

Wir testen. Aber testen wir auch gut genug?

Eine Einführung in Mutation Testing mit Stryker.NET

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- Software Entwickler
- Beruflich: C#
- Interessen:
 - Software Crafting
 - Test-Driven Development
 - Funktionale Programmierung
 - Domain-Driven Design
- Slides sind online: Siehe QR-Code





https://www.nngroup.com/articles/campbells-law/

- "It is wrong to suppose that if you can't measure it, you can't manage it a costly myth." W.
 Edwards Deming
- Campbell's Law states that the more important a metric is in social decision making, the more likely it is to be manipulated.
- Goodhart's Law states that "When a measure becomes a target, it ceases to be a good measure"



- defines the percentage of covered code
- 100% test coverage means, every line of code is executed at least once
- **A** 100% test coverage does not mean that every scenario / use-case is covered



Is Test coverage a "good metric"?

- not every line of code needs to be tested
- BUT: having no tests is obviously also not a good idea
- anything above 60% is a good baseline (but, "it depends")
- test coverage does not tell us anything about the quality of the tests



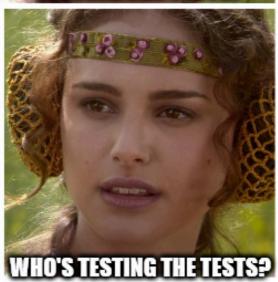














https://stryker-mutator.io/docs/

- Mutation testing introduces changes to your code, then runs your unit tests against the changed code.
- the "change" is called a **mutant**
- If our test suite is ok for a "mutant:" Ups, we missed something

Hello-World Example

Production code:

```
public string DoMagic(int i) ⇒ i < 18 ? "child" : "adult"

    `dotnet stryker`

    it creates a mutant replacing `<` with `<=`

public string DoMagic(int i) ⇒ i ≤ 18 ? "child" : "adult"</pre>
```

- The mutant "survived"
- The mutant did not provoke a test failure!
- **A** Our test suite might not be good enough! **A**

Test suite (100% code coverage!):

```
[Theory]
[InlineData(10, "child")]
[InlineData(20, "adult")]
public void DoMagic_works(int input, string expected)
{
    DoMagic(input).Should().Be(expected)
}
```





Let's have a look at mutations: https://stryker-mutator.io/docs/strykernet/mutations/

Most mutations are language agnostic

Some are optimized for .NET:

- Initializers
- Removal
- Linq
- Null-coalescing Operators







- Short answer: YES
- BUT: These frameworks have smart heuristics for short circuiting
- CI: Don't include this in normal commits
- CI: use "Nightly", or local (for **exploratory analysis**)
- Google uses Mutation Testing on really large projects: https://research.google/pubs/practical-mutation-testing-at-scale-a-view-from-google/
 - "... a codebase of two billion lines of code and more than 150,000,000 tests"
 - "... used by more than 24,000 developers on more than 1,000 projects"
 - It is still slow, but not as slow as you might think



How do these frameworks optimize performance?

https://stryker-mutator.io/docs/strykernet/technicalreference/research/#comparison

- mutate source code
- mutate byte code
- mutant schemata (aka "mutant switching")
- Stryker.NET uses "mutant schemata"







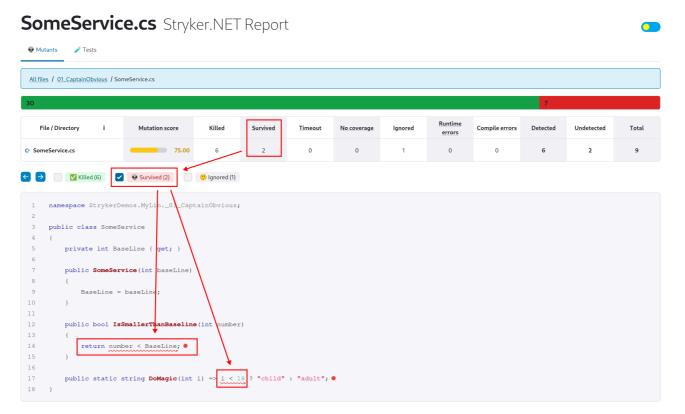


Reports: HTML (Overview)

All files Stryker.NET Report Mutants Tests All files Runtime File / Directory Killed Compile errors Mutation score Survived Timeout No coverage Ignored Detected Undetected Total errors All files 30 7 0 10 7 48 81.08 0 0 30 O0_FizzBuzz/FizzBuzzer.cs 100.00 14 0 0 0 4 0 0 14 0 18 C 01_CaptainObvious/SomeService.cs 75.00 2 0 0 1 0 0 6 2 9 © 02_OrderProcessing/OrderProcessor.cs 72.73 0 0 0 14 C 03_Palindrome/PalindromeChecker.cs 50.00 0

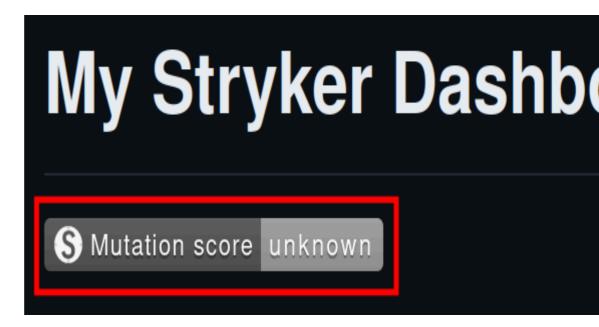


Reports: HTML (Details)





- Json (basis for HTML)
- Progress
- Cleartext
- Cleartext tree
- Dots (for CI)
- Markdown
- Dashboard





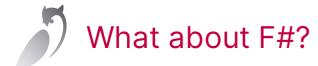
Notice that the structure of the structu

Some examples:

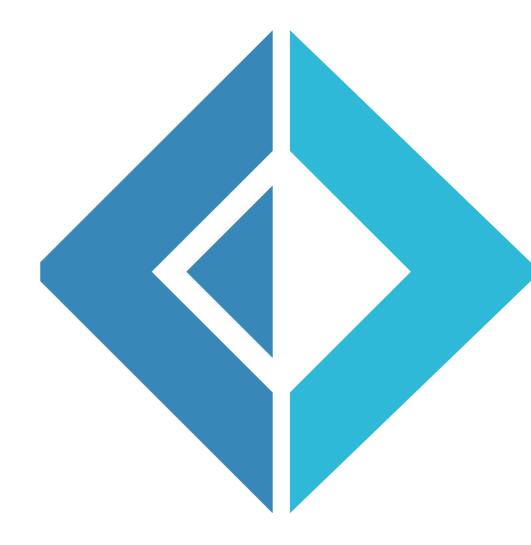
- mutate : Globbing patterns for including/excluding
- `test-case-filter`: filter selective subset(s) of tests
- `mutation-level`: high level categories (`Basic`, `Standard`, `Advanced`, `Complete`)
- `coverage-analysis`: short circuit logic vs "everything in isolation"

Also nice: use git as baseline, only test things that have changed recently

- since: git "committish" (i.e. commit hash, tag, etc)
- with-baseline` (experimental): similar to `since`, but uses previous reports



- The team noticed they had to rearchitect the framework (.NET is not only C#)
- This is a good thing!
- Strategy is clearly communicated!





Mutation Testing: Available in many languages

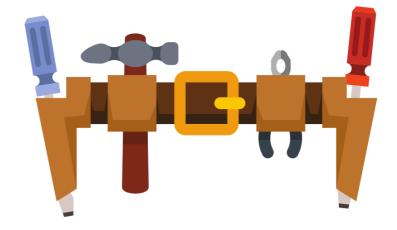
Overview: https://github.com/theofidry/awesome-mutation-testing

- Js JavaScript: https://stryker-mutator.io/docs/stryker-js/
- Scala: https://stryker-mutator.io/docs/stryker4s/
- Java: https://pitest.org/
- Python: https://mutatest.readthedocs.io
- C/C++: https://github.com/mull-project/mull
- Rust: https://mutants.rs/
- Go: https://github.com/zimmski/go-mutesting
- Naskell: https://hackage.haskell.org/package/MuCheck
- etc. (search for "your-programming-language mutation test")



Mutation Testing: Summary

- rone-invasive: no code changes required!
- Øgreat for discovering important corner cases
- Prequires a lot of resources: use wisely
- great addition to our "Testing Toolbelt"
 - Test-Driven Development (TDD)
 - Approval Testing
 - Property-Based Testing (PBT)





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Slides 👇

- QR Code or
- https://draptik.github.io/2024-07-dwx24-mutation-testing
- sample code: https://github.com/draptik/2024-mutation-testing

Image sources: pixabay.com and perchance.org

