

# Software Testing 2017

## TDD & BDD Overview

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# # Topics

- Purpose of Testing
- Test Driven Development
- Behavioral Driven Design (BDD)

## # Software Testing...

- Is an empirical
- technical
- investigation
- conducted to provide stakeholders
- with *information*
- about the *quality*
- of the product or service under test

(Cem Kaner)

# **Test Driven Development**

# Test Driven Development

Repeat while employed

- Understand a requirement

- Write a test

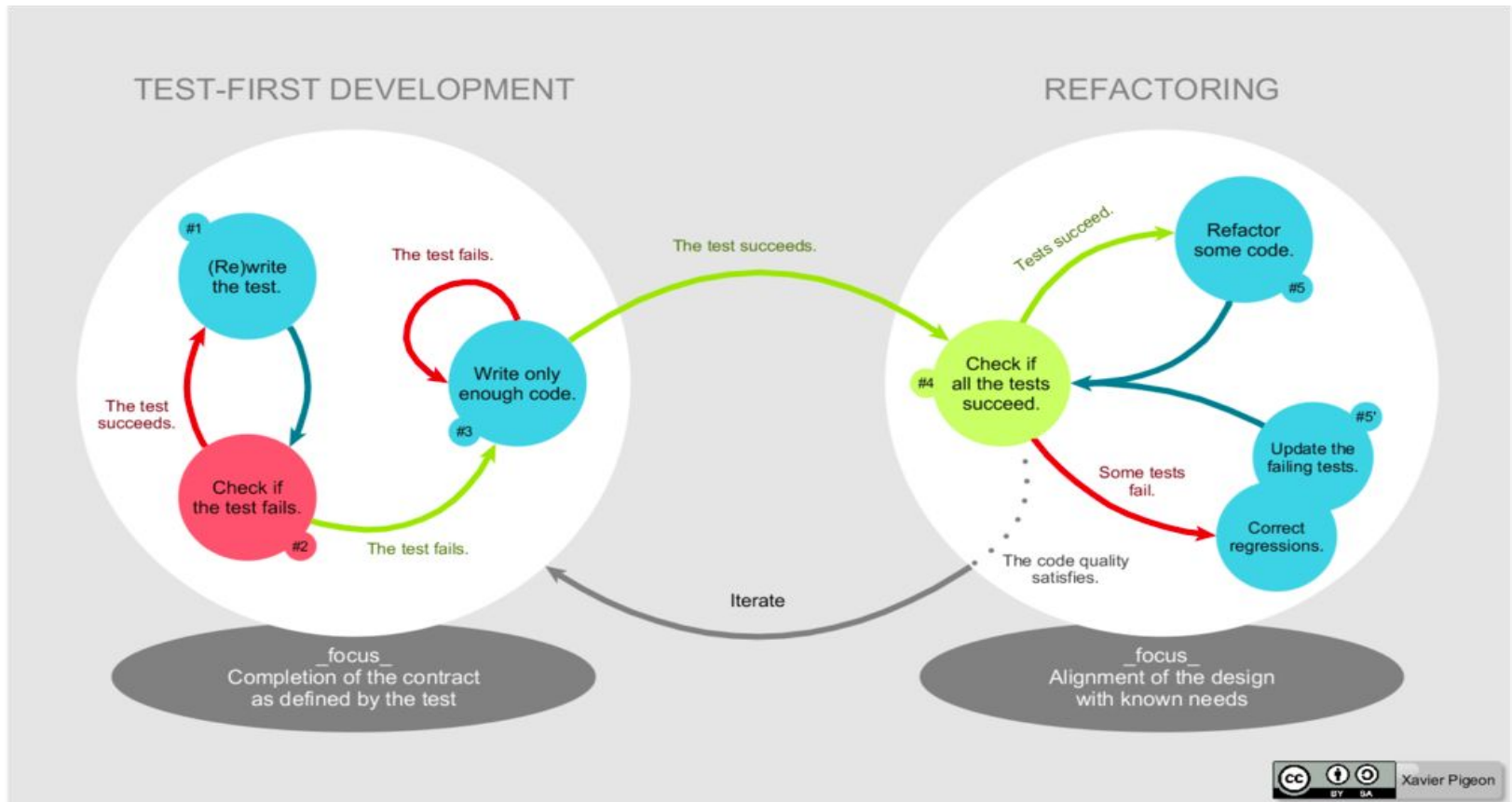
- Observe it fail ← permission to code

- Write code to make the test run

- Observe it working

- Repeat

# The TDD Cycle



[https://en.wikipedia.org/wiki/Test-driven\\_development](https://en.wikipedia.org/wiki/Test-driven_development)

# The Unittest Framework

Available under many languages

Unit test suites -- collections of tests

Unit tests -- individual tests

Framework to organize the tests

Python/Unittest -

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

# Module Testing

Link directly to module being tested.

Call procedures and methods of module

Can test module exhaustively

Difficult to simulate effects of environment



# Web Service Testing

Use something like "requests" library

Used to make HTTP/HTTPS requests to web servers.

Results are examined to determine test results.

<http://docs.python-requests.org/en/master/>

# Web Application Testing

Use Python WebDriver module

Ability to connect to web GUI directly

Remotely operate a web browser

Can connect to lots of languages

<http://selenium-python.readthedocs.io/>

# **Behaviour Driven Development**

# # Behavior Driven Development

- A continued refinement of TDD
- Emphasize collaboration with stakeholders
- Unit tests are about specific features
- BDD tests start out with requirements
  - Emphasizing business value
  - Stated in terms of user experience

# # A BDD Requirement

## - Example

**In order to** keep track of stock

**As a** store owner

**I want to** add items back to stock when they're returned.

## - Includes

- Purpose or benefit
- Who wants it
- What needs to happen

# # A BDD Criteria or Scenario

## - Example

**Scenario 1:** Refunded items should be returned to stock

**Given** that a customer previously bought a black sweater from me

**And** I have three black sweaters in stock.

**When** he returns the black sweater for a refund

**Then** I should have four black sweaters in stock.

## - Includes

- Initial condition
- Event or action
- Outcome

# # Python 'behave' Scenario

**Feature:** showing off behave

**Scenario:** run a simple test

**Given** we have behave installed

when we implement a test

then behave will test it for us!

...this is in a `_feature_` file.

# # Python 'behave' Implementation

```
from behave import *
```

```
@given('we have behave installed')
```

```
def step_impl(context):
```

```
    pass
```

```
@when('we implement a test')
```

```
def step_impl(context):
```

```
    assert True is not False
```

```
@then('behave will test it for us!')
```

```
def step_impl(context):
```

```
    assert context.failed is False
```



## # 'behave' module

- \$ pip install behave
- create file structure
  - feature file
  - ./steps/xxx.py implementation files
  - example:

```
features/  
features/everything.feature  
features/steps/  
features/steps/steps.py
```

- \$ behave

# # 'behave' Results

```
% behave
Feature: showing off behave # tutorial/tutorial.feature:1

  Scenario: run a simple test      # tutorial/tutorial.feature:3
    Given we have behave installed # tutorial/steps/tutorial.py:3
    When we implement a test       # tutorial/steps/tutorial.py:7
    Then behave will test it for us! # tutorial/steps/tutorial.py:11

1 feature passed, 0 failed, 0 skipped
1 scenario passed, 0 failed, 0 skipped
3 steps passed, 0 failed, 0 skipped, 0 undefined
```

## # The 'behave' Tutorial

- <http://pythonhosted.org/behave/tutorial.html>
- Work through examples with me in class
- Try some examples of your own

\*\*\* THIS IS A HUGELY VALUABLE TECHNOLOGY

- There are others: cucumber, jbehave, rspec, etc.
- The ideas are very similar

# Closing Concepts

- \* Unit tests (i.e. unit-test style tests) verify that systems behave the way that developers believe they should behave.
- \* Behaviour tests verify that systems behave the way that all participating stakeholders believe they should behave.
- \* Readable tests make that happen.