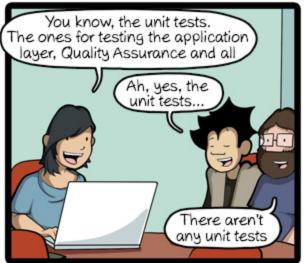
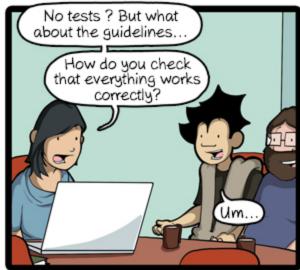
Object oriented programming Unit testing TDD (test driven development)

Why test?

- You have been testing your code since day 1
- The only way to make sure "everything works"
- Automated tests are easier and quicker to run
- One button approach: you run a command, and you know whether or not your code works
- Unit tests are automated tests
- Unit tests operate at the lowest level possible: only validate the basic elements of a program
- Unit tests do not validate how objects interact with each other (this is *integration testing*)







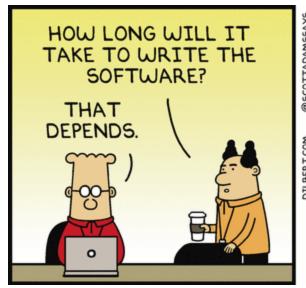


CommitStrip.com

Unit tests

- Are fast to run (a few seconds, maximum)
- Are easy to write (when written at the same time as the actual code)
- Can be automated and scheduled
 - Every night
 - Upon each commit in a git repository: continuous integration
- Unit tests can also help developers
 - reading the tests tell a lot about the public interface, and its model
- There is a development method where you write tests before / at the same time as writing the actual program. This is called **Test Driven Development** (TDD)
- This allows to make sure that the requirements for the programs are respected by the developer: the program does what it is supposed to do

Untested code is broken code







Testing in Python

- The testing framework provided by Python is called unittest
- It is derived from junit and has a very Java-oriented syntax
- It is good to know about unittest, but pytest is more convenient to use

Install pytest

- pytest is a Python package
- Install it in your virtual environment: pip install pytest

Run tests with pytest

- At the root of your project, run: pytest
- pytest will scan and discover all your tests in the test files
- Test files are any files that match the patterns:
 - o test_*.py
 - o *_test.py
 - these files can be in subdirectories / folders
- You can also run it with just the command pytest
- Tests are functions/methods whose names start with test_:
- Tests can be:
 - regular functions outside of classes
 - methods inside classes, whose names start with Test

Very often, tests are located in the tests folder, at the root of the folder.

Examples

How to write a test

The code to be tested

```
def add_values(a, b):
    return a+b
```

The test

```
def test_add_values():
    result = add_values(2, 3)
    assert result == 5  # This line makes sure the output is the one we expect
```

We use assert to test the logic of our program.

How to test for exceptions?

• It is sometimes *expected* that your code raises exceptions

```
def add_values(a, b):
   if type(a) is not int or type(b) is not int:
      raise TypeError("Invalid value")
   return a+b
```

The test

```
import pytest

def test_add_values_invalid():
    with pytest.raises(TypeError):
    result = add_values([1], [2])
```

Code coverage and unit testing

- The goal of unit testing is to make sure every aspect of the code is tested and working
- We can measure "how much code" is covered by unit tests: the code coverage
- It is typical for teams to aim for at least 80% of code coverage, and sometimes even 90%
- Reference: 5 questions every unit test must answer

Code coverage in Python

- We use the coverage library (an external dependency), together with pytest
- You can install it in a virtual environment with pip install pytest-cov
- You can then run your tests and add coverage with the --cov option
- The --cov option can be:
 - ∘ a Python module: python -m pytest --cov=add
 - o a Python package (use . for the current folder): python -m pytest --cov=.
- coverage will report about all the Python files used to run your program

Coverage reports

- Generate a nice looking HTML report: python -m pytest --cov=. --cov-report=html
- This will create / update contents in the htmlcov folder. You can open the index.html in your favorite browser.

Developing with a test-oriented mindset

Goals

- Make sure that tests are actually written
- Validate the requirements and design
- You become the 'user' of the code you are about to write
- You can work with stakeholders to resolve the anomalies/gaps

Issues

- Requires discipline
- "I am a developer, I want to code and not test"
- May appear useless at first sight

Unit testing: best practices

- Be reasonable
- No more test code than application code
- Code coverage of 80% is a good objective
- One minor change in the tests = one minor change in the application
- True for software development in general