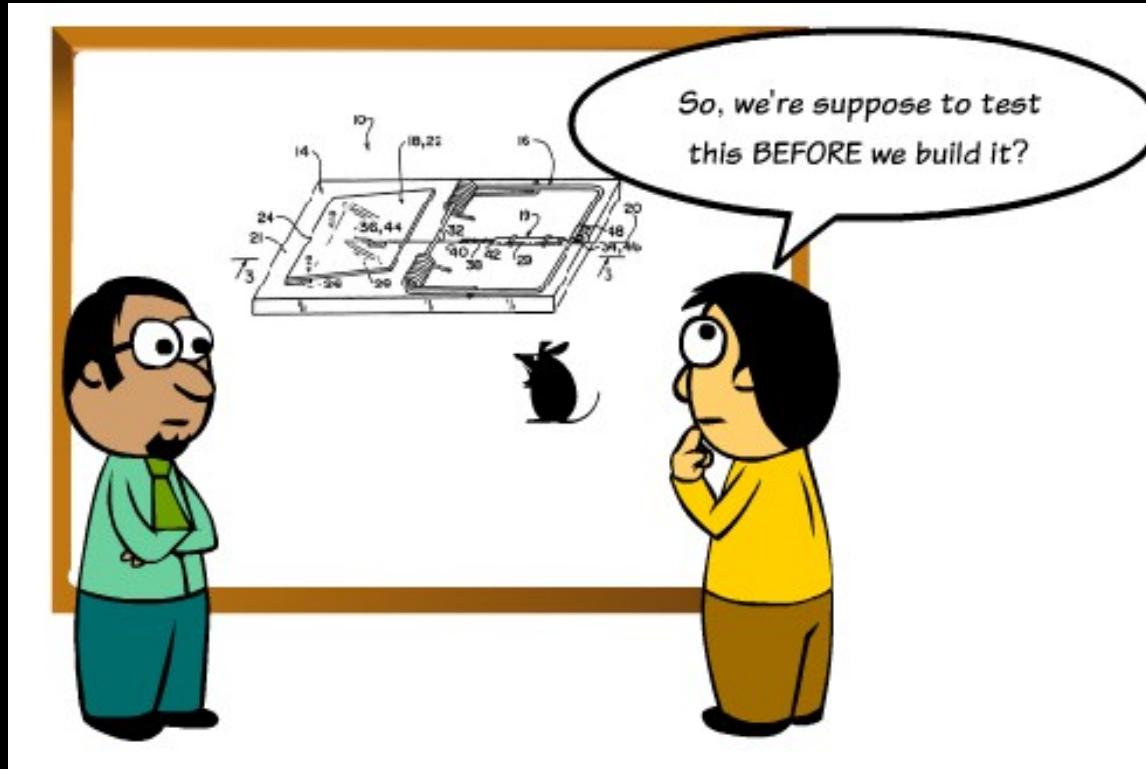
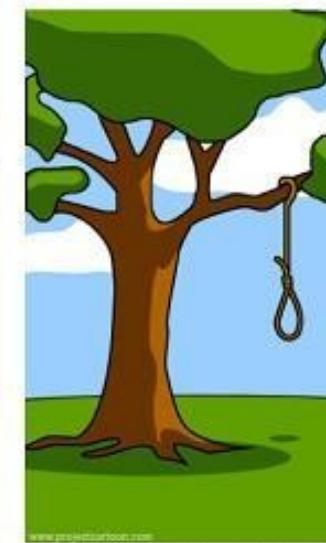


Experiences with Test Driven Development (TDD)



Ole Nielsen



How the customer explained it

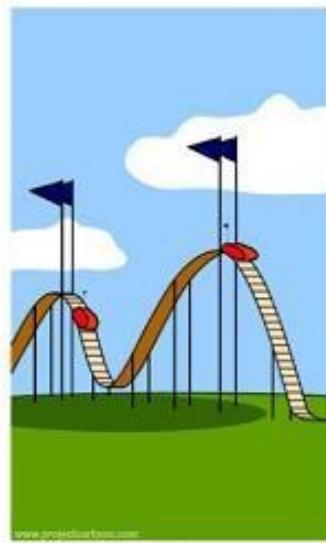
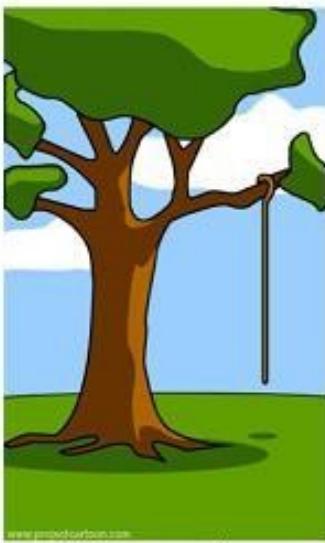
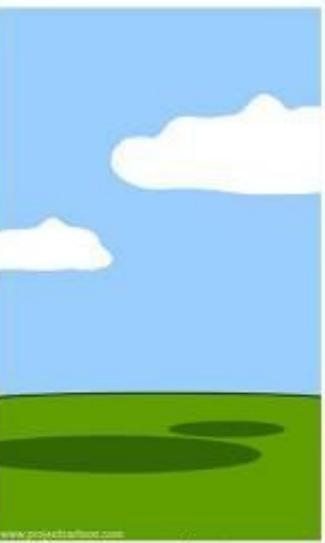
How the project leader understood it

How the analyst designed it

How the programmer wrote it

What the beta testers received

How the business consultant described it



How the project was documented

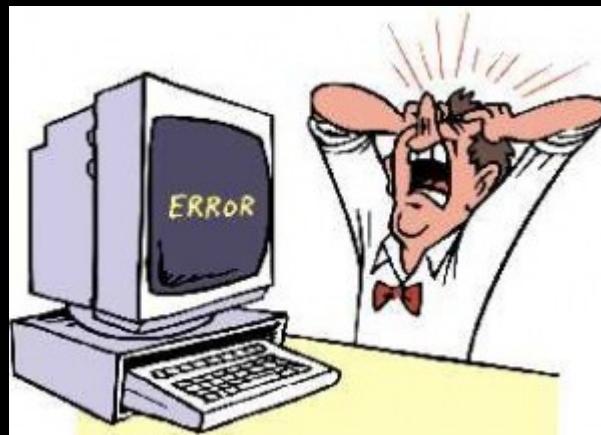
What operations installed

How the customer was billed

How it was supported

What marketing advertised

What the customer really needed



001001101
111100101
100100111
101000110
010100100
101011100
101111001

- What is TDD
- Why is it important
- Examples
- Reflections
- Continuous Integration
- Other important practices

What is Test Driven Development

- Repetition of very short development cycle
- Test first → minimal code → refactor → deploy
- Maintaining a growing suite of tests
- Large number of individual tests enforce requirements
- Known as unit-, regression-, system- or integration-testing
- Integral to Agile and Xtreme programming
 - But universally applicable

Think of code and test as one

When writing the code, think of the test.

When writing the test, think of the code.

When you think of code and test as one,
testing is easy and code is beautiful.



Why Test Driven Development?

- Not possible to manually test all cases of a complex software project – must be automatic!
- Protects against regression errors
- Greatly assists in debugging
- Empowers refactoring and optimisations
- Codification of requirements!
- Reduces fear (Kent Beck 2002)
- Enables continuous integration and deployment

Your code is like clay.
When it's fresh, it's soft and malleable.
As it ages, it becomes hard and brittle.

If you write tests when the code is fresh
and easy to change, testing will be easy,
and both the code and the tests will be strong.



Start

Write test for
new feature

Integrate

Run test

Run all tests

Write the code

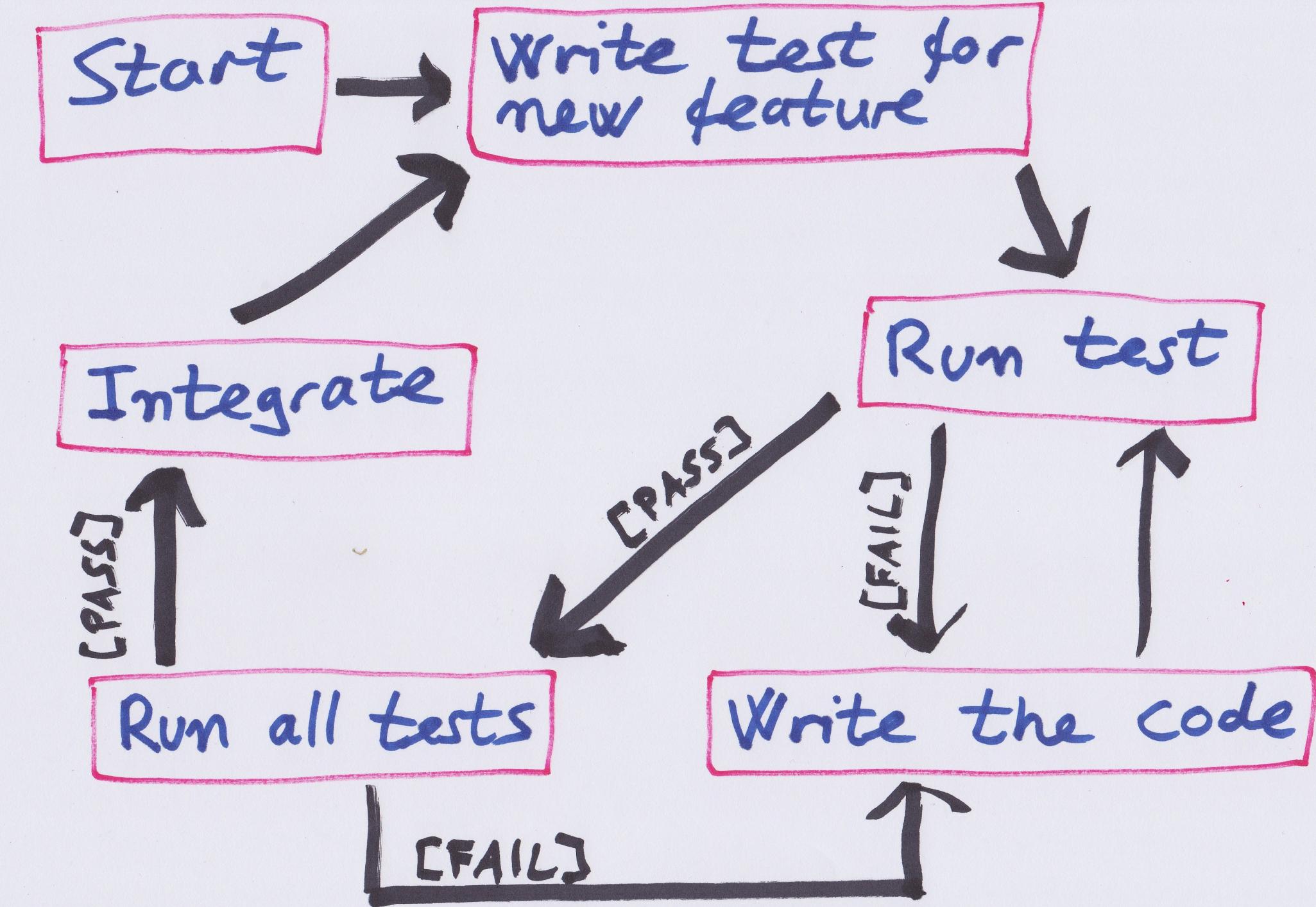
[PASS]

[PASS]

[FAIL]

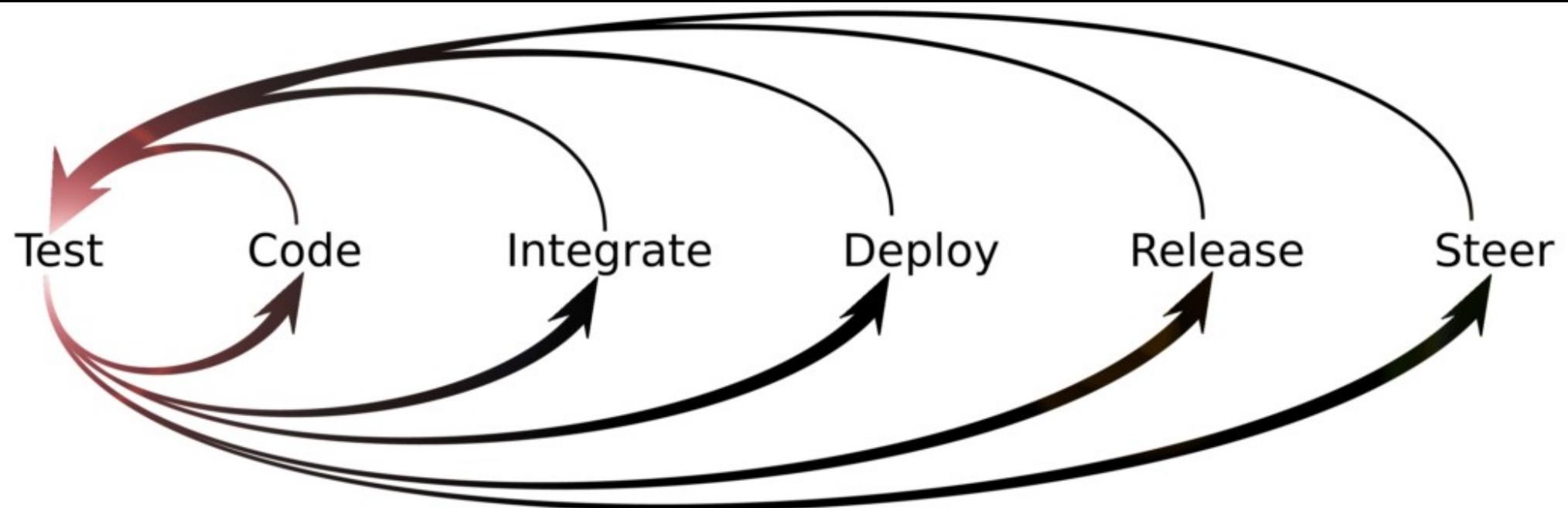
[FAIL]

↑



Tests not run waste away

Run your tests often.
Don't let them get stale.
Rejoice when they pass.
Rejoice when they fail.



Simple but real test examples

```
def test_populate_polygon(self):
    """Polygon can be populated by random points
    """

    # Create non trivial polygon
    polygon = [[0, 0], [10, 10], [15, 5], [20, 10], [25, 0],
               [30, 10], [40, -10]]

    # Call function to be tested
    points = populate_polygon(polygon, 5)

    # Check that result is as expected
    assert len(points) == 5
    for point in points:
        msg = 'Point "%s" is not inside test polygon.' % str(point)
        assert is_inside_polygon(point, polygon), msg
```

```
def test_bad_CLASS(self):
    """Check that a bad CLASS string gives RuntimeError."""

    CLASS = 'bad'
    sa_1_0 = np.array([0.125, 0.444])
    sa_0_3 = np.array([0.25, 1.655])
    skew = 40
    num_spans = 4
    model = 'LINEAR'
    self.failUnlessRaises(RuntimeError, bd.bridge_states_ModelLinear,
                          model, CLASS, sa_0_3, sa_1_0, skew, num_spans)
```

```
@skipIf(sys.platform == 'win32', "Test cannot run on Windows")
def test_full_run_qgszstats(self):
    """Aggregation results are correct using native QGIS zonal stats.

    .. note:: We know this is going to fail (hence the decorator) as
        QGIS1.8 zonal stats are broken. We expect this to pass when we
        have ported to the QGIS 2.0 api at which time we can remove the
        decorator. TS July 2013

    """
# TODO check that the values are similar enough to the python stats
myFileList = ['kabupaten_jakarta.shp']
load_layers(myFileList, clear_flag=False, data_directory=BOUNDDATA)

myResult, myMessage = setup_scenario(
    DOCK,
    hazard='A flood in Jakarta like in 2007',
    exposure='People',
    function='Need evacuation',
    function_id='Flood Evacuation Function',
    aggregation_layer='kabupaten jakarta',
    aggregation_enabled_flag=True)
assert myResult, myMessage
```

```
@Test
public void testStaticNotifySingleReceiver()
{
    final INotificationReceiver receiver = context.mock(INotificationReceiver.class);
    final INotification notification =
        Notification.create(NotificationLevel.ERROR, "A title", "Some text").build();

    NotificationManager.registerReceiver(receiver);

    context.checking(new Expectations() {{
        oneOf(receiver).handle(with(notification));
    }});

    NotificationManager.notify(notification);
}
```

- Tests that the `NotificationManager` dispatches notifications to registered receivers correctly (for a single receiver case)
- Part of a larger test suite that exercises the `NotificationManager`
- Uses the `JMock` framework to mock the `INotificationReceiver` interface, and to set expectations on it
- The test will fail if:
 - The receiver does not receive the notification from the manager
 - The receiver receives anything other than the notification from the manager
 - The receiver receives the notification more than once

Model validation as part of the test suite

Okushiri Island 1993 Tsunami

- Magnitude 7.8 earthquake
- 32 m run up height
- Numerical Simulation of wave tank experiment shows why



**Okushiri
Island**

Sea of Japan

**Monai
Valley**

$t = 6.20$

Okushiri
Island

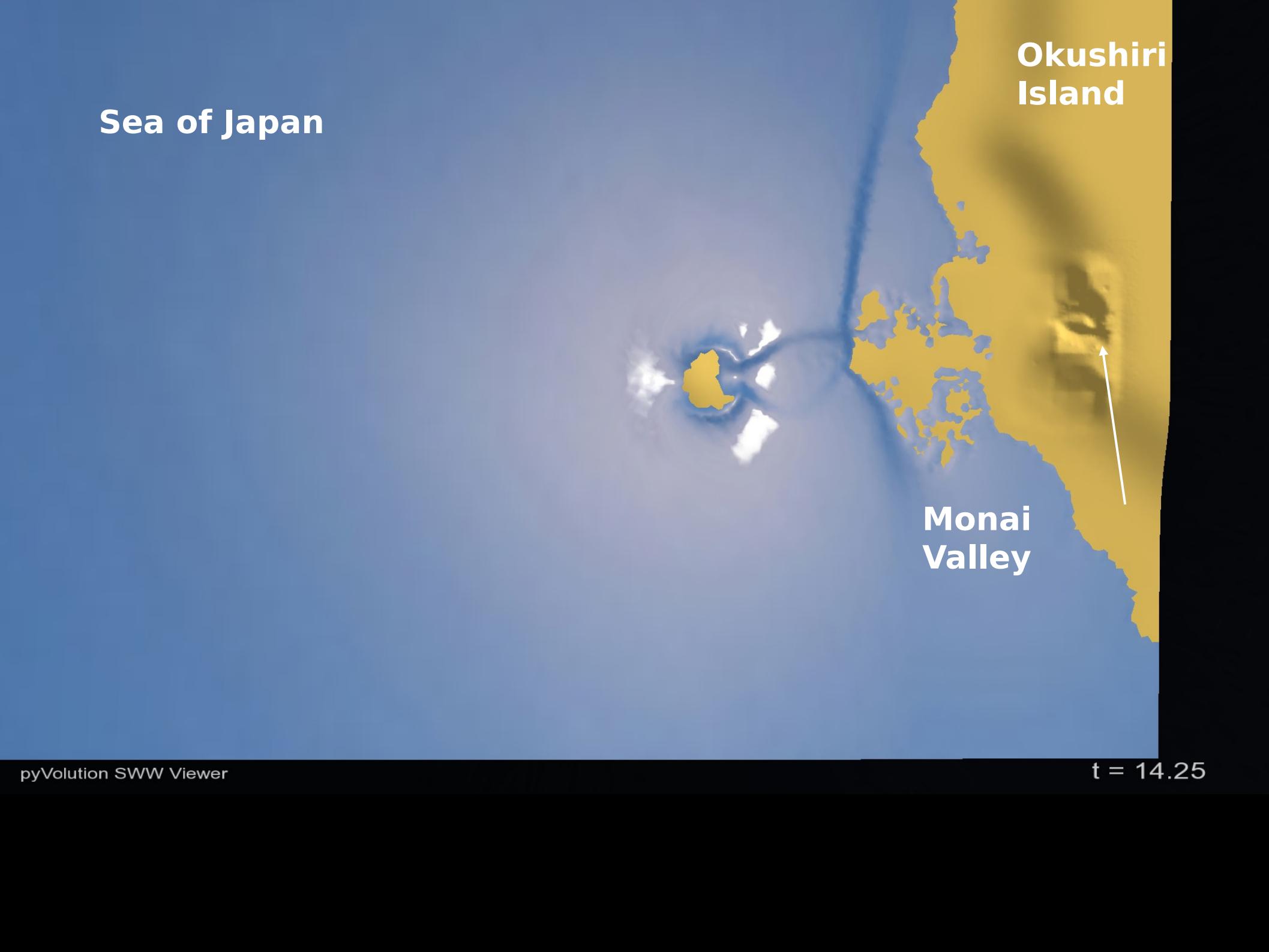
Sea of Japan

Drawdown

Monai
Valley



$t = 13.15$



Okushiri
Island

Sea of Japan

Monai
Valley

$t = 14.25$

Okushiri
Island

Sea of Japan

Monai
Valley

$t = 15.15$

Sea of Japan

Reflection

**Okushiri
Island**

**Monai
Valley**

$t = 15.45$

Sea of Japan

Reflection

Okushiri
Island

Monai
Valley

$t = 15.75$

Sea of Japan

Okushiri
Island

Shoaling

Monai
Valley

$t = 16.05$

Sea of Japan

**Okushiri
Island**

**Run
up**

**Monai
Valley**

$t = 16.25$

Sea of Japan

**Okushiri
Island**

**Run
up**

**Monai
Valley**

$t = 16.50$

Sea of Japan

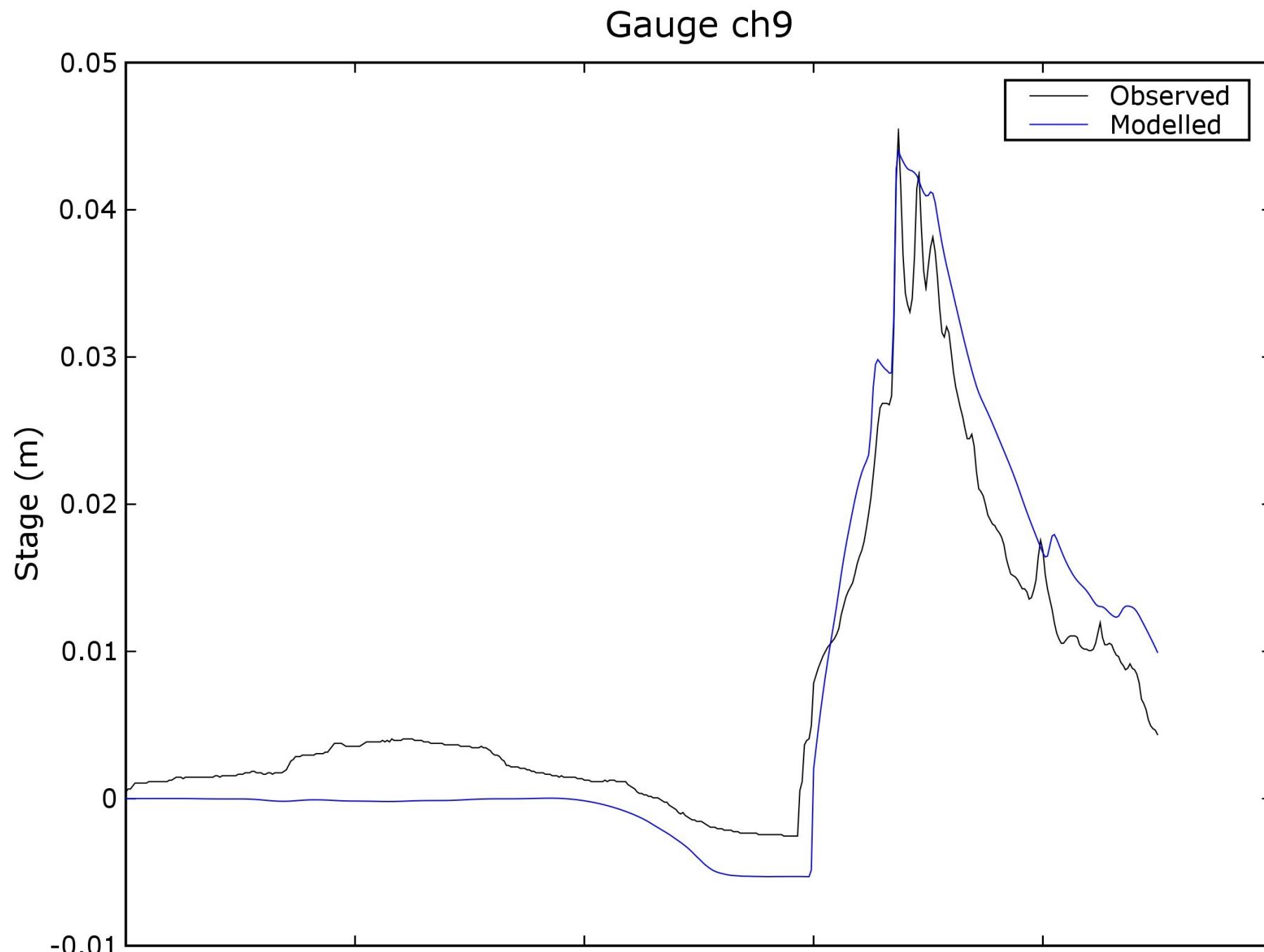
**Okushiri
Island**

**Run
up**

**Monai
Valley**

$t = 16.55$

Model validation written as “unit” test



Reflections on testing

- A development culture!
- Have tests for the functionality you care about – future protection
- The extra time invested comes back 100 fold when debugging, refactoring and moving to new platforms
- Hard to start with existing project, so write half a dozen high level tests
- Crucial when optimising (“*Faster and faster – but wrong*”!)
- Crucial when refactoring (ripped out dependency in hours)
- Also serves as trusted documentation of APIs
- “*I don't understand how people program without tests*” (Duncan Gray)
- **The single most important practice – I'd rather keep my tests than the source code!**
- InaSAFE has over 300 tests - ANUGA almost 1000,

**An imperfect test today is better
than a perfect test someday**

The perfect is the enemy of the good.

Don't wait for best to do better.

Don't wait for better to do good.

Write the test you can today.

What makes good testing

- Sets up all conditions, call the test, verify the result.
- Verify result using known invariant conditions (e.g. conservation of mass, linearly interpolated points must lie within certain bounds, inverse transforms reproduce original inputs, read back what was written, retain double precision...)
- Not only “happy path” but also corner cases (None, NaN, 0, max, min, %, &, \$):
E.g. intersection (Parallel lines, coinciding lines, intersecting at endpoints, ...)
- Input that causes error conditions
- If a new bug is found, write new test revealing it *“It is a lot easier to debug a test than running the application”* (Tim Sutton)
- Independent of context, time and other tests
- Named after what is being tested: (see next slide)
- Good coverage (>80%) - but not 100%!
- Programmers need GUTs

Google: Klaus P. Berg – Good Unit Tests

- #148 Linear and quantile bins are correct ... ok
- #149 Bounding boxes can be converted between list and string ... ok
- #150 Intersections of bounding boxes work ... ok
- #151 Bounding box can be buffered ... ok
- #152 Centroid point data can be derived from polygon data ... ok
- #153 Projections that are compatible but not identical are recognised ... ok
- #154 Donut polygon can be read, interpreted and written correctly ... ok
- #155 Empty keywords can be handled ... ok
- #156 Bounding box can be extracted from geotransform ... ok
- #157 Resolution can be extracted from geotransform ... ok
- #158 Bounding box is correctly extracted from file. ... ok
- #160 Vector and Raster objects can be instantiated with None ... ok
- #161 Keywords can be written and read ... ok
- #162 Keywords and values with colons raise error messages ... ok
- #163 Vector and Raster instances have a similar API ... ok
- #164 Points along line are computed correctly ... ok
- #165 Bounding box minimal size can be controlled ... ok
- #166 Multipart polygons are be converted to singlepart ... ok
- #167 Raster layers with no projection causes Exception to be raised ... ok
- #168 NODATA value is correctly handled for GDAL layers ... ok
- #169 Ordering of polygon vertices is preserved when writing and reading ... ok
- #170 Polygon areas are computed correctly ... ok
- #171 Polygon centroids are computed correctly ... ok
- #172 Polygons with inner rings can be written and read ... ok
- #173 Projection information can be correctly compared ... ok
- #174 Raster extrema (including NAN's) are correct. ... ok
- #175 Raster layers can be converted to vector point layers ... ok

TDD Project examples in GA

- Pypar (2002) – Python for parallel computing
- ANUGA (2006) – Hydrodynamic modelling
- EQRM (2007) – Earthquake risk modelling
- PF3D (2010) – Volcanic ashload modelling
- InaSAFE (2012) – Impact from natural disasters
- HazIMP (2013) – Assess building vulnerability
- EarthSci (2013) - Worldwind 4D visualisation

What doesn't easily lend itself to automated testing

Design
Performance
UI's
Error messages
Real time
Interdependent Systems (use Mock!)

Other types of testing

- Style checking (e.g. PEP8 for Python)
- Static code analysis (e.g. Pylint)
- Customised checks:
 - Scan for unwanted strings, e.g. assert, settrace, ...
 - IP status of bundled data (is it ok to publish?)
 - Missing translations
 - Passwords, connection strings, security issues
 - - anything you care about, that can be automated

Continuous Integration Server

Jenkins

Jenkins InaSAFE-QGIS1

search

log in

ENABLE AUTO REFRESH

[Back to Dashboard](#)

[Status](#)

[Changes](#)

[GitHub](#)

[Coverage Report](#)

[Violations](#)

[SLOCCount](#)

[Github Hook Log](#)

Build History (trend)

	#685	Dec 16, 2012 6:49:55 AM
	#684	Dec 14, 2012 7:45:38 AM
	#683	Dec 14, 2012 6:42:11 AM
	#682	Dec 14, 2012 6:07:30 AM
	#681	Dec 13, 2012 8:35:31 AM
	#680	Dec 13, 2012 7:51:34 AM
	#679	Dec 12, 2012 4:02:11 PM
	#678	Dec 12, 2012 2:54:21 PM
	#677	Dec 12, 2012 8:01:09 AM
	#676	Dec 11, 2012 11:00:39 PM
	#675	Dec 7, 2012 9:54:49 AM
	#674	Dec 7, 2012 5:23:39 AM
	#673	Dec 6, 2012 6:30:55 PM
	#672	Dec 6, 2012 3:44:43 PM
	#671	Dec 6, 2012 3:30:30 PM
	#670	Dec 6, 2012 3:18:00 PM
	#669	Dec 6, 2012 3:11:14 PM
	#668	Dec 6, 2012 7:07:54 AM
	#667	Dec 5, 2012 12:43:30 PM
	#666	Dec 5, 2012 10:26:58 AM
	#665	Dec 5, 2012 9:53:20 AM
	#664	Dec 5, 2012 9:20:40 AM
	#663	Dec 4, 2012 12:31:51 PM
	#662	Dec 4, 2012 11:09:32 AM
	#661	Dec 4, 2012 10:35:55 AM
	#660	Dec 4, 2012 8:35:14 AM
	#659	Nov 30, 2012 6:23:53 PM
	#658	Nov 30, 2012 3:46:06 PM
	#657	Nov 30, 2012 2:22:25 PM
	#656	Nov 30, 2012 9:35:18 AM
	#655	Nov 30, 2012 9:00:46 AM

[More ...](#)

[RSS for all](#) [RSS for failures](#)

Project InaSAFE-QGIS1

Automated testing for InaSAFE against QGIS version 1.8 Because realtime work has a QGIS 2 dependency, it is excluded from these tests.



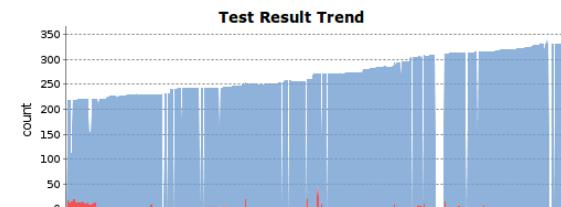
[Coverage Report](#)



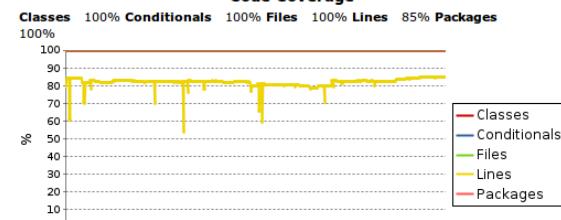
[Recent Changes](#)



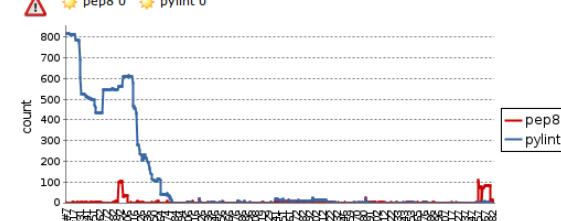
[Latest Test Result \(no failures\)](#)



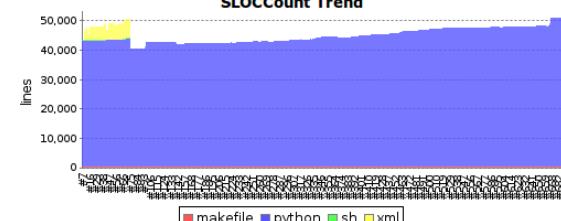
Code Coverage



pep8 0 pylint 0



SLOCCount Trend



Live Jenkins server for InaSAFE release branch

<http://jenkins.linfiniti.com/job/InaSAFE-Release-Branch-QGIS1/>

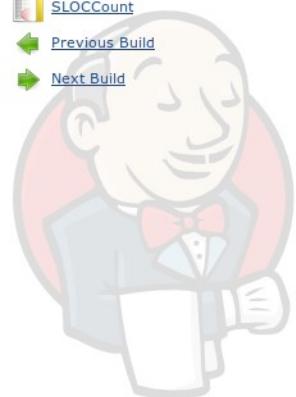
Example of failing test and its resolution

<http://jenkins.linfiniti.com/job/InaSAFE-QGIS1/754/>

<http://jenkins.linfiniti.com/job/InaSAFE-QGIS1/756/>

Another set of fixes

<http://jenkins.linfiniti.com/job/InaSAFE-Release-Branch-QGIS1/32/>



Build #754 (Jan 29, 2013 3:28:05 AM)



Changes

1. Added unit test for #372 ([commit: 9d9df8a9498254a082ed0957e0465f25b1286471](#)) ([detail](#))
2. IDE update - more config options for OSX ([commit: bd78335f3be466c469929ad000fefef8c300e3ac8](#)) ([detail](#))



[Started by an SCM change](#)



Revision: bd78335f3be466c469929ad000fefef8c300e3ac8

- origin/master

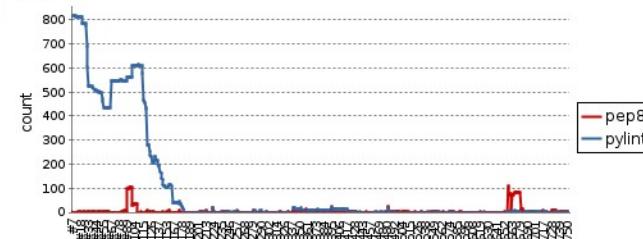


[Test Result](#) (1 failure / +1)

[workspace.safe_qgis.test_dock.DockTest.test_InsufficientOverlapIssue372](#)



pep8 0 pylint 0



52,213 (+19) lines in 150 (+0) files and 3 (+0) languages.

- [python](#) : 52,148 (+19) lines in 147 (+0) files.
- [sh](#) : 28 (+0) lines in 2 (+0) files.
- [makefile](#) : 37 (+0) lines in 1 (+0) files.



Build #756 (Jan 29, 2013 4:45:05 AM)

Changes

-
1. Fix for failing test for #372 (
- [commit: c76a61d257f077ada46eb0e9442f072d31aab444](#)
-) (
- [detail](#)
-)



[Started by an SCM change](#)



Revision: 1745ad3078b8ee6b979a24249361c59986ef8be7



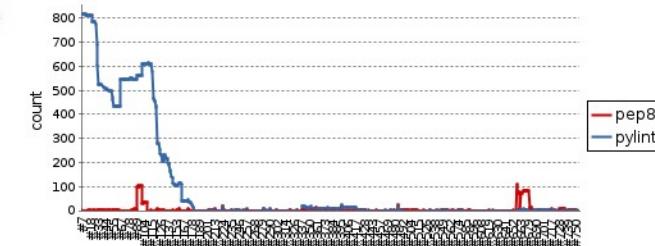
• origin/master



[Test Result](#) (no failures)



⚠ pep8 1 (+1) ⚡ pylint 0



52,213 (+1) lines in 150 (+0) files and 3 (+0) languages.

- [python](#) : 52,148 (+1) lines in 147 (+0) files.
- [sh](#) : 28 (+0) lines in 2 (+0) files.
- [makefile](#) : 37 (+0) lines in 1 (+0) files.

PUBLIC



AIFDR / inasafe

[Star](#) 43[Fork](#) 31

Fix for failing test for #372

master · [version-1_2_0](#) realtime-version-2

timlinux authored 7 months ago

1 parent [bd78335](#) commit [c76a61d257f077ada46eb0e9442f072d31aab444](#)[Browse code](#)[Show Diff Stats](#)

Showing 1 changed file with 6 additions and 5 deletions.

[View file @ c76a61d](#)

```
11  safe_qgis/test_dock.py
...
863 863
864 864      # Enable on-the-fly reprojection
865 865      setCanvasCrs(GEOCRS, True)
866 -       # Zoom to an area where there is no overlap with layers
867 -       myRect = QgsRectangle(106.61001188831219, -6.130614191176471,
868 -                               106.67188745972703, -6.080190955882353)
866 +       # Zoom to an area where there is no overlap with layers
867 +       myRect = QgsRectangle(106.635434302702, -6.101567666986,
868 +                               106.635434302817, -6.101567666888)
869 869      CANVAS.setExtent(myRect)
870 870
871 871      # Press RUN
872 -       QTest.mouseClick(myButton, QtCore.Qt.LeftButton)
872 +       DOCK.accept()
873 873      myResult = DOCK.wvResults.page().currentFrame().toPlainText()
874 874
875 875      # Check for an error containing InsufficientOverlapError
876 -       myMessage = 'Result not as expected: %s' % myResult
877 876      myExpectedString = 'InsufficientOverlapError'
877 +       myMessage = 'Result not as expected %s not in: %s' % (
878 +           myExpectedString, myResult)
878 879      # This is the expected impact number
879 880      self.assertIn(myExpectedString, myResult, myMessage)
880 881
```

0 notes on commit [c76a61d](#)[Show line notes below](#)Please [sign in](#) to comment.

Dream?

- One day all our software systems will
 - Be under version control
 - Have regression test suites
 - Be managed by a continuous integration server
 - Be Open Source
 - Be easily deployed to dev, test, prod and elsewhere
 - and more

7 noble steps to software that works

If it can't install – it doesn't exist

No news is good news

Without testing – it doesn't exist

Without docs – it doesn't exist

Sleep in the bed you make

No future without a past

Get it right – then fast

Thank You!

Links

<http://www.agitar.com/downloads/TheWayOfTestivus.pdf>

<http://www.javaworld.com/javaworld/jw-03-2009/jw-03-good-unit-tests-1.html>

<http://www.javaworld.com/javaworld/jw-04-2009/jw-04-good-unit-tests-2.html>

