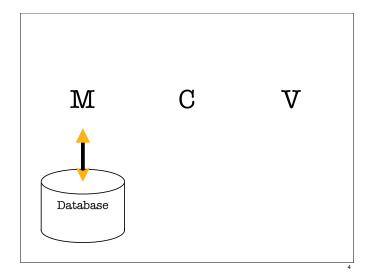


Ruby on Rails Training



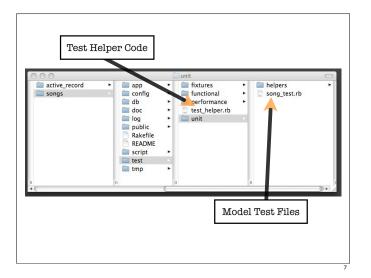
Model Testing

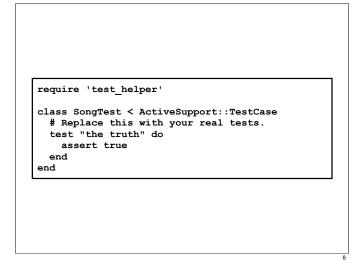


M C V

Song

- Tracks the name of the Song
- Tracks the duration of the Song

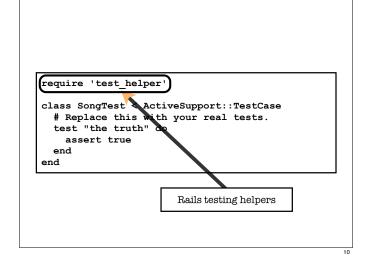




require 'test_helper'

class SongTest < ActiveSupport:: 'estCase
 # Replace this with your real tests.
 test "the truth" do
 assert true
 end
end

Rails Specific Test Case!



require 'test_helper'

class SongTest < ActiveSupport::TestCase

Replace this with your real tests.
test "the truth" do
assert true
end
end

Default Rails Test Method ...
Get rid of this ASAP!

Anything bother you about this test?

```
test "Saving Name" do
song = Song create :name => "Unity",
:duration => 240)

assert_equal "Unity", song.name
assert_equal 240, song.duration
end

Touches the database
```

Test the Behavior

17

```
test "Name can't be blank" do
song = Song.new (name => nil)
:duration => 240)

assert ! song.valid?
assert song.erfors.on(:name)
assert_match /needs to be included/,
song.errors.on(:name).to_s)
end

Introduce error on
one of parameters
```

```
(1) Make sure it is invalid

song = Song new(:name => nii,
:duration => 240)

assert ! song.valid?
assert song.errors.on(:name)
assert_match(/needs to be included/,
song.errors.on(:name).to_s)
end
```

```
(2) Make sure the right field has the error soluration => 240)

assert ! song valid?
assert song.errors.on(:name)
assert match(/needs to be included/, song.errors.on(:name).to_s)
end
```

```
3 Checks!

(3) Make sure the right error has occured h=> 240)

assert! song.valid?
assert song.errors.on(:name)
assert_match //needs to be included/, song.errors.on(:name).to_s)
end
```

```
Rinse, Repeat
```

(duration presence)

Rinse, Repeat

(duration is a number)

23

Time to Refactor

Extract Method

```
private

def assert_errors_on(obj, field, pattern)
   assert ! obj.valid?
   assert obj.errors.on(field)
   assert_match(pattern,
        obj.errors.on(field).to_s) if pattern
end
```

New Version of Test

28

New Version of Test

```
test "Name can't be blank" do
song = Song.new(:name => nil,
:duration => 240)
assert_errors_on_song, :name,
//needs to be included/)
end

Variations of this is
used over and over
```

Extract Valid Parameters

```
VALID_OPTIONS = {
   :name => "Unity",
   :duration => 240
}

test "Can Create Valid Song" do
   song = Song.new(VALID_OPTIONS)
   assert song.valid?
end
```

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New Version of Test

New Version of Test

```
test "Name can't be blank" do
song = Song.new(

VALID_OPTIONS.merge (:name => nil)
assert_errors_on(song...:name,
/needs to be included/)
end

Emphasizes the
parameter in error
```

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Can We Go Farther?

Move Valid Options

```
VALID_OPTIONS = {
    :name => "Unity", :duration => 240
}

class Song
  def self.valid_options
    { :name => "Unity", :duration => 240 }
  end
end
```

34

New Assertion Method

New Version of Test

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Next Level:

Class Method

class SongTest < ActiveSupport::TestCase
 assert_validates_presence_of :name,
 /needs to be included/</pre>

- Change to class method
- generate a test method
- autodetect Song from class name

Next Level:

Class Method

class SongTest < ActiveSupport::TestCase
 assert_validates_presence_of :name,
 /needs to be included/</pre>

end

Left as an exercise for the reader

- generate a test method
- autodetect Song from class name

- -

Rinse, Repeat

(for other validation types)

(for discussion)

Is it worth your time to test Rails validations and relations?

39

Business Logic?

test "Duration Converts to Min and Sec" do
 song = Song.new(Song.valid_options)
 assert_equal [3, 30],
 song.duration_minutes_seconds
end

def duration_minutes_seconds
[duration / 60, duration % 60]
end

end

Business Logic

- Shouldn't need to hit the database
- Normal TDD/BDD testing that we use for non-rails objects

When to Hit the Database

43

```
class Song

LONG_SONG = 300

def self.find_long_songs
  find :all,
    :conditions =>
       ['duration > ?', LONG_SONG],
    :order => :duration
end
end
```

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Remember ...

Avoid the Database

(except for finders)

Remember ...

Don't Test the Framework

Remember ...

Test Behavior

Remember ...

Refactor Your Tests

(as well as your code base)

49

LAB 3-1

Model Testing

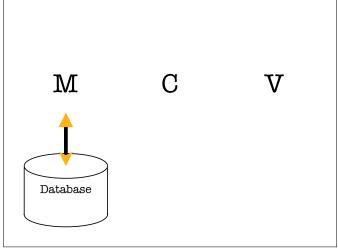
Model Testing

- Add tests for all the validations in your model
- Add test for any "business logic" that you have implemented in your model

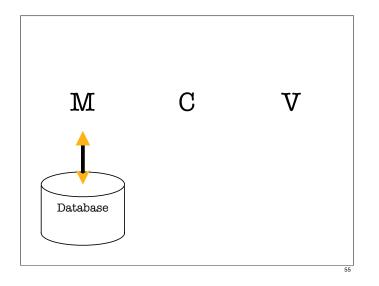
51

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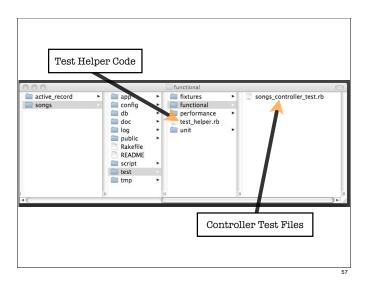
Controller Testing

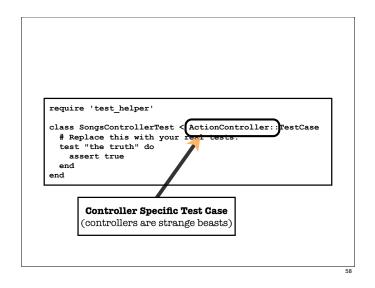


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Controller / View Testing





class SongsControllerTest <</pre> ActionController::TestCase test "GET on index populates @songs" do get :index assert_response :success assert_template :index assert assigns(:songs) assert_equal [], assigns(:songs) end end

```
class SongsControllerTest <</pre>
           ActionController::TestCase
  test "GET on index populates @songs" do
    get :index
    assert_response :success
    assert_template :inde
    assert assigns(:songs)
    assert_equal [], assigns
                                songs)
  end
end
                        Name the test:
                        (1) What operation GET
                        (2) What controller action
                        (3) What we expect
```

Test Data

- Where does the Test Data come from?
 - Fixtures
 - Yuck Slow, Inflexible, Brittle!
 - Mocks
 - Fast & Flexible, but brittle if not used carefully.
 - Other

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Confession Time

Given

- Test Data for controllers is hard
- And controller logic should be simple
- ...

7

I tend to do little controller unit testing

But what about view testing?

71

You can test views ...

assert_tag :div,
 :attributes => { :class => "warning" }

But there's little logic in views to check

LAB 3-2

Controller Testing

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Controller Testing

• Add a controller test for the actions in the presentation controller

Integration Testing

,

M C V

Focus

- It all works together
- The whole system is correct
- It keeps working together

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$\underset{(\text{front-end})}{\textbf{Options}}$

- Test::Unit or RSpec
- Cucumber

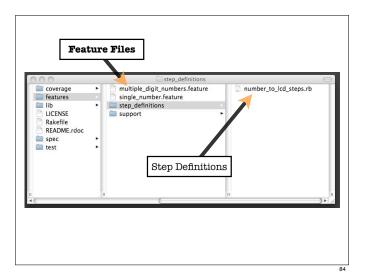
Options (front-end)

- Test::Unit or RSpec
- Cucumber



External DSL for **Integration Testing**

[sudo] gem install cucumber



```
Feature: Test::Unit
In order to please people who like Test::Unit
As a Cucumber user
I want to be able to use assert* in my
step definitions.

Scenario: assert_equal
Given x = 5
And y = 5
Then I can assert that x == y
```

```
Feature: Test::Unit
In order to please people who like Test::Unit
As a Cucumber user
I want to be able to use assert* in my
step definitions.

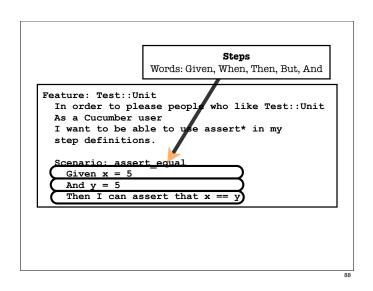
Scenario: assert_equal
Given x = 5
And y = 5

User Story
(1) Start of the file
(2) Can contain any text
(3) Ends with "Scenario" on a separate line.
```

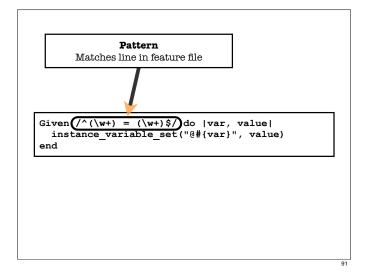
```
Scenario

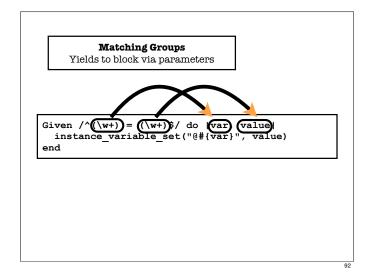
(1) Begins with the word Scenario
(2) Remaining words are used used for the description
(3) Followed by a list of steps
In order to please people who like Test::Unit As a Cucumber user
I want to be able to use assert* in my step definitions.

Scenario: assert_equal
Given x = 5
And y = 5
Then I can assert that x == y
```



```
Given /^(\w+) = (\w+)$/ do |var, value|
  instance_variable_set("@#{var}", value)
end
```





Implementation
Anything you want it to be ...

Given /^(\w+) = (\w+)\$/ do |var, value|
 (instance_variable_set("@#{var}", value)
end

Hooks
One Time Initialization

World do
@object = Object.new
end

Hooks Per-Scenario Initialization

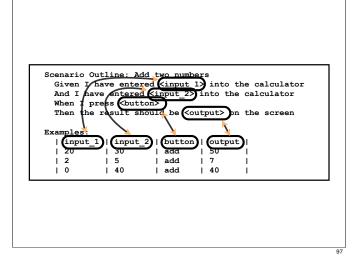
Before do
 @calc = Calculator.new
end

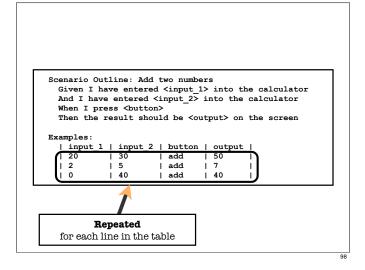
Hooks Per-Scenario Initialization

After do |scenario|
if scenario.status.index(:failed)
Report Failure
end
end

Scenario Outline: Add two numbers Given I have entered <input 1> into the calculator And I have entered <input_2> into the calculator When I press <button> Then the result should be <output> on the screen Examples: | input_1 | input_2 | button | output | 1 20 | 30 I add 50 | 5 1 2 | add | 40 | 40 | add

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on Rails

$\underset{(\text{back-end})}{\textbf{Options}}$

- Rails Integration Tests
- Selenium Browser Testing
- Watir / FireWatir / SafariWatir
- Webrat

Options

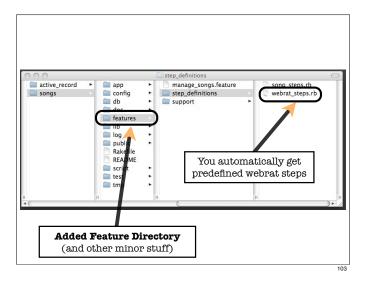
(back-end)

- Selenium Browser Testing
- Watir / FireWatir / SafariWatir
- Webrat

script/generate cucumber --testunit

-- or --

script/generate cucumber --rspec

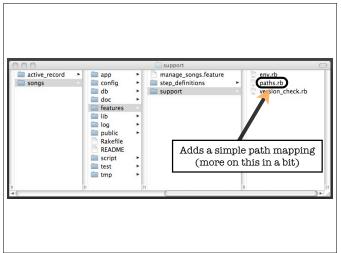


script/generate feature model_name

"Don't get addicted to this generator – you're better off writing these by hand in the long run."

-- github documentation

10



What's A Feature / Story

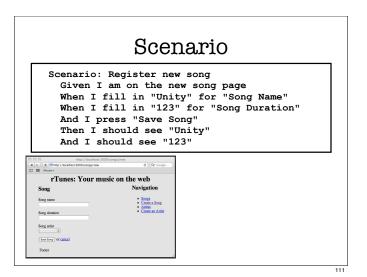
107

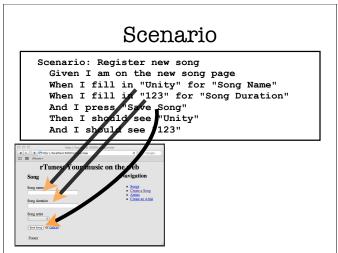
Feature Description

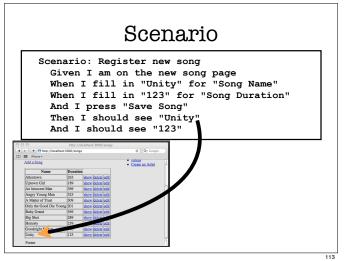
Feature: Manage songs
In order to manage
As a user, I
want to see my song list

For comments only

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- NO:
 - Input field names or IDs
 - No form IDs
 - No explicit, hard coded URLs
 - No HTTP method specification

Easy to Change

How is this mapped?

Scenario: Register new song
Given I am on the new song page
When I fill in "Unity" for "Song Name"
When I fill in "123" for "Song Duration"
And I press "Save Song"
Then I should see "Unity"
And I should see "123"

Given /^I am on (.+)\$/ do |page_name|
 visit path_to(page_name)
end

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How is this mapped?

```
Scenario: Register new song

Given I am on the new song page

When I fill in "Unity" for "Song Name"

When I fill in "123" for "Song Duration"

And I press "Save Song"

Then I should see "Unity"

And I should see "123"

Given /^I am on (.+)$/ do |page_name|

visit path_to(page_name)

end
```

How is this mapped?

Scenario: Register new song

Given I am on the new song page
When I fill in Unity" for Song Name"
When I fill in "123" for "passed into ion"
And I press "Save Song"
Then I should see "Unity"
And I should see "123"

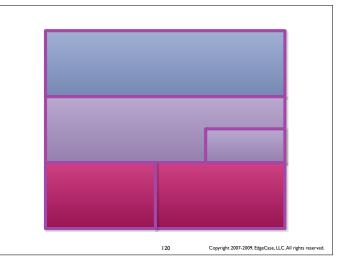
Matches

Given /^I am on (.+) f/ do (page name)
visit path_to(page_name)
end

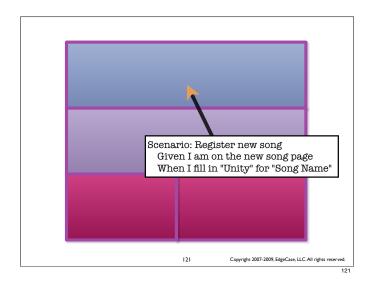
118

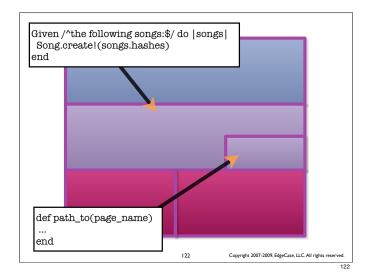
How is this mapped?

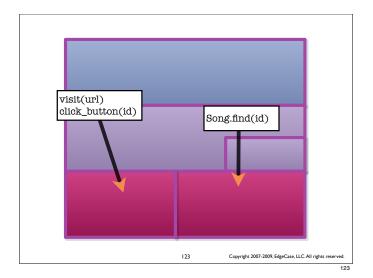
```
Scenario: Register new song
  Given I am on the new song page
  When I fill in "Unity" for "Song Name"
  When I fill in "123" for "Song Duration"
  And I press "Save Song"
                 see
                     "Unity"
     Webrat
                      support/paths.rb
   One of many
                       Maps "nice" page
 useful operations
                       names to URLs
               (4)$/ do |page name|
        am on
(visit) (path_to)(page_name)
```

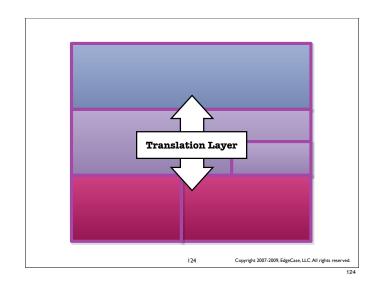


119

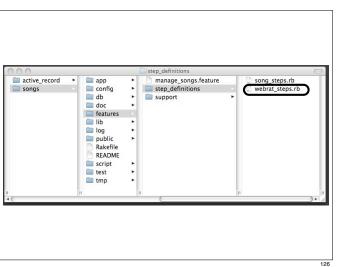








What's Available



From webrat_steps.rb

```
Given /^I am on (.+)$/
When /^I go to (.+)$/
When /^I press "([^\"]*)"$/
When /^I follow "([^\"]*)" within "([^\"]*)"$/
When /^I follow "([^\"]*)" within "([^\"]*)"$/
When /^I fill in "([^\"]*)" with "([^\"]*)"$/
When /^I fill in "([^\"]*)" for "([^\"]*)"$/
When /^I fill in the following:$/
When /^I select "([^\"]*)" as the date and time$/
When /^I select "([^\"]*)" as the "([^\"]*)" date and time$/
When /^I select "([^\"]*)" as the "([^\"]*)" date$/
When /^I select "([^\"]*)" as the "([^\"]*)" date$/
When /^I check "([^\"]*)"$/
```

```
support
active_record app manage_songs.feature step_definitions support
doc beautiful beautiful
```

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From pages.rb

```
def path to(page name)

case page name
when /the home\s?page/
'/'
when /the new song page/
new_song_path
when /the songs page/
songs path
when /the "(.*)" song page/
song path(Song.find by name($1))

else
raise "Can't find mapping from \"#{page_name}\"" +
    "to a path.\n" +
    "Now, go and add a mapping in #{_FILE_}"
end
```

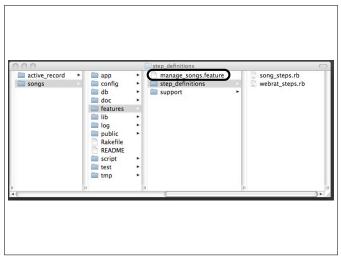
From pages.rb

```
def path_to(page_name)
    case page_name
    when /the home\s?page/
    '/'
    when /the new song page/
    new_song_path
    when /the songs page/
    songs_path
    when /the "(.*)" song page/
    song_path(Song.find_by_name($1))
    else
    raise "Can't find mapping from \"#{page_name}\"" +
        "to a path.\n" +
        "Now, go and add a mapping in #{__FILE__}"
    end
end
```

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From pages.rb

```
def path_to(page_name)
  case page_name
  when /the home\s?page/
    '/'
  when /the new song page/
    new song path
  when /the songs page/
    songs_path
  when /the "(.*)" song page/
    song path(Song.find_by_name($1))
  else
    raise "Can't find mapping from \"#{page_name}\"" +
        "to a path.\n" +
        "Now, go and add a mapping in #{_FILE_}\"
  end
end
```



```
Scenario: Delete song
 Given the following songs:
    name
                                 |duration|
    Unity
                                 110
    |The Parts of Ruby
    |White Sandy Beach of Hawaii|12
    |Over the Rainbow
                                |13
 When I delete the 3rd song
  Then I should see the following songs:
    | Name
                       |Duration|
    |Unity
                       110
    |The Parts of Ruby |11
    |Over the Rainbow
                       |13
```

```
From manage_songs.rb
Scenario: Delete song
 Given the following songs:
                                |duration|
   |Unity
                                110
    |The Parts of Ruby
   |White Sandy Beach of Hawaii|12
|Over the Rainbow | 13
 When I delete the 3rd song
    l Name
                       |Duration|
    |Unity
                       110
    |The Parts of Ruby |11
    |Over the Rainbow
                       |13
                                                 Given
                                           Initial conditions
                                               (4 songs)
```

From manage_songs.rb When Code to Test Scenario: Delete song (delete a song) Given the following songs: ation| name |Unity |The Parts of Ruby |White Sandy Beach of Hawai Over the Rainbow When I delete the 3rd song Then I should see the following songs: |Duration| |The Parts of Ruby |11 |Over the Rainbow |13

From manage_songs.rb Scenario: Delete song Given the following songs: Then name |dur |Unity |10 Post-conditions (only 3 songs left) |The Parts of Ruby 111 |White Sandy Beach of Hawaii|12 |Over the Rainbow When I delete the 3rd song Then I should see the following | Name | Duration | Unity 110 |The Parts of Ruby |11 |Over the Rainbow

Running Cucumber

```
$ rake -T cucumber
(in /Users/jim/Documents/Presentations/VitalRails/src/songs)
rake cucumber  # Alias for cucumber:ok
rake cucumber:all  # Run all features
rake cucumber:ok  # Run features that should pass
rake cucumber:wip  # Run features that are being worked on
```

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```
| Comparison | Com
```

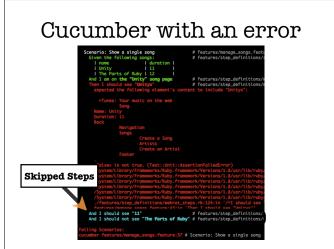
```
| Comparing Contents | Con
```

| Towns | Communication | Comm

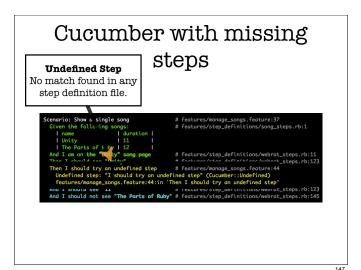
Cucumber with an error

Cucumber with an error

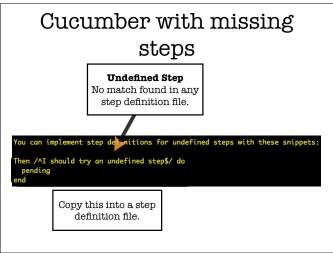
Cucumber with an error Scenario: Show a single song # features/nanage_songs. feat: # features/step_definitions/nanage_songs. # features/step_definitio



146



148



Live Demo: Add Scenario for editing a song

LAB 3-2

Controller Testing

Cucumber Testing

• Write cucumber tests for your Presentation app features.

51

Development Lifecycle

Write a new (failing)
Cucumber Scenario

Write a unit test for a
portion of the
scenario

Implement Code to
pass the unit test

Scenario
Done?

53