# Test Design

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### **Automated Testing Refreshment**

```
SetTest >> testAdd
   empty
  "Context"
  empty := Set new.
  "Stimulus"
  empty add: 5.
  empty add: 5.
  "Check"
  self assert: empty size equals: 1.
```

in this context
when this happens
then this should happen

## Why testing?

Increase quality!

- Detect regressions: Wait, this was working before!
- Trust changes: I'll refactor/change this piece of critical code...

Murphy's law: Anything that can go wrong will go wrong

### Kinds of testing

- Unit tests: low level, single-component
- Integration testing: how different modules work together
- Functional testing: focus on the business requirements of an application
- Acceptance testing: verify minimal business requirements
- Performance testing: behaviours the system under significant load
- Smoke testing: check that the system does not fail

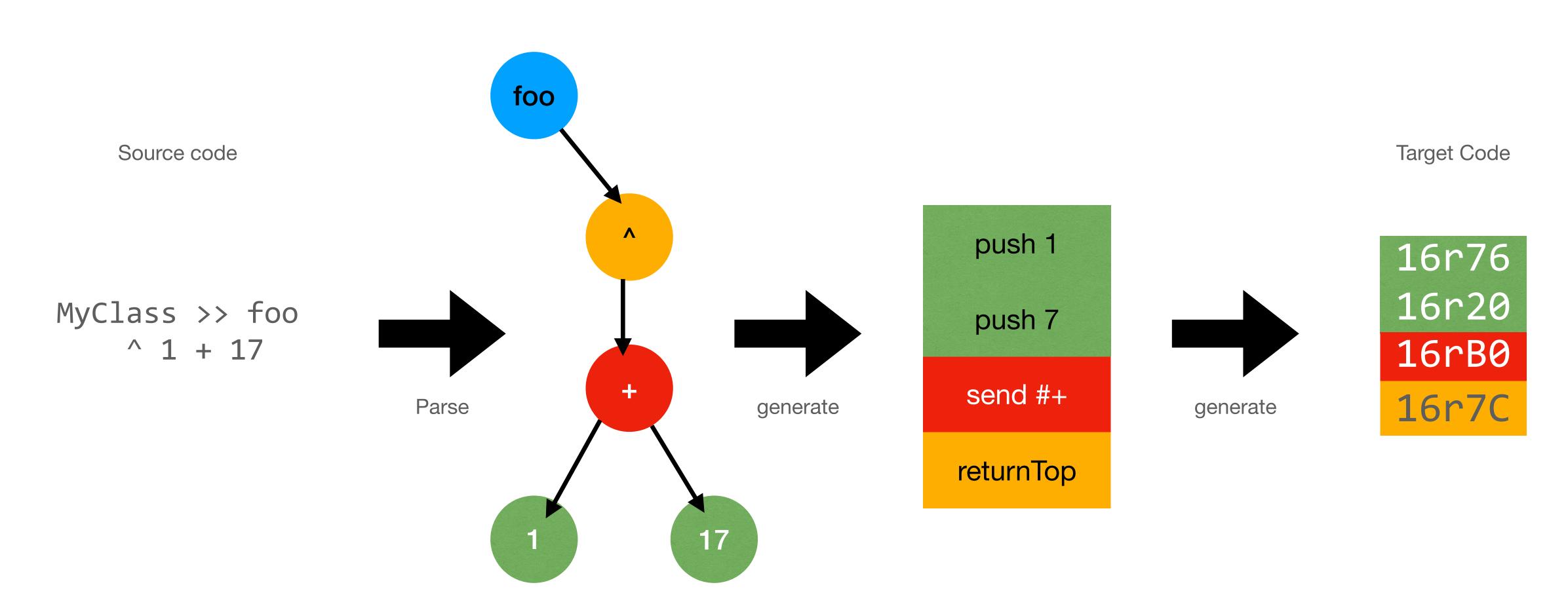
### What is a good test?

"A good test is a test that catches bugs"

### Tests that catch bugs

- check extreme cases (e.g. null 0 and empty)
- check complex cases (e.g. exceptions)
- check different execution paths

### Case Study 1: JIT compiler



Intermediate Representation 1: ASTs

Intermediate Representation 2 Linear Bytecode-like IR

#### testPushConstantZeroBytecodePushesASmallIntegerZero

```
self compile: [ compiler genPushConstantZeroBytecode ].
self runGeneratedCode.
```

```
self assert: self popAddress equals: (memory integerObjectOf: 0)
```

Insights: Black box testing

Black box testing

- => depend only on observable behaviour
- => reusable in different backends
- => more resistant to changes in the implementation

#### testPushConstantZeroBytecodePushesASmallIntegerZero

```
self compile: [ compiler genPushConstantZeroBytecode ].
self runGeneratedCode.
```

self assert: self popAddress equals: (memory integerObjectOf: 0)

Insights: Cross-compile / Cross-execute



Use a machine simulator

- => hardware independent: test and debug in any machine any backend
- => parametrizable tests run the same test with multiple backends

#### testPushConstantZeroBytecodePushesASmallIntegerZero

```
self compile: [ compiler genPushConstantZeroBytecode ].
self runGeneratedCode.
```

self assert: self popAddress equals: (memory integerObjectOf: 0)

10

#### **Insights: Start Small**

- First: The simplest test you can write for the simplest functionality
- Second: The next simplest test you can write for the next simplest functionality
  - => The first focus is in understanding how to better write the tests

#### testPushConstantZeroBytecodePushesASmallIntegerZero

```
self compile: [ compiler genPushConstantZeroBytecode ].
self runGeneratedCode.
```

self assert: self popAddress equals: (memory integerObjectOf: 0)

11

Insights: Invest in infrastructure

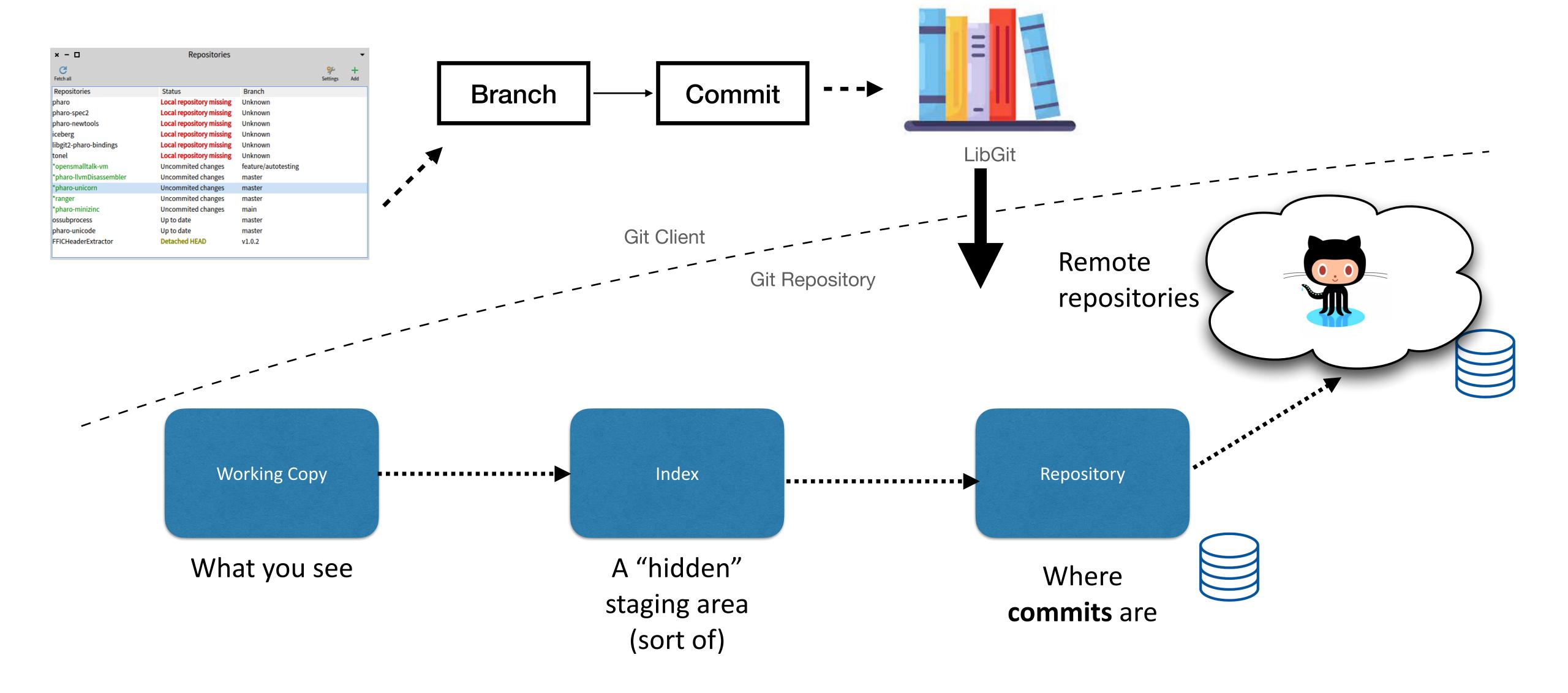
- Refactor
- Clean
- Create Reusable Components

#### testPushConstantZeroBytecodePushesASmallIntegerZero

```
self compile: [ compiler genPushConstantZeroBytecode ].
self runGeneratedCode.
```

self assert: self popAddress equals: (memory integerObjectOf: 0)

### Case Study 2: Git Client



### Case Study 3: User Extensible Uls

```
File >> gtInspectorContentsIn: composite
  <gtInspectorPresentationOrder: 5>
  composite text
    title: 'Contents';
    format: #asText;
    display: [ ... ]
```

```
a FileReference (/Users/gui...
               Breakpoints
  1 array [1..2] of int: X_INTRODUCED_0_ = [1,1];
  2 array [1..2] of int: X_INTRODUCED_3_ = [-1,-1];
  3 var -1073741824..1073741823: t107_value:: output_var;
  4 var -1073741824..1073741823: t105_value:: output_var;
  5 var 1..1: t105_type;
  6 var 1..1: t107_type;
  7 var bool: X_INTRODUCED_2_ ::var_is_introduced :: is_defined_var;
  8 var bool: X_INTRODUCED_4_ ::var_is_introduced :: is_defined_var;
  9 constraint array_bool_or([X_INTRODUCED_4_,X_INTRODUCED_2_],true);
 10 constraint int_lin_le_reif(X_INTRODUCED_0_,[t105_value,t107_value],-107374
    1825,X_INTRODUCED_2_):: defines_var(X_INTRODUCED_2_);
 11 constraint int_lin_le_reif(X_INTRODUCED_3_,[t105_value,t107_value],-107374
    1824,X_INTRODUCED_4_):: defines_var(X_INTRODUCED_4_);
 12 solve satisfy;
```

### Tests that are challenging to write

- non-deterministic behavior
- user-interactions
- external interactions



### Conclusion

- Anything that can go wrong will go wrong!
- Tests give freedom to change without fear

- Testing Guidelines
  - Start simple, then "what happens if...?"
  - Make tests resistant to implementation changes
  - Tests are code!