

TESTING

minimizing mistaqes

TRAJECTORY

- Why test
- Tools & terminology I
- What makes a good test
- Testing Sequelize models
- Testing Express routes
- Test Driven Development
- Cake!!

SOFTWARE PRODUCTION WAR STORIES

Legacy Code

"Someone dumber, sloppier, and less good looking than me

wrote that code."

Emergency Push

"It needs to go out right now because the CMO said so."

Rush to Finish

"We'll do our testing in the three months before launch."

Production Destruction "It's just a small fix to the database update code."

Spray/Pray

"Don't worry, QA will find it."

Maintenance Nightmare "Only Roy in the basement knows how that module works."

WHY TEST?

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TESTING

TESTS

- Ensure/prove code is working
- Ensure code will continue to work after someone changes it
- Document what the code actually does
- Precision/accuracy/certainty of behavior



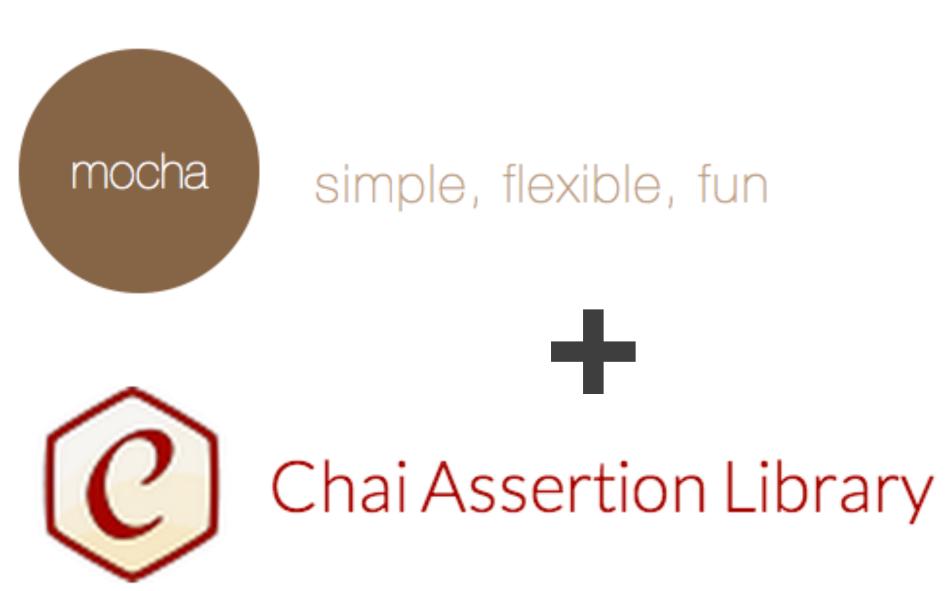
TOOLS & TERMS



TESTING FRAMEWORKS

In JavaScript – the two contenders for most popular testing framework are Jasmine by Pivotal and Mocha/Chai by TJ Holowaychuk





GETTING STARTED

- Less complicated than you might think
- Labels + functions + assertions = test specs

```
describe('Kitteks', function() {
  describe('eat', function() {
    it('returns yum', function() {
      var | = new Kitten()
      expect(k.eat()).to.equal('yum')
      })
  })
})
```

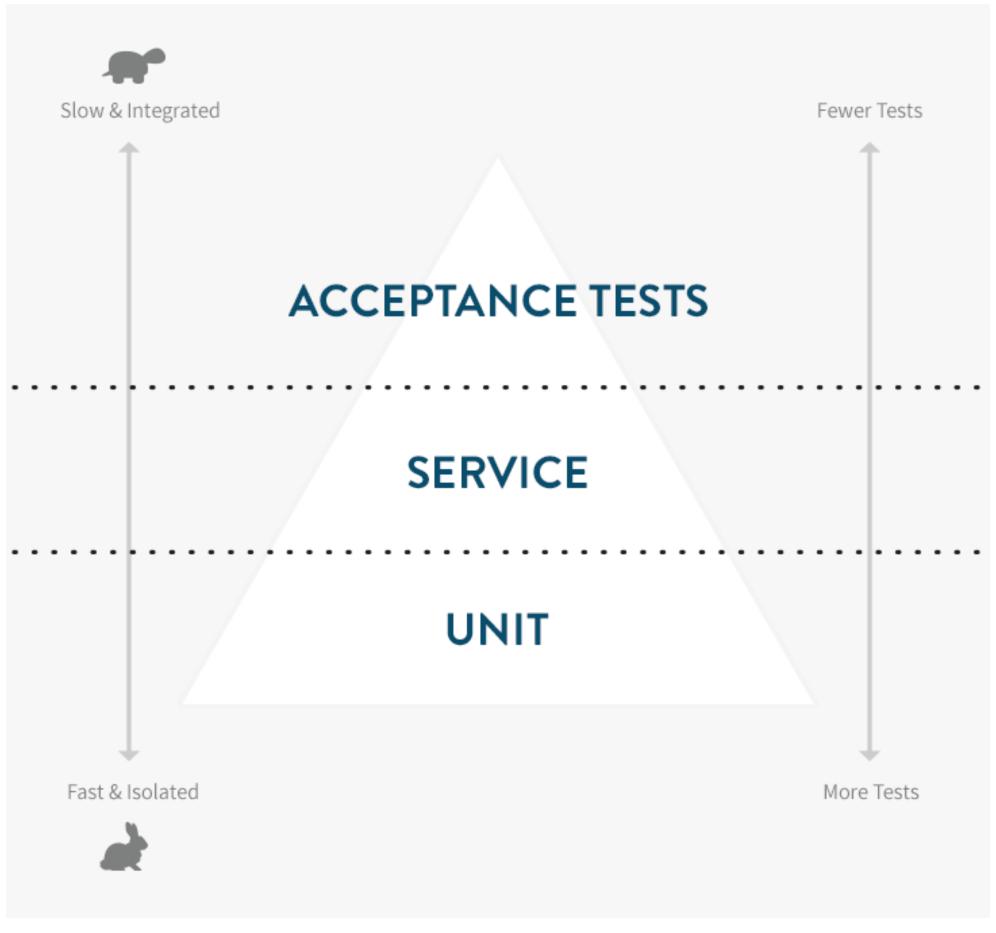
ASSERTIONS

things that throw errors...

```
/* Our testing library */
function assert (result) {
  if (!result) {
    throw new Error("A test failed")
  }
}
/* end of testing library */
```

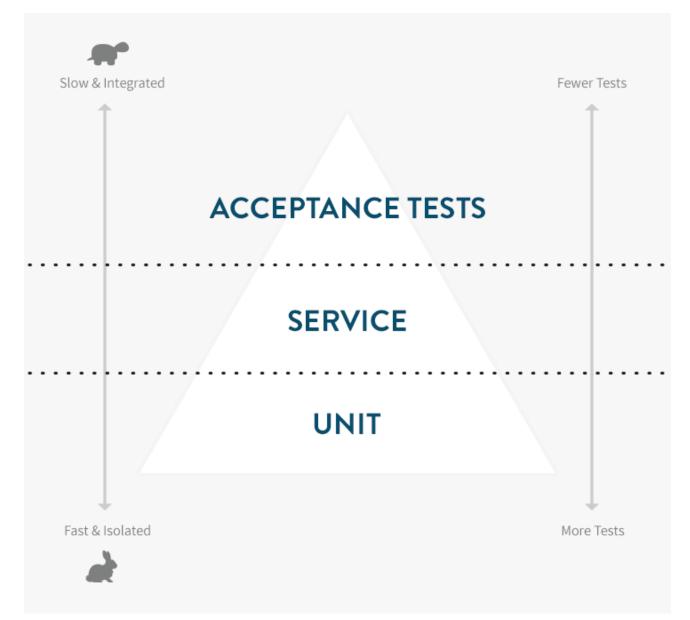
```
/* tests */
result = MyMathLibrary.add(1, 2)
assert(result === 3)
```

TEST PYRAMID



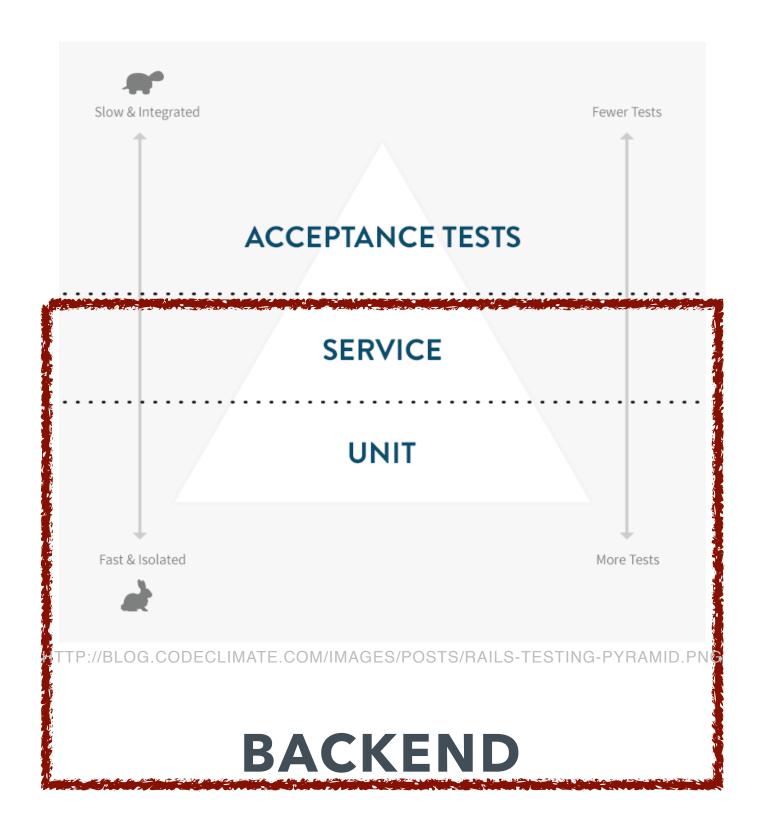
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TEST PYRAMID

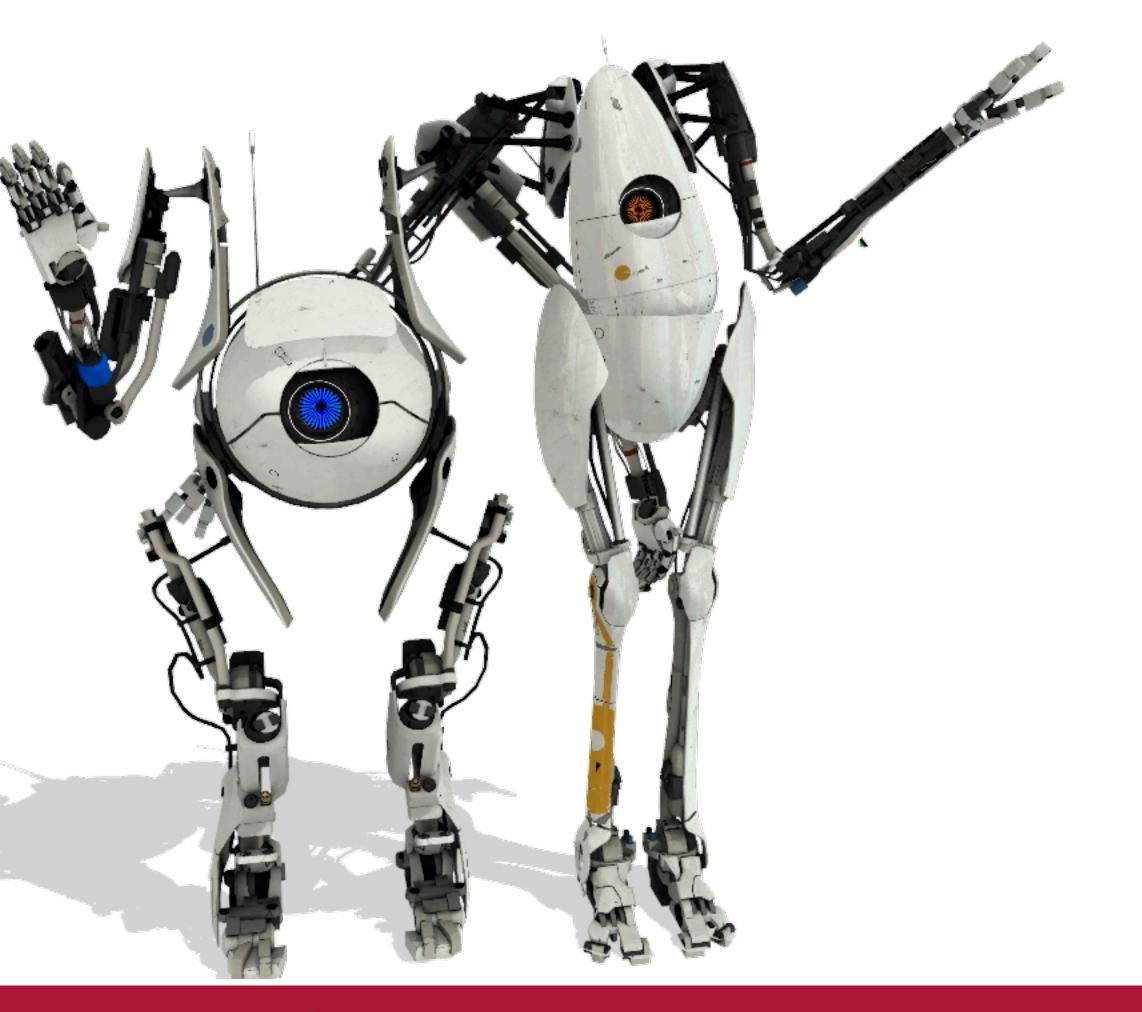


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FRONTEND



today's workshop



WHAT MAKES A GOOD TEST?

FEATURES OF GOOD UNIT TESTING

- Specific/Accurate
- Concise, but Thorough
- Isolated

```
function testMe (result) {
  if (result < 0) {
    throw new Error('too low!')
  } else if (result === 100) {
    return 'Keep it 100!'
  } else {
    return `You said ${result}`
  }
}</pre>
```



ERM....

```
describe('the testMe function', () => {
  it('returns a string', () => {
    const result = testMe(200)
    expect(result).to.be.a('string')
  })
})
```

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OH DEAR...

```
describe('the testMe function', () => {
  it ('returns 'You said 1' when the input is 1', () => {
    const result = testMe(1)
    expect(result).to.be.a('You said 1')
  })
  it ('returns 'You said 2' when the input is 2', () => {
    const result = testMe(2)
    expect(result).to.be.a('You said 2')
  })
  it ('returns 'You said 3' when the input is 3', () => {
    const result = testMe(2)
    expect(result).to.be.a('You said 3')
  })
```

BEING THOROUGH...WITHOUT GOING OVERBOARD

- "Equivalence classes"
- Reduce redundancy
- Input => Output

ISOLATE TESTS

- Highly intertwined tests are brittle change one thing and the whole thing will break
- Reduce state
- Reduce moving pieces / things running
- Reduce dependence on other components

REDUCING STATE

```
/**
 * appendToFile is a function that adds some content to
 * the end of a text file
describe('appendToFile', () => {
  it('adds to the end of the file', () => {
   appendToFile('./testDoc.txt', 'Hello world')
    const fileContent = fs.readFileSync('./testDoc.txt', 'utf-8')
    expect(fileContent).to.be.equal('Hello world')
```

```
/**
* appendToFile is a function that adds some content to
 * the end of a text file
 */
describe('appendToFile', () => {
 beforeEach(() => { // set things up!
   fs.writeFileSync('./testDoc.txt', 'utf-8', '')
  })
 afterEach(() => { // clean up when we're done
   fs.writeFileSync('./testDoc.txt', 'utf-8', '')
  })
 it('adds to the end of the file', () => {
   appendToFile('./testDoc.txt', 'Hello world')
    const fileContent = fs.readFileSync('./testDoc.txt', 'utf-8')
   expect(fileContent).to.be.equal('Hello world')
})
```

TESTING EXPRESS & SEQUELIZE

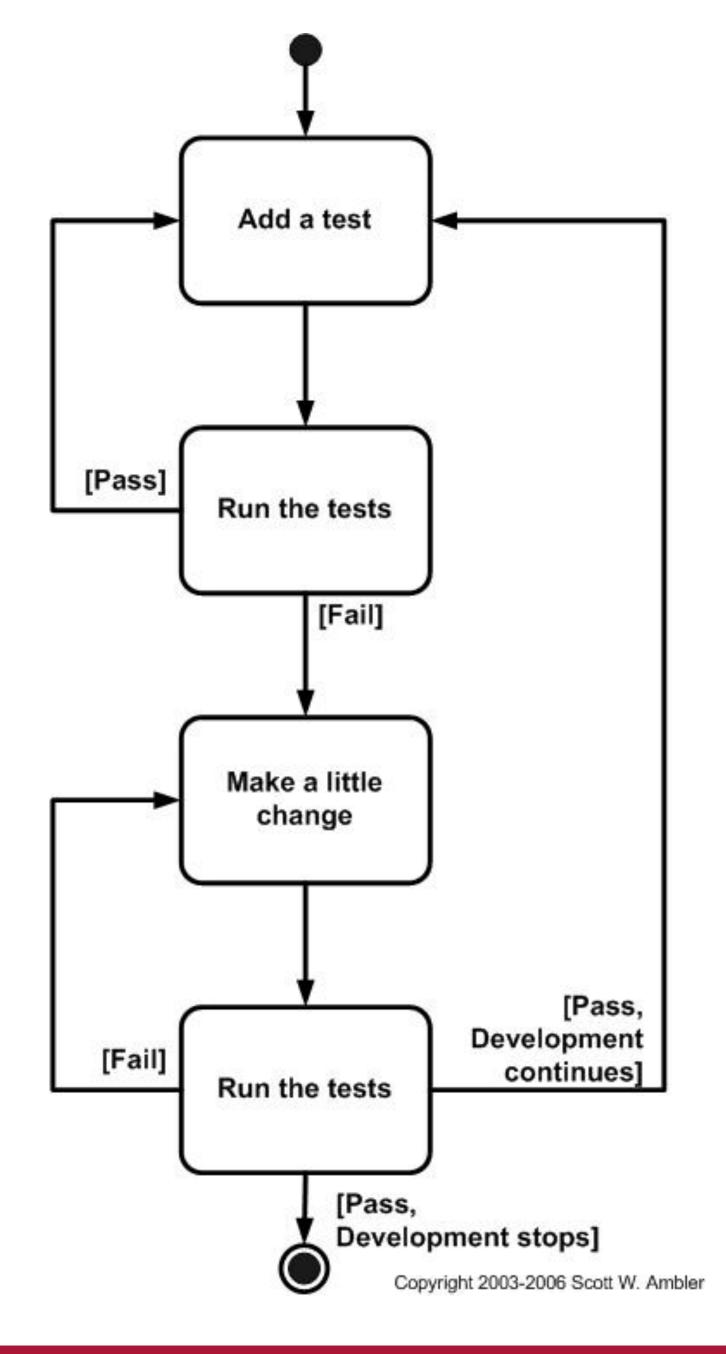


TDD



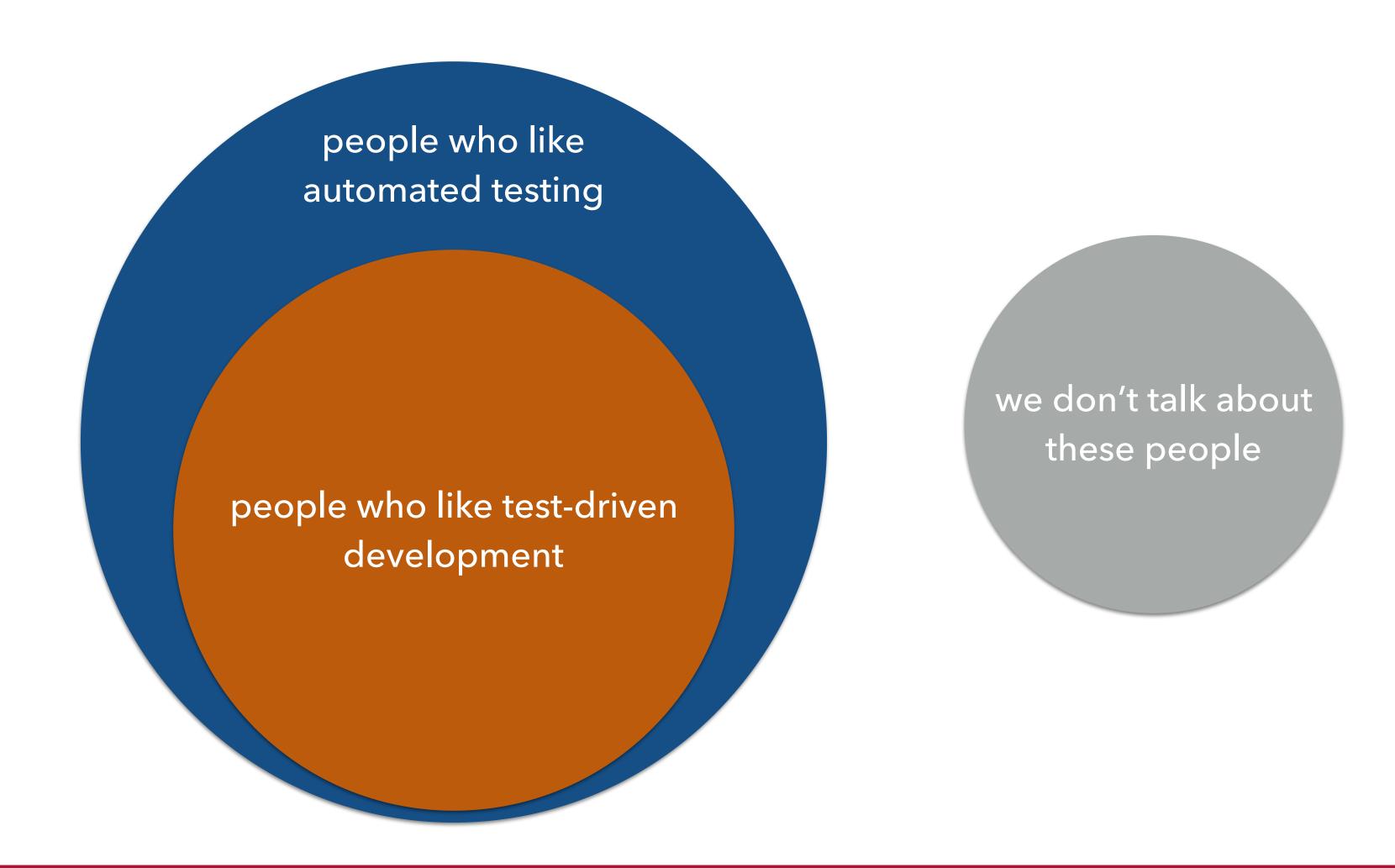
TEST-DRIVEN DEVELOPMENT

- A practice where you write your automated unit tests
 BEFORE you write your implementation code
- Focus on what code is supposed to do
- Have a goal
- Ensure you don't blow off automated testing
- Improves design and modularity of code
- "Refactorability"





TEST DRIVEN DEVELOPMENT



WORKSHOP

