# Why I Use py.test and You Probably Should Too

Andy Todd – @andy47 PyCon Australia 2013

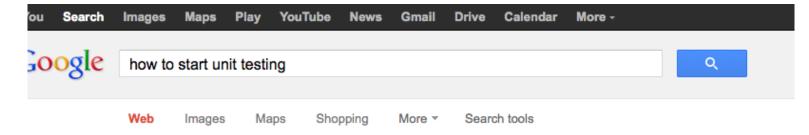
### How to Start Unit Testing

Andy Todd – @andy47 PyCon Australia 2013



Image from http://techblog.appirio.com/2013/03/deliver-value-with-unit-testing-in-cloud.html

### Yes, another talk on how great unit testing is



About 113,000,000 results (0.25 seconds)

#### How to Start Unit Testing « Steven Brown

#### www.yewchube.com/2011/08/how-to-start-unit-testing/

Aug 9, 2011 – You know you want to do it, you may even agree you should do it, but how do you justify the days or weeks required to implement **unit testing**?

#### c# - How to start unit testing or TDD? - Stack Overflow

#### stackoverflow.com/questions/1365943/how-to-start-unit-testing-or-tdd

Sep 2, 2009 – I read a lot of posts the convinced me I should **start** writing **unit test**, ... Test first / test after: It should be noted that 'test first' as part of TDD is just as ...

#### <u>12 Unit Testing Tips for Software Engineers – ReadWrite</u> readwrite.com/2008/08/13/12\_unit\_testing\_tips\_for\_software\_engineers Aug 13, 2008 – As with any code, there will be common things all your tests need to do.

Aug 13, 2008 – As with any code, there will be common things all your tests need to do. Start with finding a unit testing for your language. For example, in Java, ...

#### Manning: The Art of Unit Testing

#### www.manning.com/osherove/

Unit testing, done right, can mean the diff erence between a failed project and a ... Whether it is **starting unit testing** within your organization, or enhancing ...

#### How to Start Unit Testing .NET Projects: A Guide to Writing Unit Tests www.typemock.com/unit-testing-dot-net

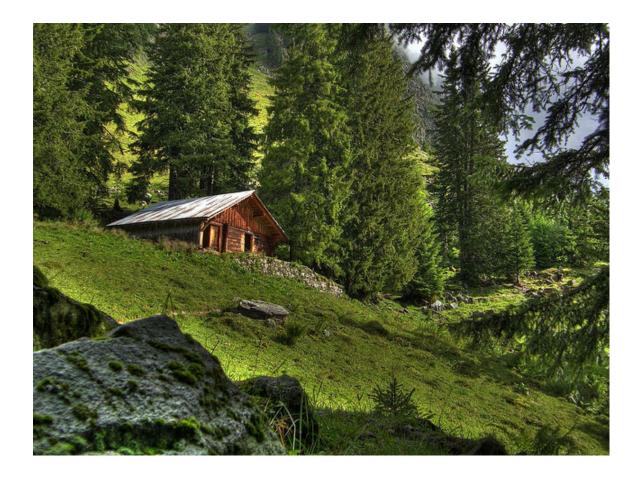
Jun 2, 2011 This quide discusses how to start writing unit tasts in NET To begin unit

# What is Unit Testing?

# **Unit Testing**

### Activity

1. any repeatable activity that checks that the individual units of code within a module or application work as expected.



### Isolated

http://www.flickr.com/photos/mabufeu/952012124



### **Automated**

http://www.flickr.com/photos/s\_\_i/8543101413



### **Grouped into Batches**

http://www.flickr.com/photos/24736216@N07/9068587656

# Unit Testing in Python

entation » The Python Standard Library » 25. Development Tools »

#### 25.3. unittest – Unit testing framework

New in version 2.1.

(If you are already familiar with the basic concepts of testing, you might want to skip to the list of assert methods.)

The Python unit testing framework, sometimes referred to as "PyUnit," is a Python language version of JUnit, by Kei JUnit is, in turn, a Java version of Kent's Smalltalk testing framework. Each is the de facto standard unit testing fi language.

unittest supports test automation, sharing of setup and shutdown code for tests, aggregation of tests into collections tests from the reporting framework. The unittest module provides classes that make it easy to support these qualities for

To achieve this, unittest supports some important concepts:

test fixture

A test fixture represents the preparation needed to perform one or more tests, and any associate cleanup act example, creating temporary or proxy databases, directories, or starting a server process.

test case

A *test case* is the smallest unit of testing. It checks for a specific response to a particular set of inputs. **unittest** prov which may be used to create new test cases.

#### test suite

A test suite is a collection of test cases, test suites, or both. It is used to aggregate tests that should be executed tog

#### test runner

A test runner is a component which orchestrates the execution of tests and provides the outcome to the user. The interface, a textual interface, or return a special value to indicate the results of executing the tests.

The test case and test fixture concepts are supported through the **TestCase** and **FunctionTestCase** classes; the former sho new tests, and the latter can be used when integrating existing test code with a **unittest**-driven framework. When

### Unittest

http://docs.python.org/2/library/unittest.html

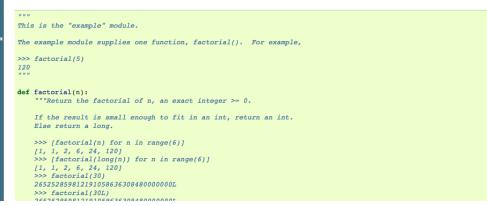
#### entation » The Python Standard Library » 25. Development Tools »

#### 25.2. doctest — Test interactive Python examples

The doctest module searches for pieces of text that look like interactive Python sessions, and then executes those sessions to verify that they work exactly as shown. There are several common ways to use doctest:

- To check that a module's docstrings are up-to-date by verifying that all interactive examples still work as documented.
- To perform regression testing by verifying that interactive examples from a test file or a test object work as expected.
- To write tutorial documentation for a package, liberally illustrated with input-output examples. Depending on whether the examples or the
  expository text are emphasized, this has the flavor of "literate testing" or "executable documentation".

#### Here's a complete but small example module:



### doctest

http://docs.python.org/2/library/doctest.html

#### pytest: helps you write better programs

Not

Upcoming: professional testing with pytest and tox , 24th-26th June 2013, Leipzig.

#### a mature full-featured Python testing tool

- runs on Posix/Windows, Python 2.4-3.3, PyPy and Jython-2.5.1
- comprehensive online and PDF documentation
- used in *many projects and organisations*, in test suites ranging from 10 to 10s of thousands of tests
- comes with many *tested examples*

#### provides easy no-boilerplate testing

- makes it easy to get started, many usage options
- Asserting with the assert statement
- helpful traceback and failing assertion reporting
- allows print debugging and the capturing of standard output during test execution

#### scales from simple unit to complex functional testing

- (new in 2.3) modular parametrizeable fixtures
- narametrized test functions

### py.test

http://pytest.org/latest/

# Why py.test?

- Simple unit test discovery
- Set up at module, class and test level
- Less boilerplate
- Full feature set when needed

```
def parse_connection(connection_string):
```

"""Work out the user name and password in connection\_string

Connection string should be of the form 'database://username@password'

```
if '@' in connection_string:
    # Username is characters between '://' and '@'
    slash_position = connection_string.find('://')
    at_position = connection_string.find('@')
    user_name = connection_string[slash_position+3:at_position]
    password = connection_string[at_position+1:]
    return user_name, password
```

```
if __name__ == "__main__":
    print parse_connection('mysql://user@pass')
    print parse_connection('a random string')
```

### Example code

```
from parse_conn import parse_connection
import unittest
```

```
class InvalidInputs(unittest.TestCase):
    def testNoAt(self):
        """parse_connection should raise an exception
        for an invalid connection string"""
        self.assertRaises(ValueError, parse_connection, 'invalid uri')
```

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

### unittest test case

```
from parse_conn import parse_connection
import py.test
```

```
def test_not_at():
    py.test.raises(ValueError, parse_connection, 'invalid uri')
```

### py.test test cases

### How Do I Start?

### Just Write Some Tests

### But Which Ones?

# **Bug Triage Unit Testing**

- Write a test for the correct behaviour
- Change your code until it passes
- Repeat

# **New Feature Unit Testing**

- Write test(s) for the new feature
- Change your code until it passes
- Repeat

```
class Portfolio(object):
...
def get_portfolio(self, portfolio_code):
...
stmt = """SELECT id FROM portfolios WHERE code=?"""
cursor.execute(stmt, (portfolio_code,))
portfolio_id = cursor.fetchone()[0]
...
def add_value(self, portfolio_code, ...):
...
stmt = """SELECT id FROM portfolios WHERE code=?"""
cursor.execute(stmt, (portfolio_code,))
portfolio_id = cursor.fetchone()[0]
...
```

### Refactoring

# **Avoid Premature Optimisation**

- Write tests only for the code that you are changing
- Don't need to test every possible scenario

# **Tested Code Looks Different**

- Smaller methods/functions
- More verbose

# Makes Code Smaller

"Testing code that does lots of things is difficult.

Debugging code that does lots of things is difficult.

The solution to both of these problems is to write code that doesn't do lots of things.

Write each function so that it does one thing and only one thing. This makes them easy to test with a unit test."

http://programmers.stackexchange.com/a/195992/3497

### Where Do Tests Go?

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Overview	Source	Commits	Pull requ	uests 5	Issues 123	Downl	oads	
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bench		-						
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testing								
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### Where do tests go?

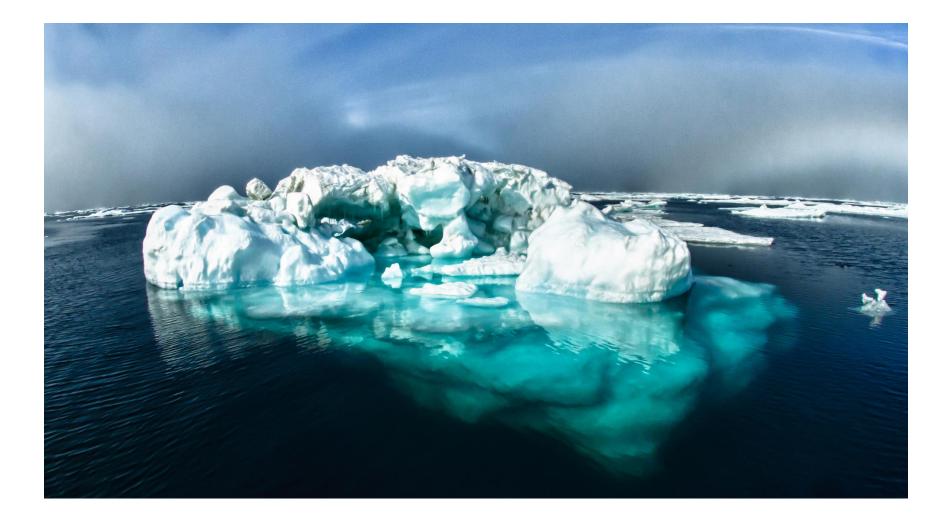
https://bitbucket.org/hpk42/pytest/src/

# You Can Retrofit Tests

# LibreOffice<sup>®</sup>

http://www.infoworld.com/d/open-source-software/what-you-can-learn-the-monster-libreoffice-project-212908

# Wait, There's More



# **Further Reading**

- <u>http://obeythetestinggoat.com/</u>
- http://pythontesting.net/
- <u>http://wiki.python.org/moin/PythonTestingToolsTaxonomy</u>
- <u>http://pytest.org</u>
- <u>https://nose.readthedocs.org/en/latest</u>
- <u>https://pypi.python.org/pypi/zope.testrunner</u>
- <u>http://www.simplistix.co.uk/software/python/testfixtures</u>
- <u>https://pypi.python.org/pypi/testtools</u>
- <u>http://nedbatchelder.com/code/coverage/</u>
- <u>http://testrun.org/tox/latest/</u>
- <u>https://pypi.python.org/pypi/behave</u>

# **Further Reading**

http://www.halfcooked.com/presentations/