

Calculated Percentage of Tests in my TDD Safari

Unit/Integration/E2E tests

Test Type	Total Test Count	Percentage
Unit	35	55.6%
Integration	12	19.0%
E2E	16	25.4%
Total	63	100%

After doing a bit of research, the widely accepted ideal TDD Pyramid ratio for a test suite is:

- 70% Unit Tests
- 20% Integration Tests
- 10% E2E tests

Although my percentages don't quite match the above advised ones, unit tests still make up the majority of my test suite.

Would I Change this, and Why?

I might tweak this ratio a bit if I had more time. Ideally, I would like my unit tests to have a slightly higher percentage and E2E tests to have a slightly lower percentage to match the advised TDD pyramid ratios. Increasing unit tests would give me more confidence that individual pieces of code work correctly and would make the test suite faster and more reliable, since unit tests are quicker to run and less brittle.

Decreasing some E2E tests would hopefully reduce any overlap and longer running tests, while still keeping coverage of the main user flows.

My integration tests come out just about right in regards to their percentage ratio, so I probably wouldn't need to change much here.

Demonstrate your use of a mocking library or use of an E2E framework on your project

I have used **pytest-mock** as a mocking library to test my controllers, and I have used **Cypress** as my E2E testing framework.