

# Tests

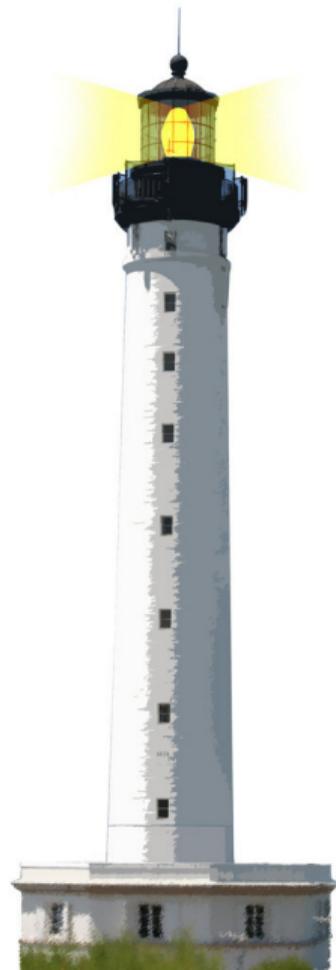
## Why Testing is Important

Damien Cassou, Stéphane Ducasse and Luc Fabresse

WXSYY



<http://www.pharo.org>



# Goal

- why tests are important?
- what are their advantages?
- what are the techniques to write good tests?



# Pros

- Finding problems
- Understanding code
- Increase trust
- Collateral pros



# Finding Problems: Pros

- find bugs when they appear
- improve customer trust
- reproduce complex scenari
- check contracts of super types
- guarantee old bugs won't come back
- isolate the problem



# Finding Problems: Characteristics of a Good Test Suite

- check extreme cases (e.g., null, 0 and empty)
- check complex cases (e.g., exceptions, network pbs)
- 1 test for each bug (at least)
- good coverage
- check abstractions
- check units independently



# Understanding Code

convert

| s |

s := '#000000' copy.

s at: 2 put: (Character digitValue: ((rgb bitShift: -6 - RedShift) bitAnd: 15)).

s at: 3 put: (Character digitValue: ((rgb bitShift: -2 - RedShift) bitAnd: 15)).

s at: 4 put: (Character digitValue: ((rgb bitShift: -6 - GreenShift) bitAnd: 15)).

s at: 5 put: (Character digitValue: ((rgb bitShift: -2 - GreenShift) bitAnd: 15)).

s at: 6 put: (Character digitValue: ((rgb bitShift: -6 - BlueShift) bitAnd: 15)).

s at: 7 put: (Character digitValue: ((rgb bitShift: -2 - BlueShift) bitAnd: 15)).

^ s



# Understanding Code

```
testConvert
```

```
self.assert: Color white convert = '#FFFFFF'.
```

```
self.assert: Color red convert = '#FF0000'.
```

```
self.assert: Color black convert = '#000000'
```



# Understanding Code

```
testConvert2
```

```
| table aColorString |
```

```
table := #('0' '1' '2' '3' '4' '5' '6' '7' '8' '9' 'A' 'B' 'C' 'D' 'E' 'F').
```

```
table do: [ :each |
```

```
  aColorString := '#', each, each, '0000'.
```

```
  self assert: ((Color fromString: aColorString) convert sameAs:  
    aColorString)].
```

```
table do: [ :each |
```

```
  aColorString := '#', '00', each, each, '00'.
```

```
  self assert: ((Color fromString: aColorString) convert sameAs:  
    aColorString)].
```

```
table do: [ :each |
```

```
  aColorString := '#', '0000', each, each.
```

```
  self assert: ((Color fromString: aColorString) convert sameAs:  
    aColorString)].
```



# Understanding Code

```
testBitShift
```

```
self assert: (2r11 bitShift: 2) equals: 2r1100.
```

```
self assert: (2r1011 bitShift: -2) equals: 2r10.
```

```
testShiftOneLeftThenRight
```

```
"Shift 1 bit left then right and test for 1"
```

```
1 to: 100 do: [:i | self assert: ((1 bitShift: i) bitShift: i negated) =  
1].
```



# Understanding Code: Pros

- give simple and reproducible examples
- explain an API
- give up-to-date documentation
- check conformity of new code
- offer a first client to new code
- force a modular design



# Understanding Code: Characteristics of a Good Test Suite

- deterministic
- automatic
- self-explained
- simple
- unit



# Increasing Trust: Pros

- accelerate bug detection
- accelerate new code checking
- ease refactorings
- prevent regressions



# Increasing Trust: Characteristics of a Good Test Suite

- change less frequently than the rest
- good code coverage
- deterministic



# Collateral Pros

- improve feeling of customers who care
- allow for automatic bug fixing
- improve type inference
- provide examples to variable values



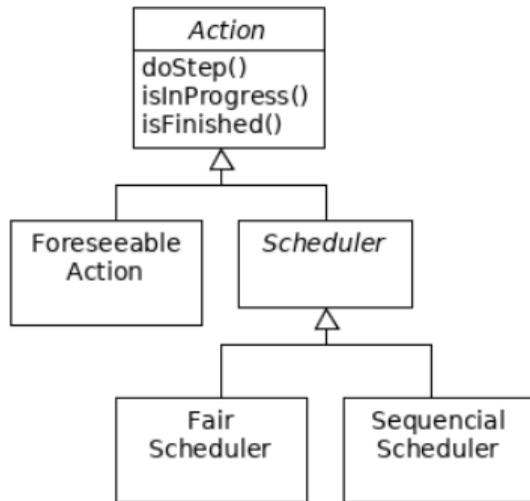
# Testing Abstractions

How do you test contracts of abstract types?



# Testing Abstractions

How do you test that one and only one state is active at any time?



# Testing Abstractions

<i>Action</i>
doStep
isInProgress
isFinished

<i>ActionTest</i>
<i>createAction</i>
testOnlyOneValidStateAtEachMoment

testOnlyOneValidStateAtEachMoment

| action |

action := self createAction.

self assert: action isReady.

self deny: action isInProgress. self deny: action isFinished.

[ action isFinished ] whileFalse: [

action doStep.

self deny: action isReady.

self assert: action isFinished = action isInProgress not ].

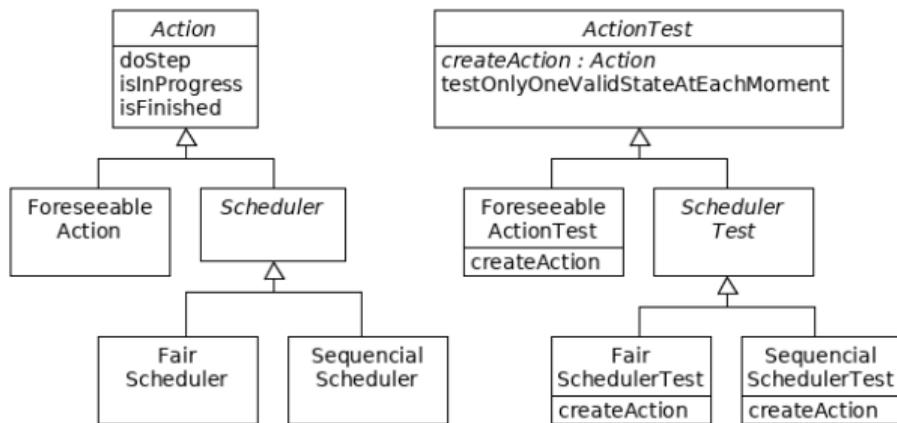
self deny: action isReady. self deny: action isInProgress.

self assert: action isFinished



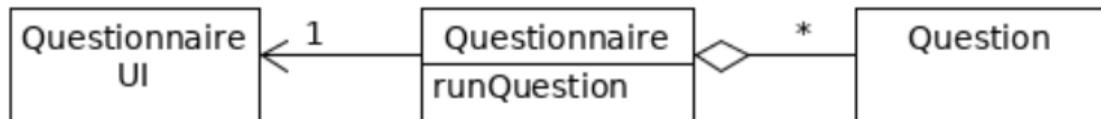
# Testing Abstractions

- parallel hierarchies
- test must be in the highest abstraction
- factory method



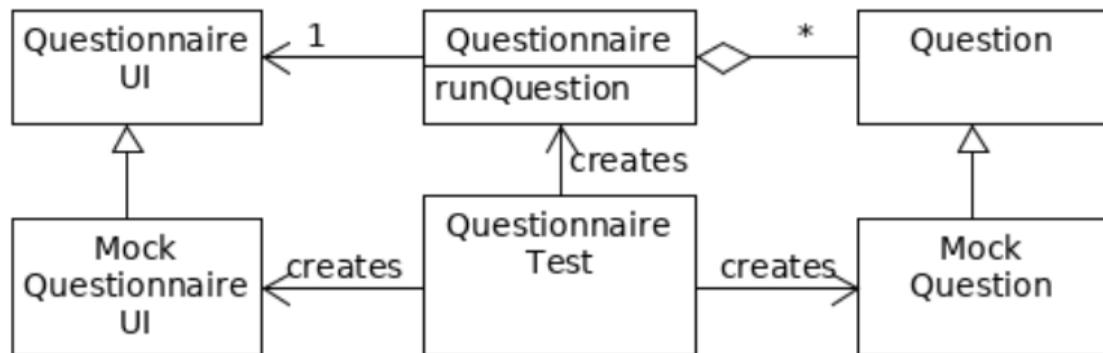
# Mocking

How do you test that a questionnaire only accepts compatible answers from the user?

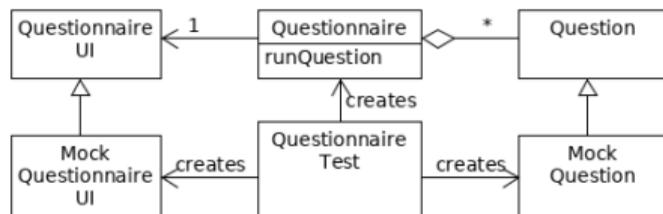


# Mocking

How do you test that a questionnaire only accepts compatible answers from the user?

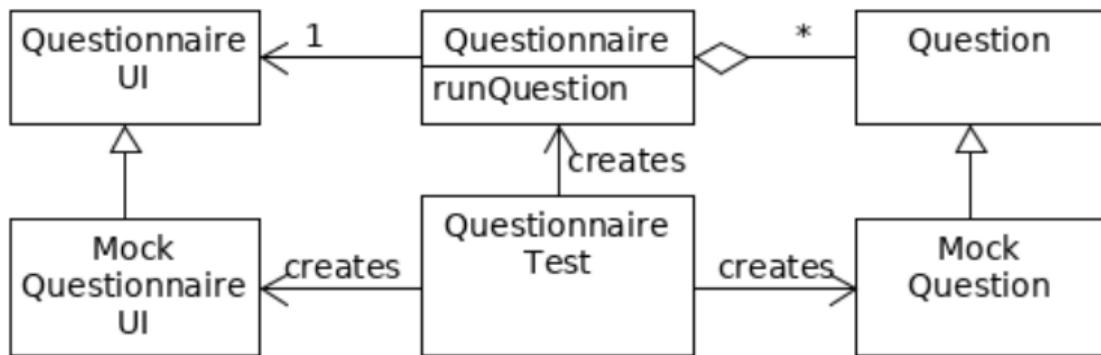


# Mocking



```
readAnswerAsLongAsItIsNotCompatible
| nbRejectsBeforeAccept question ui |
nbRejectsBeforeAccept := 3.
question := MockQuestion new nbRejects:
    nbRejectsBeforeAccept.
ui := MockQuestionnaireUI new.
self assert: ui nbReadAnswers equals: 0.
self assert: question nbAcceptAnswerCalls equals: 0.
questionnaire runQuestion: question on: ui.
self assert: ui nbReadAnswers equals: nbRejectsBeforeAccept
    + 1.
self assert: question nbAcceptAnswerCalls equals:
```

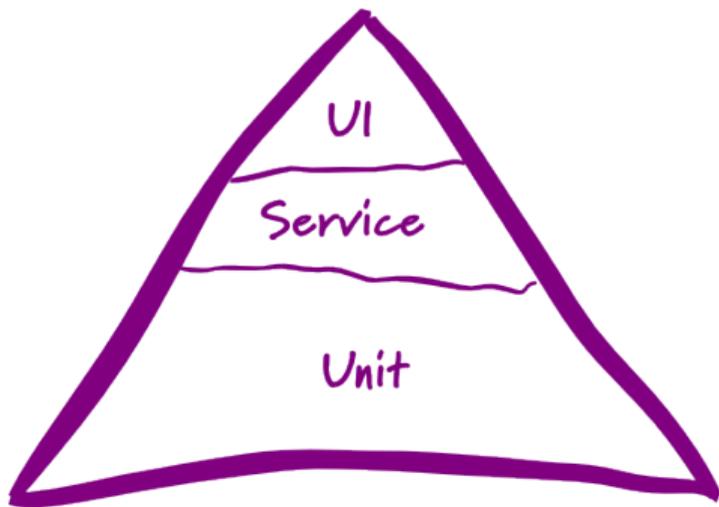
# Mocking



- mocks are reusable across tests
- mocks can be generated with mocking frameworks



# Different Testing Levels



<http://martinfowler.com/bliki/TestPyramid.html>



A course by



and



in collaboration with



Inria 2016

Except where otherwise noted, this work is licensed under CC BY-NC-ND 3.0 France

<https://creativecommons.org/licenses/by-nc-nd/3.0/fr/>