How to Test Code

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psssssst!
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
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
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...)


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