What is a unit test?

"Unit testing is a method by which individual units of source code, sets of one or more computer program modules together with associated control data, usage procedures, and operating procedures are tested to determine if they are fit for use."

Wikipedia, from a book on tests

Um... what?

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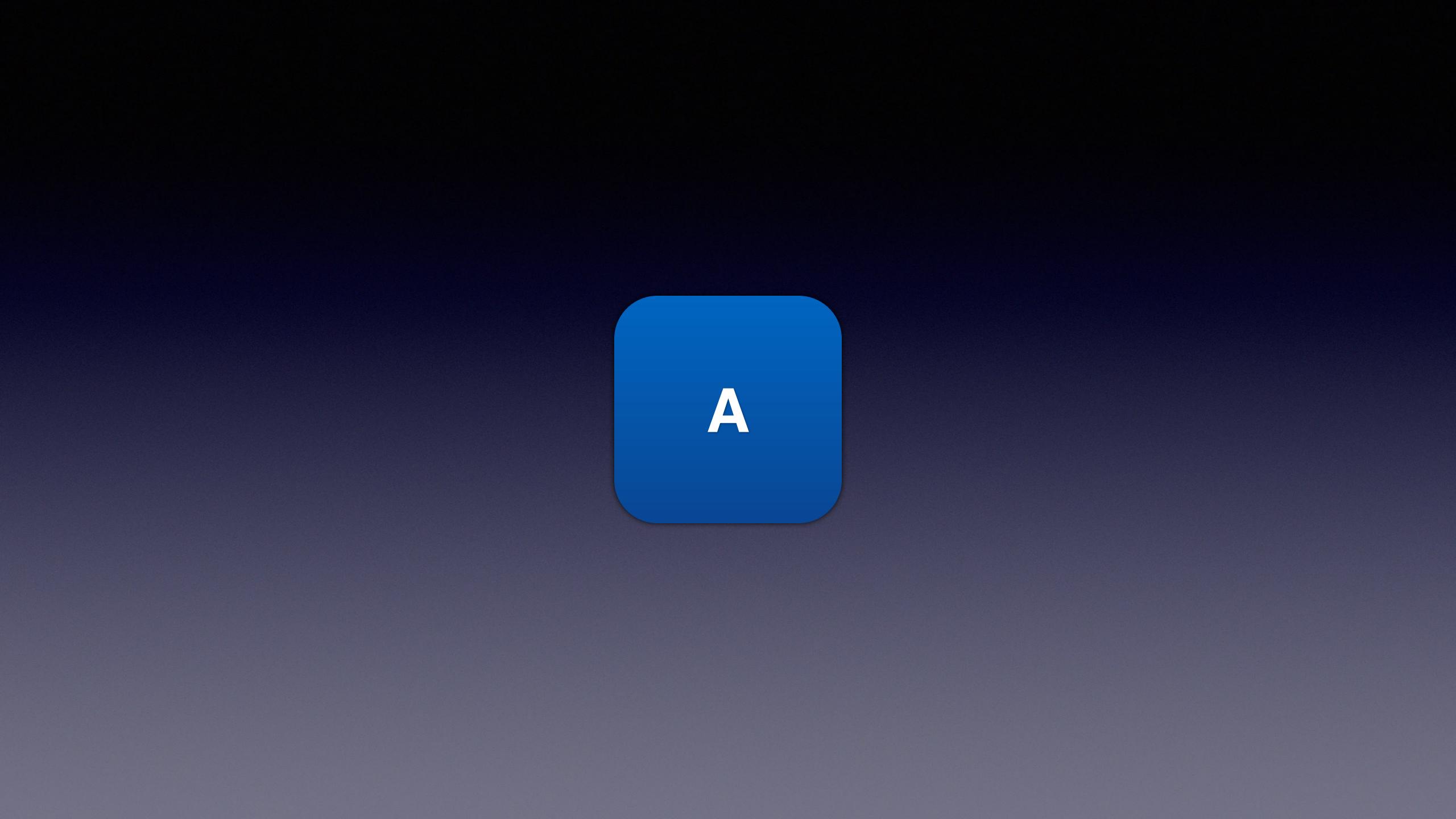
What is an app?

An app is a set of behaviours created by programmer and expected by user.

We, programmers, have a limited cognition. As all humans do.

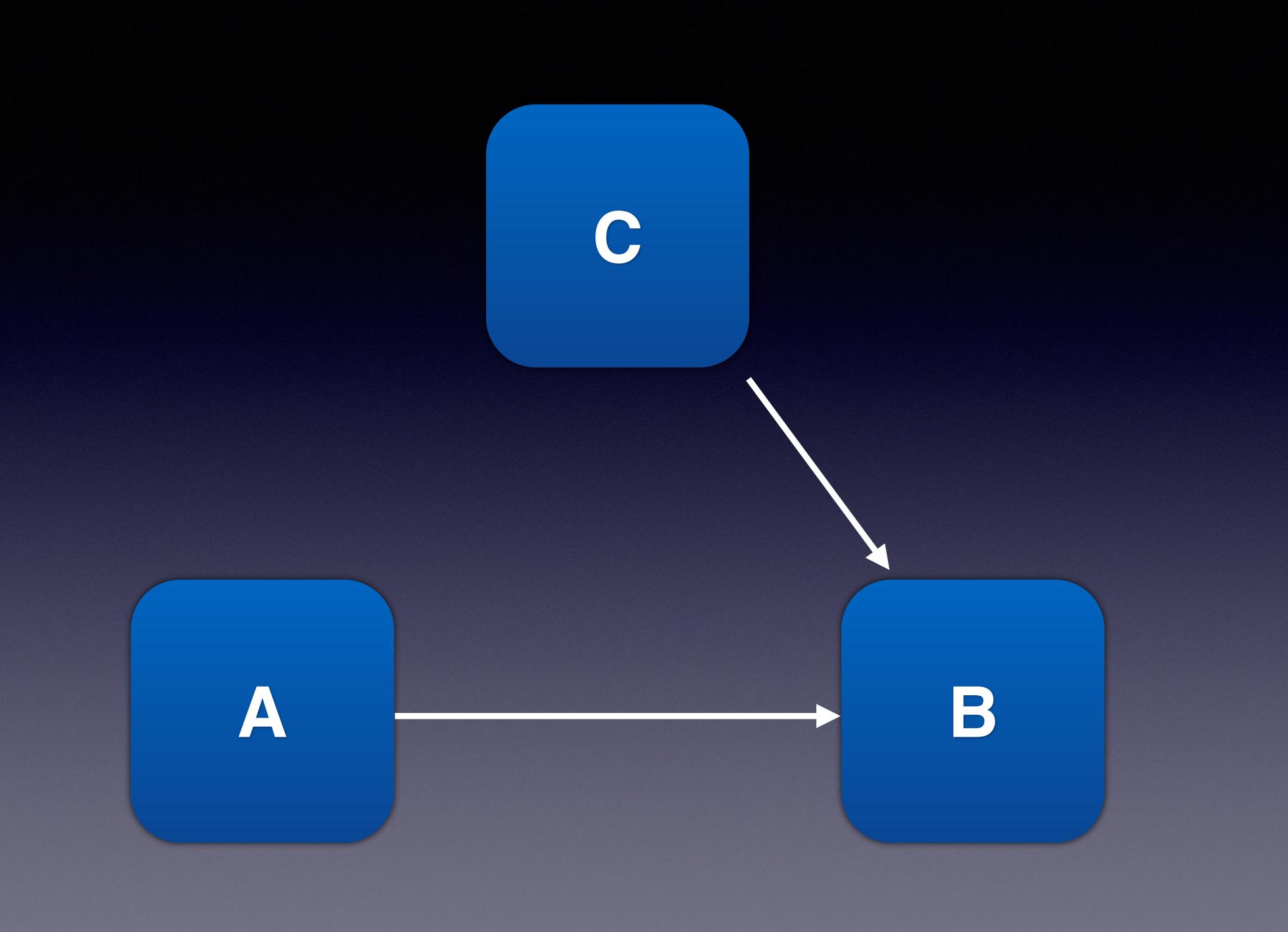
We can't always 'load' all of the code of our app into our memory.

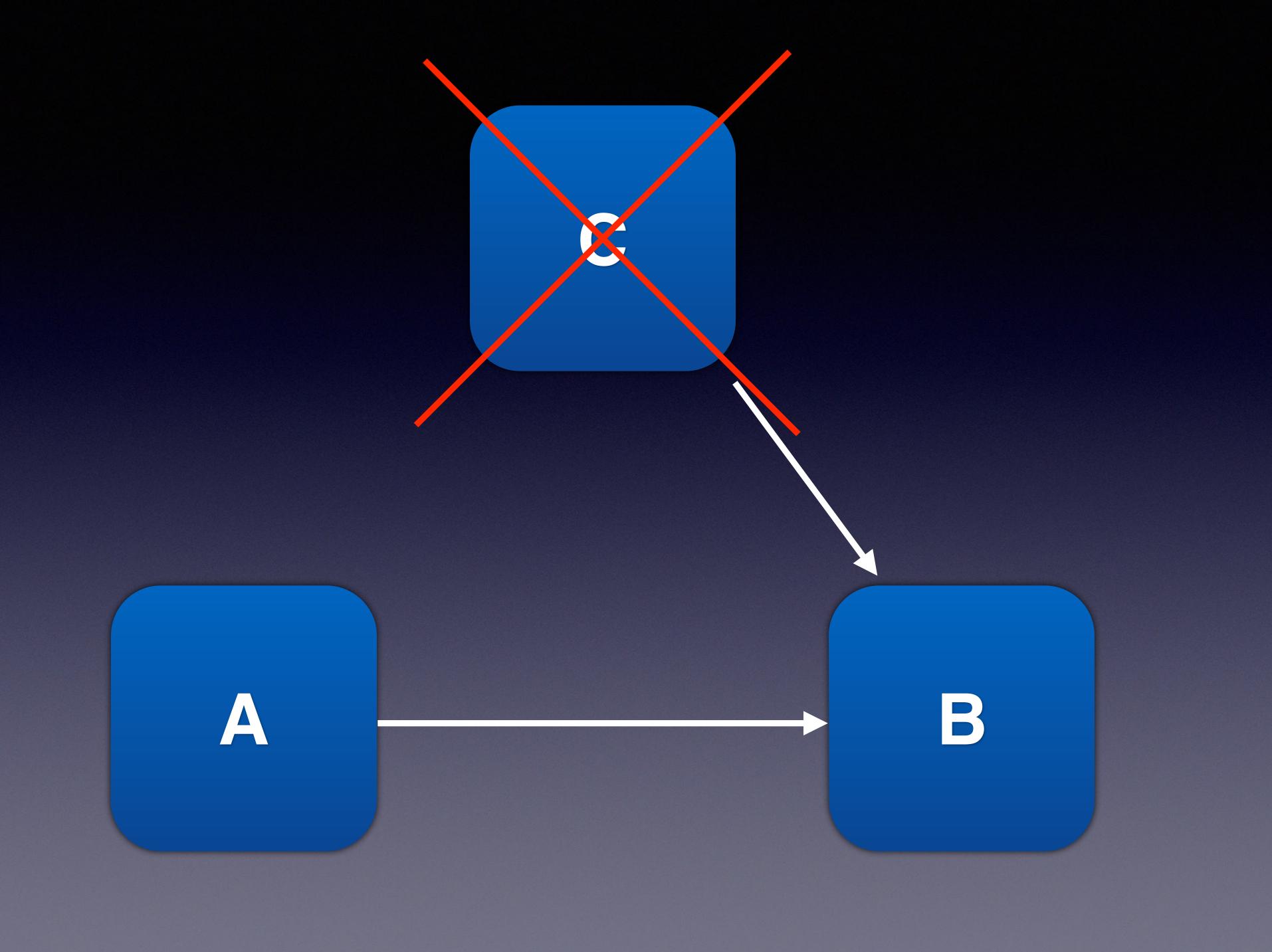
This means that we can, by accident, change the behaviour of the app.



AB







Preserving behaviour of complex systems is hard. In fact, of any system at all.

Enter unit tests.

Unit test is a failsafe to make sure app behaviour is preserved.

What is a unit test?

Unit tests test smallest parts of your code in isolation with test code

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Test isolation



processOrder





getDishes

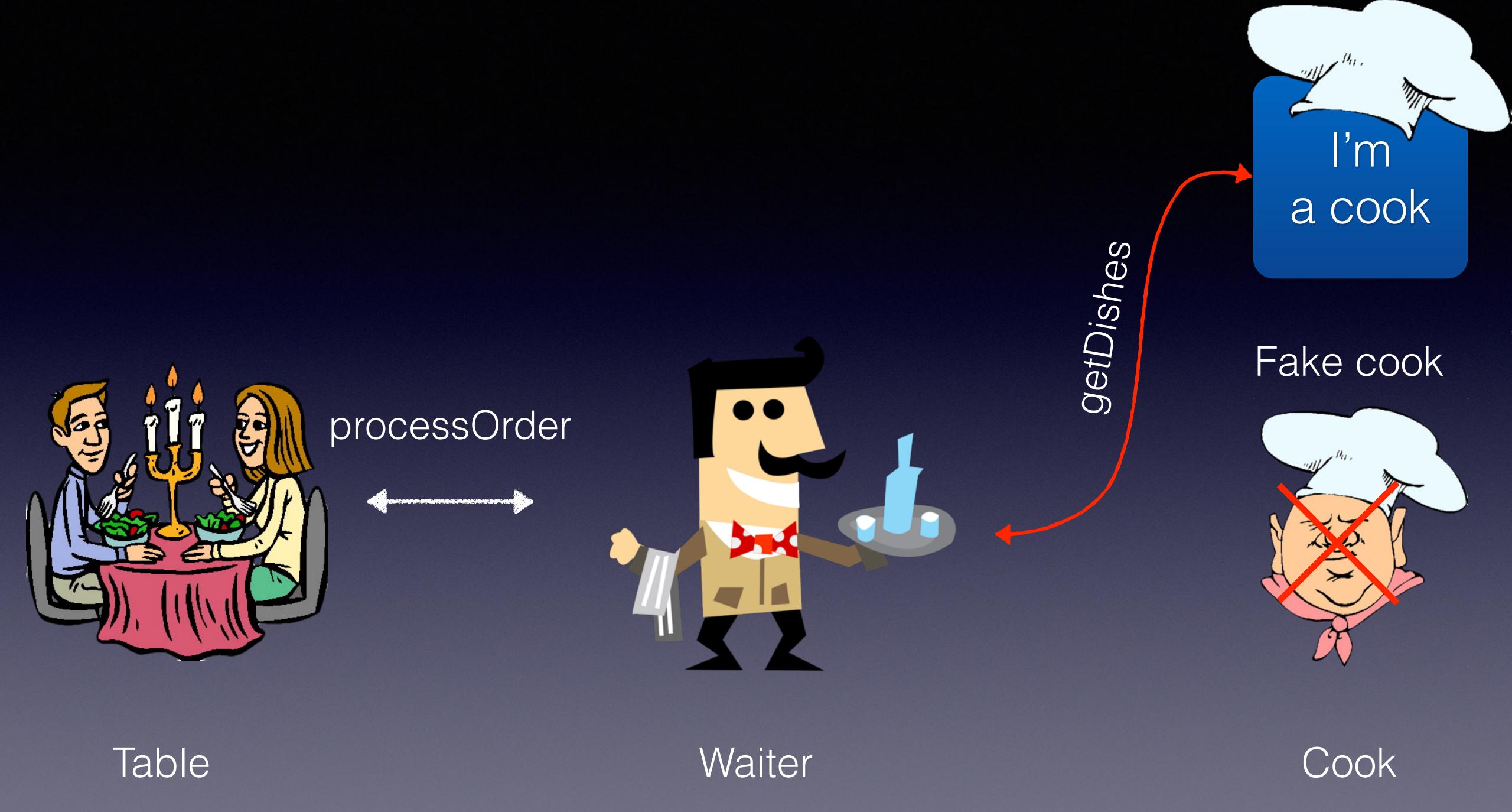




Table

Waiter

Cook



Why isolate?

Unit test lifecycle

Unit test lifecycle

- Arrange
- Act
- Assert

When a unit test is not a unit test?

When a unit test is not a unit test?

by Michael Feathers

A test is not a unit test if...

- It talks to a database
- It communicates across network
- It touches the file system
- You have to do special things to your environment to run it (edit config files etc)

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A 100 ms tests is a very slow test.

1500 tests each running 100 ms. That's 150 seconds. Two and a half minutes.

Where does TDD fit in all this?

In TDD you always write test first. Always.

TDD is not "just adding tests first". It's a complete workflow.

TDD is a great way to "start" when you're not in the zone...

... and way to remind yourself what you've been working on yesterday!

TDD is a great way to determine how complex your code has become.

You just have to listen.

Have to fake seven objects to isolate test?

Have to inject a fake into a fake?



This always points to an overcomplicated design.

And your tests are here to point that out. Very clearly.

By writing test first you're becoming a consumer of your upcoming API.

Is that API hard to test?

That means it will probably be hard to consume too.

Or it will be really hard to maintain.

What unit tests can't do?

Unit tests are never a guarantee that you won't ship a bug.

But they're damn good at greatly reducing amount of bugs. And time spent on QA.

Are unit tests an invaluable tool for writing great software? Heck yes. Am I going to produce a poor product if I can't unit test? Hell no.

Jonathan Rasmusson

http://agilewarrior.wordpress.com/2012/10/06/its-not-about-the-unit-tests/

Specta

Specta

BDD Testing Framework

Wait what? BDD?

Wait what? BDD?

Weren't we supposed to do TDD?

BDD builds upon TDD by formalising the good habits of the best TDD practitioners.

Matt Wynne, XP Evangelist

http://blog.mattwynne.net/2012/11/20/tdd-vs-bdd/

Good habits

- Work outside-in
- Use examples to clarify requirements
- Use ubiquitous language

Resources & Contact

Code Examples github.com/mobile-academy/ios-tdd-gdansk

Contact

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