

Residência em Software Automotivo

Trabalho de Noções de Automação de Testes
Framework PyUnit / Unittest

PyUnit / Unittest

- Biblioteca padrão do Python.
- Testes para funções e classes.
- Suporte automação de testes.
- Não possui métodos parametrizáveis, pode ser implementado de maneira customizada.
- Exige syntax padrões para chamar sua execução.
- Não possui suporte de cobertura, necessário o uso de outra ferramenta.

```
class Calculator():  
    def addition(self, a, b):  
        return a + b  
  
    def addition2(self, a, b, c):  
        return a + b + c  
  
    def addition3(self, a, b, c):  
        return a + b + c  
  
    def subtraction(self, a, b):  
        return a - b  
  
    def multiplication(self, a, b):  
        return a * b  
  
    def division(self, a, b):  
        return a / b  
  
class Aquarium():  
    def add_fish_to_aquarium(self, fish_list):  
        if len(fish_list) > 10:  
            raise ValueError("A maximum of 10 fish can be added to the aquarium")  
        return {"tank_a": fish_list}
```

PyUnit / Unittest

- Biblioteca padrão do Python.
- Testes para funções e classes.
- Suporte automação de testes.

```
import unittest
from mainClass import Calculator, Aquarium
from pyunitreport import HTMLTestRunner

class TestCalculator(unittest.TestCase):

    def setUp(self): # Preparation code that run before each Test.
        self.calc = Calculator()

    def tearDown(self): # Clean-up all the registry and modification after each test completes
        self.calc = Calculator()

    def setUpModule(self):
        self.calc = Calculator()
        pass

    def tearDownModule():
        pass

    def test_addition(self):
        actual = self.calc.addition(2,2)
        expected = 4
        self.assertEqual(actual, expected) # Assert is the method of class that do the TestCase
```

```
class TestAddFishToAquarium(unittest.TestCase):

    def setUp(self): # Preparation code that run before each Test
        self.aqua = Aquarium()

    def tearDown(self): # Clean-up all the registry and modification after each test completes
        self.aqua = Aquarium()

    def test_add_fish_to_aquarium_success(self):
        actual = self.aqua.add_fish_to_aquarium(fish_list=["shark", "tuna"])
        expected = {"tank_a": ["shark", "tuna"]}
        self.assertEqual(actual, expected)

    def test_add_fish_to_aquarium_success2(self):
        actual = self.aqua.add_fish_to_aquarium(fish_list=["shark", "tuna"])
        expected = {"tank_a": ["error", "tuna"]}
        self.assertEqual(actual, expected)

    def test_add_fish_to_aquarium_exception(self): # This test intend to cause exception at the function
        too_many_fish = ["shark"] * 25
        with self.assertRaises(ValueError) as exception_context:
            self.aqua.add_fish_to_aquarium(fish_list=too_many_fish)
        self.assertEqual(str(exception_context.exception),
                         "A maximum of 10 fish can be added to the aquarium")

if __name__ == '__main__':
    unittest.main (verbosity=2)
    #unittest.main (verbosity=2, testRunner=HTMLTestRunner(output='C:/Git/Unittest'))
```

PyUnit / Unittest

SETUP:

Terminal Git Bash / Visual Code:

```
cd c:
```

```
mkdir Git (Se não houver pasta)
```

```
cd Git
```

```
git clone https://github.com/chlo1997/Unittest.git
```

```
cd Unittest
```

PyUnit / Unittest

COMMAND LINE:

`python -m unittest -h`

```
Usage: python -m unittest [options] [tests]

Options:
  -h, --help            Show this message
  -v, --verbose          Verbose output
  -q, --quiet            Minimal output
  -f, --failfast         Stop on first failure
  -c, --catch            Catch control-C and display results
  -b, --buffer           Buffer stdout and stderr during test runs

Examples:
  python -m unittest test_module           - run tests from test_module
  python -m unittest module.TestClass      - run tests from module.TestClass
  python -m unittest module.Class.test_method - run specified test method

[tests] can be a list of any number of test modules, classes and test
methods.

Alternative Usage: python -m unittest discover [options]

Options:
  -v, --verbose          Verbose output
  -f, --failfast         Stop on first failure
  -c, --catch            Catch control-C and display results
  -b, --buffer           Buffer stdout and stderr during test runs
  -s directory           Directory to start discovery ('.' default)
  -p pattern             Pattern to match test files ('test*.py' default)
  -t directory           Top level directory of project (default to
                        start directory)

For test discovery all test modules must be importable from the top
level directory of the project.
```

PyUnit / Unittest

SETUP:

Run todo o teste dentro do diretório:

```
python -m unittest test_mainClass
```

```
$ python -m unittest test_mainClass
..F..s.
=====
FAIL: test_add_fish_to_aquarium_success2 (test_mainClass.TestAddFishToAquarium)
-----
Traceback (most recent call last):
  File "test_mainClass.py", line 58, in test_add_fish_to_aquarium_success2
    self.assertEqual(actual, expected)
AssertionError: {'tank_a': ['shark', 'tuna']} != {'tank_a': ['error', 'tuna']}
- {'tank_a': ['shark', 'tuna']}
?             ^^^ ^

+ {'tank_a': ['error', 'tuna']}
?             ^ ^^^

-----
Ran 7 tests in 0.003s

FAILED (failures=1, skipped=1)
```


PyUnit / Unittest

SETUP:

Run modo descoberta, se houver em pastas distinta, necessita `__init__.py`:
`python -m unittest discover`

```
$ python -m unittest discover
..F..S.
=====
FAIL: test_add_fish_to_aquarium_success2 (test_mainClass.TestAddFishToAquarium)
-----
Traceback (most recent call last):
  File "C:\Git\Unittest\test_mainClass.py", line 58, in test_add_fish_to_aquarium_succe
ss2
    self.assertEqual(actual, expected)
AssertionError: {'tank_a': ['shark', 'tuna']} != {'tank_a': ['error', 'tuna']}
- {'tank_a': ['shark', 'tuna']}
?           ^^^ ^

+ {'tank_a': ['error', 'tuna']}
?           ^ ^^^

-----
Ran 7 tests in 0.002s

FAILED (failures=1, skipped=1)
```

PyUnit / Unittest

SETUP:

Run o teste dentro do diretório com
verbosidade:

```
python -m unittest -v test_mainClass
```

```
$ python -m unittest -v test_mainClass
test_add_fish_to_aquarium_exception (test_mainClass.TestAddFishToAquarium) ... ok
test_add_fish_to_aquarium_success (test_mainClass.TestAddFishToAquarium) ... ok
test_add_fish_to_aquarium_success2 (test_mainClass.TestAddFishToAquarium) ... FAIL
test_addition (test_mainClass.TestCalculator) ... ok
test_addition2 (test_mainClass.TestCalculator) ... ok
test_addition3 (test_mainClass.TestCalculator) ... skipped 'demonstrating skipping'
test_subtraction (test_mainClass.TestCalculator) ... ok

=====
FAIL: test_add_fish_to_aquarium_success2 (test_mainClass.TestAddFishToAquarium)
-----
Traceback (most recent call last):
  File "test_mainClass.py", line 58, in test_add_fish_to_aquarium_success2
    self.assertEqual(actual, expected)
AssertionError: {'tank_a': ['shark', 'tuna']} != {'tank_a': ['error', 'tuna']}
- {'tank_a': ['shark', 'tuna']}
?           ^^^ ^

+ {'tank_a': ['error', 'tuna']}
?           ^ ^^^

-----
Ran 7 tests in 0.010s

FAILED (failures=1, skipped=1)
```


PyUnit / Unittest

SETUP:

Run Classe ou Teste específico

```
python -m unittest -v
```

```
test_mainClass.TestCalculator
```

```
python -m unittest -v
```

```
test_mainClass.TestCalculator.test_a  
ddition
```

```
$ python -m unittest -v test_mainClass.TestCalculator
test_addition (test_mainClass.TestCalculator) ... ok
test_addition2 (test_mainClass.TestCalculator) ... ok
test_addition3 (test_mainClass.TestCalculator) ... skipped 'demonstrating skipping'
test_subtraction (test_mainClass.TestCalculator) ... ok

-----
Ran 4 tests in 0.006s

OK (skipped=1)
```

```
$ python -m unittest -v test_mainClass.TestCalculator.test_addition
test_addition (test_mainClass.TestCalculator) ... ok

-----
Ran 1 test in 0.001s

OK
```

PyUnit / Unittest

Assertions: Métodos que podem ser utilizado nos teste de casos.

Method	Checks that
<code>assertEqual(a, b)</code>	<code>a == b</code>
<code>assertNotEqual(a, b)</code>	<code>a != b</code>
<code>assertTrue(x)</code>	<code>bool(x)</code> is True
<code>assertFalse(x)</code>	<code>bool(x)</code> is False
<code>assertIs(a, b)</code>	<code>a is b</code>
<code>assertIsNot(a, b)</code>	<code>a is not b</code>
<code>assertIsNone(x)</code>	<code>x</code> is None
<code>assertIsNotNone(x)</code>	<code>x</code> is not None
<code>assertIn(a, b)</code>	<code>a in b</code>
<code>assertNotIn(a, b)</code>	<code>a not in b</code>
<code>assertIsInstance(a, b)</code>	<code>isinstance(a, b)</code>
<code>assertNotIsInstance(a, b)</code>	<code>not isinstance(a, b)</code>