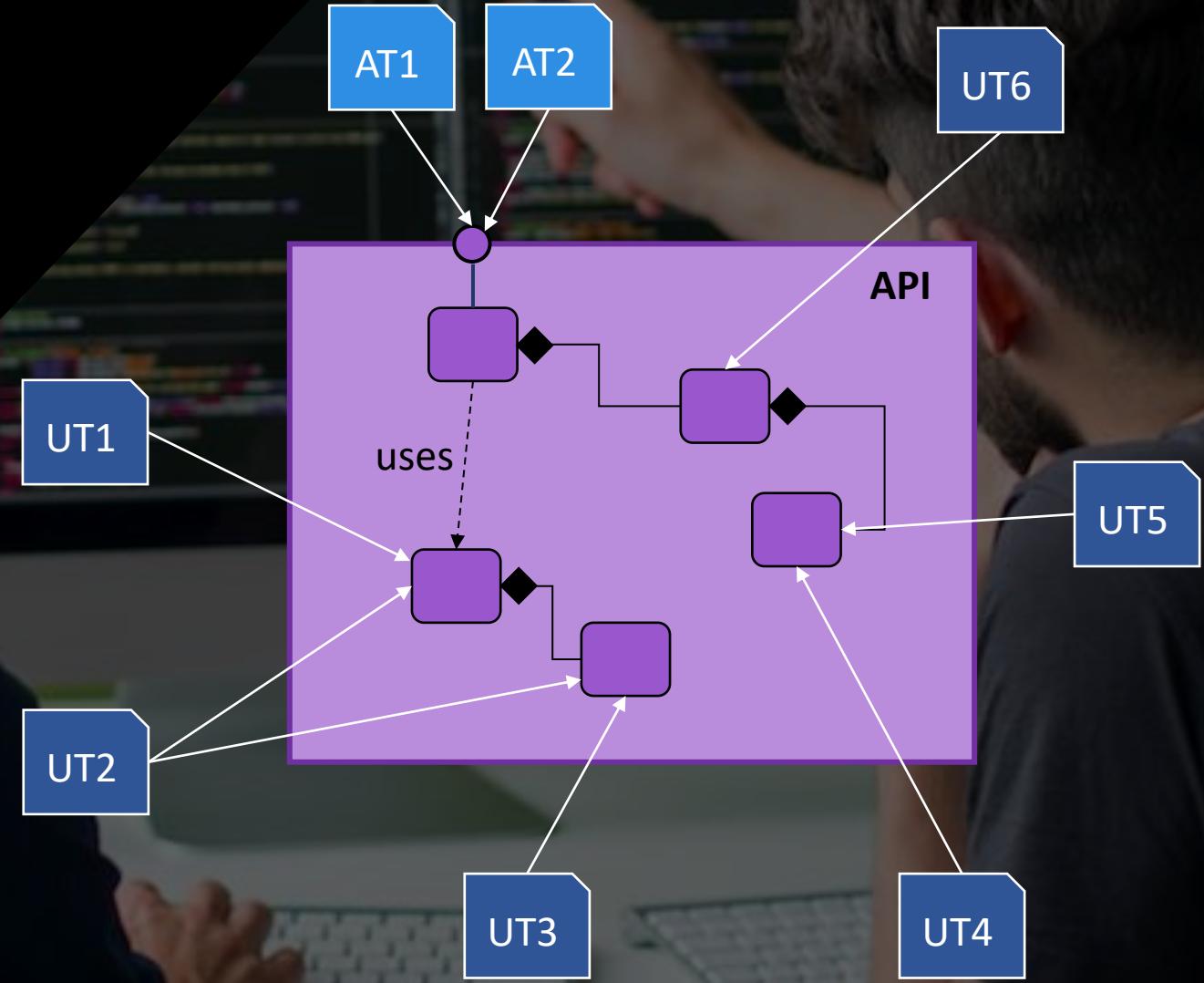
TEST DRIVEN DEVELOPM ENT

1.
Beware of...
Fragile tests



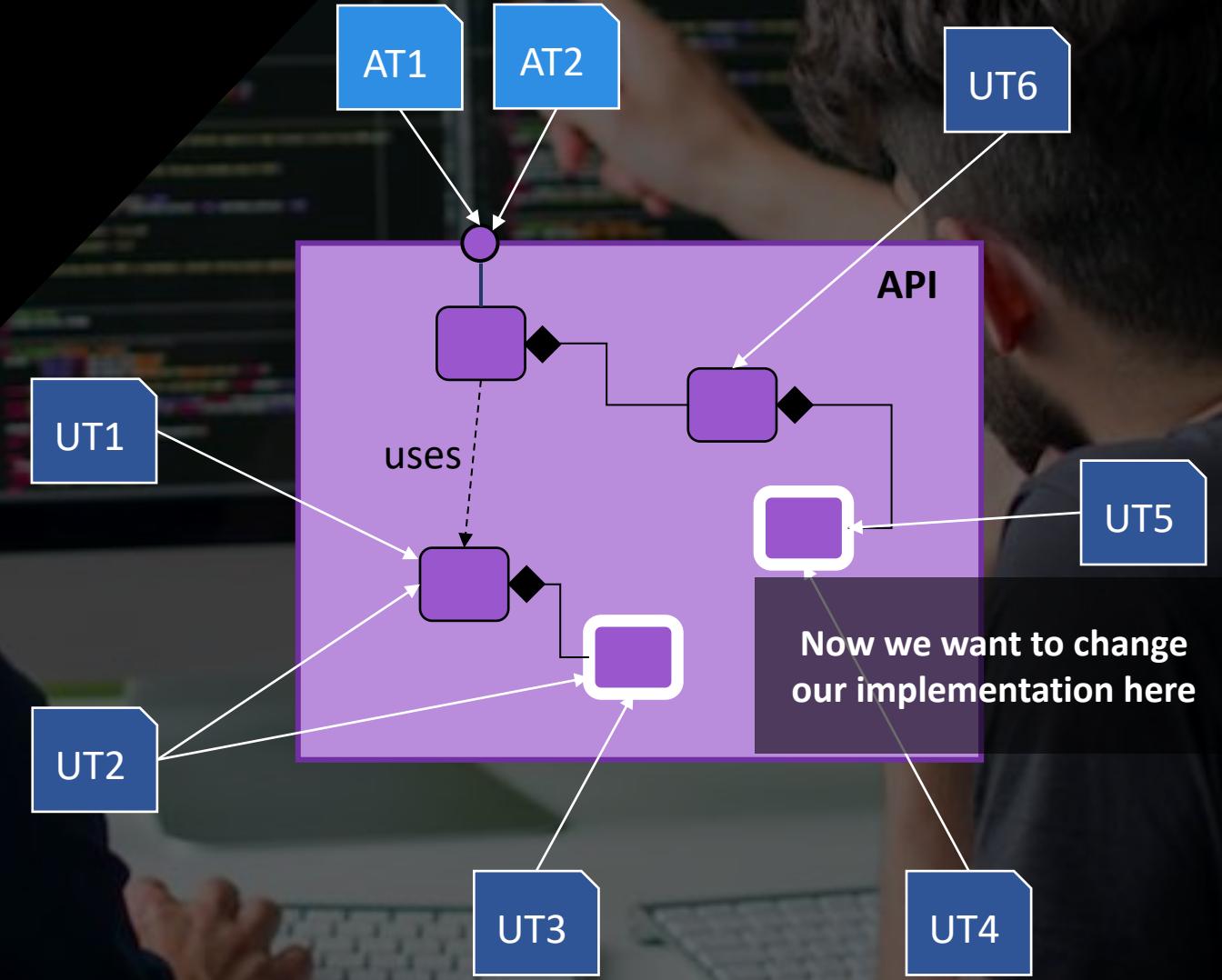
TEST DRIVEN DEVELOPM ENT

1.
Beware of...
Fragile tests



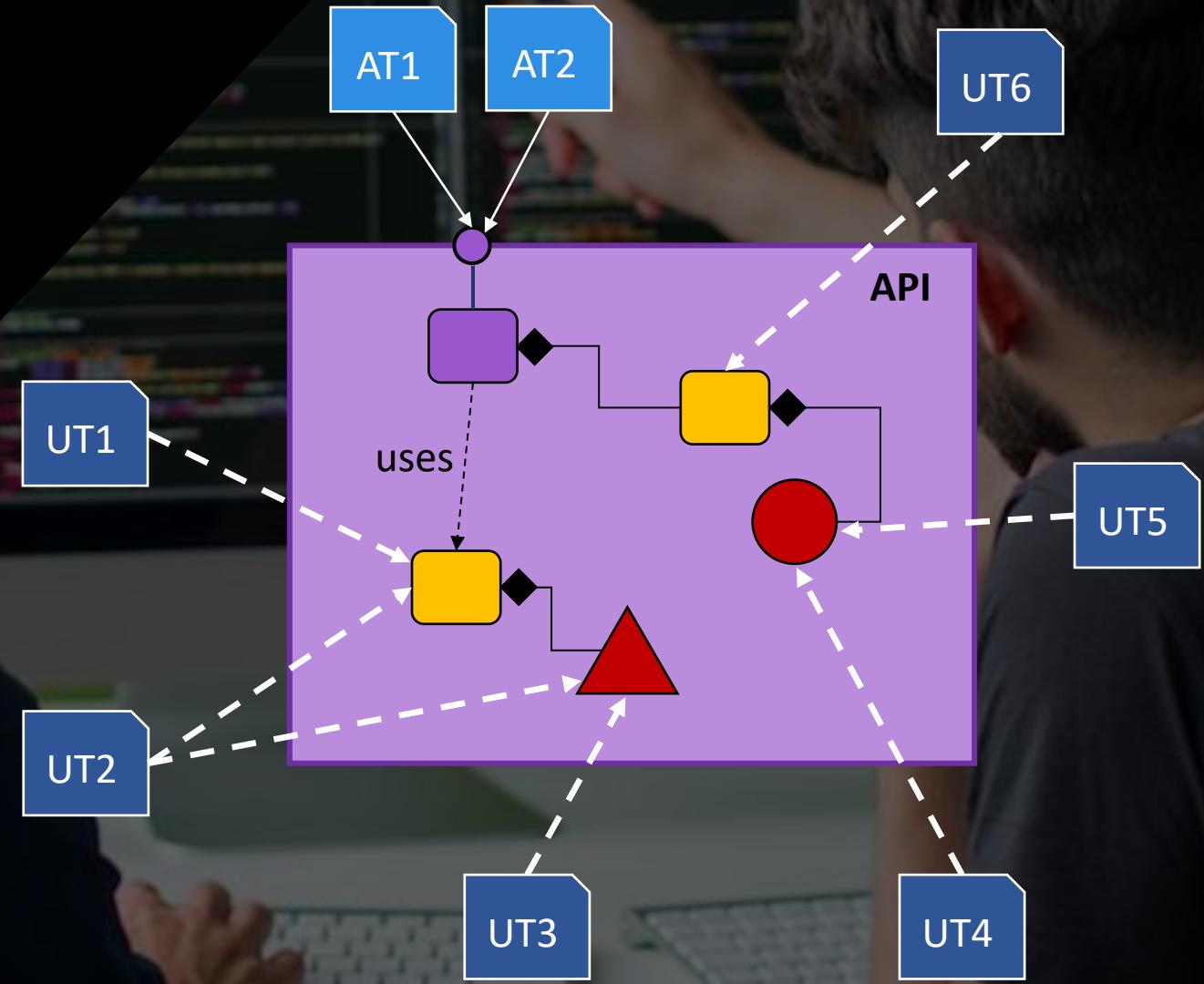
TEST DRIVEN DEVELOPMENT

1. Beware of...
Fragile tests



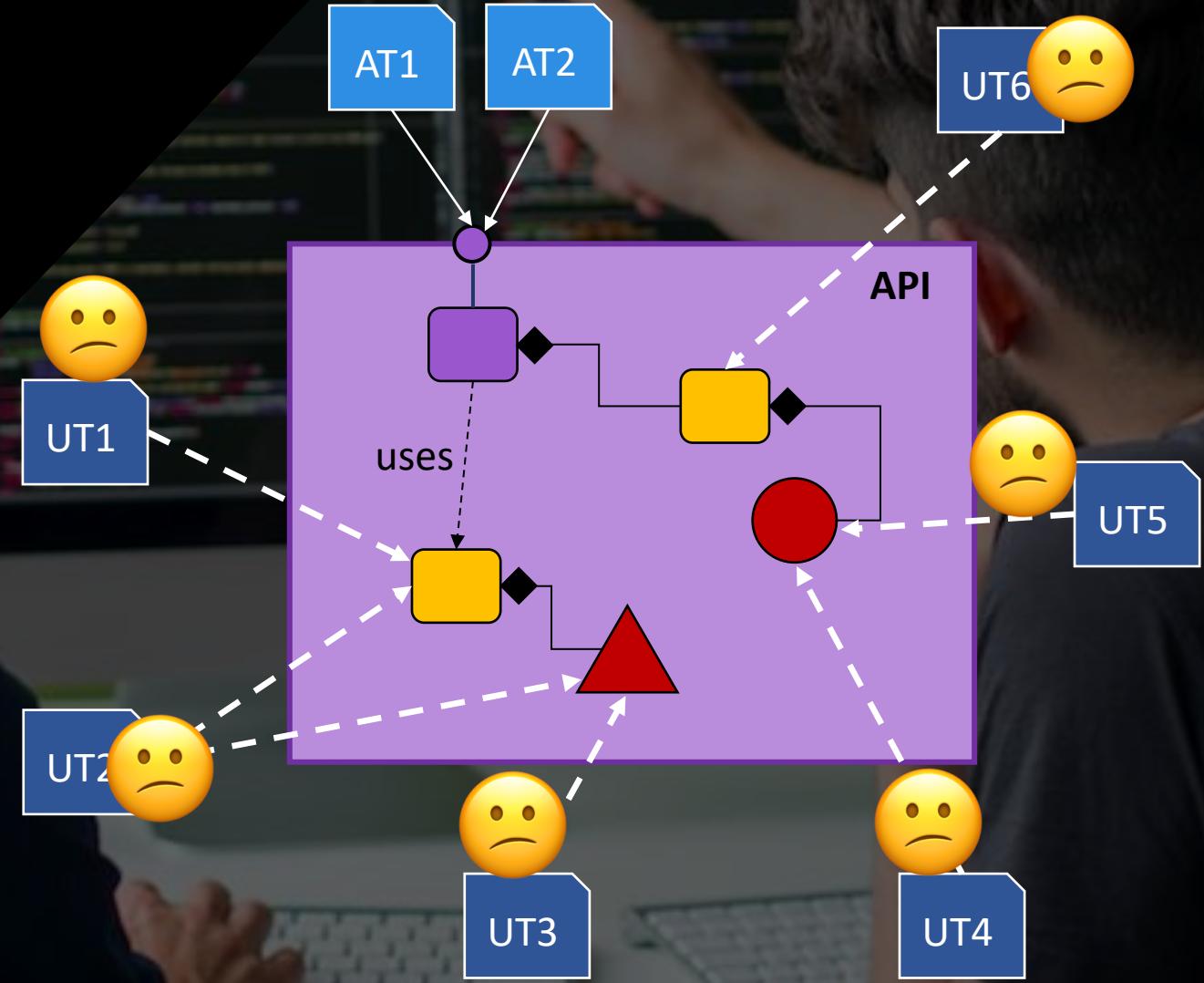
TEST DRIVEN DEVELOPM ENT

1.
Beware of...
Fragile tests



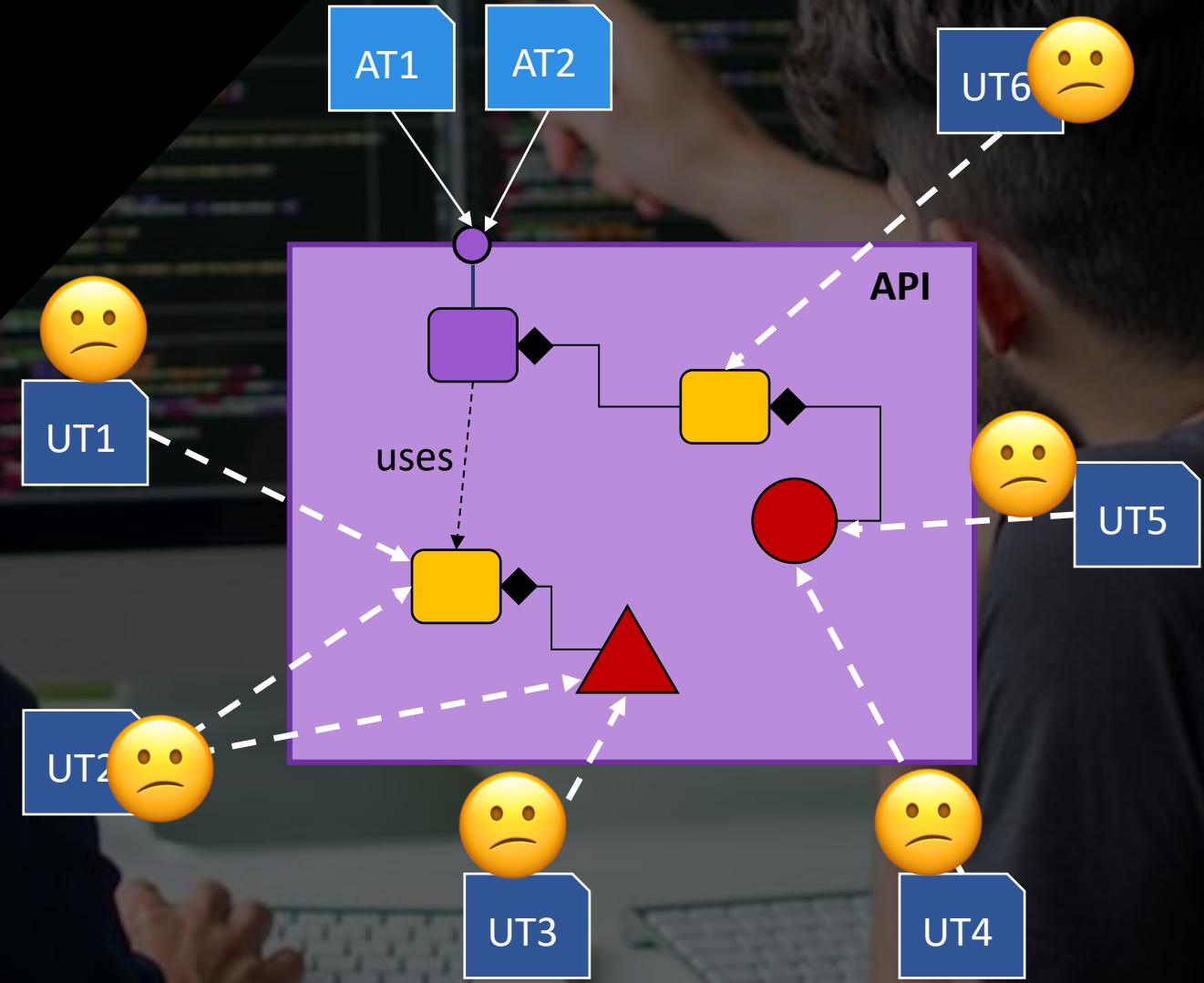
TEST DRIVEN DEVELOPMENT

1. Beware of...
Fragile tests



TEST DRIVEN DEVELOPMENT

Fragile tests
→ Less refactoring



TEST DRIVEN DEVELOPM ENT

Fragile tests

MITIGATIONS

- Do not test “implementations”
- Focus on external behaviours instead (with Outside-in TDD)
- Favor (coarse-grained unit) Acceptance tests over fine-grained unit tests

TEST DRIVEN DEVELOPM ENT

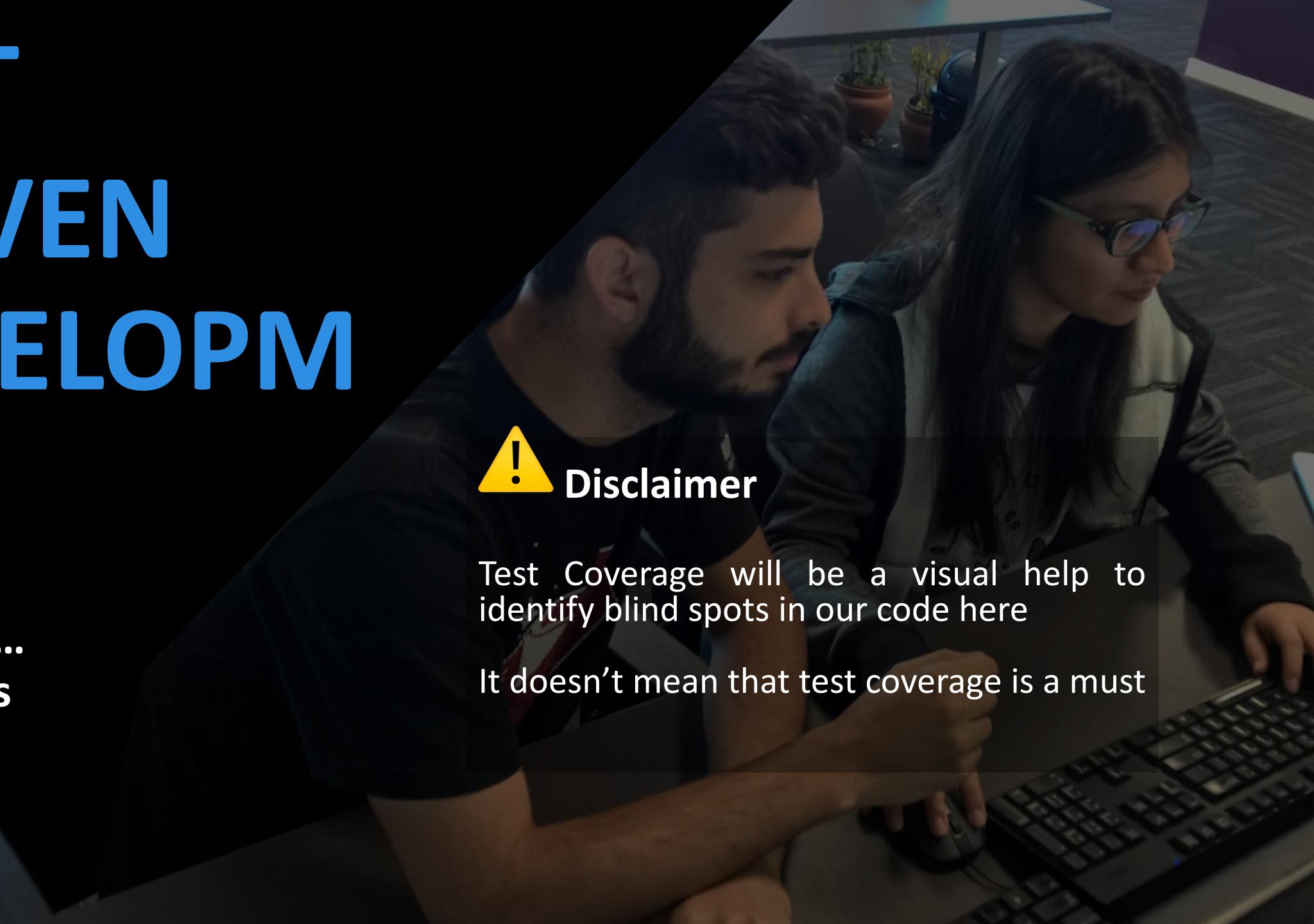
2.
Beware of...
Blind Spots



Disclaimer

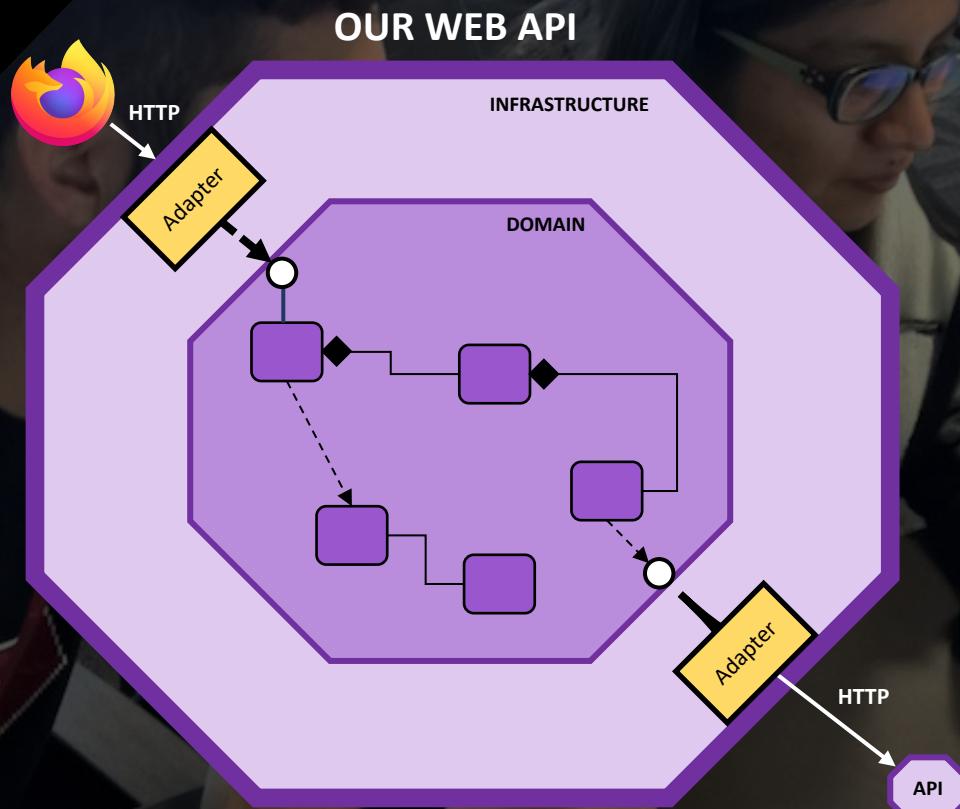
Test Coverage will be a visual help to identify blind spots in our code here

It doesn't mean that test coverage is a must



TEST DRIVEN DEVELOPM ENT

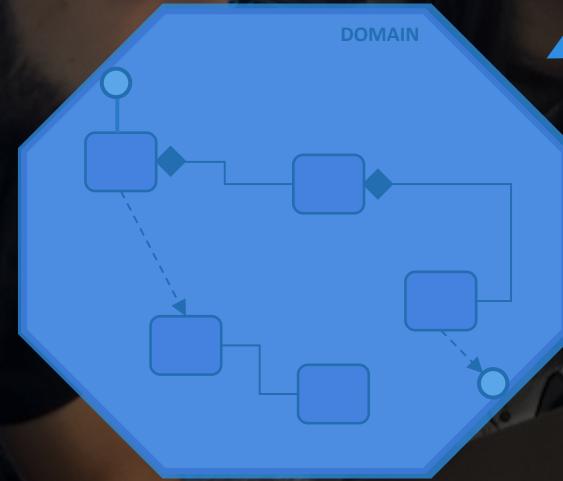
2.
Beware of...
Blind Spots



TEST DRIVEN DEVELOPMENT

2. **Beware of... Blind Spots**

Test the domain code with { acceptance | unit tests }

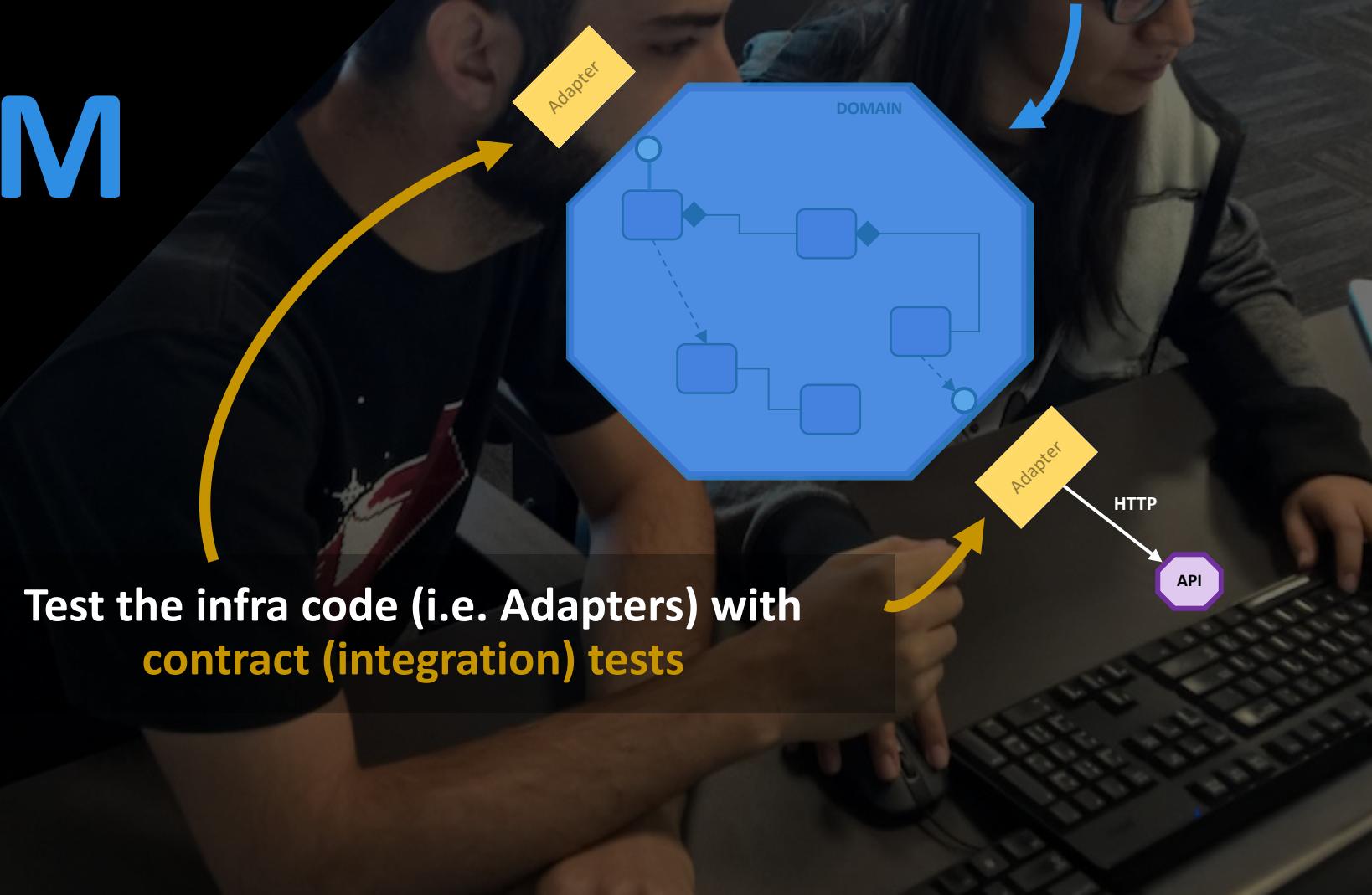


TEST DRIVEN DEVELOPM ENT

2.
Beware of...
Blind Spots

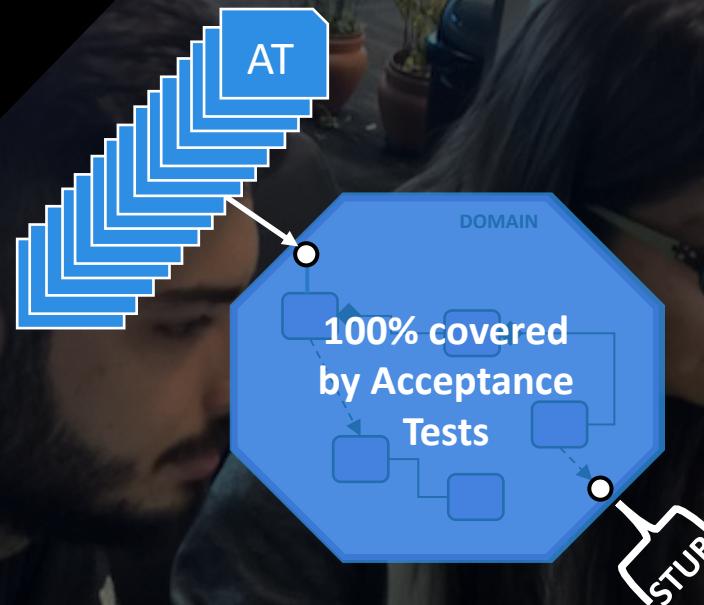
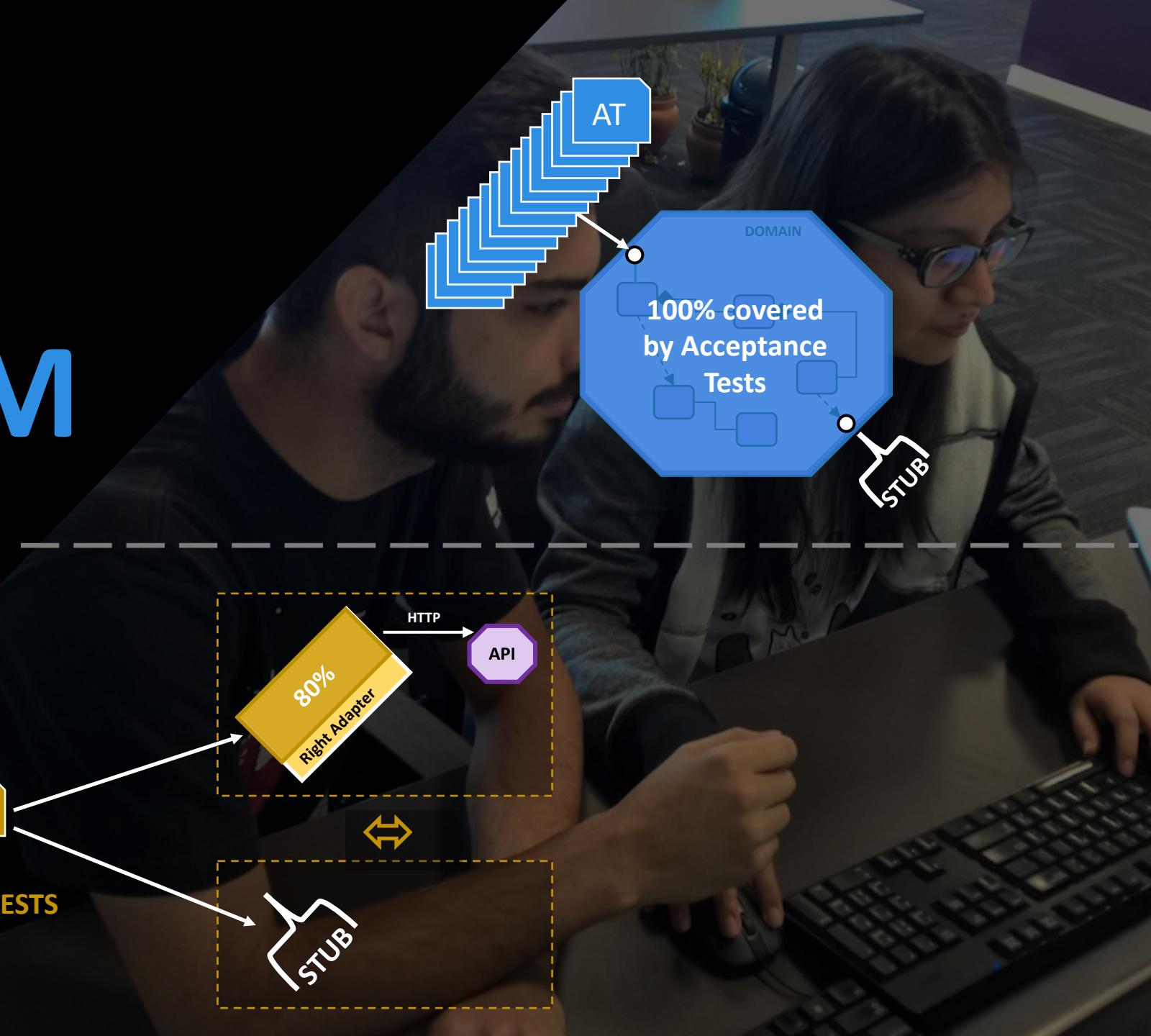
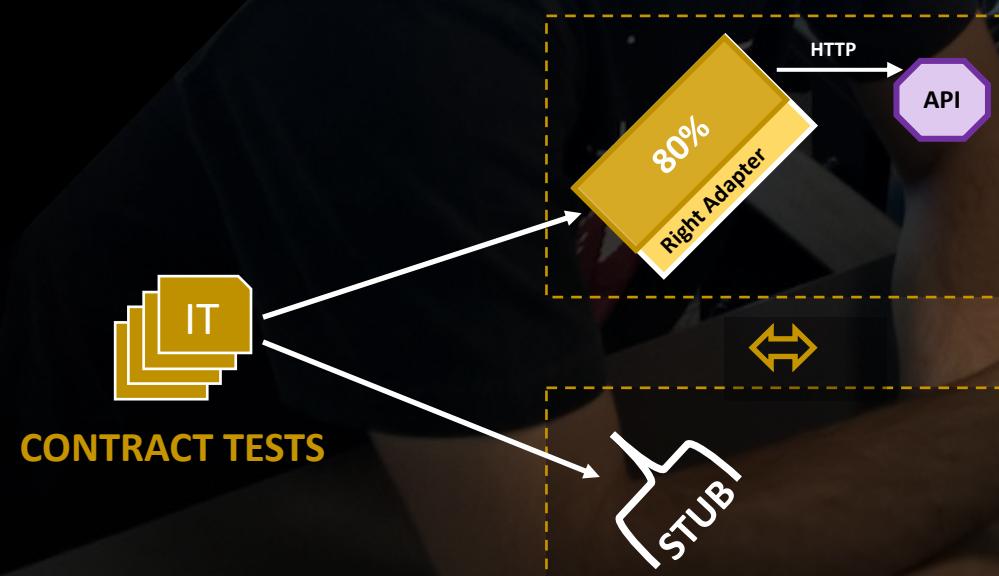
**Test the infra code (i.e. Adapters) with
contract (integration) tests**

**Test the domain code with
{ acceptance | unit tests }**



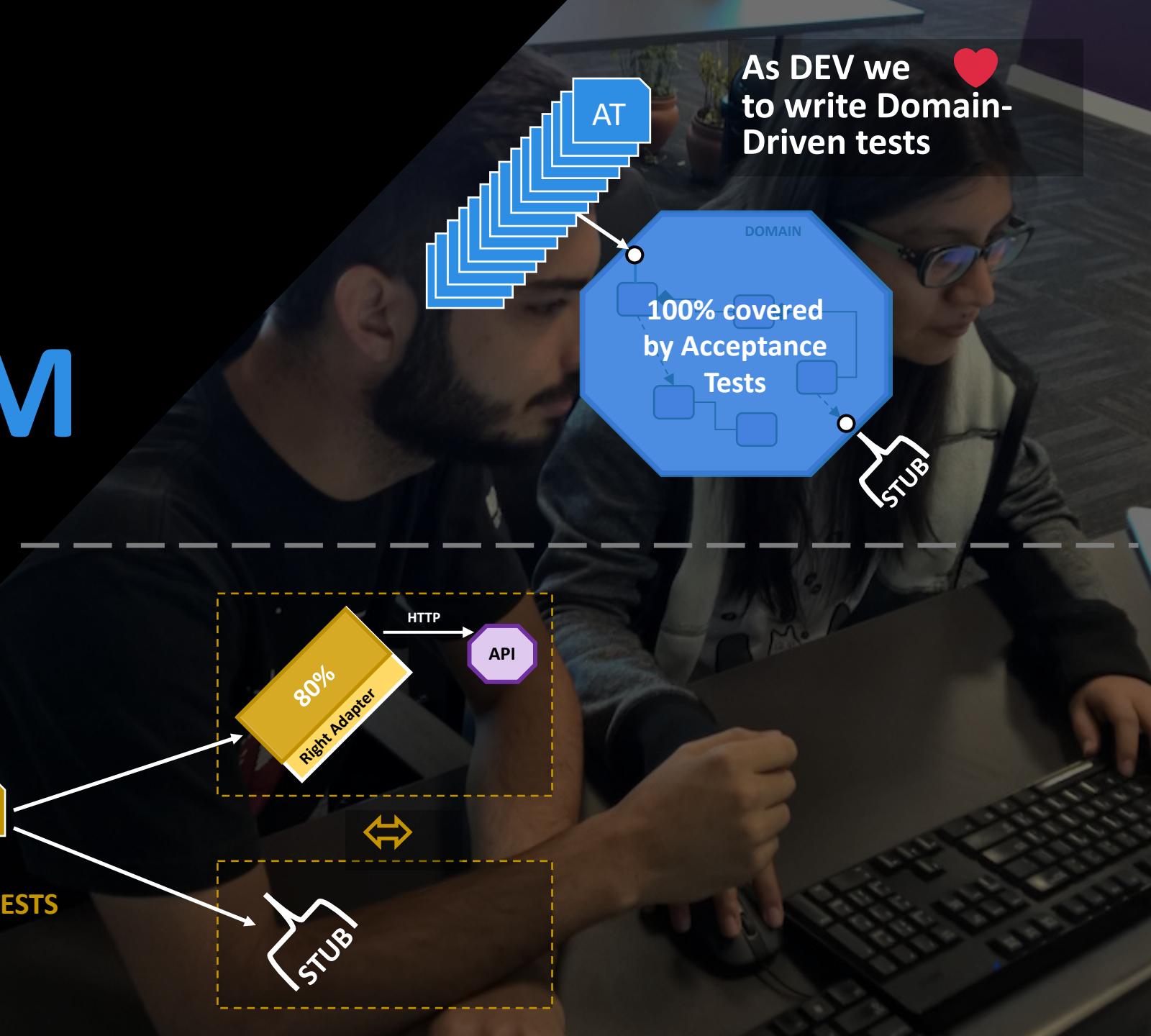
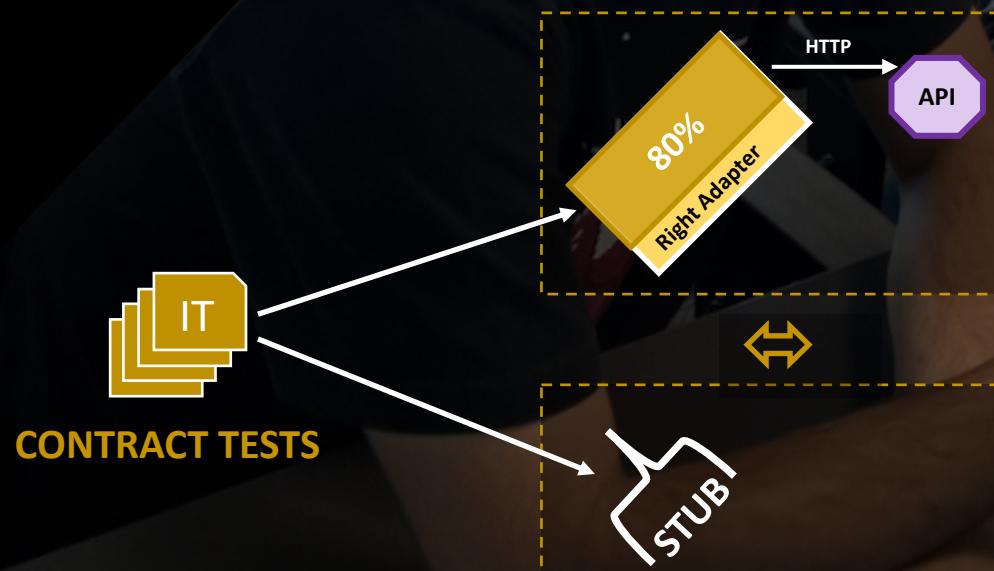
TEST DRIVEN DEVELOPM ENT

2.
Beware of...
Blind Spots



TEST DRIVEN DEVELOPM ENT

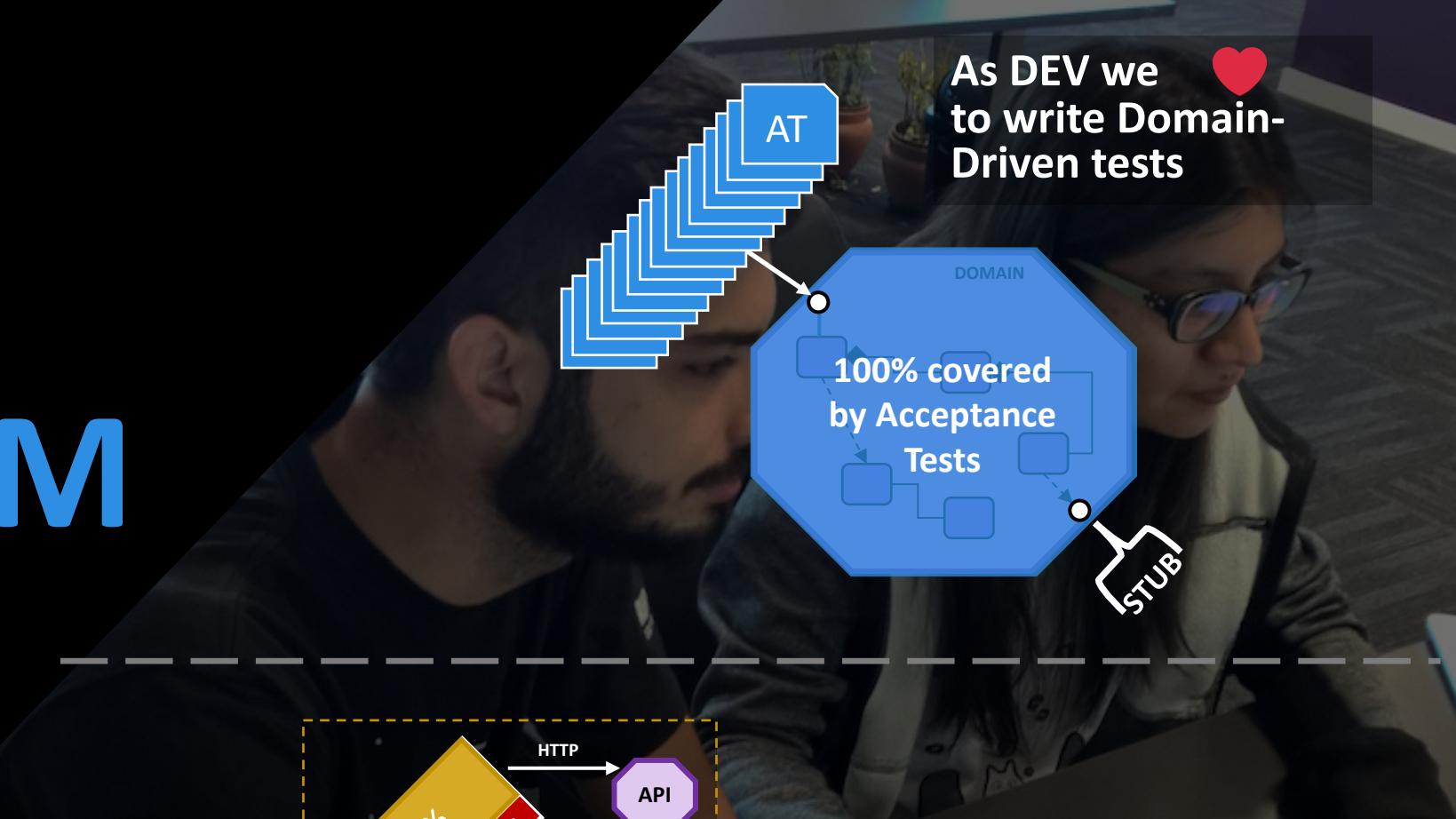
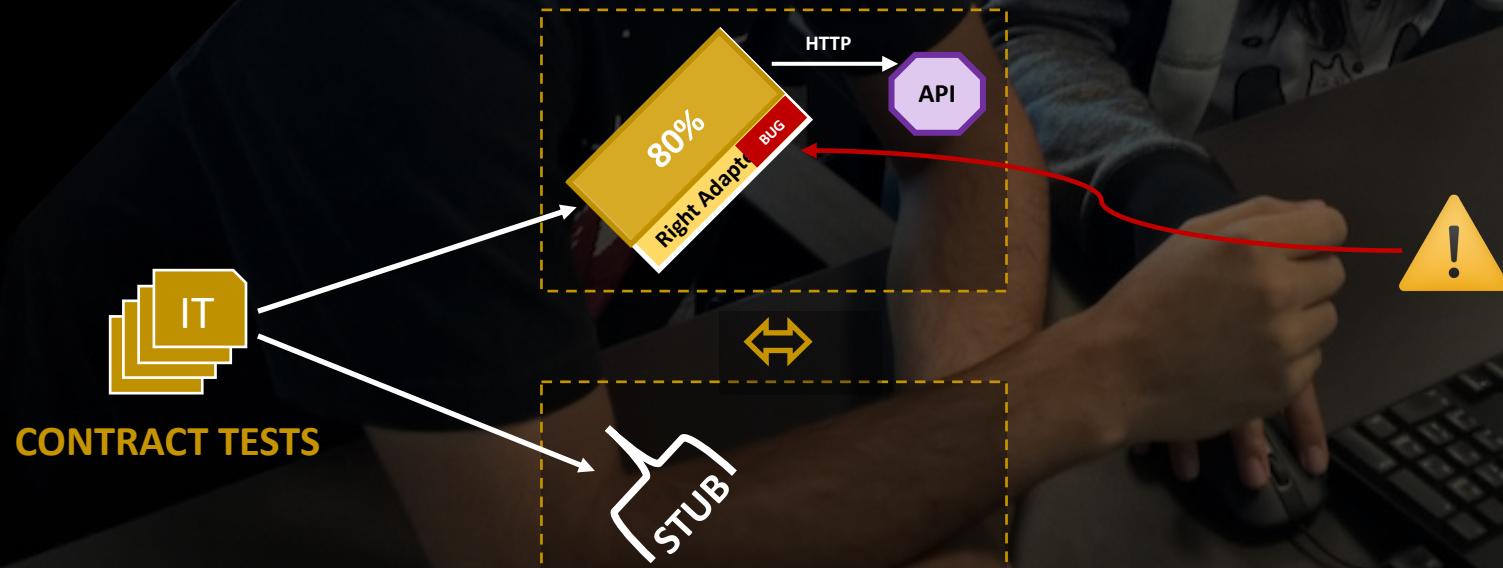
2.
Beware of...
Blind Spots



TEST DRIVEN DEVELOPMENT

2.
Beware of...
Blind Spots

BUG



TEST DRIVEN DEVELOPMENT

2.
Beware of...
Blind Spots

BUG



As DEV we don't write enough integration tests

Because they are slow to run & boring



BUGS

As DEV we ❤️ to write Domain-Driven tests

TEST DRIVEN DEVELOPMENT

Blind Spots



- Detect **bugs** via our beloved **Acceptance tests**
- Include the Adapters code and stub only the I/Os

As DEV we
to write Domain-
Driven tests

MITIGATIONS

by Acceptance
Tests

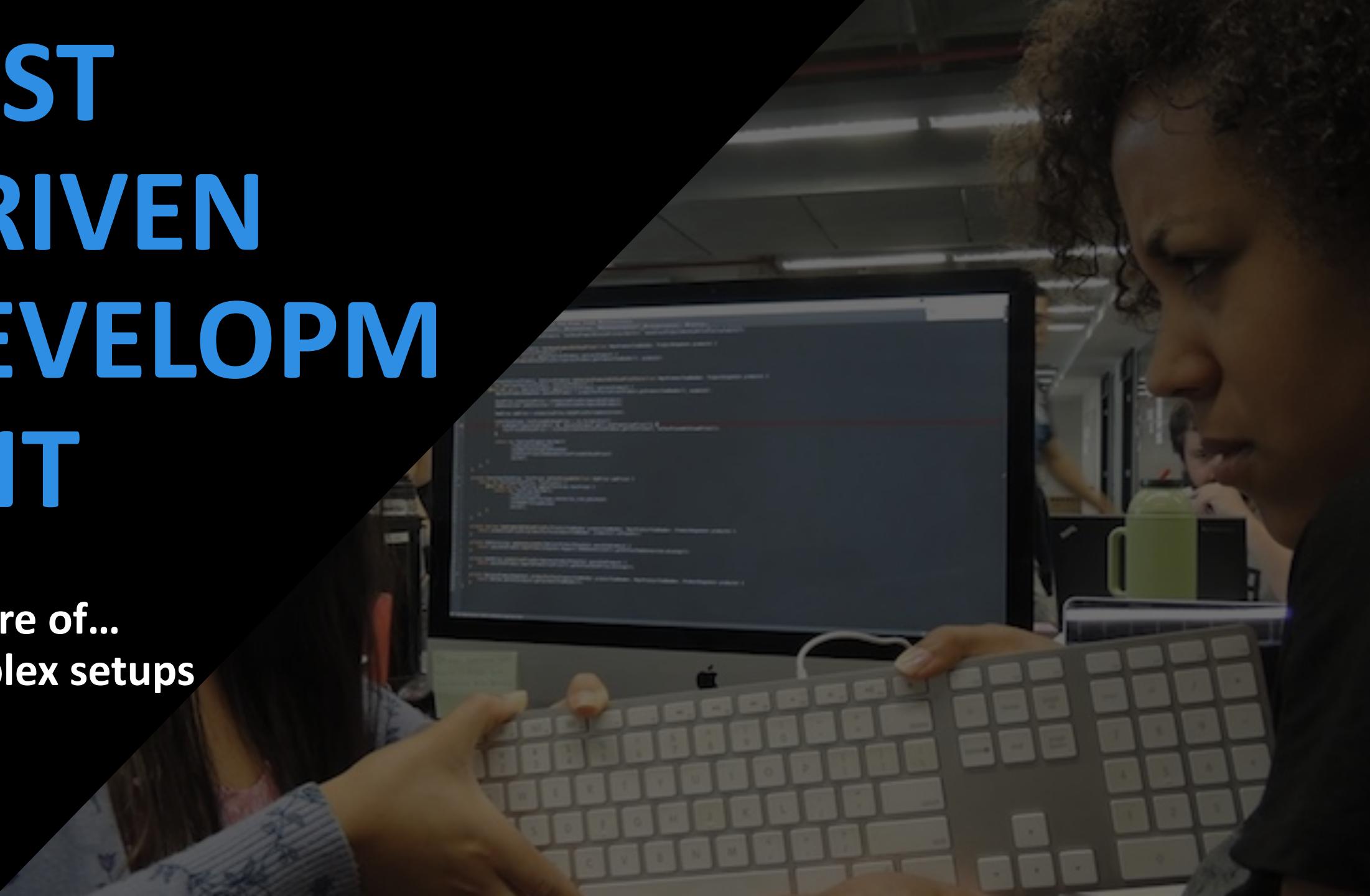
Because we don't write enough
integration tests

Because they are slow to run &
boring

→ **BUGS**

TEST DRIVEN DEVELOPM ENT

3.
Beware of...
Complex setups



TEST DRIVEN DEVELOPMENT

3. **Beware of... Complex setups**

Test Suite for Rooms Availability

```
    _Fixture]
    ,References
    public class AvailabilityResolverTest
    {
        private IAvailabilityService _availabilityServiceMock;
        private IAccountService _accountServiceMock;
        private IObservableService _observableServiceMock;
        private IResortContentService _resortContentServiceMock;
        private ITripAdvisorService _tripAdvisorServiceMock;
        private IPictoService _pictoServiceMock;
        private IPricingService _pricingServiceMock;
        private IPackageOptionService _packageOptionService;
        private ICompanyService _companyServiceMock;
        private IContentService _contentServiceMock;
        private IEReputationService _eReputationServiceMock;
        private IGraphQLCache _graphQLCacheMock;

        private AvailabilityResolver _availabilityResolver;

        private AvailabilityResortTypeDto _availabilityResortType;
        private AvailabilityPricesTypeDto _availabilityPricesType;
        private AvailabilityRoomTypeDto _availabilityRoomType;
        private MbRoomStayDto _mbRoomStayType;
        private GetPackagesRequest _mbPackagesRequest;

        private RoomsRateDetailedChargesResponse _roomsRateDetailedChargesType;

        private SearchAvailabilityResponse _searchAvailabilityResponse;
        private SearchAvailabilityResponse _searchAvailabilityResponseWithoutPrices;
        private IFearableRoomCatalogType _searchRoomsAvailabilityResponse;
```

740 lines of Init()



TEST DRIVEN DEVELOPM ENT

3.
Beware of...
Complex setups

191
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```
ResortCode = "FRA21800"  
};  
  
searchAvailabilityResponse = new SearchAvailabilityResponse  
{  
    AvailableResortPrices = new List<ResortPricesDto>  
    {  
        new ResortPricesDto  
        {  
            BestPrice = new PriceDto  
            {  
                Amount = 100,  
                Currency = EurCurrency,  
                InitialAmount = 100,  
                InitialCurrency = EurCurrency  
            },  
            SecondPrice = new PriceDto  
            {  
                Amount = 120,  
                Currency = EurCurrency,  
                InitialAmount = 120,  
                InitialCurrency = EurCurrency  
            },  
            ResortCode = "RESORT01",  
            DiscountType = DiscountType.MemberRate  
        },  
        new ResortPricesDto  
        {  
            BestPrice = new PriceDto  
            {
```

Test Suite for Rooms Availability

740 lines of Init()



TEST DRIVEN DEVELOPM ENT

3.
Beware of...
Complex setups

Test Suite for Rooms Availability

```
_availabilityServiceMock
    .SearchResortWithFiltersAsync(Arg.Any<SearchAvailabilityRequest>(), Arg.Any<string>(), true, false)
        .Returns(_searchAvailabilityResponseWithoutPrices);

_availabilityServiceMock
    .RoomAvailabilityAsync(Arg.Any<AvailabilitySearchParameters>(),
        Arg.Any<string>(), Arg.Any<string>())
        .Returns(_searchRoomsAvailabilityResponse);

_tripAdvisorServiceMock
    .GetTripAdvisorContentsAsync(Arg.Any<IEnumerable<(string ResortCode, string BrandCode)>>(),
        Arg.Any<string>())
        .Returns(_tripAdvisorOverviews);

_pictoServiceMock
    .GetPictosAsync(Arg.Any<string>(), Arg.Is(PictoConst.MapIconPictoType))
    .Returns(_pictos.Where(p:PictoDto => p.Type == PictoConst.MapIconPictoType).ToList());

_pictoServiceMock
    .GetPictosAsync(Arg.Any<string>(), Arg.Is(PictoConst.BrandPictoType))
    .Returns(_pictos.Where(p:PictoDto => p.Type == PictoConst.BrandPictoType).ToList());

_pictoServiceMock
    .GetPictosAsync(Arg.Any<string>(), Arg.Is(PictoConst.BedTypePictoType))
    .Returns(_pictos.Where(p:PictoDto => p.Type == PictoConst.BedTypePictoType).ToList());

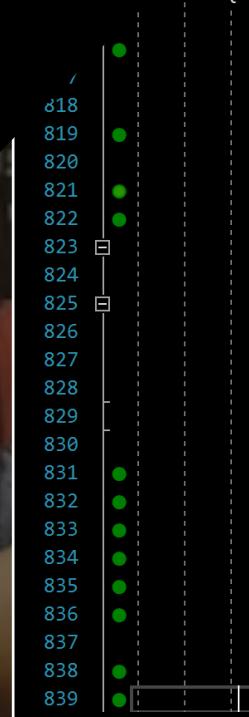
_resortContentServiceMock
    .GetResortOverviewInformation(Arg.Any<string>(), Arg.Any<string>())
    .Returns(_resortInfo);
```

740 lines of Init()



TEST DRIVEN DEVELOPM ENT

3. Beware of... Complex setups



Test Suite for Rooms Availability

```
    [Test(Description = "To be deleted because resolver no longer used")]
    public async Task AvailabilityResolverUnitTest_Should_ReturnAvailabilityResponseWhenAvailabilityResolveMethodIsCalled_WithResort()
    {
        // Act
        _availabilityResolver.Resolve(_objectGraphType);

        // Assert
        Check.That(_objectGraphType.HasField("availabilityResortsV2")).IsTrue();

        var availabilityField = _objectGraphType.Fields.FirstOrDefault(a:FieldType => a.Name == "availabilityResortsV2");
        var availabilityResort = (await ((Task<object>)availabilityField.Resolver.Resolve(
            new ResolveFieldContext
            {
                Arguments = new Dictionary<string, object>
                {
                    ["availabilityInput"] = _availabilityResortType
                }
            }))) as MbAvailabilityResortDto;

        var expectedResortCode = _searchAvailabilityResponse.AvailableCurrentBrandResortsList[0].BrandResortCode;
        var expectedBrandCode = _searchAvailabilityResponse.AvailableCurrentBrandResortsList[0].BrandResortCode;
        var expectedBrandMapIconPicto = _pictos
            .FirstOrDefault(p:PictoDto => p.Key == expectedBrandCode && p.Type == Const.MapIconPictoType);
        var expectedBrandPicto = _pictos
            .FirstOrDefault(p:PictoDto => p.Key == expectedBrandCode && p.Type == Const.BrandPictoType);

        var expectedOtherBrandResortCode = _searchAvailabilityResponse.AvailableOthersBrandsResortsList[0].BrandResortCode;
        var expectedOtherBrandBrandCode = _searchAvailabilityResponse.AvailableOthersBrandsResortsList[0].BrandResortCode;
```

Tests using initialized fields

→ side effects nightmare



TEST DRIVEN DEVELOPM ENT

3.
Beware of...
Complex setups

MITIGATIONS

- Avoid cognitive overload as much as possible
The power of sameness
- Favor local variables over test suite members
Everything should be created from the test
- Use Domain-Driven Builders to shorten and explicit the Arrange section of your tests
- Treat your test code as production code!
→ merciless refactoring



TEST DRIVEN DEVELOPM ENT

Beware of...

- 
- A photograph showing a person from the side, pointing their right index finger towards a computer monitor. The monitor displays several lines of colorful, horizontal text, likely code or logs. The person is wearing a dark t-shirt and jeans. The background is dark, making the screen and the person's arm stand out.
1. Fragile tests
 2. Blind spots
 3. Complex setups

TEST DRIVEN DEVELOPM ENT

Mitigations

Do not test “implementation details”

When we test Implementations instead of behaviours :-)
Favor Acceptance tests
(coarse-grained unit tests)

1. Fragile tests
2. Blind spots
3. Complex setups

TEST DRIVEN DEVELOPM ENT

Mitigations

Because We tend to overlook
some boring but crucial areas
like adapters code

- Test the adaptation in action
(All corner cases covered)

When (Unit : Stub only the I/O
Test cov (super fast tests)
not enough

Do not test “implementation details”
When we test Implementations instead of
behaviours :-)
Favor Acceptance tests
(coarse-grained unit tests)

1. Fragile tests
2. Blind spots
3. Complex setups

TEST DRIVEN DEVELOPM ENT

Mitigations

Use Domain-Driven Builders to shorten and explicit the Arrange section of your tests

Because We tend to overlook some boring but crucial areas (like adapters code)
Include the Adapters to your Acceptance tests

- Test the adaptation in action (All corner cases covered)

When (Unit : Stub only the I/O Test cov (super fast tests) not enough

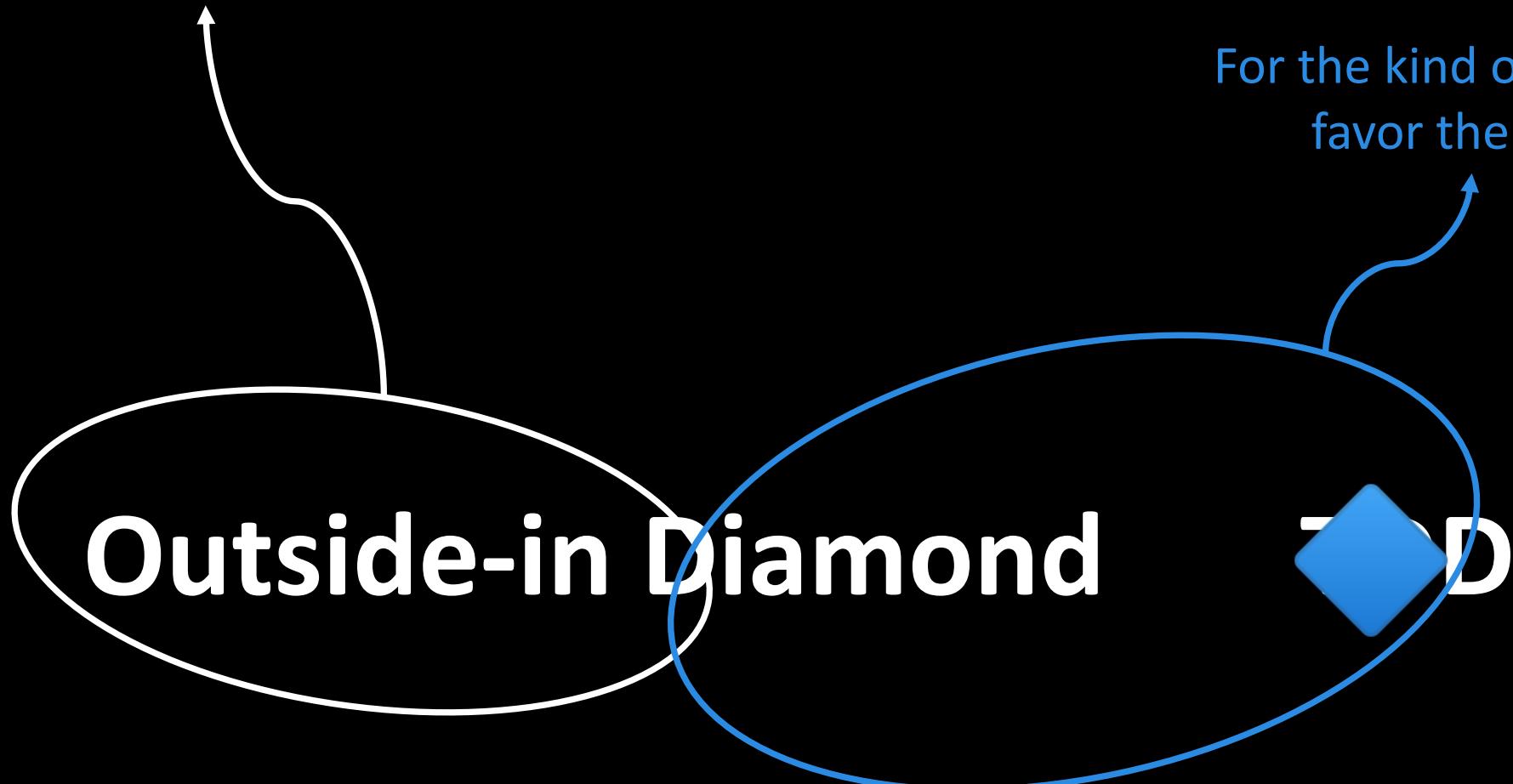
Do not test “implementation details”
When we test Implementations instead of behaviours
Favor Acceptance tests (coarse-grained unit tests)

1. Fragile tests
2. Blind spots
3. Complex setups

Trade offs made in reaction to people's behaviors
(observed around me over and over and over again)



For the overall
workflow we favor



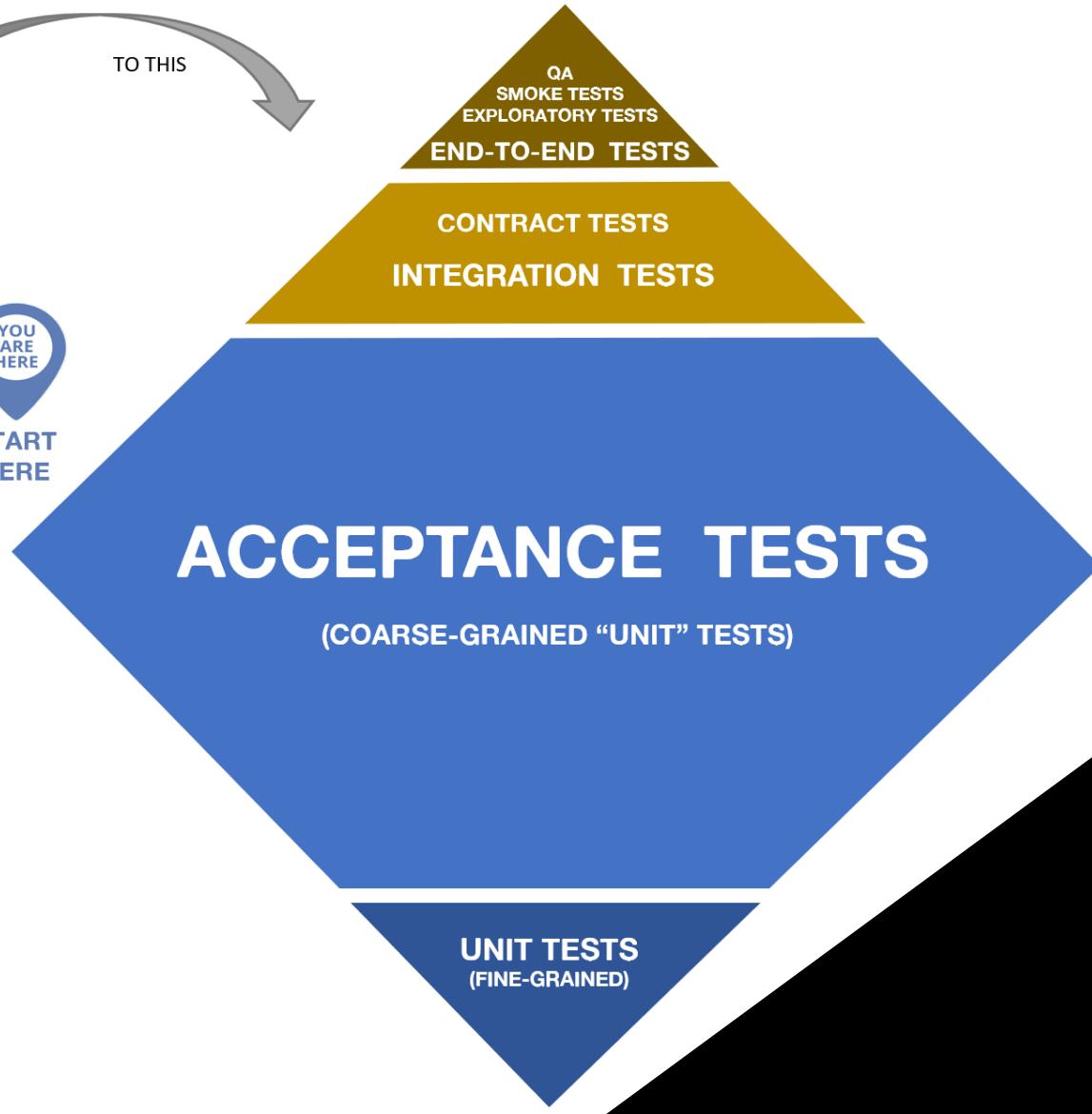
For the kind of tests we
favor the most



TO THIS



START
HERE



For the overall workflow we favour

Outside-in Diamond

For the kind of tests we favour the most

DD

TEST DRIVEN DEVELOPM ENT

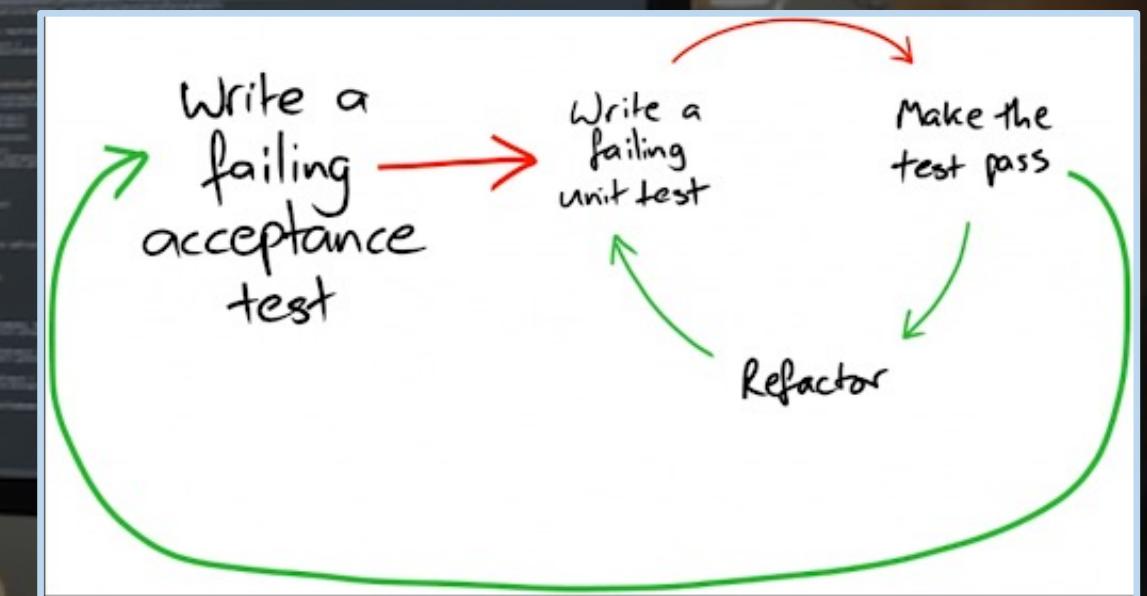
Outside-in
but...



Double loop?

TEST DRIVEN DEVELOPM ENT

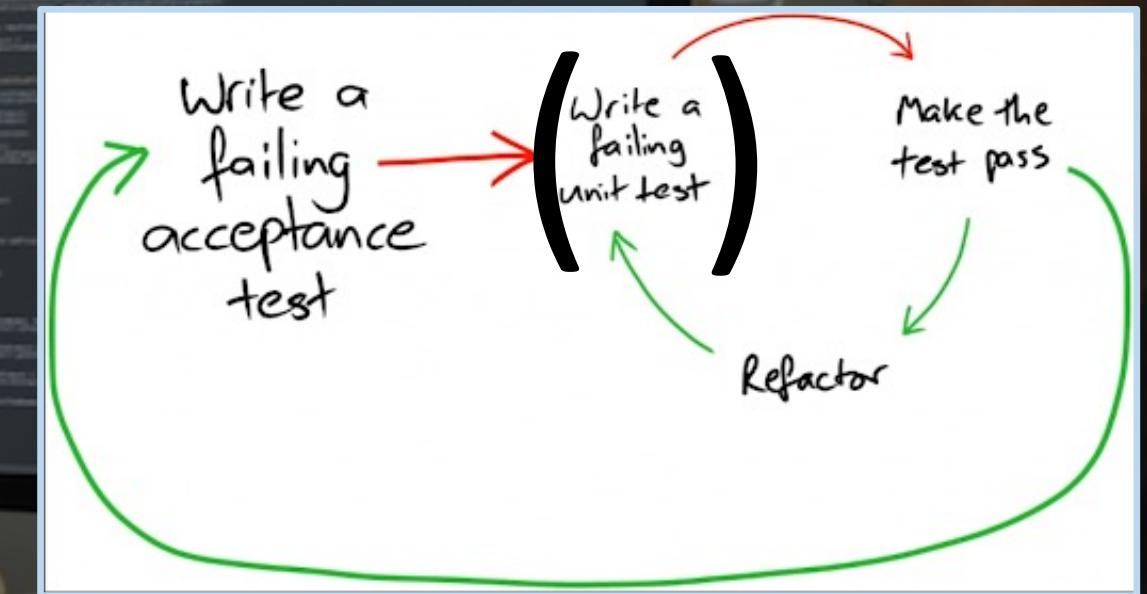
Outside-in
but...



Double loop

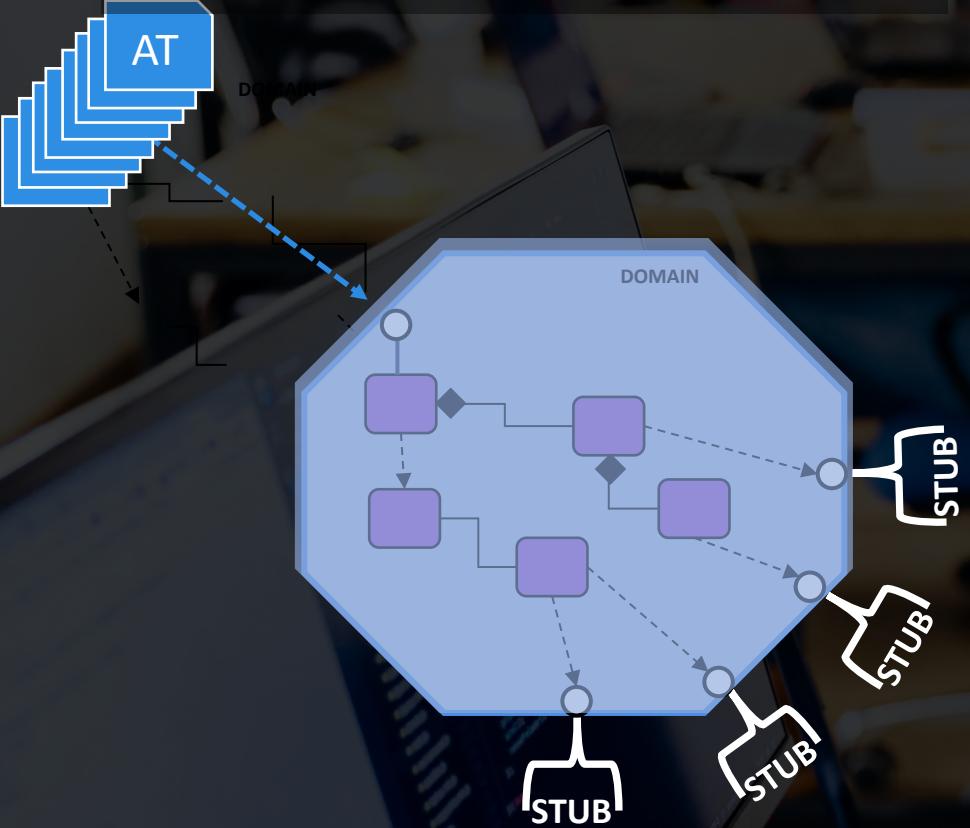
TEST DRIVEN DEVELOPM ENT

Outside-in
but...

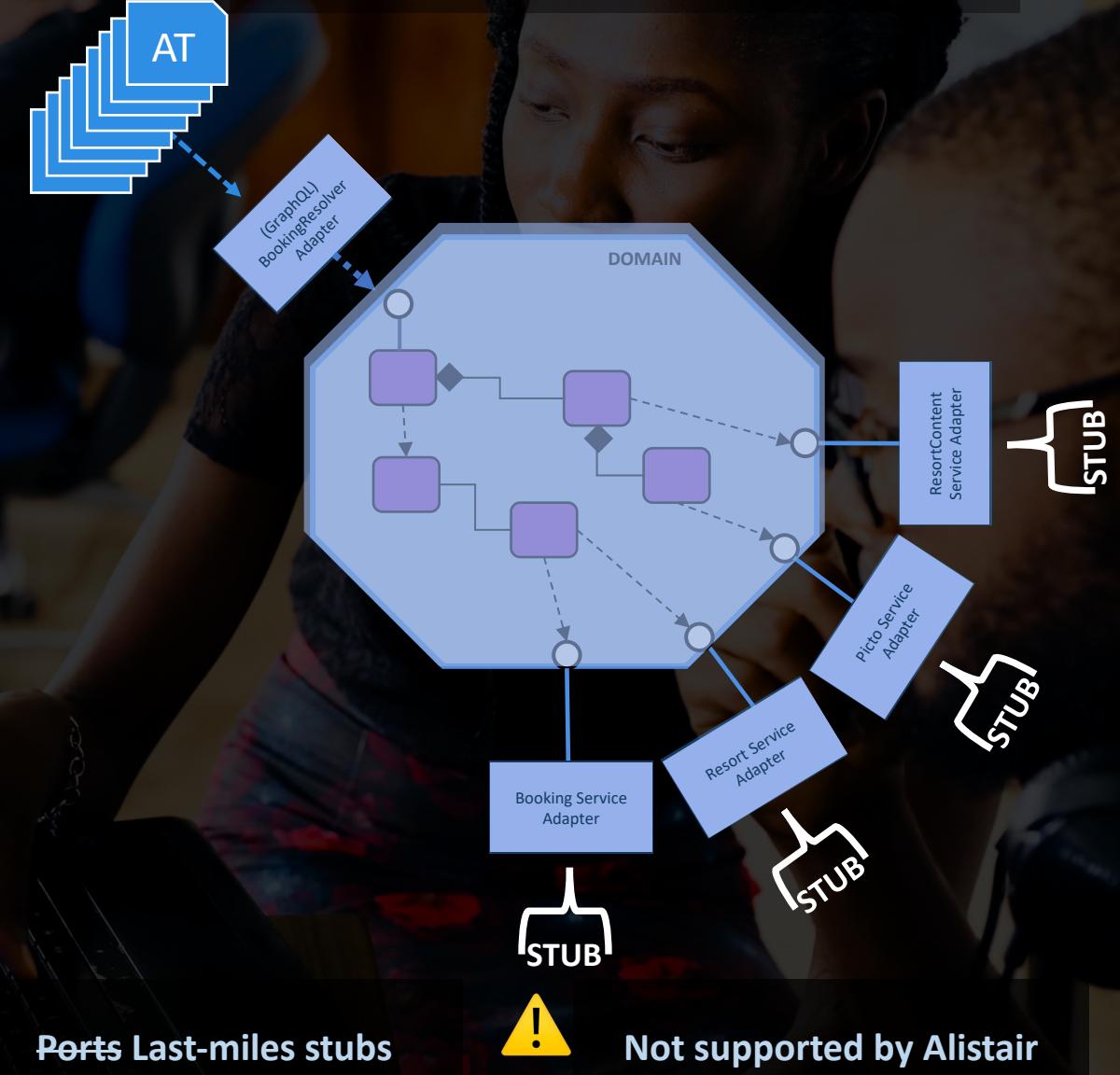


~~Double loop~~
One and a half loop

By-the-book tests of HEXAGONAL ARCHITECTURE



Outside-In Diamond ◆ tests of HEXAGONAL ARCHITECTURE



OUTSIDE-IN DIAMOND ◆

```
[TestFixture]  
0 references  
public class AvailabilityControllerShould  
{  
    [Test]  
    0 references  
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()  
    {  
        var fuzzzer = new Fuzzer();  
  
        var expectedCity = fuzzzer.GenerateCity();  
        var bellagioHotel = fuzzzer.GenerateHotel(expectedCity, supportedRoomTypes: fuzzzer.GenerateRoomTypes(roomTypesCount: 3));  
        var otherHotelInTownWithAllPossibleRoomTypes = fuzzzer.GenerateHotel(expectedCity);  
  
        var availabilityService = new AvailabilityServiceBuilder(fuzzzer)  
            .WithAffiliatedHotels(bellagioHotel, otherHotelInTownWithAllPossibleRoomTypes)  
            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)  
            .GeneratingOneAvailabilityPerSupportedRoomType()  
            .Build();  
  
        var webController = new AvailabilityController(availabilityService);  
  
        // --- ACT -----  
        var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();  
  
        var response = await webController  
            .GetRoomsAvailabilities(new QueryRoomsAvailabilitiesDto(cityName: expectedCity.Name, roomTypesRequestedByTheClient));  
  
        // --- ASSERT -----  
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,  
                                                       expectedCity, expectedResortIds: bellagioHotel.ResortId);  
    }  
}
```

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{
    [Test]
    0 references
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()
    {
        var fuzz = new Fuzzer();

        var expectedCity = fuzz.GenerateCity();
        var bellagioHotel = fuzz.GenerateHotel(expectedCity, supportedRoomTypes: fuzz.GenerateRoomTypes(roomTypesCount: 3));
        var otherHotelInTownWithAllPossibleRoomTypes = fuzz.GenerateHotel(expectedCity);

        var availabilityService = new AvailabilityServiceBuilder(fuzz)
            .WithAffiliatedHotels(bellagioHotel, otherHotelInTownWithAllPossibleRoomTypes)
            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)
            .GeneratingOneAvailabilityPerSupportedRoomType()
            .Build();

        var webController = new AvailabilityController(availabilityService);

        // --- ACT -----
        var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();

        var response = await webController
            .GetRoomsAvailabilities(new QueryRoomsAvailabilitiesDto(cityName: expectedCity.Name, roomTypesRequestedByTheClient));

        // --- ASSERT -----
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
            expectedCity, expectedResortIds: bellagioHotel.ResortId);
    }
}
```

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]  
0 references  
public class AvailabilityControllerShould  
{  
    [Test]  
    0 references  
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()  
    {  
        var fuzz = new Fuzzer();  
  
        var expectedCity = fuzz.GenerateCity();  
        var bellagioHotel = fuzz.GenerateHotel(expectedCity, supportedRoomTypes: fuzz.GenerateRoomTypes(roomTypesCount: 3));  
        var otherHotelInTownWithAllPossibleRoomTypes = fuzz.GenerateHotel(expectedCity);  
  
        Read it as a sentence divided into 2 parts  
        var availabilityService = new AvailabilityServiceBuilder(fuzz)  
            .WithAffiliatedHotels(bellagioHotel, otherHotelInTownWithAllPossibleRoomTypes)  
            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)  
            .GeneratingOneAvailabilityPerSupportedRoomType()  
            .Build();  
  
        var webController = new AvailabilityController(availabilityService);  
  
        // --- ACT -----  
        var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();  
  
        var response = await webController  
            .GetRoomsAvailabilities(new QueryRoomsAvailabilitiesDto(cityName: expectedCity.Name, roomTypesRequestedByTheClient));  
  
        // --- ASSERT -----  
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,  
            expectedCity, expectedResortIds: bellagioHotel.ResortId);  
    }  
}
```

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{
    [Test]
    0 references
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()
    {
        var fuzz = new Fuzzer();
        var expectedCity = fuzz.GenerateCity();
        var bellagioHotel = fuzz.GenerateHotel(expectedCity, supportedRoomTypes: fuzz.GenerateRoomTypes(roomTypesCount: 3));
        var otherHotelInTownWithAllPossibleRoomTypes = fuzz.GenerateHotel(expectedCity);

        var availabilityService = new AvailabilityServiceBuilder(fuzz)
            .WithAffiliatedHotels(bellagioHotel, otherHotelInTownWithAllPossibleRoomTypes)
            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)
            .GeneratingOneAvailabilityPerSupportedRoomType()
            .Build(); Fuzzers help us

        var webController = new AvailabilityController(availabilityService);
        // --- ACT -----
        var roomTypesRequestedByTheClient = bellagioHotel.SupportingRoomTypes.Skip(1).ToArray();

        var response = await webController
            .GetRoomsAvailabilities(new QueryRoomsAvailabilitiesDto(cityName: expectedCity.Name, roomTypesRequestedByTheClient));

        // --- ASSERT -----
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
            expectedCity, expectedResortIds: bellagioHotel.ResortId);
    }
}
```

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{
    [Test]
    0 references
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()
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        var fuzz = new Fuzzer();

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        var availabilityService = new AvailabilityServiceBuilder(fuzz)
            .WithAffiliatedHotels(bellagioHotel, otherHotelInTownWithAllPossibleRoomTypes)
            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)
            .GeneratingOneAvailabilityPerSupportedRoomType()
            .Build(), — Fuzzers help us

        var webController = new AvailabilityController(availabilityService);
        // --- ACT -----
        var roomTypesRequestedByTheClient = bellagioHotel.SupportingRoomTypes.Skip(1).ToArray();

        var response = await webController
            .GetRoomsAvailabilities(new QueryRoomsAvailability { CityName = expectedCity, roomTypesRequestedByTheClient });

        // --- ASSERT -----
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
            expectedCity, expectedResortIds: bellagioHotel.ResortId);
    }
}
```

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]
0 references
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    [Test]
    0 references
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            .GeneratingOneAvailabilityPerSupportedRoomType()
            .Build();

        var webController = new AvailabilityController(availabilityService);

        // --- ACT -----
        var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();

        var response = await webController
            .GetRoomsAvailabilities(new QueryRoomsAvailability(cityName: expectedCity.Name, roomTypesRequestedByTheClient));

        // --- ASSERT -----
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
            expectedCity, expectedResortIds: bellagioHotel.ResortId);
    }
}
```

Builders allow Behavioral & Domain-Driven intentions (no tech details here)

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{
    [Test]
    0 references
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()
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        // --- ASSERT -----
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
            expectedCity, expectedResortIds: bellagioHotel.ResortId);
    }
}
```

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OUTSIDE-IN DIAMOND ◆

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[TestFixture]
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{
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    0 references
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        var availabilityService = new AvailabilityServiceBuilder(fuzz)
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            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)
            .GeneratingOneAvailabilityPerSupportedRoomType()
            .Build();

        var webController = new AvailabilityController(availabilityService);

        // --- ACT -----
        var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();

        var response = await webController
            .GetRoomsAvailabilities(new QueryRoomsAvailability(cityName: expectedCity.Name, roomTypesRequestedByTheClient));

        // --- ASSERT -----
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
            expectedCity, expectedResortIds: bellagioHotel.ResortId);
    }
}
```

Builders allow Behavioral & Domain-Driven intentions (no tech details here)

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{
    [Test]
    0 references
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()
    {
        var fuzz = new Fuzzer();

        var expectedCity = fuzz.GenerateCity();
        var bellagioHotel = fuzz.GenerateHotel(expectedCity, supportedRoomTypes: fuzz.GenerateRoomTypes(roomTypesCount: 3));
        var otherHotelInTownWithAllPossibleRoomTypes = fuzz.GenerateHotel(expectedCity);

        var availabilityService = new AvailabilityServiceBuilder(fuzz)
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            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)
            .GeneratingOneAvailabilityPerSupportedRoomType()
            .Build();

        var webController = new AvailabilityController(availabilityService);

        // --- ACT -----
        var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();

        var response = await webController
            .GetRoomsAvailabilities(new QueryRoomsAvailability(cityName: expectedCity.Name, roomTypesRequestedByTheClient));

        // --- ASSERT -----
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
            expectedCity, expectedResortIds: bellagioHotel.ResortId);
    }
}
```

Builders allow Behavioral & Domain-Driven intentions (no tech details here)

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{
    [Test]
    0 references
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()
    {
        var fuzz = new Fuzzer();

        var expectedCity = fuzz.GenerateCity();
        var bellagioHotel = fuzz.GenerateHotel(expectedCity, supportedRoomTypes: fuzz.GenerateRoomTypes(roomTypesCount: 3));
        var otherHotelInTownWithAllPossibleRoomTypes = fuzz.GenerateHotel(expectedCity);

        var availabilityService = new AvailabilityServiceBuilder(fuzz)
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            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)
            .GeneratingOneAvailabilityPerSupportedRoomType()
            .Build();

        var webController = new AvailabilityController(availabilityService);

        // --- ACT -----
        var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();

        var response = await webController
            .GetRoomsAvailabilities(new QueryRoomsAvailability(cityName: expectedCity.Name, roomTypesRequestedByTheClient));

        // --- ASSERT -----
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
            expectedCity, expectedResortIds: bellagioHotel.ResortId);
    }
}
```

**Builders allow Behavioral
& Domain-Driven intentions
(no tech details here)**

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]  
0 references  
public class AvailabilityControllerShould  
{  
    [Test]  
    0 references  
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()  
    {  
        var fuzz = new Fuzzer();  
  
        var expectedCity = fuzz.GenerateCity();  
        var bellagioHotel = fuzz.GenerateHotel(expectedCity, supportedRoomTypes: fuzz.GenerateRoomTypes(roomTypesCount: 3));  
        var otherHotelInTownWithAllPossibleRoomTypes = fuzz.GenerateHotel(expectedCity);  
  
        var availabilityService = new AvailabilityServiceBuilder(fuzz)  
            .WithAffiliatedHotels(bellagioHotel, otherHotelInTownWithAllPossibleRoomTypes)  
            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)  
            .GeneratingOneAvailabilityPerSupportedRoomType()  
            .Build();  
  
        var webController = new AvailabilityController(availabilityService);  
        // --- ACT -----  
        var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();  
  
        var response = await webController  
            .GetRoomsAvailabilities(new QueryRoomsAvailability(cityName: expectedCity.Name, roomTypesRequestedByTheClient));  
        // --- ASSERT -----  
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,  
            expectedCity, expectedResortIds: bellagioHotel.ResortId);  
    }  
}
```

Very important!

Builders allow Behavioral
& Domain-Driven intentions
(no tech details here)

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{
    [Test]
    0 references
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()
    {
        var fuzz = new Fuzzer();

        var expectedCity = fuzz.GenerateCity();
        var bellagioHotel = fuzz.GenerateHotel(expectedCity, supportedRoomTypes: fuzz.GenerateRoomTypes(roomTypesCount: 3));
        var otherHotelInTownWithAllPossibleRoomTypes = fuzz.GenerateHotel(expectedCity);

        var availabilityService = new AvailabilityServiceBuilder(fuzz)
            .WithAffiliatedHotels(bellagioHotel, otherHotelInTownWithAllPossibleRoomTypes)
            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)
            .GeneratingOneAvailabilityPerSupportedRoomType()
            .Build();

        var webController = new AvailabilityController(availabilityService);

        // --- ACT ---
        var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();

        var response = await webController
            .GetRoomsAvailabilities(new GetRoomsAvailabilitiesDto{CityName: expectedCity.Name, roomTypesRequestedByTheClient});

        // --- ASSERT ---
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
            expectedCity, expectedResortIds: bellagioHotel.ResortId);
    }
}
```

Injecting the result of our builder

**We test from the left-side Adapter
(here a web controller)**

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{
    [Test]
    0 references
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()
    {
        var fuzz = new Fuzz();
        var expectedCity = fuzz.GenerateCity();
        var bellagioHotel = fuzz.GenerateHotel(expectedCity, supportedRoomTypes: fuzz.GenerateRoomTypes(roomTypesCount: 3));
        var otherHotelInTownWithAllPossibleRoomTypes = fuzz.GenerateHotel(expectedCity);

        var availabilityService = new AvailabilityServiceBuilder(fuzz)
            .WithAffiliatedHotels(bellagioHotel, otherHotelInTownWithAllPossibleRoomTypes)
            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)
            .GeneratingOneAvailabilityPerSupportedRoomType()
            .Build();

        var webController = new AvailabilityController(availabilityService);
        // --- ACT -----
        var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();

        var response = await webController
            .GetRoomsAvailabilities(new QueryRoomsAvailabilitiesDto(cityName: expectedCity.Name, roomTypesRequestedByTheClient));
        // --- ASSERT -----
        CheckThatRoomsAreMatchingTheRequester(response, roomTypesRequestedByTheClient,
            bellagioHotel.ResortId);
    }
}
```

We define the end-user request

No I/O here, but we test the whole { black-box / component / API }

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{
    [Test]
    0 references
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()
    {
        var fuzz = new Fuzzer();

        var expectedCity = fuzz.GenerateCity();
        var bellagioHotel = fuzz.GenerateHotel(expectedCity, supportedRoomTypes: fuzz.GenerateRoomTypes(roomTypesCount: 3));
        var otherHotelInTownWithAllPossibleRoomTypes = fuzz.GenerateHotel(expectedCity);

        var availabilityService = new AvailabilityServiceBuilder(fuzz)
            .WithAffiliatedHotels(bellagioHotel, otherHotelInTownWithAllPossibleRoomTypes)
            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)
            .GeneratingOneAvailabilityPerSupportedRoomType()
            .Build();

        var webController = new AvailabilityController(availabilityService);

        // --- ACT -----
        var roomTypesRequestedByTheClient = "Single,Double,King,Twin";
        var response = await webController
            .GetRoomsAvailabilities(new QueryRoomsAvailabilitiesDto(cityName: expectedCity.Name, roomTypesRequestedByTheClient));

        // --- ASSERT -----
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
            expectedCity, expectedResortIds: bellagioHotel.ResortId);
    }
}
```

Helper method to sum-up in “one line” our assert intention

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{
    [Test]
    0 references
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()
    {
        var fuzzon = new Fuzzon();

        private static void CheckThatRoomsAreMatchingTheRequestedCriteria(IActionResult response, string[] roomTypesRequestedByTheClient,
            City expectedCity, params string[] expectedResortIds)
        {
            response.CheckIsOk200();

            var roomsAvailabilities = response.ExtractValue<RoomsAvailabilities>();
            Check.That(roomsAvailabilities)
                .HasSize(roomTypesRequestedByTheClient.Count())
                .And.ContainsOnlyElementsThatMatch(roomAvailability => roomAvailability.CityName == expectedCity.Name)
                .And.ContainsOnlyElementsThatMatch(roomAvailability => roomAvailability.RoomType.IsOneOf(roomTypesRequestedByTheClient))
                .And.ContainsOnlyElementsThatMatch(roomAvailability => roomAvailability.ResortId == expectedResortIds.First());
        }
    }
}
```

```
// --- ACT -----
var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();

var response = await client.GetAsync("api/rooms/availabilities");
    .GetQueryRoomAvailabilities(new QueryRoomsAvailabilitiesDto(cityName: expectedCity.Name, roomTypesRequestedByTheClient));

// --- ASSERT -----
CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
    expectedCity, expectedResortIds: bellagioHotel.ResortId);
}
```

**“One line” to hide our
technical assertions towards
DTOs etc.**

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{
    [Test]
    0 references
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()
    {
        var fuzzon = new Fuzzon();

        private static void CheckThatRoomsAreMatchingTheRequestedCriteria(IActionResult response, string[] roomTypesRequestedByTheClient,
            City expectedCity, params string[] expectedResortIds)
        {
            response.CheckIsOk200();

            var roomsAvailabilities = response.ExtractValue<RoomsAvailabilities>();
            Check.That(roomsAvailabilities)
                .HasSize(roomTypesRequestedByTheClient.Count())
                .And.ContainsOnlyElementsThatMatch(roomAvailability => roomAvailability.CityName == expectedCity.Name)
                .And.ContainsOnlyElementsThatMatch(roomAvailability => roomAvailability.RoomType.IsOneOf(roomTypesRequestedByTheClient))
                .And.ContainsOnlyElementsThatMatch(roomAvailability => roomAvailability.ResortId == expectedResortIds.First());
        }
    }
}
```

```
// --- ACT -----
var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();
```

**“One line” to hide our
technical assertions towards
DTOs etc.**

```
// --- ASSERT -----
CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
    expectedCity, expectedResortIds: bellagioHotel.ResortId);
```

**“One line” to reuse the same check
intention, but with various adapters**

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{
    [Test]
    0 references
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()
    {
        var fuzz = new Fuzzer();

        var expectedCity = fuzz.GenerateCity();
        var bellagioHotel = fuzz.GenerateHotel(expectedCity, supportedRoomTypes: fuzz.GenerateRoomTypes(roomTypesCount: 3));
        var otherHotelInTownWithAllPossibleRoomTypes = fuzz.GenerateHotel(expectedCity);

        var availabilityService = new AvailabilityServiceBuilder(fuzz)
            .WithAffiliatedHotels(bellagioHotel, otherHotelInTownWithAllPossibleRoomTypes)
            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)
            .GeneratingOneAvailabilityPerSupportedRoomType()
            .Build();

        var webController = new AvailabilityController(availabilityService);

        // --- ACT -----
        var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();

        var response = await webController
            .GetRoomsAvailabilities(new QueryRoomsAvailabilitiesDto(cityName: expectedCity.Name, roomTypesRequestedByTheClient));

        // --- ASSERT -----
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
            expectedCity, expectedResortIds: bellagioHotel.ResortId);
    }
}
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OUTSIDE-IN DIAMOND ◆

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        var otherHotelInTownWithAllPossibleRoomTypes = fuzz.GenerateHotel(expectedCity);

        var availabilityService = new AvailabilityServiceBuilder(fuzz)
            .WithAffiliatedHotels(bellagioHotel, otherHotelInTownWithAllPossibleRoomTypes)
            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)
            .GeneratingOneAvailabilityPerSupportedRoomType()
            .Build();

        var webController = new AvailabilityController(availabilityService);

        // --- ACT ---
        var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();

        var response = await webController
            .GetRoomsAvailabilities(new QueryRoomsAvailabilitiesDto(cityName: expectedCity.Name, roomTypesRequestedByTheClient));

        // --- ASSERT ---
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
            expectedCity, expectedResortIds: bellagioHotel.ResortId);
    }
}
```

OUTSIDE-IN DIAMOND ◆

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{
    [Test]
    0 references
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()
    {
        var fuzz = new Fuzzer();

        var expectedCity = fuzz.GenerateCity();
        var bellagioHotel = fuzz.GenerateHotel(expectedCity, supportedRoomTypes: fuzz.GenerateRoomTypes(roomTypesCount: 3));
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OUTSIDE-IN DIAMOND ◆

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        // --- ASSERT -----
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
            expectedCity, expectedResortIds: bellagioHotel.ResortId);
    }
}
```

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{

```

Fuzzers to shorten & speed setup

```
var fuzzier = new Fuzzer(); ← ARRANGE

var expectedCity = fuzzier.GenerateCity();
var bellagioHotel = fuzzier.GenerateHotel(expectedCity, supportedRoomTypes: fuzzier.GenerateRoomTypes(roomTypesCount: 3));
var otherHotelInTownWithAllPossibleRoomTypes = fuzzier.GenerateHotel(expectedCity);

var availabilityService = new AvailabilityServiceBuilder(fuzzier)
    .WithAffiliatedHotels(bellagioHotel, otherHotelInTownWithAllPossibleRoomTypes)
    .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)
    .GeneratingOneAvailabilityPerSupportedRoomType()
    .Build(); ← Builders to shorten and “domain-driven” our test setup

var webController = new AvailabilityController(availabilityService);
```

```
// --- ACT -----
var roomTypesRequestedByTheClient = bellagioHotel.SupportedRoomTypes.Skip(1).ToArray();

var response = await webController
    .GetRoomsAvailabilities(new QueryRoomsAvailabilitiesDto(cityName: expectedCity.Name, roomTypesRequestedByTheClient)); ACT
```

```
// --- ASSERT -----
CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
    expectedCity, expectedResortIds: bellagioHotel.ResortId); ASSERT
```

Domain-Driven!

```
[TestFixture]
0 references
public class AvailabilityControllerShould
{
    [Test]
    0 references
    public async Task Return_RoomAvailabilities_giving_a_city_name_and_a_list_of_requested_RoomTypes()
    {
        var fuzzer = new Fuzzer();

        var expectedCity = fuzzer.GenerateCity();
        var bellagioHotel = fuzzer.GenerateHotel(expectedCity, supportedRoomTypes: fuzzer.GenerateRoomTypes(roomTypesCount: 3));
        var otherHotelInTownWithAllPossibleRoomTypes = fuzzer.GenerateHotel(expectedCity);

        var availabilityService = new AvailabilityServiceBuilder(fuzzer)
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            .HavingSomeFullyBookedHotels(otherHotelInTownWithAllPossibleRoomTypes)
            .GeneratingOneAvailabilityPerSupportedRoomType()
            .Build();

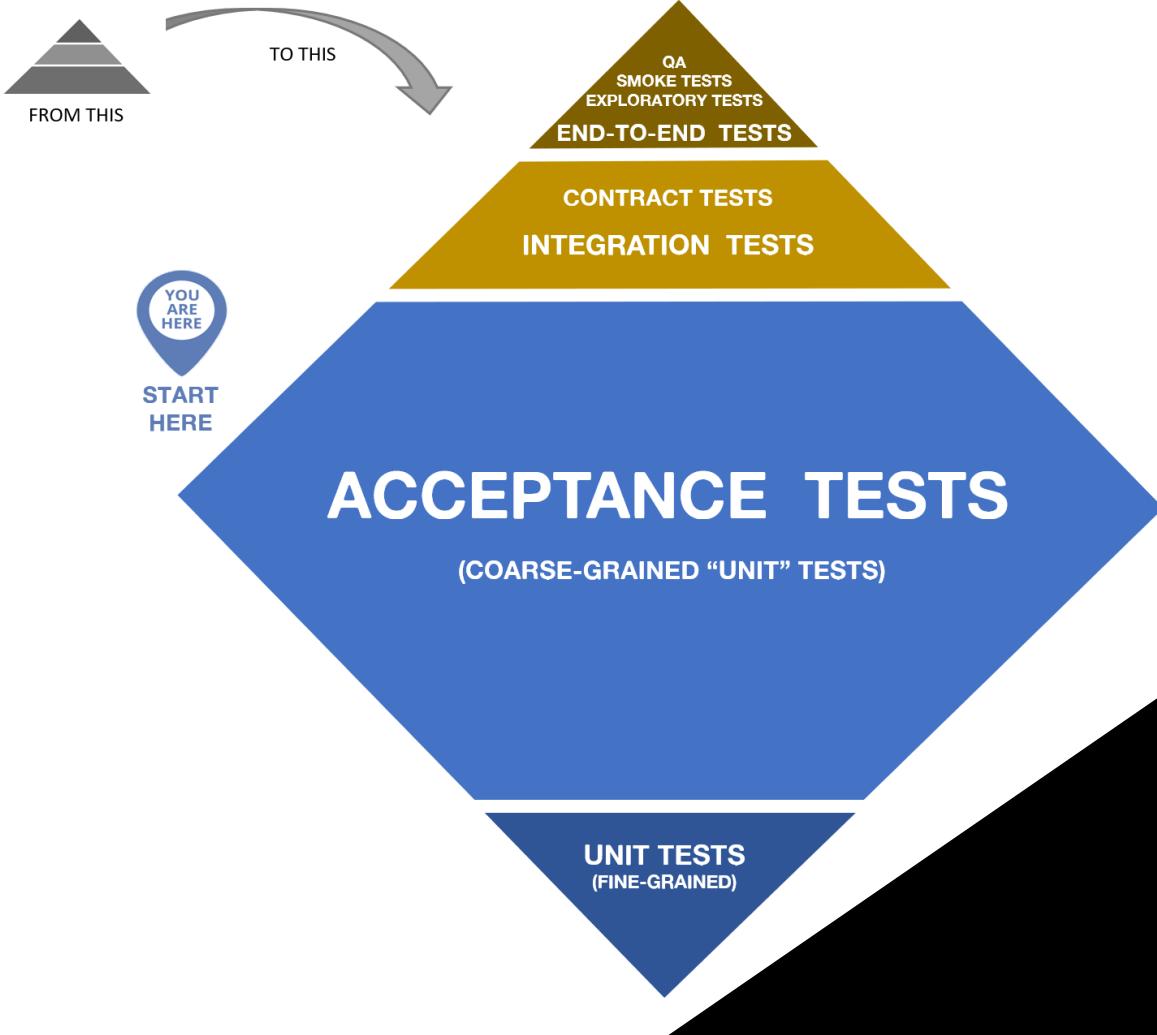
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        // --- ACT ---
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            .GetRoomsAvailabilities(new QueryRoomsAvailabilitiesDto(cityName: expectedCity.Name, roomTypesRequestedByTheClient));

        // --- ASSERT ---
        CheckThatRoomsAreMatchingTheRequestedCriteria(response, roomTypesRequestedByTheClient,
            expectedCity, expectedResortIds: bellagioHotel.ResortId);
    }
}
```

Wrap up



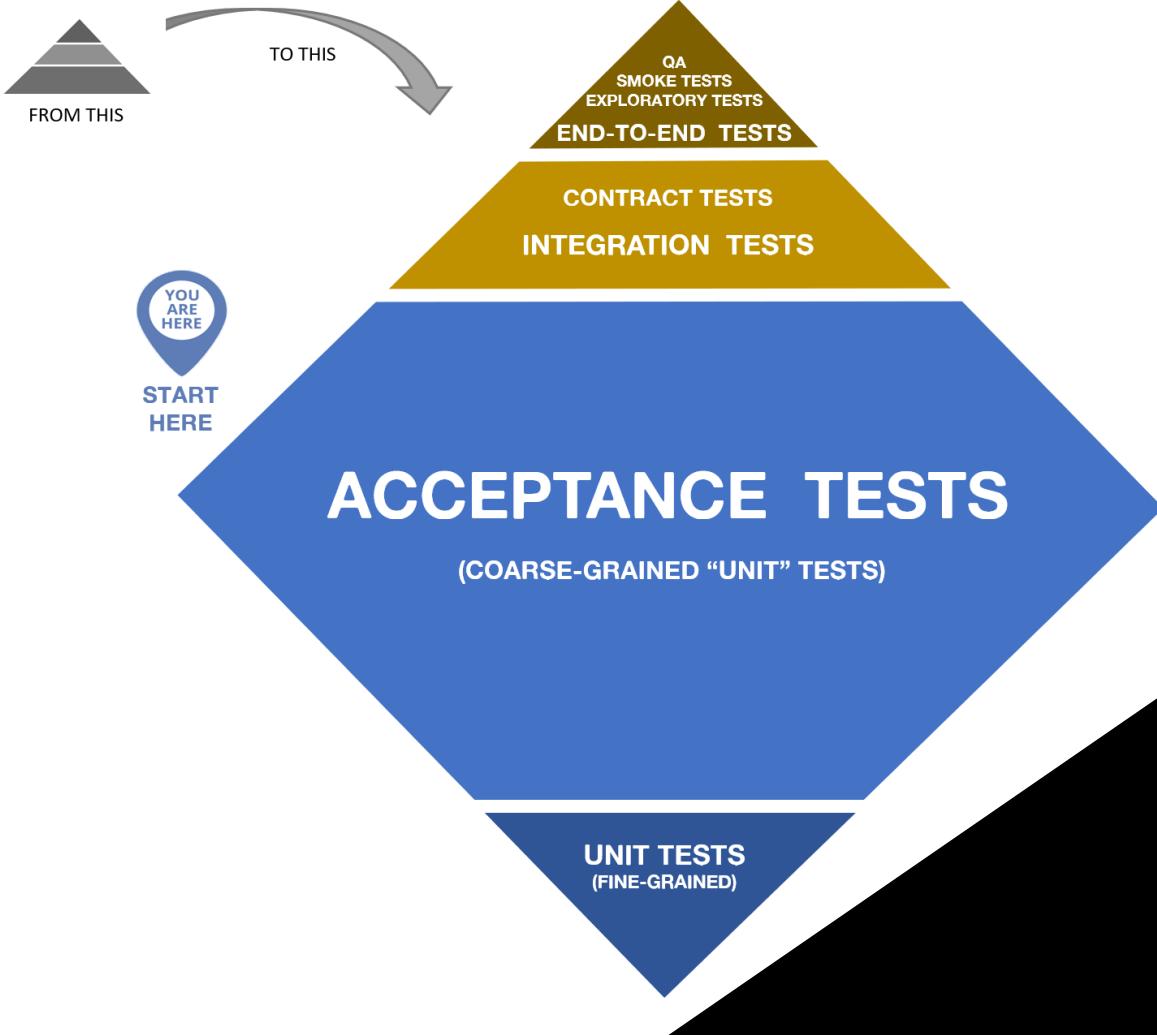
Outside-in Diamond



- Elaborated from & for the people
- Write fast & Antifragile tests
(❤refactoring)
- DDD but covers more blind spots on the tech side

Thomas PIERRAIN

 pierrain (use case driven)



Outside-in Diamond



- Elaborated from & for the people
- Write fast & Antifragile tests
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- DDD but covers more blind spots on the tech side

Thomas PIERRAIN

pierrain (use case driven)

Any Questions?

**BINARY IS FOR MACHINE
CODE IS FOR PEOPLE**

WE CARE PEOPLE

Special thanks to: **Bruno BOUCARD, Cyrille DUPUYDAUBY & Rui CARVALHO** for their kind reviews & feedbacks

OUTSIDE-IN DIAMOND

TDD WITH HEXAGONAL ARCHITECTURE

#OUTSIDEINDIAMOND

```
[Test]
0 references
public async Task Return_the_MainPicture_of_the_HIM_resort_as_the_MainPicture_of_the_BookingInfos()
{
    var fuzzer = new Fuzzer();
    var account = new AccountSpecification(fuzzer);
    var resort = new ResortSpecification(fuzzer);
    var confirmationNumber = fuzzer.GenerateBookingConfirmationNumber();

    var bookingResolver = new BookingResolverBuilder(fuzzer)
        .WithAccount(account)
        .WithBooking(new BookingSpecification(account.AccountId, fuzzer, confirmationNumber, resort.ResortCode))
        .WithResorts(resort)
        .Build();

    var arguments = new Dictionary<string, object>
    {
        ["confirmationNumber"] = confirmationNumber,
        ["currencyCode"] = fuzzer.GenerateCurrencyCode(),
        ["locale"] = fuzzer.GenerateLocale(),
        ["personName"] = account.LastName
    };

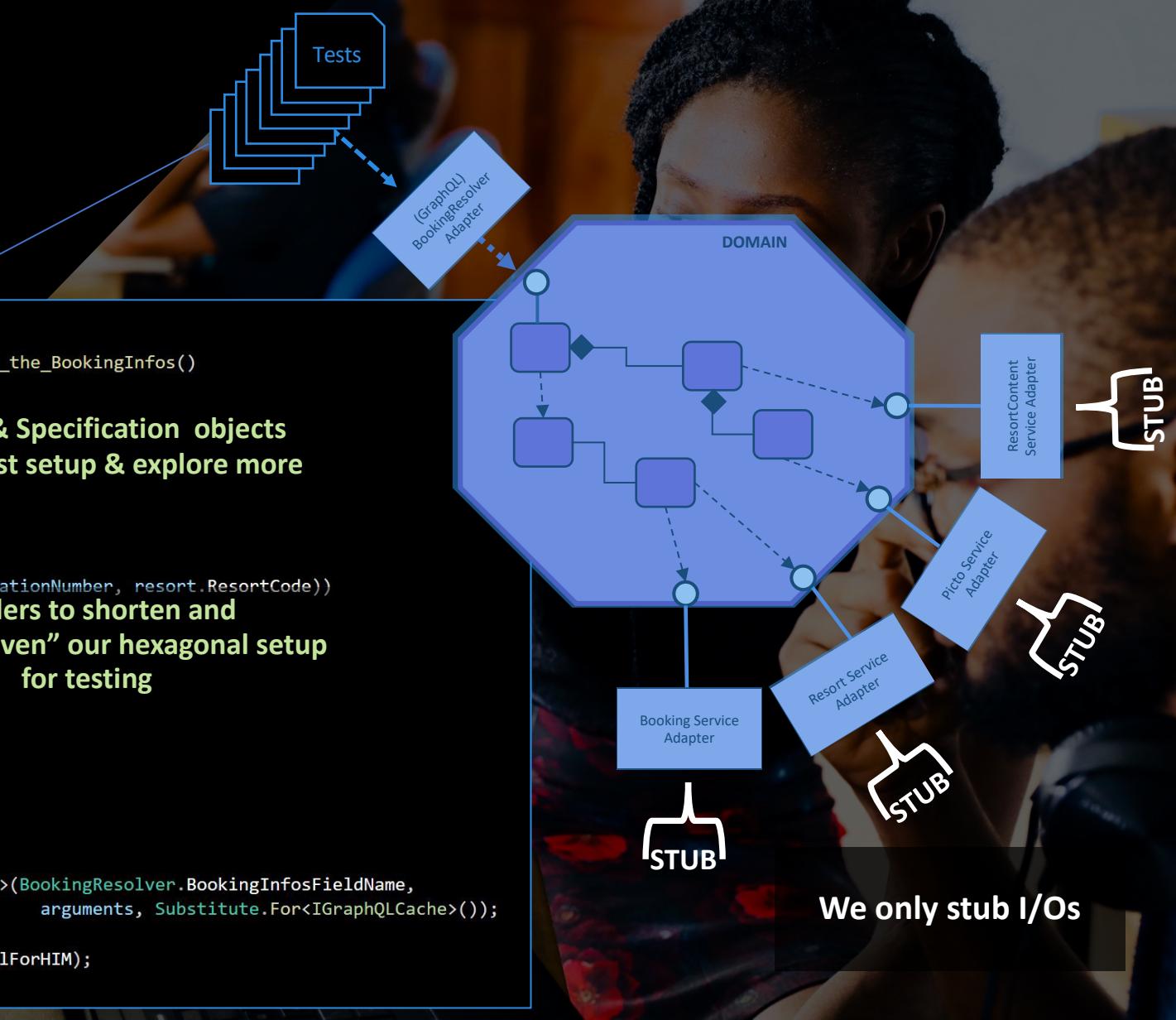
    var bookingInfoDto = await bookingResolver.ExecuteGraphQLQuery<MbBookingDto>(BookingResolver.BookingInfosFieldName,
        arguments, Substitute.For<IGraphQLCache>());

    Check.That(bookingInfoDto.MainPicture).IsEqualTo(resort.ResortMainPictureUrlForHIM);
}
```

Fuzzers & Specification objects
to ease test setup & explore more

Builders to shorten and
“domain-driven” our hexagonal setup
for testing

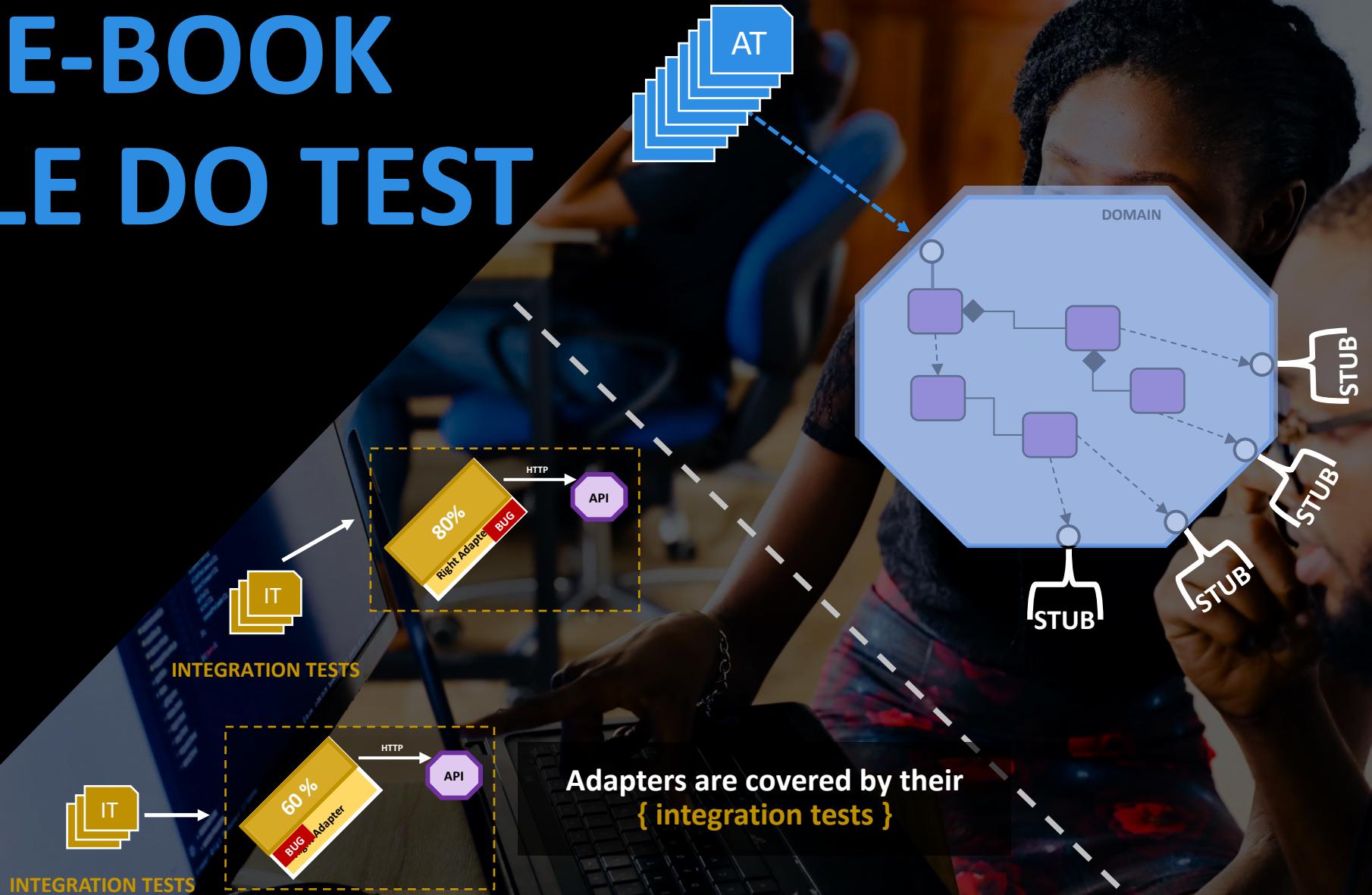
The infra code (i.e. Adapters) is also covered by
our { acceptance | unit tests }



We only stub I/Os

HOW BY-THE-BOOK PEOPLE DO TEST

HEXAGONAL
ARCHITECTURE

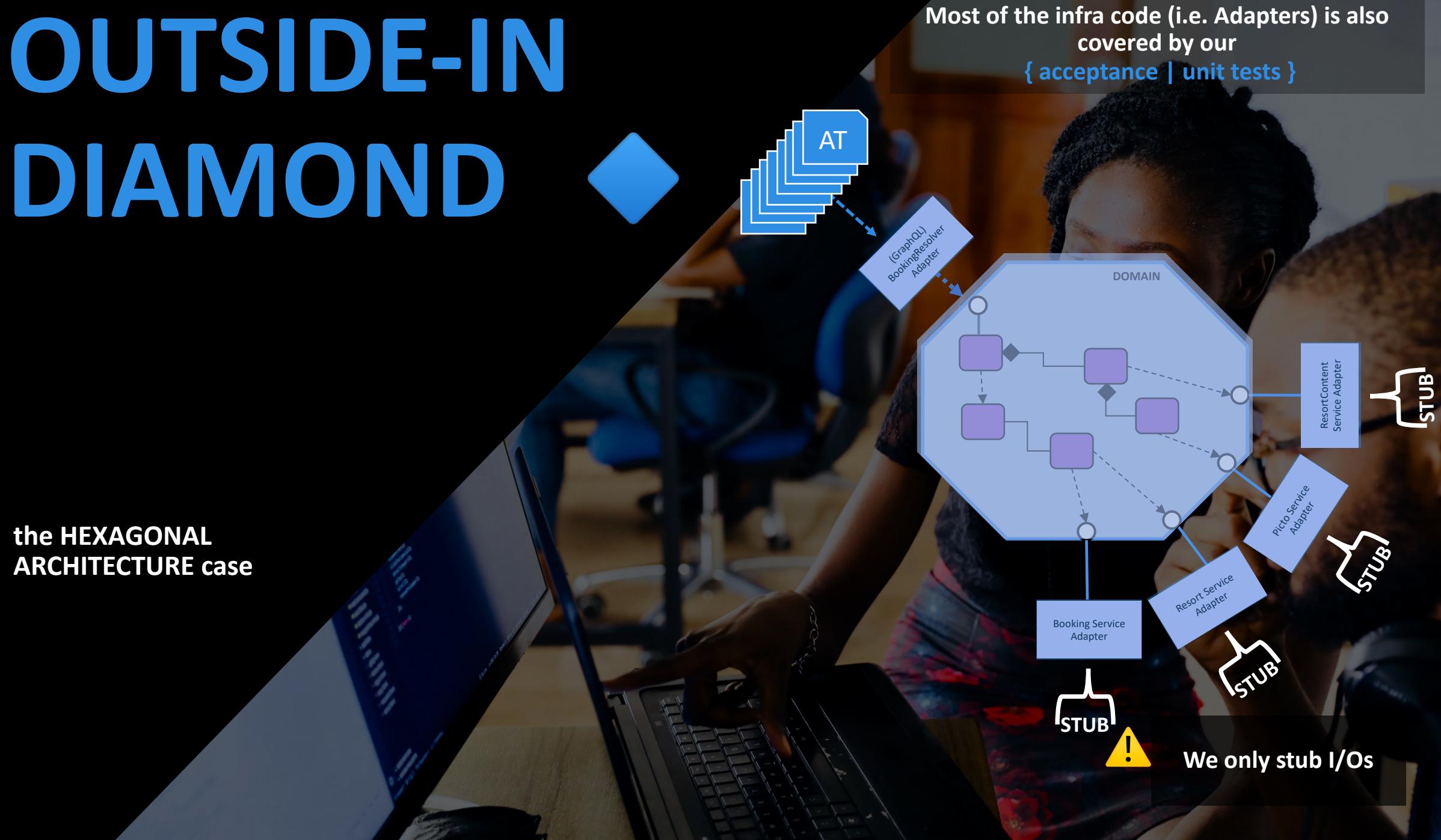


Adapters aren't covered by their
{ acceptance | unit tests }

Adapters are covered by their
{ integration tests }

OUTSIDE-IN DIAMOND

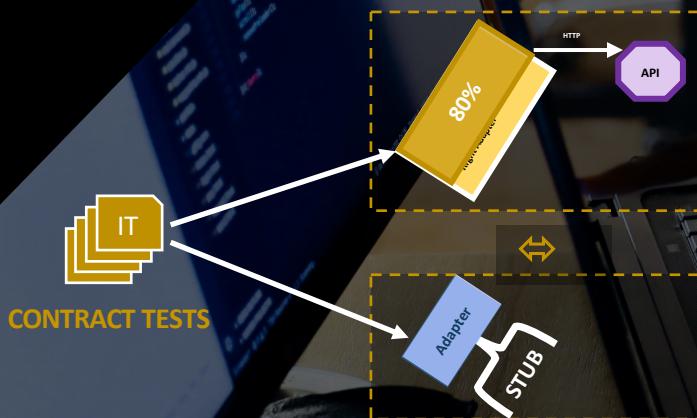
Most of the infra code (i.e. Adapters) is also covered by our
{ acceptance | unit tests }



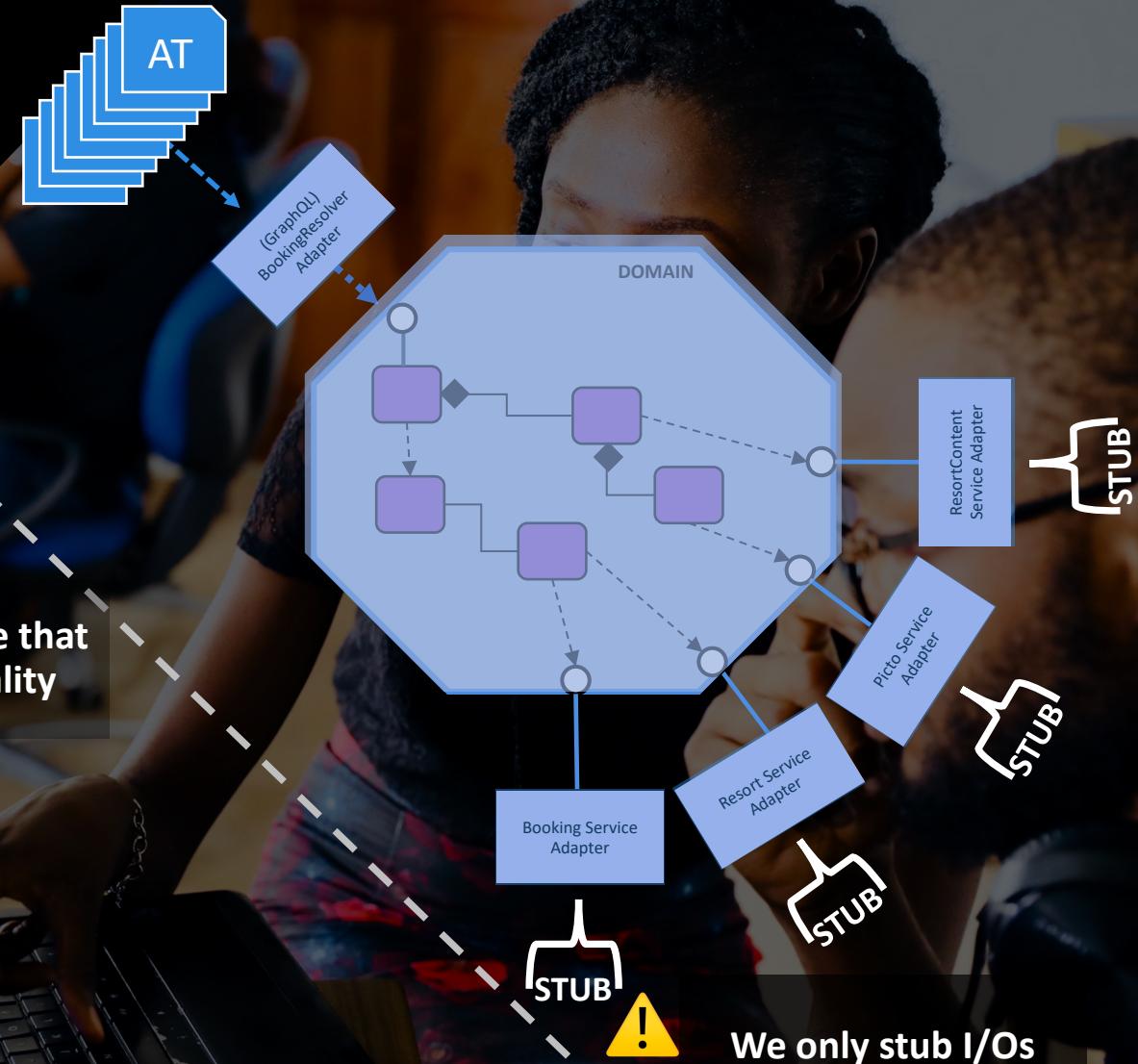
OUTSIDE-IN DIAMOND

the HEXAGONAL
ARCHITECTURE case

Contract tests aside to ensure that
our stubs are faithful to reality



Most of the infra code (i.e. Adapters) is also
covered by our
{ acceptance | unit tests }



OUTSIDE-IN DIAMOND

the HEXAGONAL
ARCHITECTURE case

Contract tests aside to ensure that
our stubs are faithful to reality

15 %
(running
nightly)

IT
CONTRACT TESTS

