Creative Fabrica

Tests don't take a lot of time

… or at least they shouldn't

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What's new in Go?

testing/synctest

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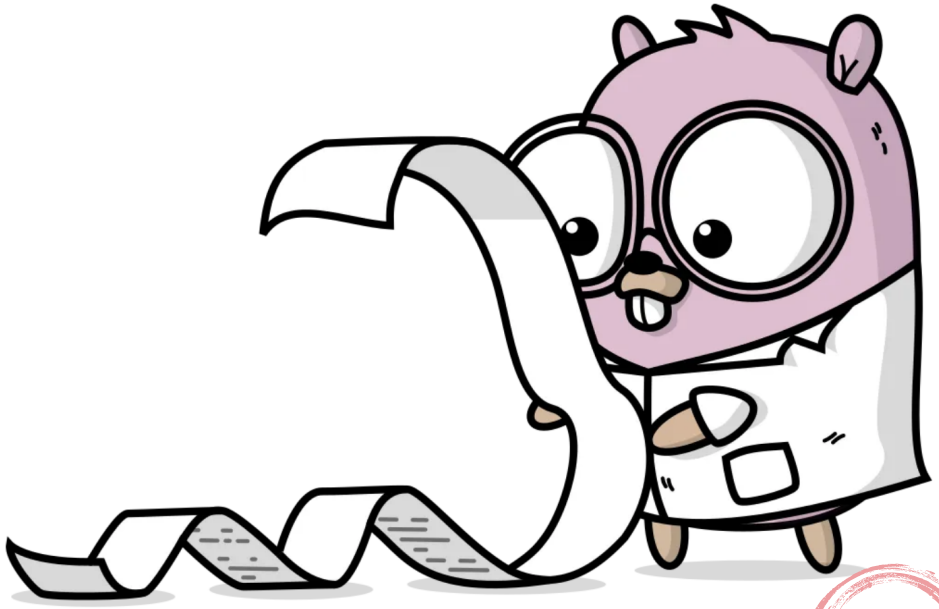
testing/synctest

Package synctest provides support for testing concurrent code.

- Still in experimentation phase
  GOEXPERIMENT=synctest
- It permits using a fake clock to test code which uses timers. The test can control the passage of time as observed by the code under test.
- It permits a test to wait until an asynchronous operation has completed.



Scenarios

- Testing timeouts
- Cache expirations
- Multiple goroutines

Scenario

Channel
+
Multiple workers
+
Job that can take any amount of time
=
Flaky Test

What's new in Go?

testing/synctest

Link for sample code

Fast and reliable testing

- Not flaky anymore
- Don't have to actually wait

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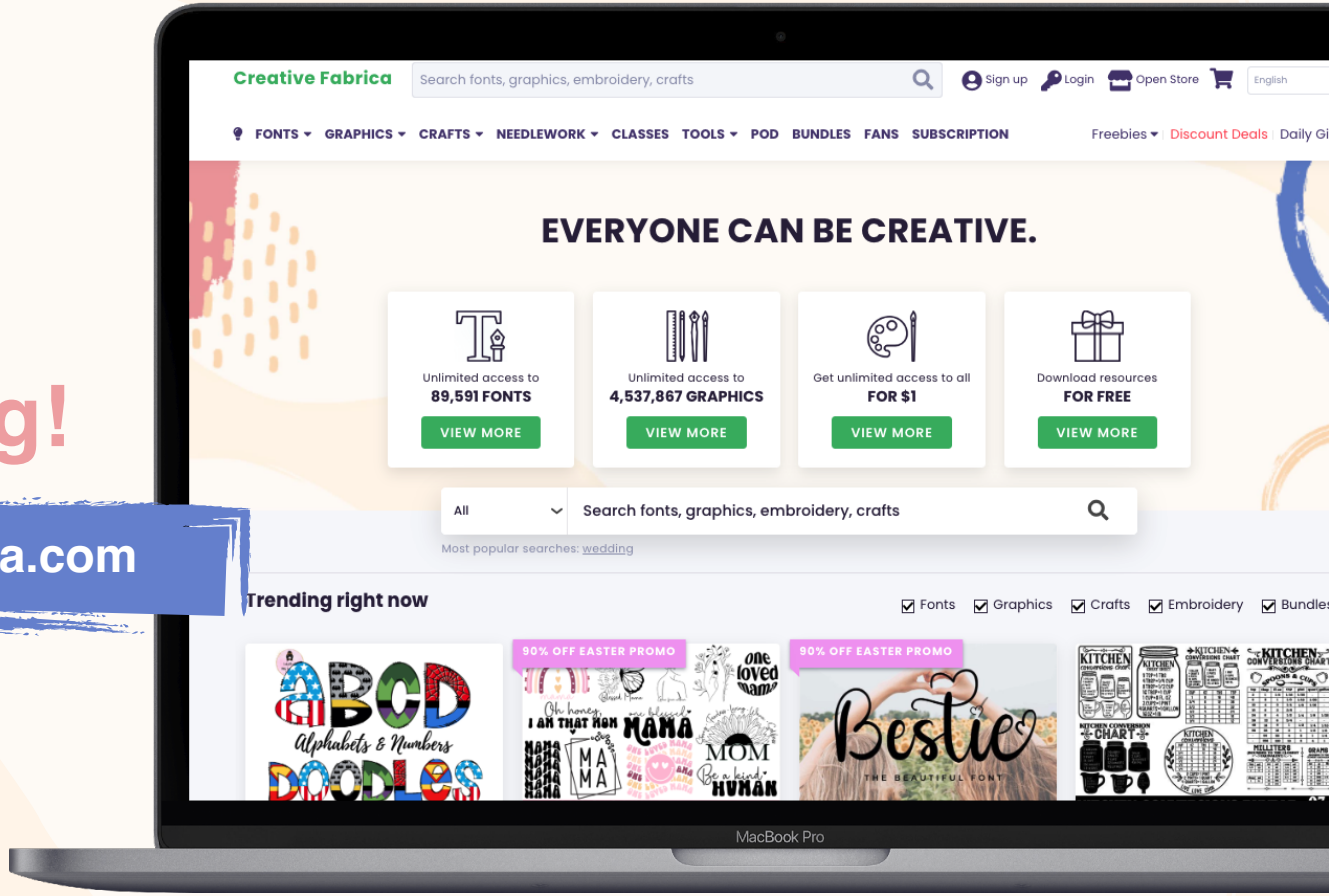
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