

Automated Test Design: Single Use vs Resuable Tests

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@TestComplete

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Josh Grant
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Here's the thing: writing a single automated test to be run once is /nothing like/ developing a large suite of automated tests

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Here's the thing: writing a single automated test to be run once is /nothing like/ developing a large suite of automated tests

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How So?

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Single-Use Tests

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And That's It!

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- Straightforward
- Gets the Job Done
- *Designed* for One-Time Use

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Reusable Tests

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- Budgets
- Patrons
- Menus
- Maintenance
- Staffing
- Decor

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In other words, not at all like...

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In other words, not at all like...



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In other words, not at all like...



Several aspects don't even apply

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Complexity

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In the case of



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In the case of



complexity is fairly clear (not too high)

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Tests *designed* for one-time use

- ...by specific people
- ...with set resources
- ...with a clear, objective goal

In the case of



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In the case of



complexity is *much* higher

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Reusable tests may mean tests

- ...have different people working with them
- ...in varying environments
- ...with different resources
- ...and possibly changing goals

Reusable tests need to address *subjectivity*

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Reusable tests need to address *subjectivity*

“Prediction is hard, particularly about the future.” ~ Yogi Berra

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What are your goals?

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Value

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Here,



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Here,



Value is pretty clear

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What about here?



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What about here?



Depends on who you are

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cyung

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Different kinds of value

- Business value (yes, this means \$\$\$)
- Technical value
- Opportunity costs
- (Is this even a *good* idea?)

Maintenance

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In this case



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In this case



There is no maintenance

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Maintenance doesn't apply to single use tests
by definition

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Maintenance doesn't apply to single use tests
by definition

This is a key feature of single use tests

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Meanwhile, here



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Meanwhile, here



It's almost all maintenance

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Maintenance, Maintenance, Maintenance!

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Reusable Tests mean *Usable* Tests

- Code Rot
- Technical Debt
- Fragile Tests
- ...and the app is changing as well

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Tooling

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Tooling is easy here



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...which is kind of the point

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Many more tooling choices here



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Some are familiar...

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...and some are less so

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Tools help solve problems, not *be* a problem

- Source Control
- Languages/Editors
- Third-party or roll your own?
- Most important tool is your brain

In Conclusion,



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Thanks!

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