Advanced Object-Oriented Design

Test-Driven Development

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Outline

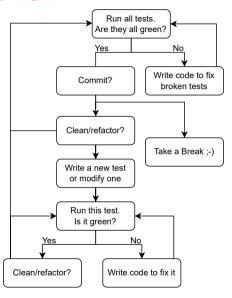
- TDD (Test-Driven Development)
- An example of TDD
- Rethinking it



Write tests first

- Write test first! Yes, yes, yes
- "Whenever you are tempted to type something into a print statement or a debugger expression, write it as a test instead" - Martin Fowler

TDD is about the flow



TDD: Write your test

- Imagine we just created the class Counter
- Write a test about setting and getting a counter value

```
CounterTest >> testCount
| c |
c := Counter new.
c count: 10.
self assert: c count equals: 10
```

TDD: Run your test!

- It is red (the test produces an error)
 - This is normal since we did not define the methods count and count:
- So far so good!
- If it is already green this is a bonus but maybe your test is not good
- Work until your test gets green!

TDD: Rerun *all* the tests

- Rerun all your tests! (side effects, ...)
- Fix the broken tests
 - Either a test is now wrong
 - Or you broke something else
 - o In both cases, you should fix them

TDD: When all the tests are green

- Commit and take a break ;-)
- Then, it is a good time to
 - Clean and refactor your code if necessary
 - o and then, rerun all the tests

Why writing test first?

- You specify **what** you want to get in tests (executable specification)
- You think how to build/assemble to get the functionnality
- You are your first client: strengthen your APIs
- You get a clear context
- You can debug on the spot

Conclusion

- TDD is powerful
 - Solid code base
 - Fewer regressions
 - Cleaner API
- Do not miss the next lecture on XTDD
- XTDD = **TDD** on steroids, it is gorgeous!

Produced as part of the course on http://www.fun-mooc.fr

Advanced Object-Oriented Design and Development with Pharo

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