

How to Test Code

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psssst!

The big secret to testing is...

SURPRISE!

Tests are easy

The magic is in the code

Tools?

Settle down there,
buddy

ISSUES

Using new wrong

```
class SuperDynamicRequest
  def initialize host, port
    @host = host
    @port = port
    @socket = TCPSocket.new @host, @port
  end
end
```

Breaking the
Law of Demeter

```
def print_sales_summary company
  company.products.sales.each do |sale|
    puts "#{sale.date}: #{sale.amount}"
  end
end
```

C'mon, people, its a law,
for chrissakes...

Constructors: nothing
to do here, move along

```
class User
  def initialize name, email, password
    @name = name
    @email = canonicalize_email email
    @password = password
    if !Config.check_password password
      raise InvalidUserError
    end
  end
end
end
```


Globals: still bad after all
these years

Singletons: globals with a
haircut

Instance methods are
your friends

```
can_choose(family) #=> false  
can_choose(friends) #=> true
```

Polymorphism > case

State



Data

(*) Barrier above symbolizes The Great Wall of Beatdowns

Mix drinks, not
concerns

TOOLS

Some kind of xUnit

Mocks/Stubs

Continuous Integration

Code Coverage

(C0, C1 if you can get it)

Fuzzing

Lava Lamp

Wacky Noodle

PROCESS

I. Gather requirements

(“What are we building again?”)

2. Write tests against requirements

3. **NOW** you can write
code... but only to pass
the tests

4. Repeat until money
runs out

**Achilles Heel:
Have to know 5 W's**

BDD

Different terminology

Same(ish) tools

Closer to ideal*

(*) WARNING: Opinion alert!

Huh?

“This job would be
great if it weren’t for all
the fucking customers...”

– *Lou Cionci,*

retail4life

Insults?

Props

- (my failures)
- (more failures)
- (guess...)
- Most.Awesome.Blog.Post.Evar.For.Newbies.To.TDD.*

(* If you read this post, you can totally skip my talk... oh, wait... haha!

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