

# Effective Unit Testing

By  
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# Development Environment

- ▶ IDE = VS 2008 (C#)
  - ReSharper 4.5.xx
- ▶ Unit testing frameworks
  - Gallio/MbUnit 3.0.6.xx
  - JSSpec (JavaScript)
  - T-SQL Test Tool
- ▶ Mocking = Rhino Mocks 3.5, TypeMock
- ▶ Code Coverage = NCover 3
- ▶ Database = SQL Server 2008
- ▶ NHibernate 2.0.1

# Unit Testing Motivation

- ▶ Cost of correcting a defect (by phase)<sup>1</sup>:
  - *Requirements* = \$139
  - *Design* = \$455
  - *Coding* = \$977
    - Unit testing targets coding → deployment and maintenance
  - *System Testing* = \$7,136
  - *Maintenance* = \$14,102

<sup>1</sup>B.Boehm and V. Basili, "Software Defect Reduction Top 10 List", IEEE Computer, January 2001



- ▶ Unit Testing Definitions
- ▶ Unit Testing Patterns and Practices
- ▶ Code Demos

# Unit Testing Frameworks

- ▶ Tool used to run Unit Tests and provide feedback, either visually or as part of the build process
- ▶ .Net Frameworks (a few)
  - MbUnit, nUnit, xUnit, MSTest, etc
- ▶ JavaScript Frameworks
  - JSSpec
- ▶ SQL Server
  - T-SQL Test Tool



- ▶ A procedure used to validate that individual units of source code are working properly<sup>1</sup>.
  - A unit is the smallest testable part of an application.
    - Procedural Programming:
      - An individual program, function, or procedure
    - OOP:
      - Method which may belong to a base/super class, abstract class or derived/child class.

<sup>1</sup>Courtesy of Wikipedia

# The Law of Unit Testing

- ▶ Each Unit Test is independent of any other unit test
- ▶ Each Unit Test leaves the System Under Test in the same state as before the test was executed
  - Otherwise, tests are not repeatable
  - Integration tests also need to follow this rule



# Types of Unit Tests

- ▶ State Testing
  - Easiest tests to write and execute
  - Asserted with value based semantics
    - AreEqual, IsNull, IsTrue, etc
  - Think *Stubs*
- ▶ Behavior-based Testing
  - Verification of Behavior of SUT
  - Achieved through mocking objects
  - Asserted via mocking frameworks
    - `mockObject.VerifyAllExpectations()`
  - Think *Mocks*



- ▶ Object (Class) that provides context and specific resources to run one or more Unit Tests
- ▶ Can inherit from base Test Fixture
- ▶ Provide Specific method attributes for test runner
  - Class level
    - Fixture/FixtureSetUp/TearDown
  - Test Level
    - SetUp/TearDown/Test

# Test Fixtures Methods

- ▶ Fixture Methods – fire once per Test Fixture
  - FixtureSetup – before any tests
  - FixtureTearDown – after all tests
- ▶ Test Methods – fire once per test
  - SetUp – before each test
  - TearDown – after each test
- ▶ Test Attributes
  - Row(MbUnit/nUnit Extensions) – allows for seamless data driven testing
  - ExpectedException – to test exception paths
  - Ignore – should this be used?



- ▶ Code Coverage
  - Quantifiable metric through tools
    - NCover, TFS, etc
  - Measures lines of code executed by the Unit Tests
  - For my teams, we target 80%
    - Opinions vary on the amount
    - Regardless of target, this should NOT be a management metric

# Use Case Coverage



- ▶ Use Case Coverage
  - Do the tests cover more than just the happy path?
  - Are exceptions and exception handling covered?
  - What about fringe cases?
    - Int.MaxValue, DateTime.MinValue, etc
  - Assert.AreEqual(4, Add(3, 1))
    - Will pass if Add is hardcoded to return 4

# Mocks and Stubs<sup>1</sup>



## ▶ Mocks

- Are pre-programmed with expectations
- Used to verify the *behavior* of the system under test
  - Behavior is arranged in the Test

## ▶ Stubs

- Provide canned answers to calls
- Used to verify *state* of the system under test
  - State (result of calls) is predefined in the Stub

<sup>1</sup><http://martinfowler.com/articles/mocksArentStubs.html>

# Why Mock Objects?

- ▶ Conditions that are difficult to reproduce
  - Specific time of day
  - A failing service
- ▶ Objects that are slow to execute or setup
  - Web service calls
  - Databases
- ▶ Objects that are not yet coded
- ▶ Objects that introduce noise that could occlude test results

# The “T”s and “D”s

- ▶ “TED” – Test Eventually Development
  - May be only way in certain situations (generated code)
  - Better than nothing, but not a “roadmap” to TDD
- ▶ “TDD” – Test Driven Development
  - Why we’re here 😊
- ▶ “BDD” – Behavior Driven Development
  - TDD “done right”
- ▶ “DDD” – Domain Driven Design
  - An ally of TDD
  - Championed by Eric Evans, definitely worth investigating





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# Solution / Project Structure

- ▶ Every Line Of Business (LOB) project should have a test project named [LOBName]Tests
  - DAL/DALTests
- ▶ Within the test project
  - Match Folder for Folder
  - Every Class in LOB project should have a Test Fixture name [LOBClassName]Tests



- ▶ Test Names should describe:
  - What is being tested
  - The condition being tested
  - The expected result
- ▶ Three schools of thought:
  - Sentence
    - Should\_Return\_Sum\_When\_Adding\_Two\_Integers
    - Should\_Throw\_When\_Adding\_With\_Negative\_Addend
  - Phrase (MethodTested\_Action\_Result)
    - Add\_TwoIntegers\_ReturnsResult
    - Add\_NegativeInteger\_ThrowsException
  - Given, When, Then
    - GivenTwoIntegers\_WhenAdding\_ThenReturnSum
    - GivenNegativeInteger\_WhenAdding\_ThenException



- ▶ Unit Tests should follow the Arrange, Act, Assert pattern
  - Arrange
    - Setup system under test
    - Provide necessary data/dependencies
  - Act
    - Exercise the Unit of Code
  - Assert
    - Confirm the expected result
      - Sometimes, this is a non-change

# Dependency Injection

- ▶ AKA Inversion of Control
- ▶ Separates Client from instantiation/implementation of the Service
- ▶ Three methods
  - Constructor Injection
  - Setter Injection
  - Interface Injection
- ▶ Used to:
  - Create *seams* in the system under test to enable unit testing
  - Isolate the system under test to provide better testability

# Tracking (Test) To-Do's

- ▶ Keep list of tests || work items by workstation
  - Paper works best for me
    - Electronic impedes my rhythm
- ▶ As ideas come up, write them down
- ▶ Tackle them in order of confidence
- ▶ Cross them off when done
- ▶ Remember, Computers can multi-thread, people cannot

# Source Code Control

- ▶ Once all tests are green COMMIT (Check In) all code and tests
  - Immediately UPDATE (Get Latest)
  - Rerun all tests
- ▶ If change breaks multiple tests, REVERT
  - Often quicker than chasing the “white rabbit”



- ▶ Automated builds need to also run all unit tests
  - Builds should be run at least twice a day (striving towards Continuous Integration)
  - Failed Test = Failed Build = Doughnuts





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