

# YYC Ruby Meetup

March 2013



# Since last time...

- New Ruby version! ZOMG!!!
  - Ruby-2.0.0-p0 into the wild
- Rails Security Fix, 3.2.13, March 18 2013
- A more interesting Rails Version... well Beta
  - Rails 4.0.0-beta1
- At **LEAST** 30 days since the last Raptor attack



# "Science"

**700+ test Rails Rspec suite**

**Ruby-2.0.0-p0 - 23.822 / avg.**

**Ruby-1.9.3-p374 - 26.576 / avg.**



# Testing in Ruby



# Testing...

Do it!



*Fin*



# Testing in Ruby: A Rope of Sand

Ben Stevenson  
Geek  
Web Developer  
Dev @ Wrangle HR



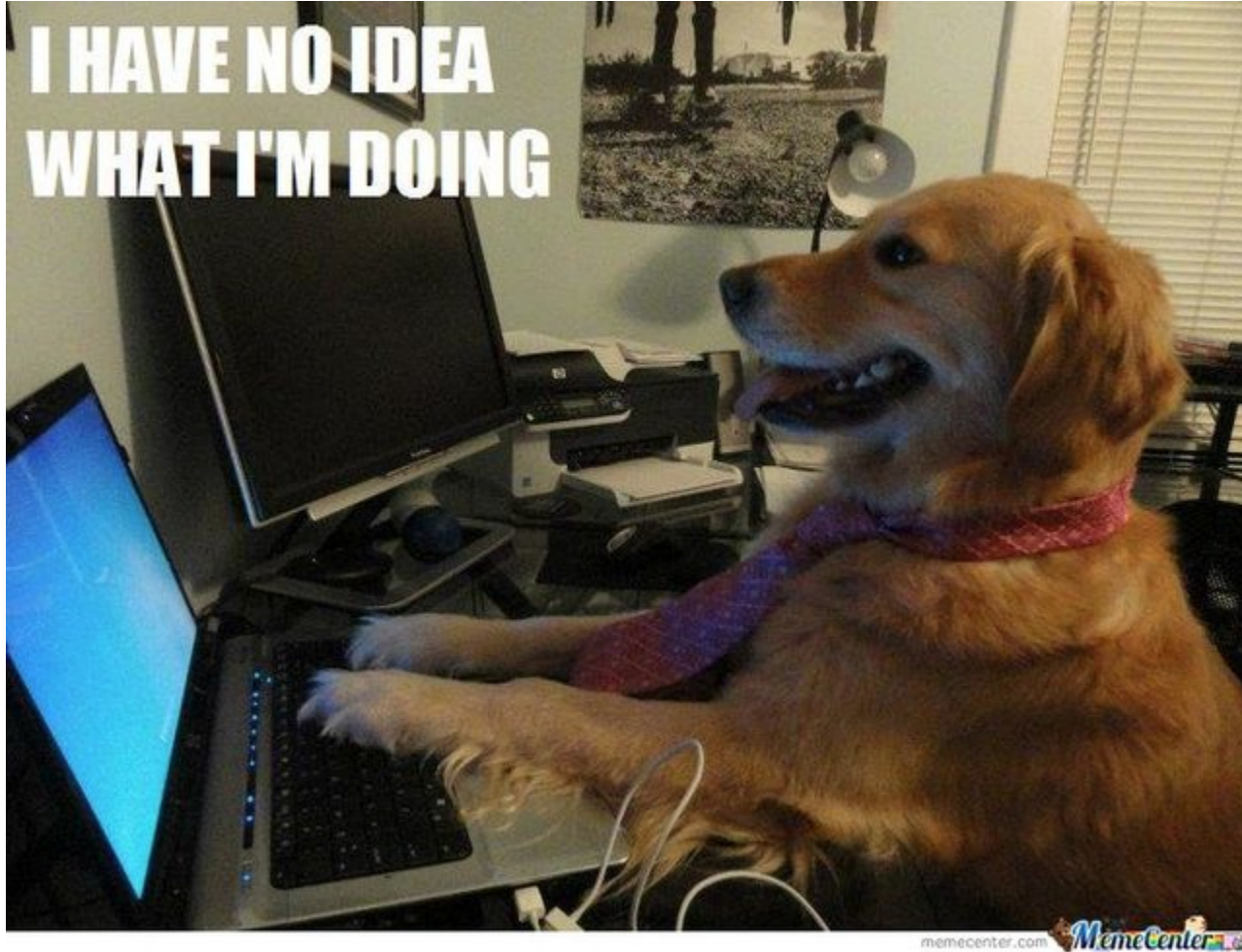
# begin

- Calgarian
- U of C Grad
  - CPSC / SENG
- Java(Spring, WebObjects), .NET(C#)
  - Ruby for the past 6, full-time+ the past 2
- Things I love
  - Code
  - Zombies
  - Craft Beer, IPA's





# My initials are BS...



# Hard time writing this talk

- A wealth of information
- TDD is in wide acceptance
- Personal



# So What?

- Testing through the years
- Big Deals
- Relating Frameworks/Practices to your lives
- A few words on my own methodology
  - And, why it doesn't matter



# Why do we test?



**We were told we have to...**

I feel very bad for you...

Have we mentioned it's awesome?

No really!

/salespitch



**Because it enforces correctness...**

Yes, yes it does!



# Trivia!



# Kent Beck

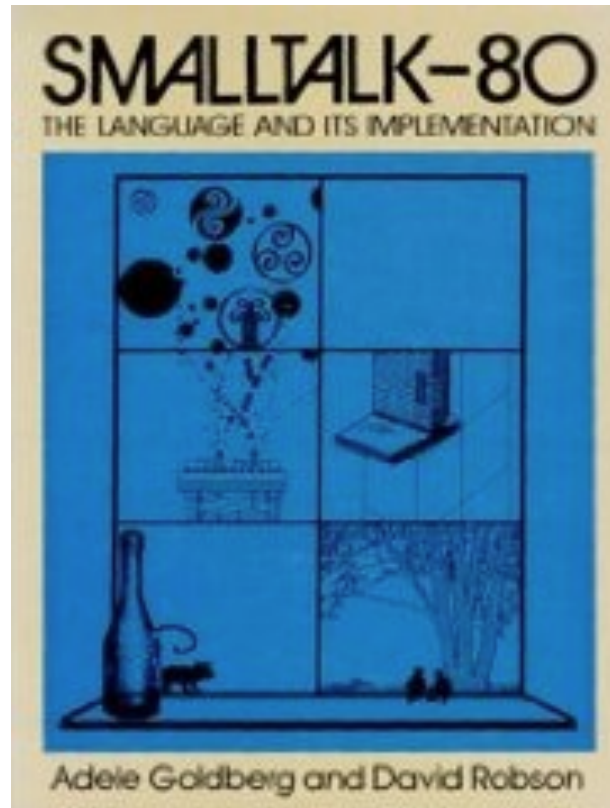


- Author
  - Extreme Programming
- Original Signatory on the Agile Manifesto
- "Rediscovery" of TDD
  - Whaaaaaaa?
- xUnit style of testing

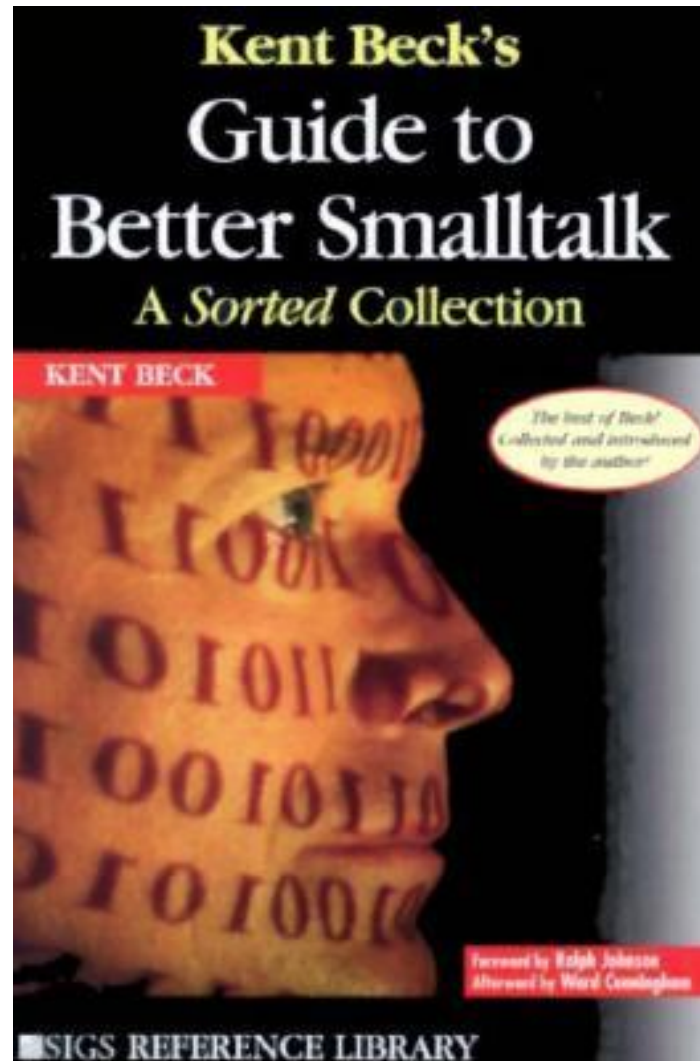


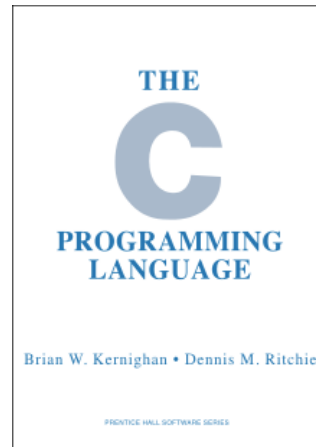
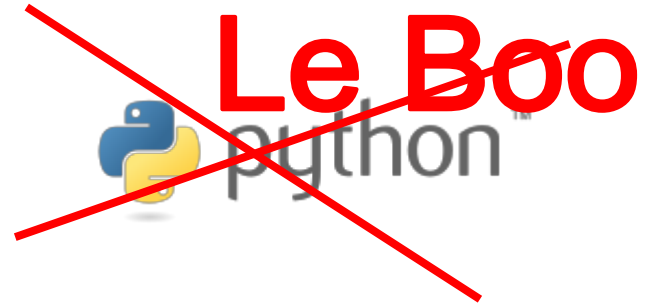


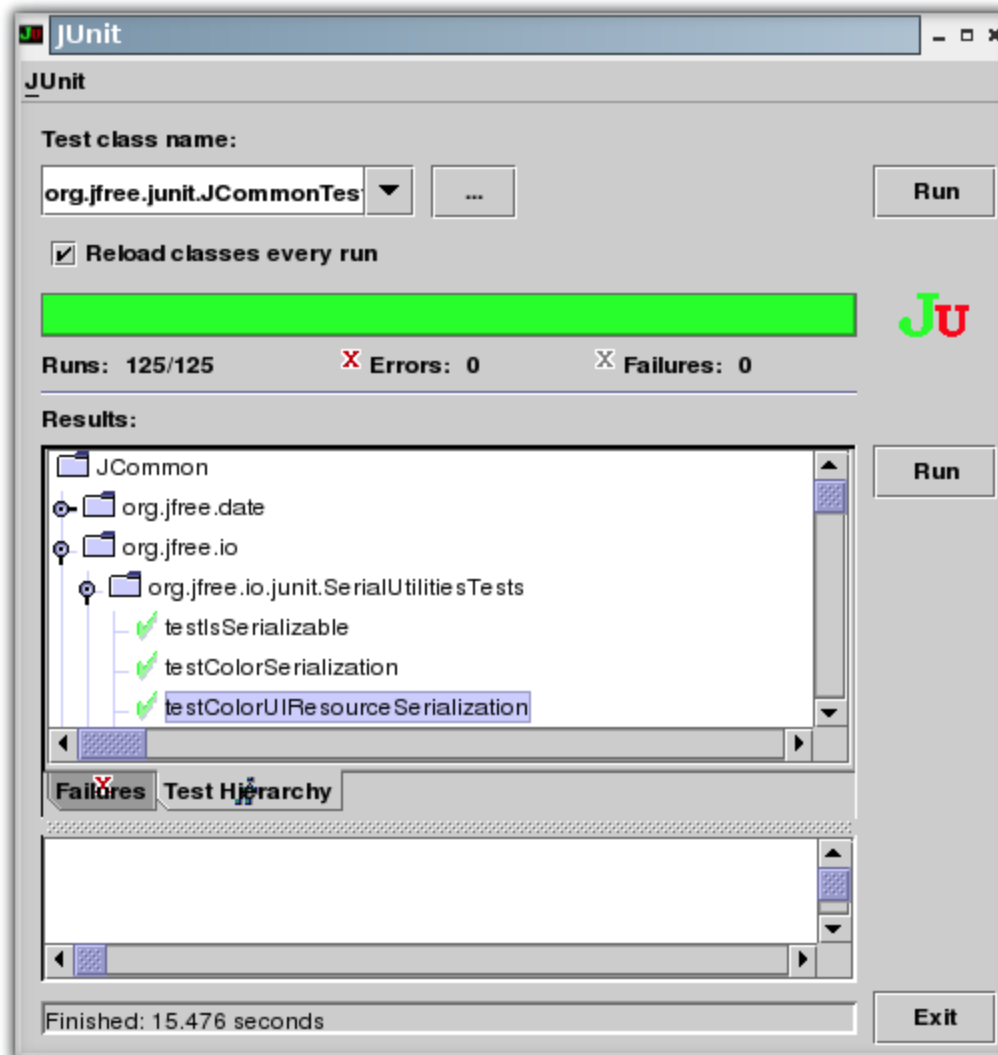
# SmallTalk



# S-Unit







# Test::Unit

- The xUnit of Ruby
- Standard
- Dependable
- Simple
- Full Featured, xUnit
  - setup()
  - teardown()
  - test\_case
  - fixtures
  - assertions

```
test_unit.rb
1  require './calculator'
2  require 'test/unit'
3
4  class TestSomething < Test::Unit::TestCase
5
6    def setup
7      # Prepare you environment for your tests
8      @calc = Calculator.new
9    end
10
11    def test_case_1
12      # Testing logic w/ assertions
13      assert_equal @calc.divide(3,2), 1.5
14    end
15
16    # Mucho(Much) tests...
17
18    def teardown
19      # Cleanup your environment, before you wreck yourself
20      @calc = nil
21    end
22
23  end
```

Line: 20 Column: 16 Ruby on Rails Soft Tabs: 2 teardown

# What it does well

- Simple
- Easy fit
- Easily Combined



Q: What testing framework do you use at 37signals? A: test/unit with the occasional splash of mocha. (That's all you need for great testing)

[less than a minute ago](#) via [Tweetie for Mac](#)



**DHH**

dhh



# What it doesn't do so well

- Where to start in the process?
- What to test and what not to test?
- What to call the tests
- Relatability

# Feature > Test > Code

Welcome to the world Behavior Driven  
Development...



# BDD, a history

- The first!
- Simple in theory, maybe
  - Given
  - When
  - Then
- Mapping requirements to code.
- The halo is not a mistake
  - Kind of a big deal



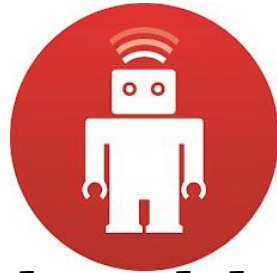
# Flavors



**Mini::Test**



*Cucumber*  *behaviour driven development  
with elegance and joy*



Shoulda

Bacon

Riot



# The truest implementation in Ruby

- RBehave Evolved
- Automated acceptance testing framework
- Maps your physical stories with a running test suite.
  - Sounds good!
  - So?
  - What does that mean?

# Contrived code example!

```
cucumber.rb UNREGISTERED
1 # Feature: Division
2 # * I have entered 3 into the calculator
3 # * I have entered 2 into the calculator
4 # * I press divide
5 # * the result should be 1.5 on the screen
6
7 Before do
8   @calc = Calculator.new
9 end
10
11 After do
12 end
13
14 Given /I have entered (\d+) into the calculator/ do |n|
15   @calc.push n.to_i
16 end
17
18 When /I press (\w+)/ do |op|
19   @result = @calc.send op
20 end
21
22 Then /the result should be (.*) on the screen/ do |result|
23   @result.should == result.to_f
24 end
```

Line 24, Column 4 Spaces: 2 Cucumber Steps

\* Totally not taken from wikipedia



# The problem with Cucumber

- Upfront implementation costs
- Unnatural hatred in community
- Can get convoluted
  - Sooooo... many.... defined steps!

# A middle ground?

- Incorporates elements from xUnit and BDD
- Popular
  - Not really the new hotness anymore.
- Useful in all situations that cucumber and test/unit are
  - But don't necessarily conform to xUnit standard





# King of the Hill(\*currently)



- RSpec!
- Most in use framework for Rails
  - Therefore in Ruby
- Ridiculously supported
- Takes elements from both sides



# Whoo! More contrived code!



```
rspec.rb  UNREGISTERED
1  require 'rubygems'
2  require 'rspec'
3
4  class Calculator
5
6      # * I have entered 3 into the calculator
7      # * I have entered 2 into the calculator
8      # * I press divide
9      # * the result should be 1.5 on the screen
10
11      def divide(dividend, divisor)
12          dividend/divisor.to_f
13      end
14  end
15
16  describe Calculator do
17
18      describe "Division" do
19          it "should divide 3 by 2" do
20              Calculator.new.divide(3,2).should eq(1.5)
21          end
22          # etc...
23      end
24
25  end
26
```

Line 22, Column 13      Spaces: 2      RSpec



# Drawbacks



- A little heavy...
- Syntax not as easily acceptable
  - Not xUnit, but close



# Variations

Learn RSpec and you can do the others.



**Mini::Test**

Bacon

Riot



# Why I Test

- I will make mistakes
  - Good!
- I hate going back to old code
  - Old code is ugly
- The end result is cleaner
  - Less code = Less to maintain
  - I like free time
- TDD takes less time than not
- I was challenged for proof
  - But it works... I swear it.



# Prove it!

- Any time of day, any circumstance
  - Prove your code works
- Relate your code directly to requirements
  - Doesn't mean BDD-style, doesn't hurt though
- Fast, Fast, Fast
  - Test turnaround time is important
  - If it's not you won't do it
  - No one is going to wait for you



# What do we test?

- Impossible to answer... sorry
- Every project is different
- Every project has different pain points
- Coverage doesn't count
  - Oooooo, edgy.



# Steve Baker, an author of RSpec

- **"Test The Hard Stuff"**
- Don't stop testing parts because they're hard
  - Software is hard by nature, no excuses
- The untested parts are fragile, and may/\*will break.





**Question:** Is it most likely to break in front of the user because it's JavaScript and JavaScript testing is hard, or is it most likely to break because you didn't test it?

**Answer:** Your users don't care.



# testing\_helpers.sample

Test::Unit

Rspec

Mini::Test

Bacon

Cucumber

seattlerb/heckle

parrallel\_tests

simple\_cov

seattlerb/flog

test\_bisect

roodi

square/cane

guard

metric\_fu

jasmine

capbara

notahat/machinist

thoughtbot/factory\_girl

freerange/mocha

VCR

chrisk/fakeweb

bblimke/webmock

seattlerb/flay

thumblemonks/riot

troessner/reek

autotest

nulldb

CI (Jenkins, Travis CI, etc...)

NewRelic (Performance)

metrical

shoulda

ffaker



**ensure**



**end**

Thanks everyone for coming  
out!



# talk.kill

@bennett\_stevens

