# Erste Erfahrungen mit Swift Testing

# überblick

## Aufgeräumte Swift-API

## Integration in Xcode





greetingMessage()



```
struct GreeterTest {
       @Test func greetingMessage() {
            let greeter = Greeter()
            #expect(greeter.message == "Hello World")
50
      Results
        greeter.message : "Hello Wrold"
        String
        _: "Hello World"
        String
```

#### Assertions

- #expect(pi > 3)
- #expect(x != nil)
- #expect(throws: FooError) { try foo() }
- let unwrapped = try #require(optional)
- Issue.record("Reference is not a tree!")

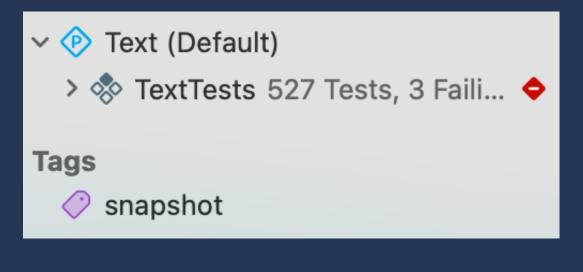
## **Bedingte Tests**

```
@Test(.enabled(if: Global.cloudKitAvailable))
func sync() async throws {
   ...
}
```

#### **Tagging**

```
@Test(.tags(.snapshot))
func whatever() {
    ...
}

// Definition
public extension Tags {
    @Tag static var snapshot: Self
}
```



#### Argumente

```
@Test(arguments: [7.0, 11.0, 18.0])
func fontSizes(size: Double) {
   render(fontSize: size)
   ...
}
```



#### Suites

```
@Suite(.tags(snapshot))
struct RendererTests {
    @Test func images() { ... }
    @Test func table() { ... }
}
```

## Setup / Teardown

```
class MyTest {
  init() { ... }
  deinit { ... }
}
```

## Parallel by Default

### Async

```
@Test func notifies() async {
 await confirmation { confirmation in
   // Event-Handler
   cellbroadcast.onReceive = { confirmation() }
   // Auslöser
   cellbroadcast.notify("Warntag! Keine Gefahr!")
```

# Erfahrungen ...

#### **Struct Teardown?**

```
struct MyTest {
  init() { ... }
}
```

- Über Reference-Type-Property
- Async Schwierig
- Zeitpunkt generell unsicher (Memory Management...)

## Async Teardown?

```
class MyTest {
  deinit { ... }
}
```

## Tags können vergessen werden...

```
@Test(.tags(.snapshot))
func rendering() {
  validateSnapshot(...)
}
```

## Tag-Assertions

```
@Test(.tags(.snapshot))
func rendering() {
   validateSnapshot(...)
// Assertions in Test-Infrastruktur
func validateSnapshot(...) {
  guard Set(Test.current.tags).contains(.snapshot) else {
    throw ...
```

## Macros, Macros, Macros

- try #expect(doSomething())
- #expect(try doSomething)

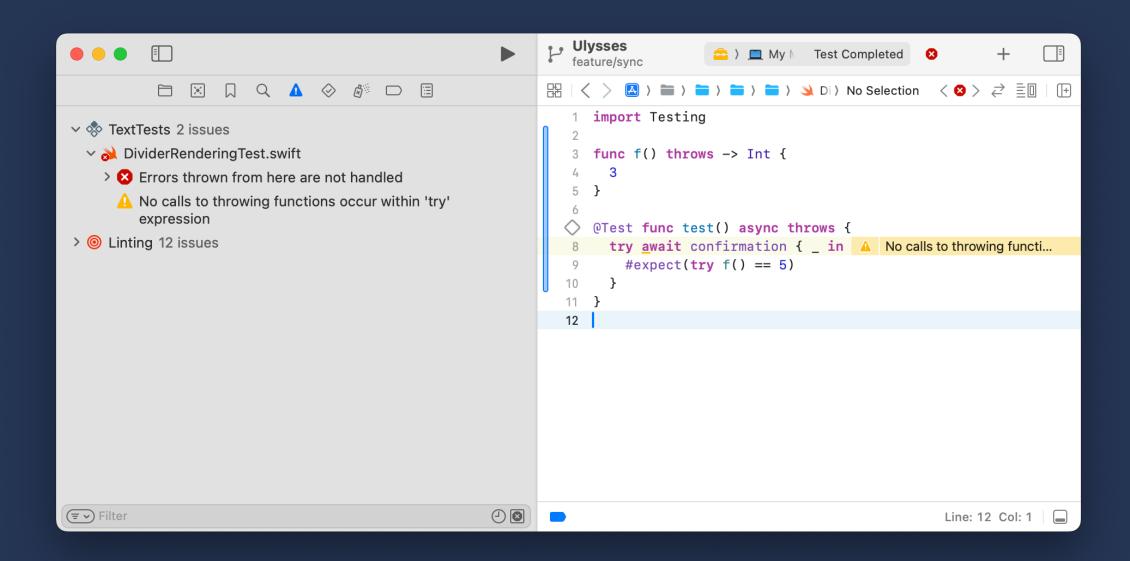
## Rethrows & Expect &

```
try await confirmation { onConfirm in
    #expect(try foo())
}
```

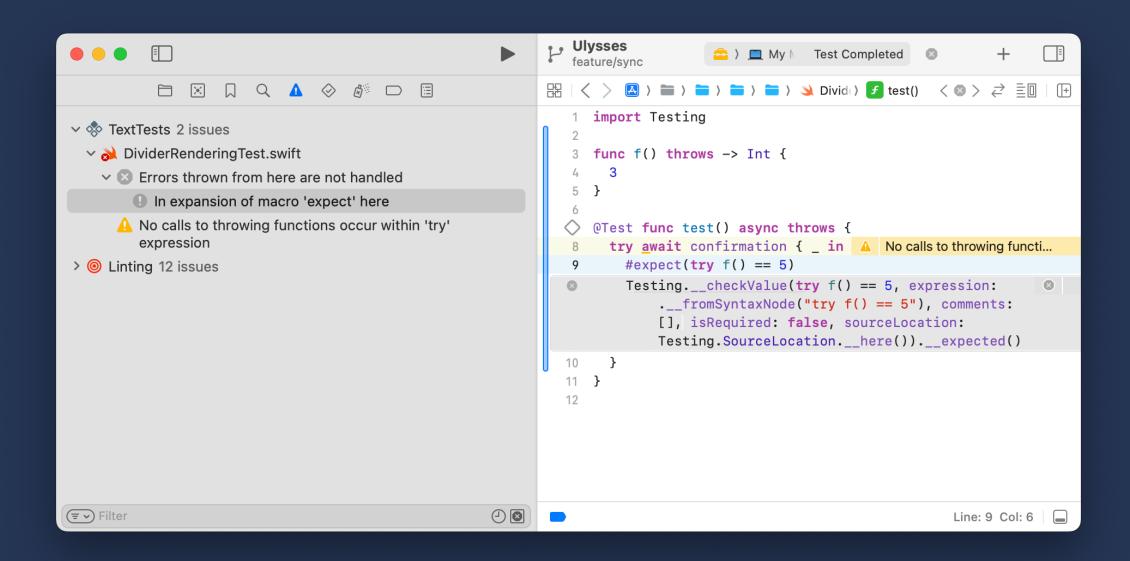
## Rethrows & Expect V

```
try await confirmation { onConfirm in
  let x = try foo()
  #expect(x)
}
```

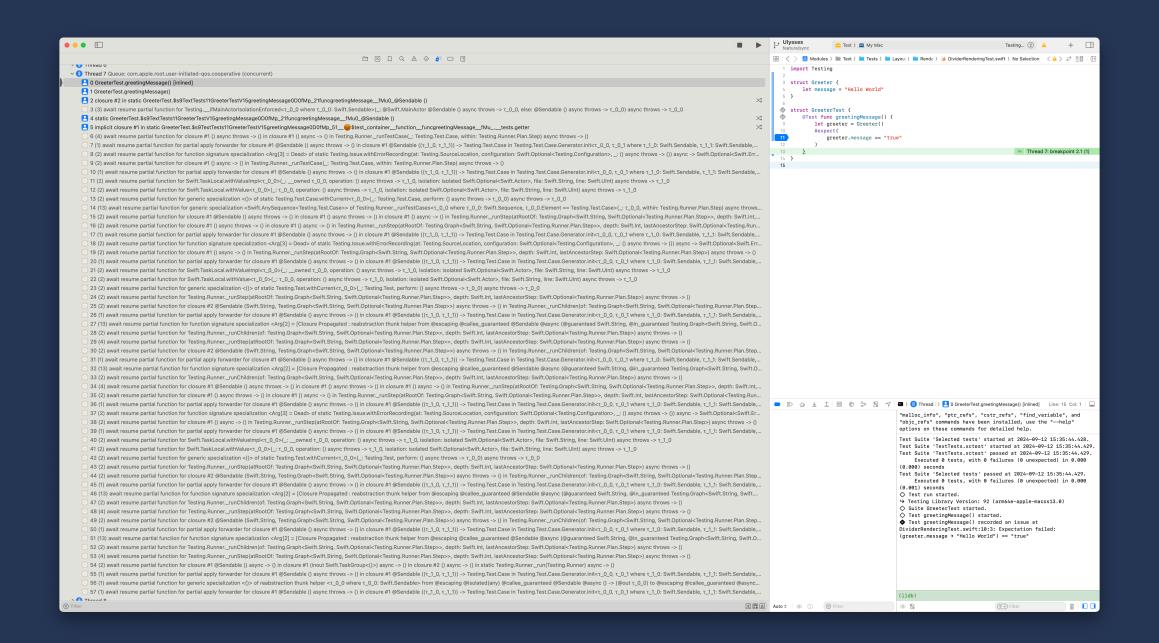
## Compiler errors &



## Compiler errors &



### Stack traces &



# Max

# Und ihr so?