Testing Kotlin Coroutines

I need a time machine









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Dev



Outline

- Android and coroutines
- Problems
- What I want
- Fix

- Demo
 - O Hello 8 Ball
 - Slow vs Fast
 - Flakey vs Predictable
 - ViewModel tests
 - API tests







Android and Coroutines







Problems





Well,

Code does not run on Main thread

Lifecycle aware components check for Main/UI thread



Tests finish before the code runs



// don't change ... the test might fail "_("Y")_/"

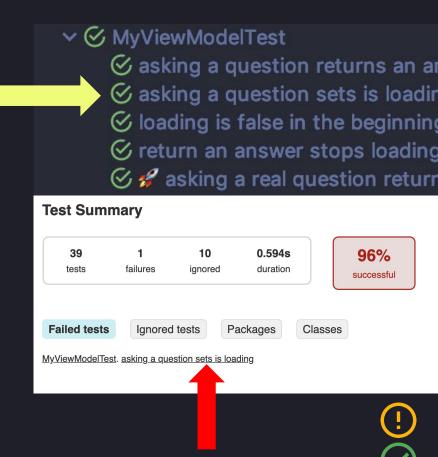
delay(3000)



pass/fail locally

fail/pass on Cl

BUILD FAIL



@lgnore("This test takes too long")

@lgnore("This test sometimes fails")





What I want







Fast Predictable CI



Fix





Fix - a time machine

- Run everything on one thread
 - runBlocking -> runBlockingTest¹
 - Swap out UI/Main thread¹
 - Inject
- Control the dispatchers
- Architecture
- JVM

1: experimental kotlinx-coroutines-test





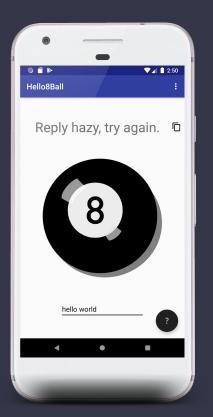
Demo





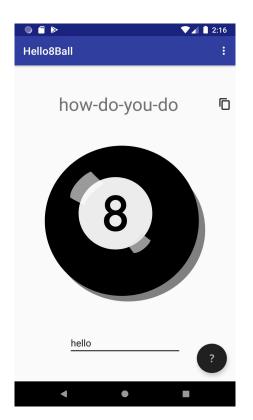


Hello 8 Ball



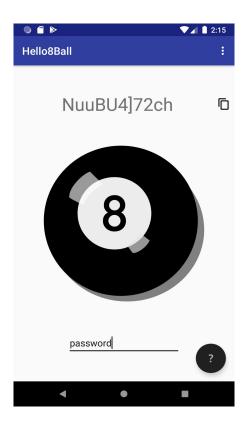


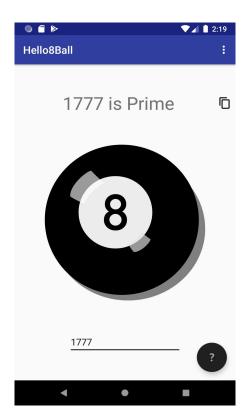
















Slow vs Fast





Flakey vs Predictable





ViewModel tests







Api tests







| ✓ SlowFastTests (net.maiatoday.hello8ball) | 5 s 333 ms |
|--|------------|
| | 3 s 36 ms |
| 🚫 🕱 should return answer from fake network (delay) | 1 s 126 ms |
| | 1s 45 ms |
| | 4 ms |
| | 4 ms |
| | 118 ms |





What Next?







What next?

- 1. Add one test and make it run on CI
- 2. Inject the dispatchers and/or add the kotlin testing library
- 3. Add a few coroutine tests
- 4. Migrate architecture to separate Android/coroutine code/other code





References



<u>Library: Kotlinx coroutines test</u>



<u>Video: Coroutines +Testing = <3</u>



Video: Writing awesome tests



Book: Learning Concurrency in Kotlin



Repo: Codelab Kotlin Coroutines





Code - Slides - Bonus



https://github.com/maiatoday/Hello8Ball

Slides

Bonus: lint, detekt, coverage, circle ci



