

# SOFTWARE DEVELOPMENT IN SCIENCE

## 05 TESTING

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# INTRODUCTION: TESTING

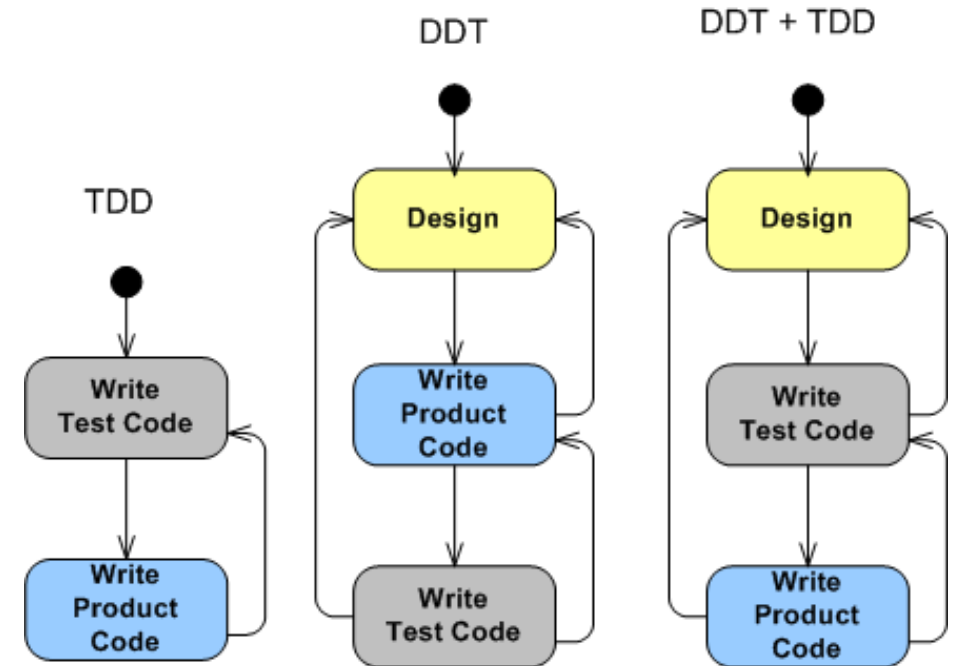
- Automatic programs or checklists of software
  - Functional requirements
  - Performance: Speed, Memory, etc.
  - Installation
  - Usability
  - Stakeholders / design requirements
- Future / a higher level reasons:
  - Prevent regressions
  - Document the code's behavior
  - Provide design guidance
  - Supports refactoring

# INTRODUCTION: TESTING IN SCIENCE CONS.

- Testing takes time
  - Science goal: publication
  - Return of investment is later (and for someone else)
- Every extra test:
  - Additional runtime
  - Increased probability 'flaky' tests
  - Increased maintenance

# INTRODUCTION: TESTING IN SCIENCE PROS

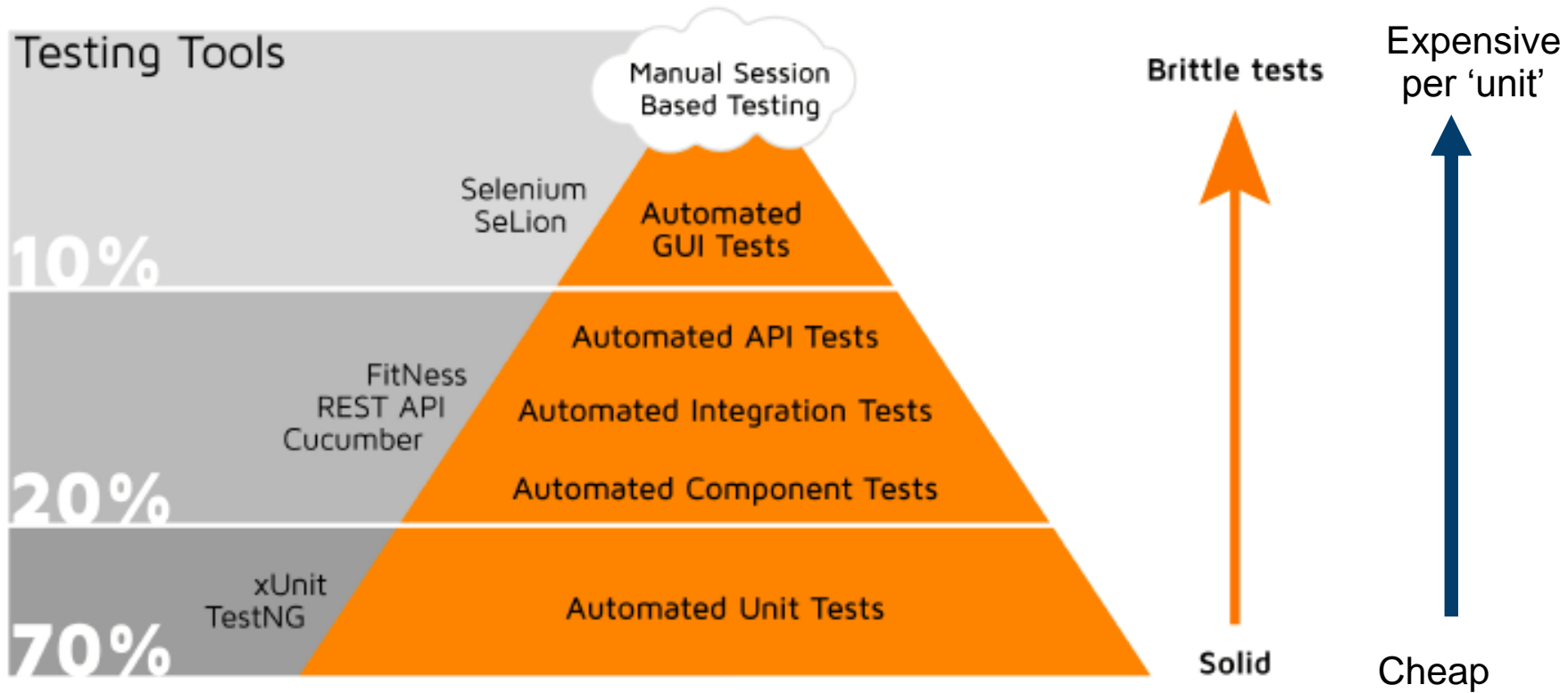
- Increased development speed :
  - Guards against unforeseen code interactions
  - Software is big, tests reduce the code horizon
- Tests as documentation
- Improvements in design
  - Loosely coupled code
  - Formalize in Test Driven Development (TDD)



TDD = Test Driven Development  
DDT = Design Driven Testing

<https://bulldozer00.com/2015/01/18/beware-of-micro-fragmentation/>

# TEST TYPES



Credit <https://www.symbio.com/solutions/quality-assurance/test-automation/>

# TEST TYPES: MANUAL TESTS

- Manually running the code
  - Larger software projects
  - Graphical User Interfaces (hard to test)
  - Dedicated testers:
    - Scripted / checklist
    - Exploratory tests

<https://www.leaseweb.com/labs/2013/12/testing-techniques-better-manual-testing>

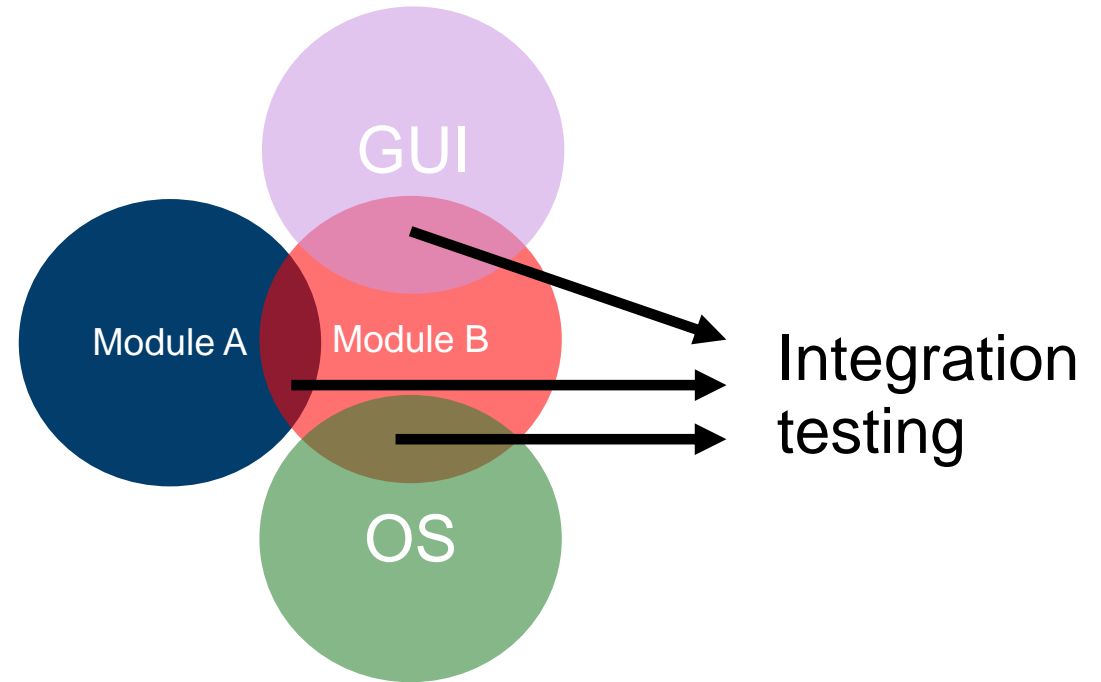
# TEST TYPES: ACCEPTANCE

- **Acceptance:** (automated) tests for core functionality
  - Business requirements
  - User story based:
    - “As a user I want A thus I do B”
- Data driven **delta** test
  - Input and validated output
  - Matches with scientific practice
    - A very good cost trade-off
    - Fragile: data changes with code changes



# TEST TYPES: INTEGRATION

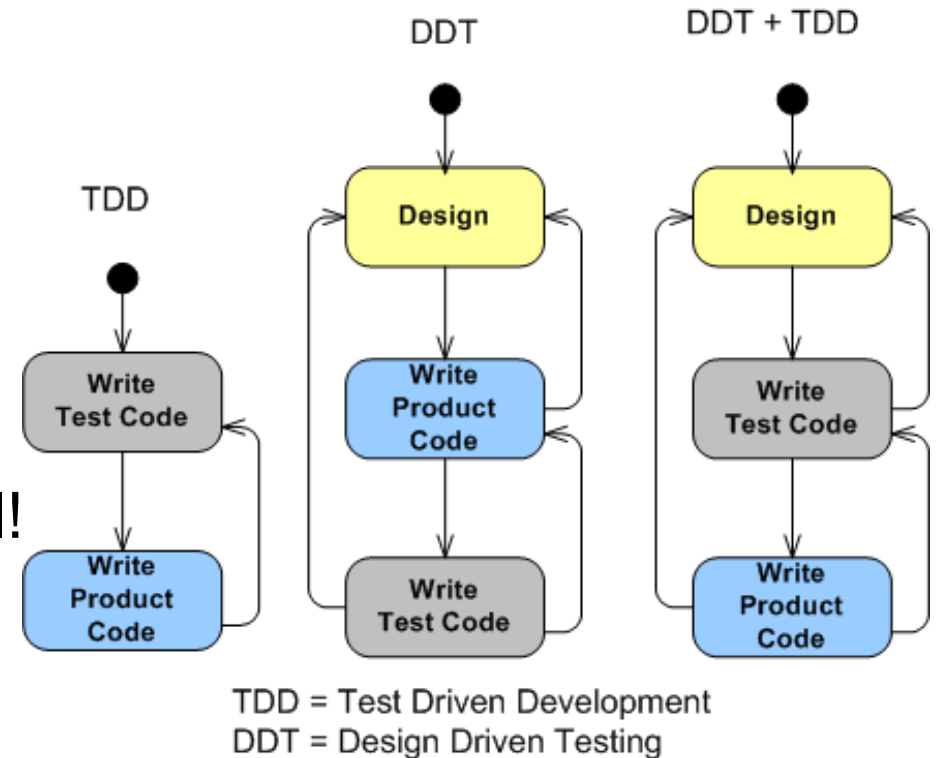
- Integration of different components
  - Different modules:
    - GUI and backend
    - Server and Client
  - OS and Software
  - Different applications
- Performed on the API (Application Programming Interface)



<http://istqbexamcertification.com/what-is-integration-testing/>  
<http://softwaretestingfundamentals.com/integration-testing/>

# TEST TYPES: UNIT TESTS

- Test of (smallest) non trivial units of functionality
  - Test **one thing** and proof its **correct**
  - **Independent** of other tests
  - **Fast** execution
- Written during development
- Costly to implement and maintain: long term goal!
- Can be a driver for design and refactoring
  - Test Driven Development



# UNIT TESTS: XUNIT

- De-facto standard for unit testing
  - Implemented in most (all?) programming languages
- **test fixture**
  - Preparation for one or more tests
- **test case**
  - The smallest unit of testing
- **test suite**
  - collection of test cases executed together
- **test runner**
  - Executes the test

<http://pythontesting.net/framework/unittest/unittest-introduction/>  
<https://docs.python.org/2/library/unittest.html>

# UNIT TESTS: XUNIT

- Setup -> exercise System Under Test (SUT) -> teardown
  1. Create files, and dependencies needed to run the component
  2. Exercise SUT and validate the output :
    - assertxxxxx
  3. Delete used resources

<http://pythontesting.net/framework/unittest/unittest-introduction/>

# UNIT TESTS: PYTHON EXAMPLE

```
import unittest

def function(parameter):
    return parameter

class TestSomething(unittest.TestCase):
    def setUp(self):
        pass

    def test_fail(self):
        self.assertEqual(function(13), 12)

    def test_succes(self):
        self.assertEqual(function(12), 12)

    def tearDown(self):
        pass

if __name__ == '__main__':
    unittest.main()
```

```
wouter@WKLIJNWORK:/mnt/c/work$ python3 unittester.py
F.
=====
FAIL: test_something_fail (__main__.TestSomething)
-----
Traceback (most recent call last):
  File "unittester.py", line 15, in test_fail
    self.assertEqual(function(13), 12)
AssertionError: 13 != 12
-----

Ran 2 tests in 0.001s

FAILED (failures=1)
```

# UNITTEST: TEST ASSERTIONS

- Validation with assertions. The most commonly used are:
  - `assertEqual(a, b)`
  - `assertTrue(a)`
  - `assertIs(a, type)`
  - **`assertRaises(Exception, function, *args)`**
  - `assertAlmostEqual(a, b, precision) #to testfloat values`
  - `assertLess(a, b)`

# UNITTESTS: PRACTICAL HINTS

- Tests are written for other people
  - Also test things *obvious* for you
- Add to new or about to change code
- Test corner cases:
  - Negative, zero, one, two, three, many, max
  - Test correct and incorrect behavior (exceptions)
- Bigger project: *speed*
  - Test suite with subsets of the tests
- Use a **checklist?**

<http://aurisc4.blogspot.de/2015/01/basic-rules-of-automated-software.html>  
<https://blogs.msdn.microsoft.com/micahel/2004/07/07/did-i-remember-to/>  
<http://www.thebraidytester.com/downloads/YouAreNotDoneYet.pdf>

# HOW TO START TESTING

- Writing down the **manual tests** you already do
  - Doubles as documentation
- Create an **data driven delta** test
  - Create test data
  - Forces you to think about ‘user’ interactions
  - Doubles as introductory how-to

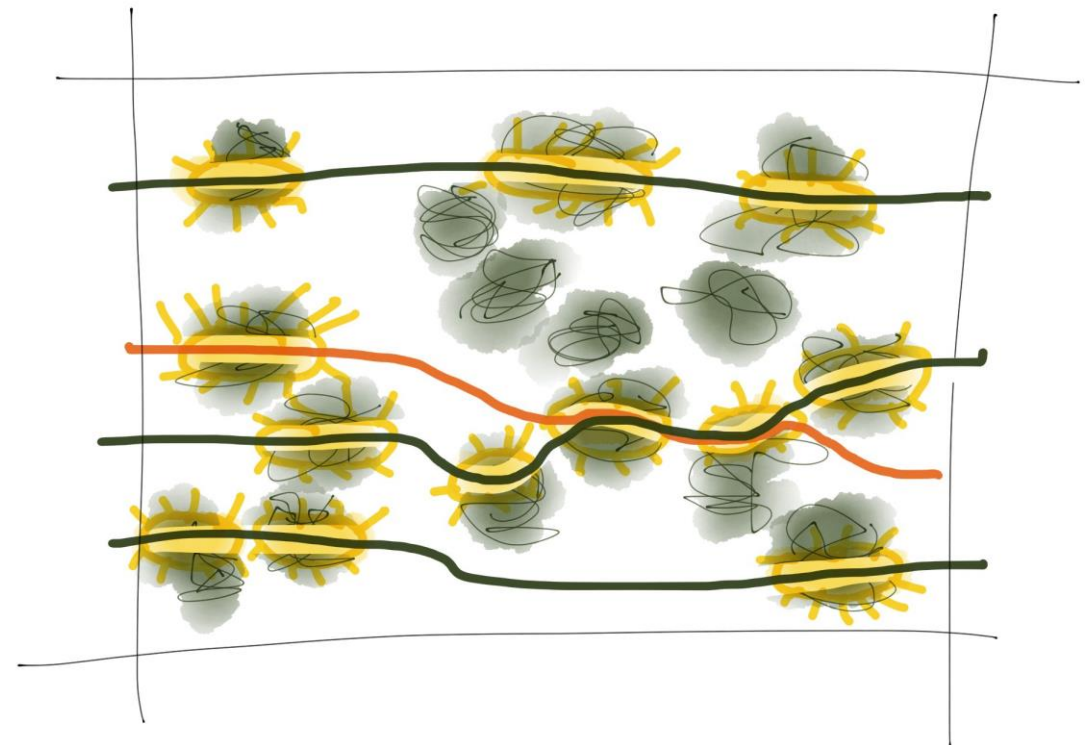
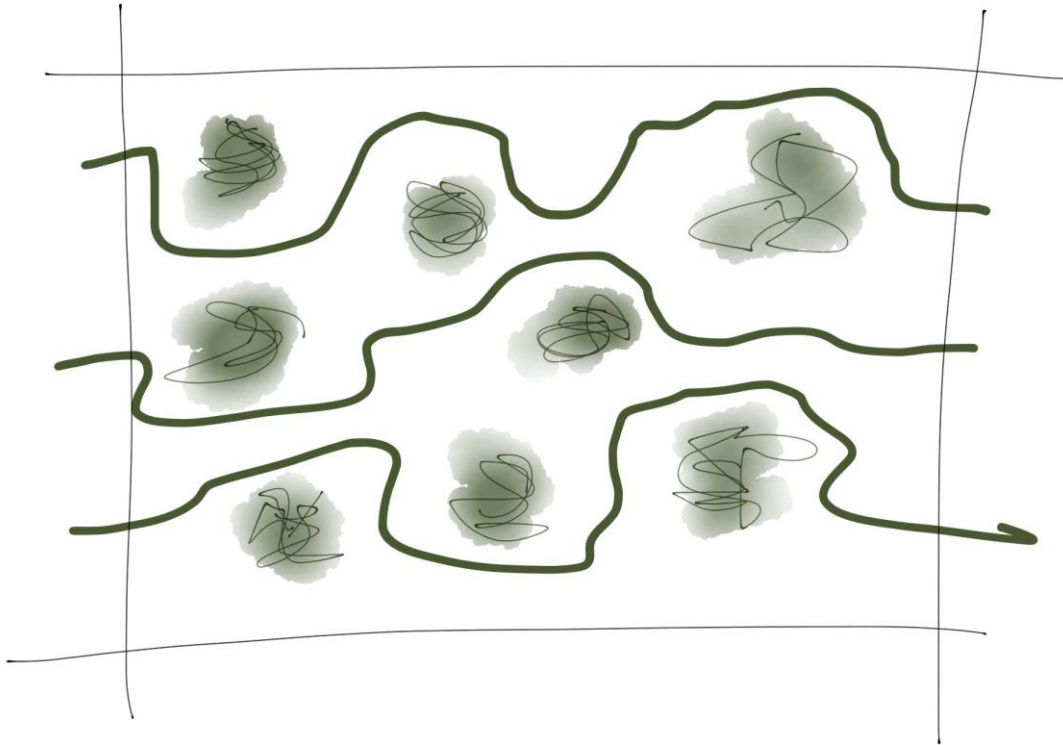


# HOW TO START TESTING

- Start with a single critical **component, isolate.**
  - ‘Publishable’ function
  - Often changed code
  - Complicated / scary code
  - Code with lots of errors
- **Unit test** for small parts of the code that do one and only one thing
- Adding test is often leads to refactoring
  - “Legacy software is any code without tests”

<https://www.ethode.com/blog/fixing-spaghetti-how-to-work-with-legacy-code>  
[https://en.wikipedia.org/wiki/Legacy\\_code](https://en.wikipedia.org/wiki/Legacy_code)

# TESTING AND REFACTORIZING



<https://ronjeffries.com/xprog/articles/refactoring-not-on-the-backlog/>

# CONCLUSION

- Test have costs and benefits
- At a minimum write down your manual tests and automate your data driven delta test
- Use a test framework (xUnit)
- Add tests for code that you are changing

# Questions?

# TOWARDS CONTINUES INTEGRATION

- <http://coverage.readthedocs.io/en/latest/>
- <https://www.sonarqube.org/>
- <http://www.aviransplace.com/2013/03/16/the-road-to-continues-delivery-part-1/>