

# You Vs. The Real World: Testing With Fixtures

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- What is this real world?
- Anything can happen
- the type of world our python programs live in



# Overview

- Why testing the “real world” is important
  - Upsides/ downsides
- Testing with the “fixture” module
  - How to use it
  - Why it was created, some history

–Feel free to interrupt if you have a question



# What is a real world test?

- Integration test, behavior test, functional test, black box test
- Runs your program in the most “real” way possible
- Doesn't know about implementation
- Not a unit test

–runs your program the most real way possible without knowing about implementation  
–by contrast, a unit test tests the implementation of your program, the units that make up the whole



# How would you test the real world?

- GET/ POST request
- main()
- assert output rendered something
- assert new artifacts exist

- make a GET or POST request if it's a web application
- call main with options and arguments if it's a command line script
- assert something happened
- a database was updated somehow



# Why is this the first test you should write?

- Shopping cart as counter-example
  - You've unit tested the Cart
  - You've unit tested the Order object
  - still, the front page doesn't load
  - Money lost

-I'll suggest this is the first test you should write  
-Money lost  
-extreme case: you're fired, QA team fired



# Why is this the first test you should write?

- An integration test might ...
  - Load the product page, add a product to a cart, and place an order
  - Assert that money was collected
- Doesn't care about the Cart or Order objects
- Test-driven development

–a lot of people don't understand test driven development because it makes no sense to start a project by testing a unit to implement a whole that doesn't even exist



# Integration Tests vs. Unit Tests

An integration test proves the system works	A unit test proves “how” the system works
...lets the implementation evolve freely	...ensures the implementation is solid

- not saying a unit test is unimportant
- let's take a look at them side by side
- agile development
- birth of a project
- later stages of a project



# An integration test needs fixtures

- Environment of your program
- Inputs to your program
- Data your program consumes
- The test's “setup” function

–specific to the test, this is the setup  
–this is separate code from the test itself



# Use cases for testing with fixtures...

- Test a user login (users in the database)
- Test a data import script (files to consume)
- Test a billing calculation process (payable events)
- Model logic / stored procedures
- re-produce a bug

–to grab the state that an application was in when a specific bug happened, you need to recreate that environment



# Mock objects or fixtures?

- Fixtures are not mock objects
- Real objects and real data result in more accurate tests, better coverage
- Good reasons to use mock objects:
  - speed
  - a reliable resource
- “switchable” mock objects

–mock objects that can switch to real objects using environment variables  
–this allows you to run a quick run of your test suite locally  
–then use a continuous integration tool to schedule a longer, more thorough run after you’ve checked in



# Enter “fixture”

- A python module for loading and referencing test data
  - provides an interface for loading tabular data into storage media
  - designed primarily for databases
- `easy_install fixture`
- `code.google.com/p/fixture`

-by tabular, meaning the idea of rows and columns, as in a database  
-can find the source on google code



# The idea

- Define data by subclassing DataSet
- Use a fixture object that knows how to load data sets
- Use a data instance to reference loaded data
- A DataSet subclass would point to a table
- Its inner classes each represent a row to be loaded

–in your test, you use a data instance...



# A DataSet

```
class ClientData(DataSet):  
    class joe:  
        company="Joe, Inc."  
        contact="Joe The Client"
```

- here is a simple example of some client data, targeting a table named client in a database
- the inner class joe marks a row that will be inserted
- the name "joe" provides context for this row (something more meaningful than an ID number) for when we want to reference this data



# Referencing DataSet values

```
class SiteData(DataSet):  
    class joes_site:  
        url="joe.com"  
        client_id = \  
            ClientData.joe.ref('id')
```

- bear with my hoky model here
- here is some site data with rows that link back to the client data via foreign key
- the reference to the id attribute is made by accessing the inner class object directly
- notice that id wasn't defined in the dataset
- this is a lazy property fetched later on using the actual object that was loaded into the database



# Inheriting rows

```
class SiteData(DataSet):  
    class joes_site:  
        url="joe.com"  
        client_id = \  
            ClientData.joe.ref('id')  
    class bobs_site(joes_site):  
        url="joesbrotherbob.com"
```

- inheriting works how you'd think it would since these are just python classes
- this new site for bob is going to be managed by the same client, Joe
- keep in mind you can't inherit primary keys; this is handled for you



# Defining a fixture

```
db = SQLAlchemyFixture(  
    env=mapped.classes.module,  
    session=session,  
    style=NamedDataStyle())
```

- next you define a module level, configuration object that knows how to load data sets
- the env is a module or dict where mapped classes would be fetched from
- a session is used to make the connection
- a style is used to translate data set names into mapped class names



# Behind the scenes (mapped class example)

```
name = style.guess_storable_name(  
                                'ClientData')
```

```
Client = env.Client
```

```
row = Client()
```

```
row.company = "Joe, Inc."
```

```
row.contact = "Joe The Client"
```

```
row.save()
```

- pseudo code to shed some light on what's happening
- this is of course just one way of loading data sets



# But... the magic!

```
class AnythingData(DataSet):  
    class Meta:  
        storable=Client  
        primary_key=['email']  
    class joe:  
        email="joe@joe.com"  
        company="Joe, Inc."
```

```
db = SQLAlchemyFixture(session=s)
```

- the magic here is really just to make data sets transparent
- they know nothing about databases or mapped classes
- the fixture object is responsible for loading data sets into objects
- special inner class Meta can make a data set explicit
- set the storable object
- set an unusual primary key or composite key



# DataTestCase

```
class TestSite(DataTestCase,
                unittest.TestCase):
    fixture = db
    datasets = [SiteData]

    def test_joes_site(self):
        Client.get(
            self.data.ClientData.joe.id)
```

- now you need a way to run your tests with loaded data
- several ways to do this
- example here using a mixin class designed for unittest.TestCase



# @db.with\_data (for nose)

```
@db.with_data(ClientData, SiteData)
def test_joes_site(data):
    Client.get(data.ClientData.joe.id)
```

- somewhat simpler decorator approach
- reads: test\_joes\_site using db with\_data ClientData, SiteData
- notice that the test function grows a new attribute “data”, a reference to loaded data



# nose

- not required
- `easy_install nose`
- ``nosetests``
- discovers tests and runs them
- [code.google.com/p/python-nose/](http://code.google.com/p/python-nose/)

–can come back to this if there are questions afterwards



# with db.data() as d

```
with db.data(SiteData) as d:  
    assert Site.get(  
        d.SiteData.joes_site.id)
```

- if you're in python 2.5 or greater you can use the with statement
- a more natural, in line test
- reads: with db data SiteData as d, start testing with a reference to the data



# Accessing Data

```
with db.data(SiteData,  
             ClientData) as d:  
    d.ClientData.joe.id  
    d.ClientData.joe.company  
    d.SiteData.joes_site.url  
    d.SiteData.bobs_site.url
```

–covered most of this?



# What media is supported?

- `from fixture import SQLAlchemyFixture`
- `from fixture import SQLAlchemyObjectFixture`
- CSV?
- Django?

–sqlobject fixture takes a connection keyword instead of a session  
–loading data sets into CSV files, say for testing a csv file parser  
–been holding off on django support simply because there is a very active branch in django that adds a similar fixture interface



# Regression testing with generated data

```
fixture my_sqlalchemy.table.foo \  
    --dsn="postgres://..." \  
    --query="id=1234"
```

- when you easy install fixture it also provides a command line tool named fixture
- sticking with sqlalchemy you can pass it a path to a table object or mapped class, send it a sql query and capture the results in a data set for testing
- when building on top of an application that already has a data model this comes in very handy



# The “fixture” command

- Send it a “path” to an object
  - sqlalchemy: a Table, mapped class
  - SQLAlchemy class
- configure query parameters
- you get DataSet code, foreign keys expanded
- A complete “snapshot” of the query

–the code you get back cascades through all dependent foreign keys



# Where fixture came from

- inspired by Ruby on Rails' fixtures
- python code, not YAML
- in 2005 created python module `testtools.fixtures`
- found many problems with the `testtools.fixtures` interface
- foreign keys, oh my

-I believe the rails interface was inspired by DbUnit for java or something similar  
-I wanted to use python code; it was more flexible and made more sense to me  
-the first interface was used quite a bit in my company  
-a lot of headaches came from dealing with foreign keys



# The new fixture

- fixture is a 2nd generation interface
- fixture attempts to be even more pythonic
- both `testtools.fixtures` and `fixture` developed for a large ETL test suite
- fixture still has little real world experience

–developed for a large ETL system, a tool that extracts, transforms and loads into a data warehouse  
–many of the rules depend on an extensive data model of event classes, clients, partners, etc  
–the new fixture still doesn't have much real world experience; haven't ported over too many tests to use it yet.



# Where fixture is going

- In need of brave souls to incorporate fixture into their test suites
- submit issues to [code.google.com/p/fixture](https://code.google.com/p/fixture)
- In need of end-user documentation!

–most importantly people just need to start using the model  
–I’ve actually started the docs a little while at pycon  
–lots of doctests are in the code, possibly some helpful docstrings  
END