

TDLOG – session 4

Tests

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Upload your work to educnet on 19 October 2019 at the latest

During this session, we will continue our work on the game, in order to test the features developed so far. The students can actually extend their own programs, or the solution for the previous session available on educnet.

1 Tests

The main objective of this session is to program the tests for all developed features. Tests can basically be encoded using the `doctest` and `unittest` modules from the *Python* distribution, whose documentations can be read at the following addresses :

- <https://docs.python.org/3/library/doctest.html> ;
- <https://docs.python.org/3/library/unittest.html>.

In order to add random tests, it is possible to use the `hypothesis` library, whose documentation can be read at the following address :

<https://hypothesis.readthedocs.io>

The library is easily installed through `conda` by simply executing :

```
conda install hypothesis
```

2 (optional) Coverage

You can use the `coverage` tool in order to check that your tests are actually exercising a significant part of your program. The documentation about `coverage` can be read at the following address :

<https://pypi.org/project/coverage/>

The tool is easily installed through `conda` by simply executing :

```
conda install coverage
```