

UnitTestを書く

```
def test_throw(self):
    cricket = Cricket()
    cricket.throw(18,1)
    self.assertEqual(
        cricket.score(18),1)

def test_throw_2(self):
    cricket = Cricket()
    cricket.throw(18,2)
    self.assertEqual(
```

cricket.score(18),2)

class TestCricket(unittest.TestCase):



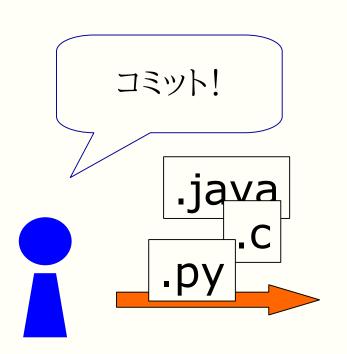


テストを実行する

```
[c:\fut\fut\fut\rangle] arts]python ut1.py -v
test_throw (___main___.TestCricket) ... ok
test_throw_2 (___main___.TestCricket) ... ok
test_throw_2_1 (___main___.TestCricket) ... ok
test_throw_3 (___main___.TestCricket) ... ok
test_throw_mix_a2_b1 (__main___.TestCricket) ... ok
test_throw_mix_all (__main__.TestCricket) ... ok
                                        OK
Ran 6 tests in 0.001s
OK
```



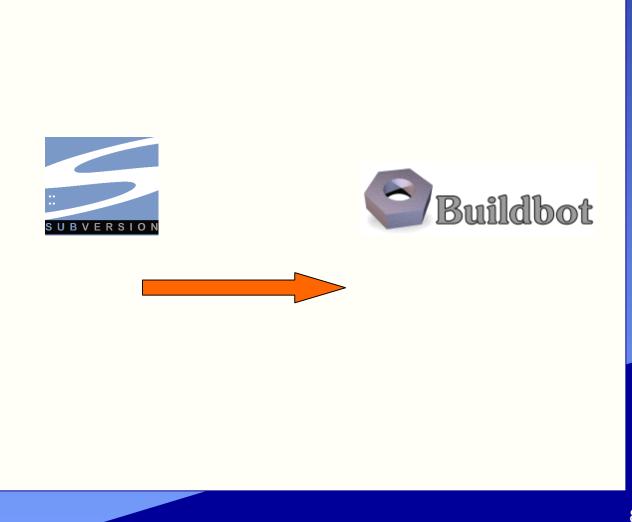
Subversionに保存する







Buildbotに通知





自動テスト

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Ran 6 tests in 0.000s

OK



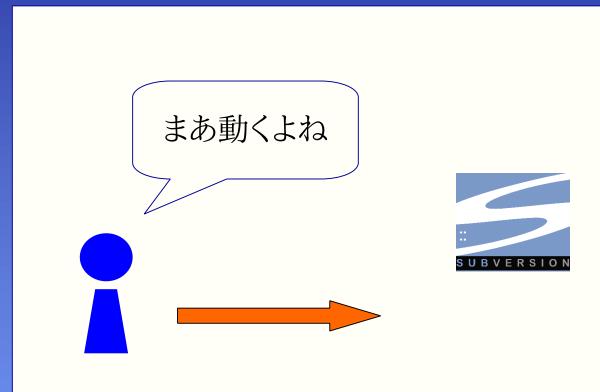


テスト結果をWebで閲覧

	Buildbot last build		build successful
current activity		idle	idle
time (JST)	changes	buildbot-full ubuntu7 trunk	buildbot-full windowsxp trunk
20:47:41			
]	test	test
		<u>stdio</u>	<u>stdio</u>
		update	update
		<u>stdio</u>	<u>stdio</u>
20:46:50		Build 9	Build 4
			connect
	. .		trunk_windowsxp
		connect	
	.	trunk_ubuntu7	
		master	master
		started	started
		master	master
20:46:41		shutdown	shutdown



時々UTせずにコミット





自動テスト失敗.....

FAIL: test_throw_mix_all (__main__.TestCricket)

Traceback (most recent call last):

File "ut1.py", line 66, in test_throw_mix_all

self.assertEqual(

AssertionError: 3 != 4

Ran 6 tests in 0.018s

FAILED (failures=1)



・エラーだと通知やパトランプ

