

INCREMENTAL DEVELOPMENT, **DEBUGGING & TESTING**

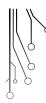
COMP130 - INTRODUCTION TO COMPUTING **DICKINSON COLLEGE**



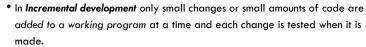
INCREMENTAL DEVELOPMENT OF FUNCTIONS



- Stub: Write a function stub (name, parameters, prints, return dummy value) and call it with dummy arguments.
- Expand: Expand and hand test each small bit of functionality as it is added.
 - KISS: Keep It Simple Stupid
 - Debug, adding scaffolding (intermediate variables and prints) as necessary
- Test: Produce automated tests for the function to facilitate refactoring.
- Guard: Add assert based guardians to ensure function can complete its task.
- Improve: Refactor the program and the functions.
 - Readability, Encapsulation, Generalization, Efficiency



INCREMENTAL DEVELOPMENT

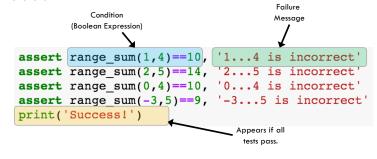


- Useful for building larger, more complex programs and functions.
- Can prevent long tedious debugging sessions.
 - If the program was working before the small change, but not after, where is the problem likely
- Complementary to the Development Process defined earlier.
 - Sketch, encapsulate, generalize, repeat, refactor.
 - · Particularly useful when you can readily identify functions.



AUTOMATED TESTS

• Python's assert statement is useful for creating automated test cases for functions.











PICKING TEST CASES

- When choosing test cases consider:
 - Normal case (middle values)
 - Edge (boundary) cases (lowest value, highest value)
 - Special cases (specific values)
 - Statement coverage (ensure that all statements are executed by at least one test)
 - E.g. all branches of an if/else or a chained conditional



GUARDIAN PATTERN

- A *guardian* is a sequence of assertions at the start of the function that terminate the program if the function's *preconditions* do not hold (i.e. it will not be able to complete its computation).
 - The conditions should be expressed in the doc string and implemented with assert.

```
def range_sum(low, high):
"""Compute the sum of all integers from low to high, inclusive.
low and high must be integers and low < high
"""
assert isinstance(low, int), 'low must be an int'
assert isinstance(high, int), 'high must be an int'
assert low<high, 'low must be less than high'
sum = 0</pre>
```