

# Automated Testing

The  agility Way

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# Agile software testing

Goals

Desiderata

Technical concepts

A very gentle introduction to Hexagonal Architecture

Patterns

Strategy



# Goals





# Goals

- We will focus on immediate goals:
  - Bug detection
  - Bug prevention



# Desiderata





# Principles

- Usable tests make developers and testers test better. Write tests that:
  - Are deterministic 🙌
  - Make changes easy to welcome 🙌
  - Are user friendly (for developers and testers) 🙌
- Automated tests are software, they should have good software **quality**
  - High cohesion & low coupling
- Test economy is of uttermost importance 🙌



# Deterministic tests

## Flaky tests

- **Avoid flaky** tests
  - A flaky tests is a test that sometimes fails but that retried enough times ends up passing
  - They undermine your **confidence** in tests
  - Or, even worse, if you continue to trust them, you may ignore a test failure that is actually signaling a bug

# Deterministic tests

## Tests with undesired dependencies

- **Isolate tests**

- Some tests are not flaky in isolation but they fail if they are executed...
  - In a different **order**
  - In **concurrency** with other tests
  - When some **external system** fails or changes its state
  - When **the stars align** (or are misaligned) (hint: the clock)



# Tests that (allow you to) welcome change

- Tests should **allow refactoring** to enhance the design
  - Don't test the implementation does *what it does*, but that the **outcome** of what it does is the expected outcome (behavior vs outcome)
  - UI tests are difficult to automate... if you welcome changes to UI
- Tests should allow requirement changes
  - Design tests with high cohesion: There should only be **one reason** why you need to change any single test.

# User friendly tests

- Clear error **reporting**
- **Fast!**
- **Maintainable** test code

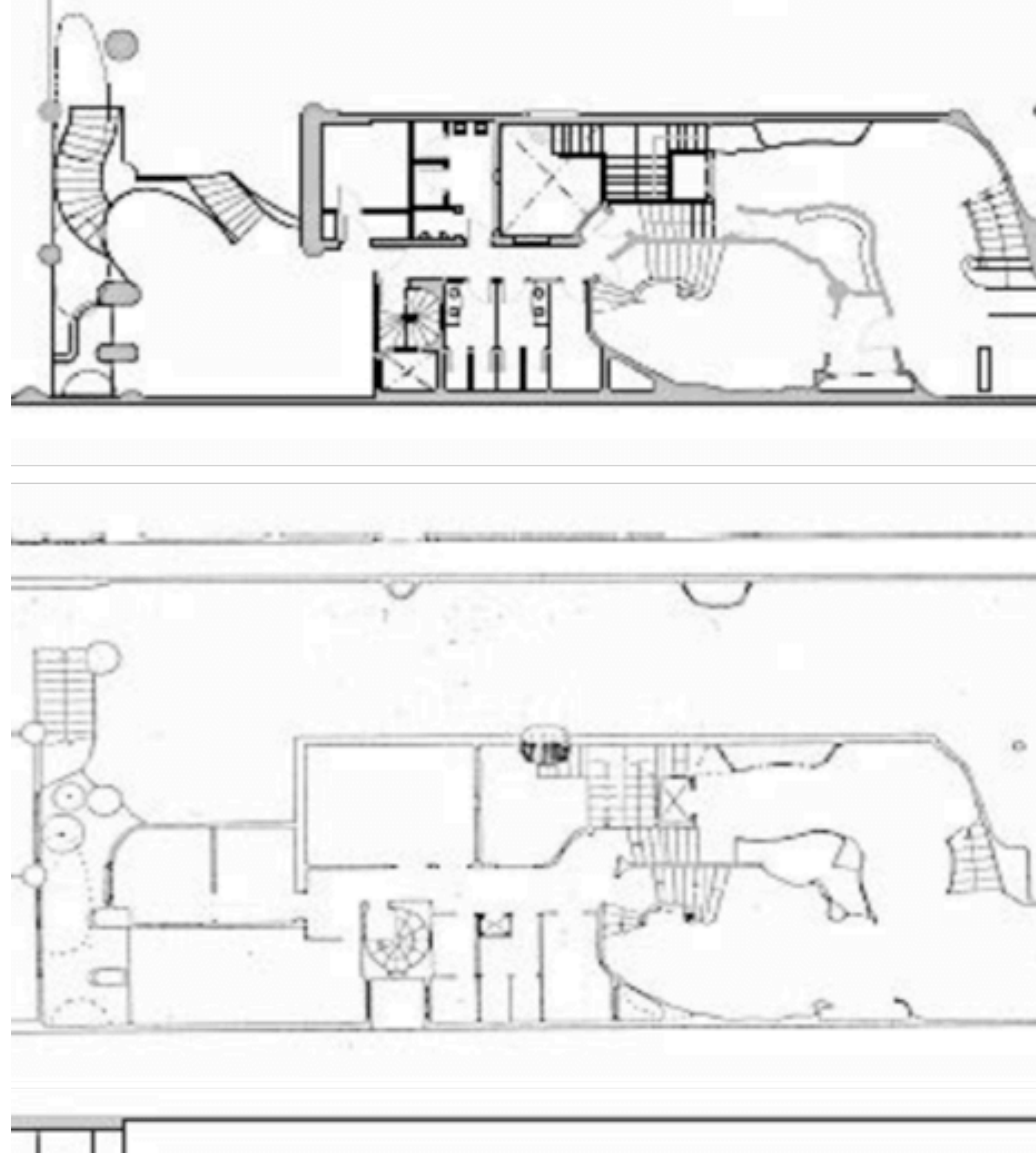


# Economics of testing

- **Prioritize** what to test depending on the likeliness of detecting or preventing bugs
  - Even for trivial programs it is impossible or impractical to test every possible test input / initial state
- **Design** software in a way that testing is cheaper
- **Choose** your testing strategy wisely

# Technical concepts (aka buzzwords)

- Black box / white box
- Broad stack / component tests
- Test doubles: dummy, fake, mock, stub, spy
- Unit tests
- Integration tests



# Broad stack tests vs component tests

- **Broad stack test:** A test that exercises most of the parts of an application.
  - a.k.a. Full-stack tests, end-to-end tests.
- **Component (narrow) test:** A test that limits the scope of the exercised software to a portion of the system under test
  - The component is tested through its interface
  - Components used by the component under test can be replaced with **test doubles**



# Test double

- Something (a component, value, etc) that replaces a production element for testing purposes.
  - **Dummy:** Values or components that are never used
  - **Fake:** A component with a working implementation that is not the one used in production (e.g. an in memory test database).
  - **Mocks, stubs and spies**

# Test double

## Mocks, stubs and spies

- **Mocks vs spies**

- Mocks: Components that are pre-programmed with expectations which form a specification of the calls they are expected to receive.
- Spies: Components that record some information based on how they were called, so you can do assertions on the recorded information after the fact.
- **Stubs:** Components that provide canned answers to calls made during the test.
  - Usually both mocks and spies are also stubs



# Unit tests

- Slippery word meaning different things to different people:
  - Tests written by developers themselves
  - Focusing on small parts of the system: very **narrow** component tests
  - **Fast**, significantly faster than other kinds of tests

# Integration tests

- Slippery word meaning different things to different people:
  - Originally: Test that separately developed modules worked together properly
  - Today: Test that the system **correctly interacts** with an external service (e.g. a database)
    - Require live versions of the service (e.g. an actual database)
    - Require networking
    - Usually isolated thanks to virtualization (e.g. docker)

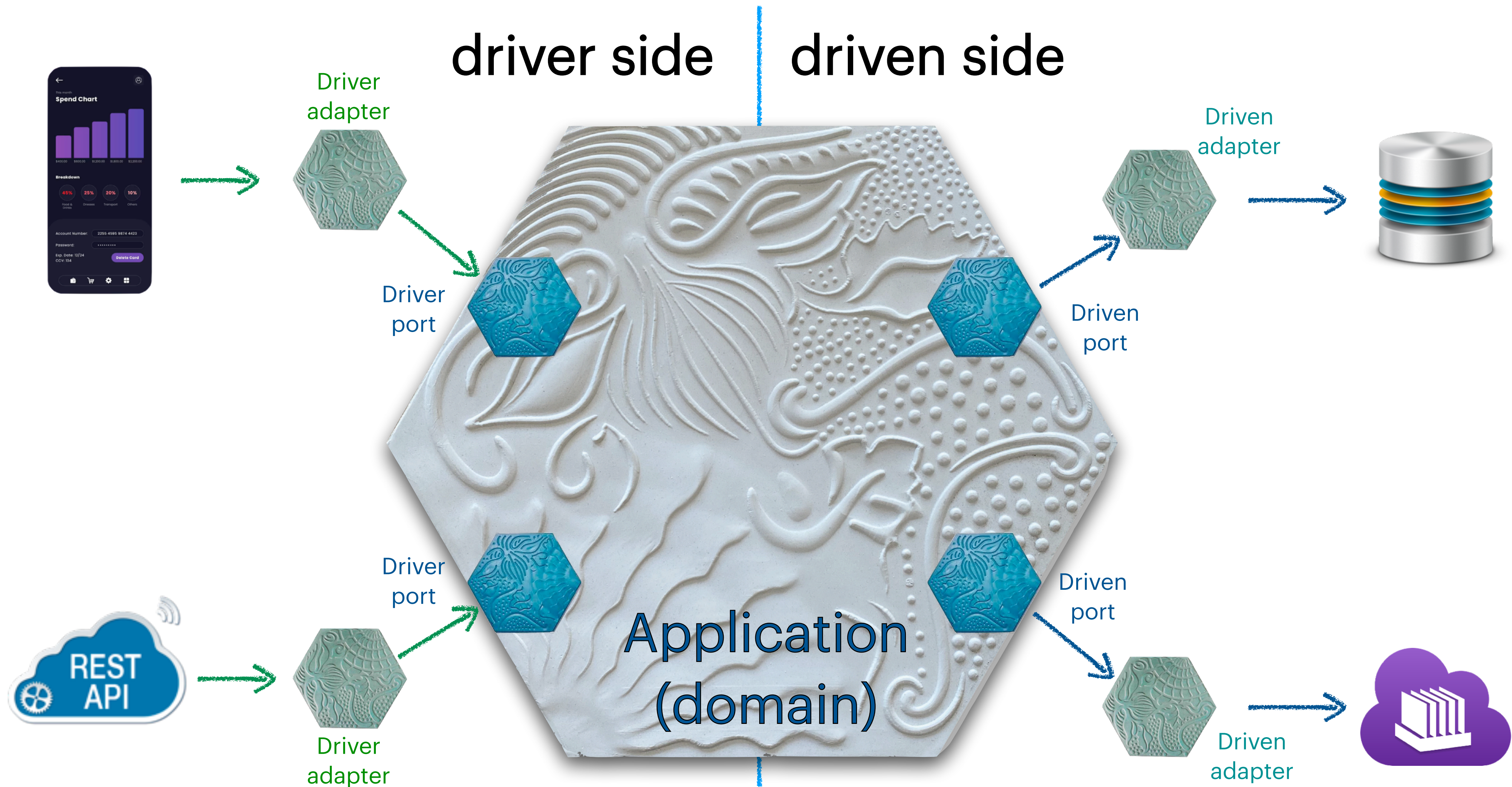


# A very gentle introduction to Hexagonal Architecture





# Hexagonal architecture





# Driver adapters

(aka transport layer)

- Low level implementation of APIs, listeners, etc to get commands, queries or events **from the outside to the driver ports** in the hexagon.

```
• • •  
  
@POST  
public Response createGroup(@PathParam("name") String name){  
    campusApp.createGroup(name);  
}
```



# Driver ports

(aka interactors)

- **Domain interface** of the app used by the driver adapters to pass commands, queries and events in the language of the domain.

```
public final class CampusApp {  
  
    public void createGroup(final String name) {  
        usersRepository.createGroup(name);  
    }  
}
```

# Driven ports (aka repositories)

- **Domain abstraction** of the capabilities of external systems used by the application.

```
public interface UsersRepository {  
    void createGroup(final String name);  
}
```

# Driven adapters

(aka data sources)

- Low level **implementation** of the interfaces **of driven ports** that use specific external services or technologies (e.g. a PostgreSQL database).

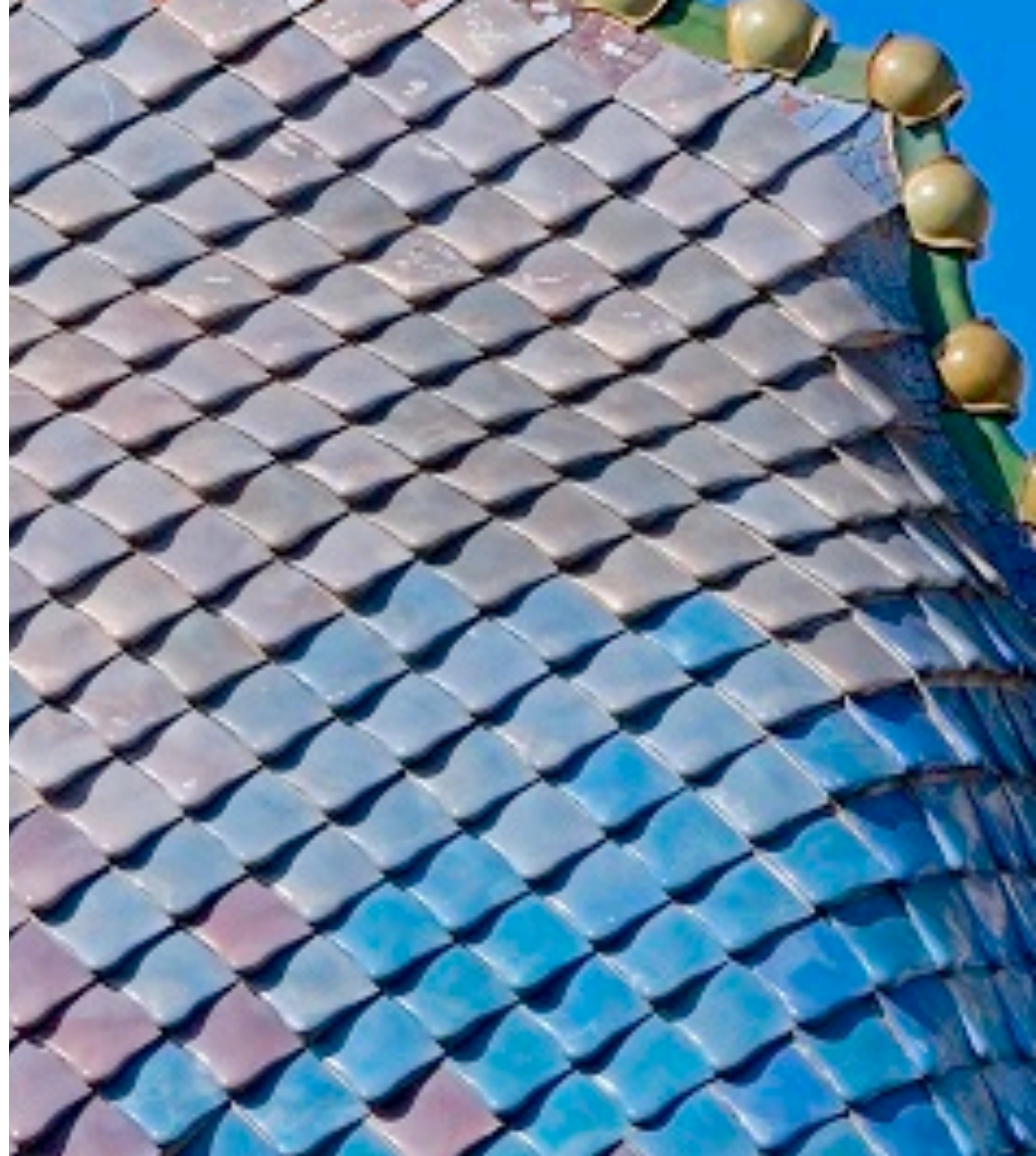
```
public final class PostgreSQLUsersRepository
    implements UsersRepository {

    @Override
    public void createGroup(final String name) {
        db.update("insert into groups (name) values (?)", p(name));
    }
}
```



# Patterns

- **AAA: Arrange-Act-Assert**
- **AAA with state**
- **In-memory production-ready test fakes**
- **Isolated, production-like external systems**





# Arrange-Act-Assert (AAA)

- Used to: Test stateless components (e.g. a function that calculates fibonacci)
- Pattern:
  1. **A**rrange: Select the inputs to use and the expected result
  2. **A**ct: Exercise the component and collect any result
  3. **A**ssert: Assert the actual result is the expected result

# AAA with state

- Used to: Test stateful components
- Pattern:
  1. Arrange: Select the inputs and initial state to use and **set the initial state**
  2. Act: Exercise the component and collect any result
  3. Assert:
    1. Collect the final state
    2. Assert the actual result is the expected result and **the final state is the expected state**



# In-memory production-ready test fakes

- Use test fakes (that behave like the **production** component) implemented **in-memory** to avoid the dependency to external systems in tests
- 👍 Make tests run **fast!**
- 👍 Make tests **deterministic and isolated**
- 👎 They may behave **different** than the actual production components
- 👎 Implementation **cost**
- Alternatives:
  - A. Test in integration with Isolated, production(-like) external systems
  - B. Use mocks and stubs
    - 👎 You test the behavior of the system, not the outcome

# Isolated, production(-like) external systems

- Run integration tests with isolated versions of the **actual** production external systems
- Isolate tests from other tests, testers from other testers, etc.
- Usually through virtualization (e.g. Docker)
- 👍 You test **the actual component**
- 👎 **Slow**



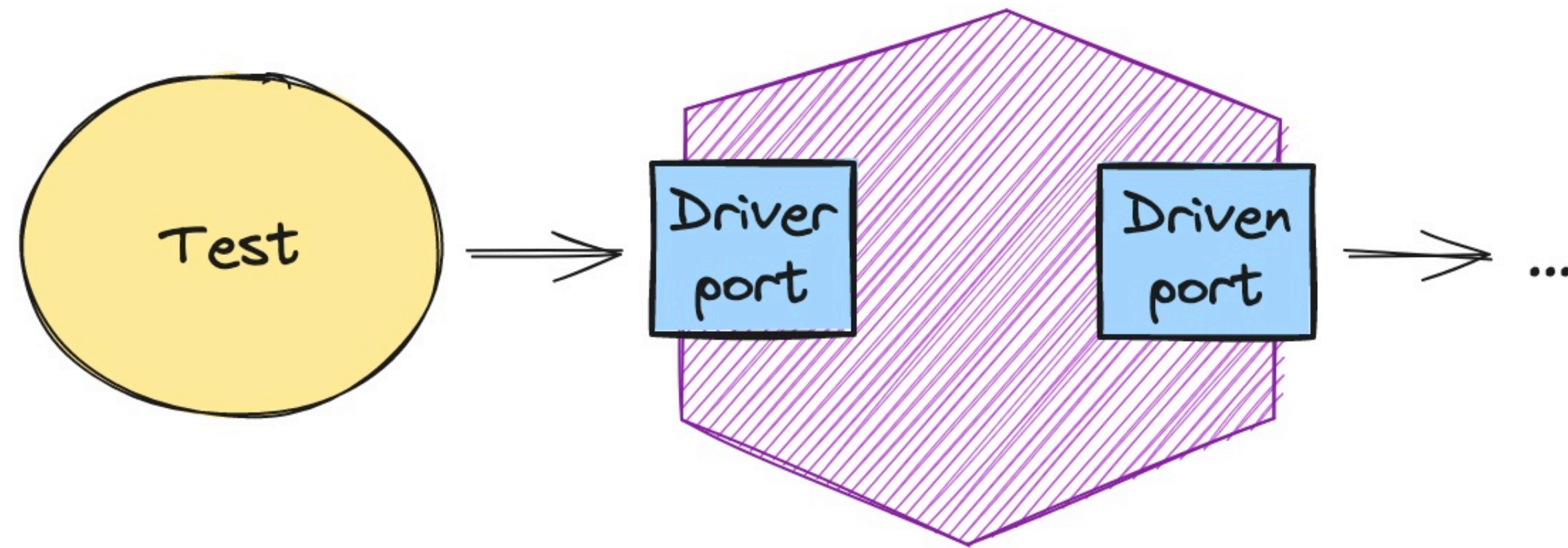
# Strategy

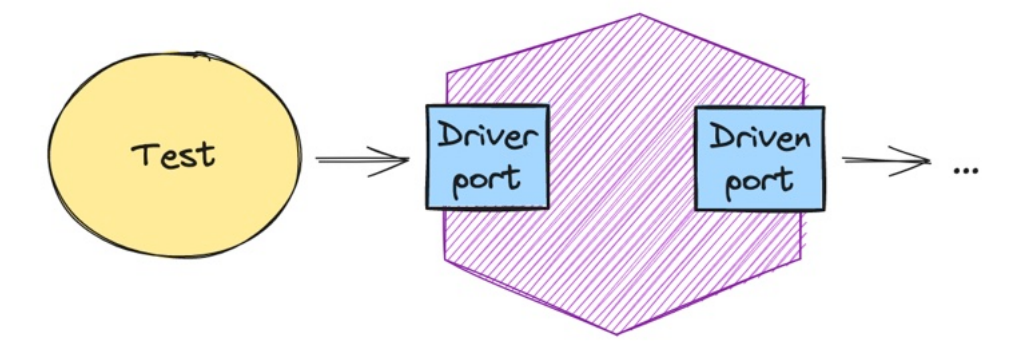
- Test all the domain
- Narrow tests of complex logic
- Integration tests of driven adapters
- Test driver adapters
- Test the assembly end-to-end
- Test test fakes





# Test all the domain





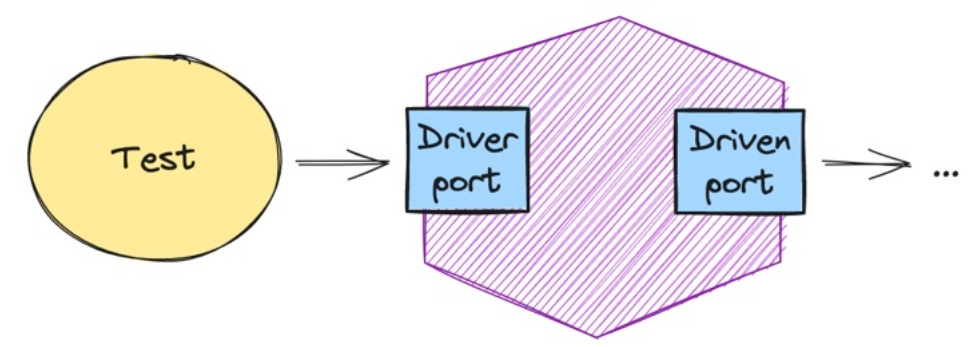
# Test all the domain

- **Broad** test of all the components that form the **domain**
  - Write tests of the whole domain of your system, including all domain components
  - Exercise it through the appropriate (driver) **ports**
  - Use AAA with state



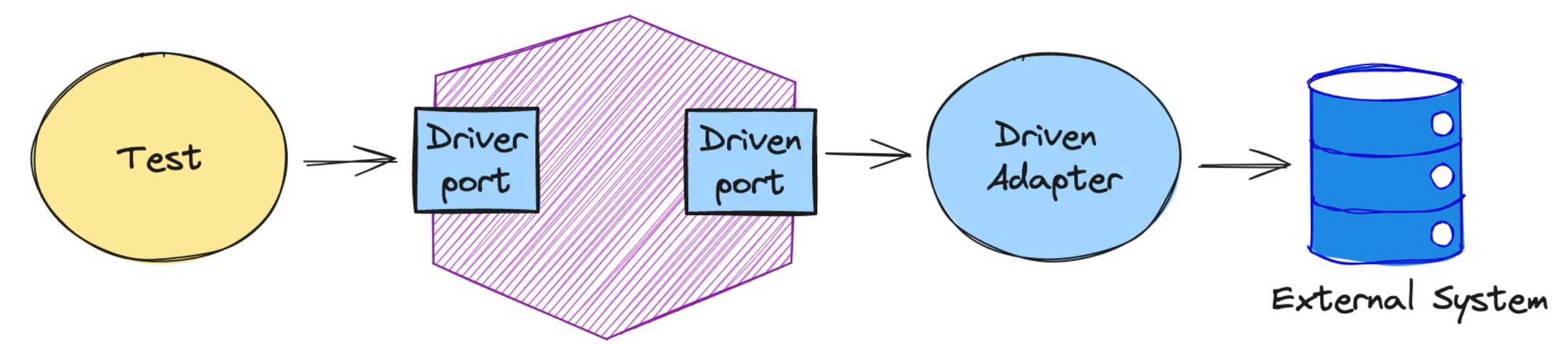
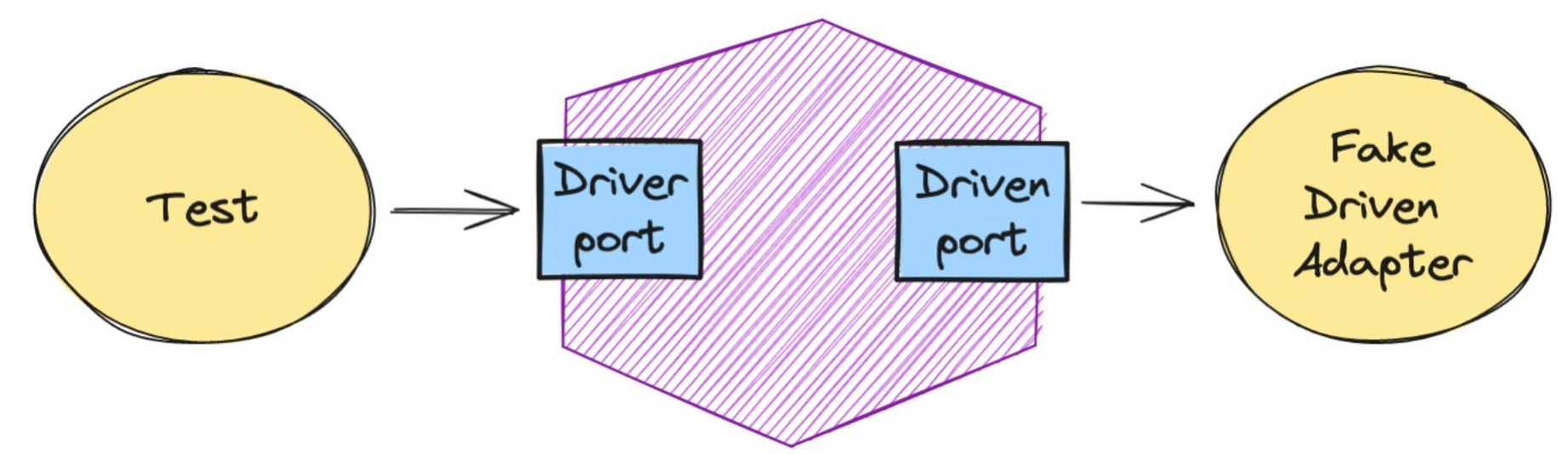
# Test all the domain

## Two alternative strategies

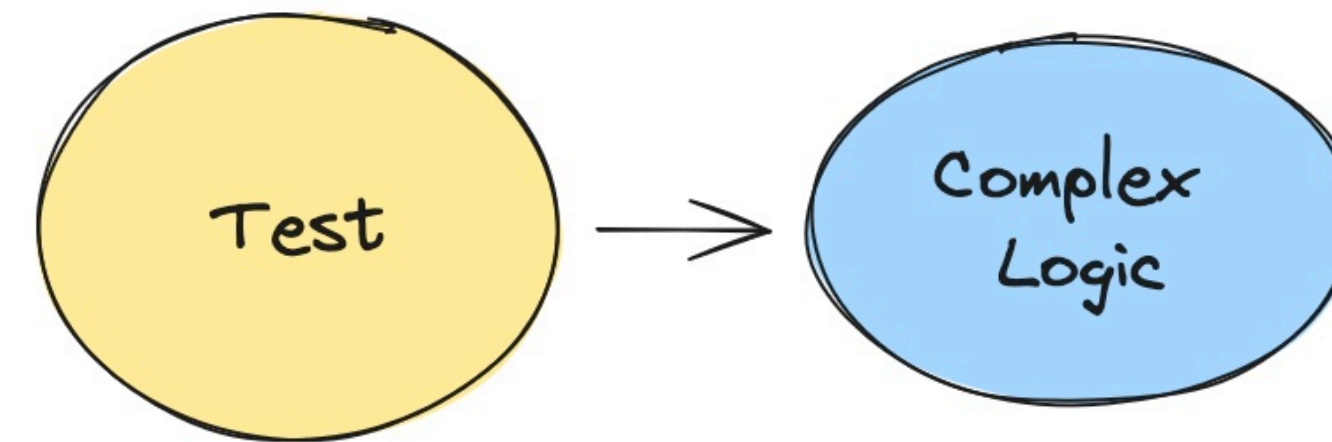
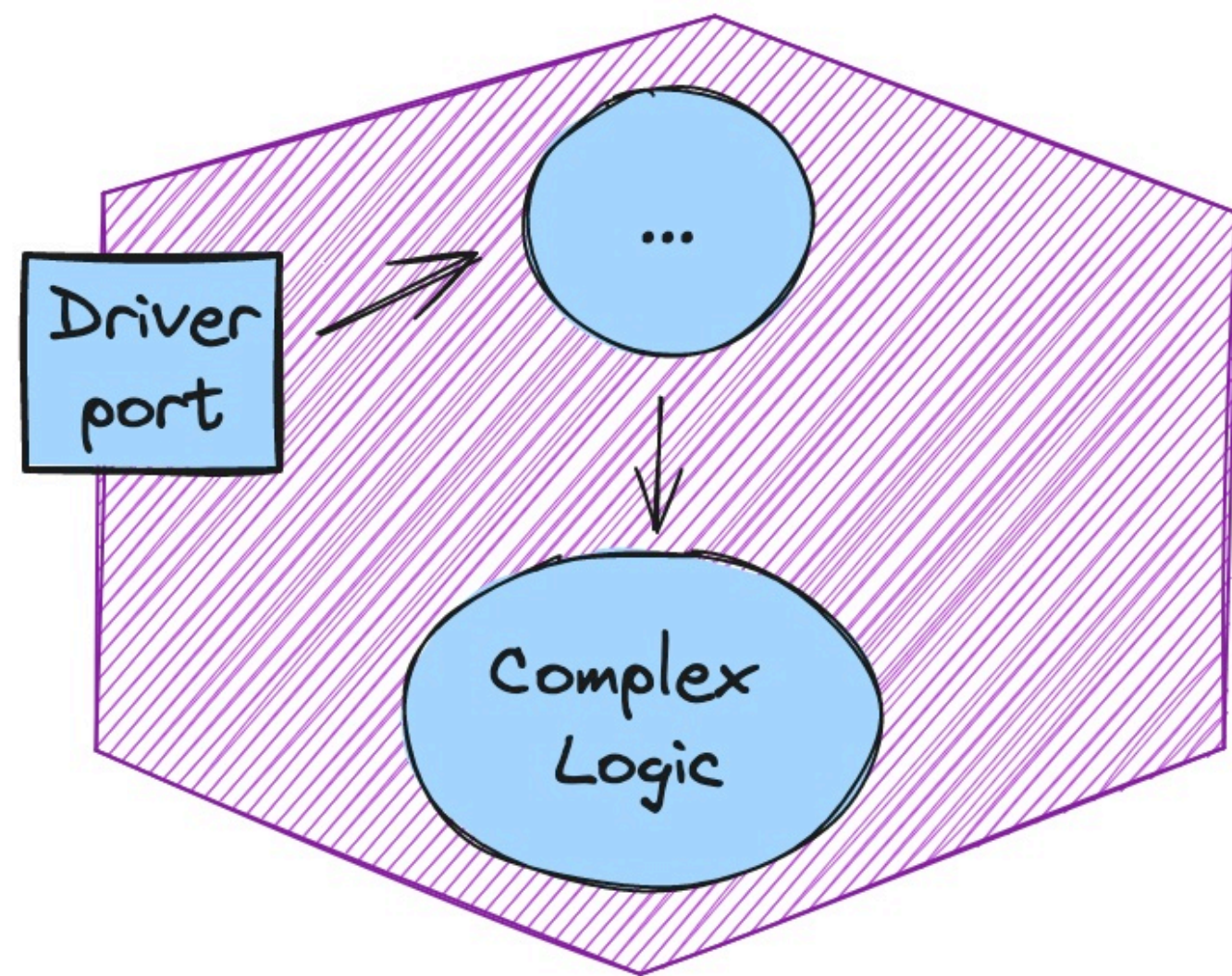


A. Test with In-memory, production-ready test fakes (**preferred**)

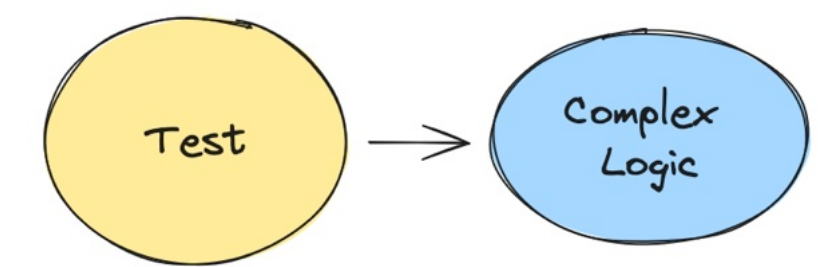
B. Test in integration with Isolated, production(-like) external systems (slower)



# Narrow tests of complex logic



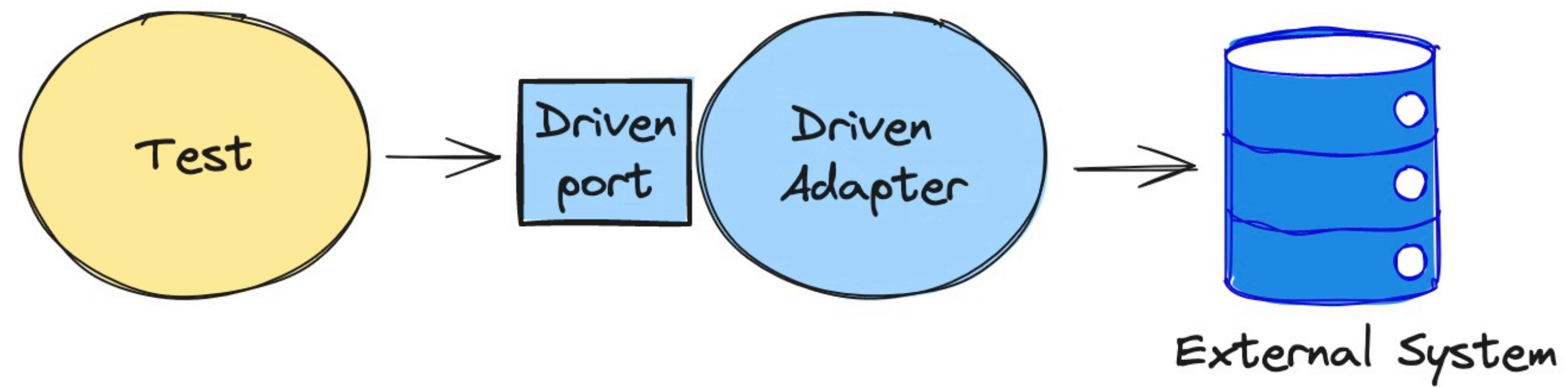




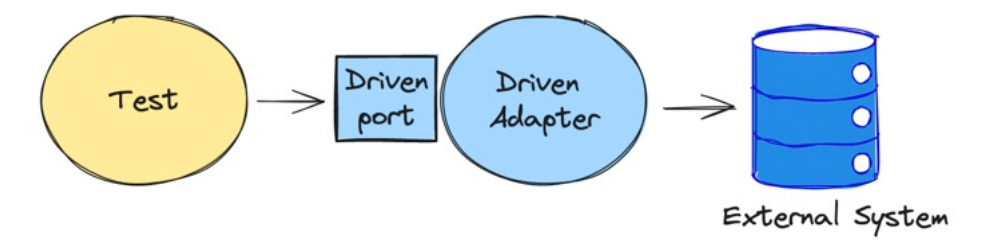
# Narrow tests of complex logic

- Test complex logic inside your domain with **narrow** tests
  - Write a classical unit test to test some function or algorithm
  - Usually tests stateless components (AAA), but may test stateful components too (AAA with state)
  - Take into account they may be fragile to refactoring
  - Use really few of these

# Integration tests of driven adapters



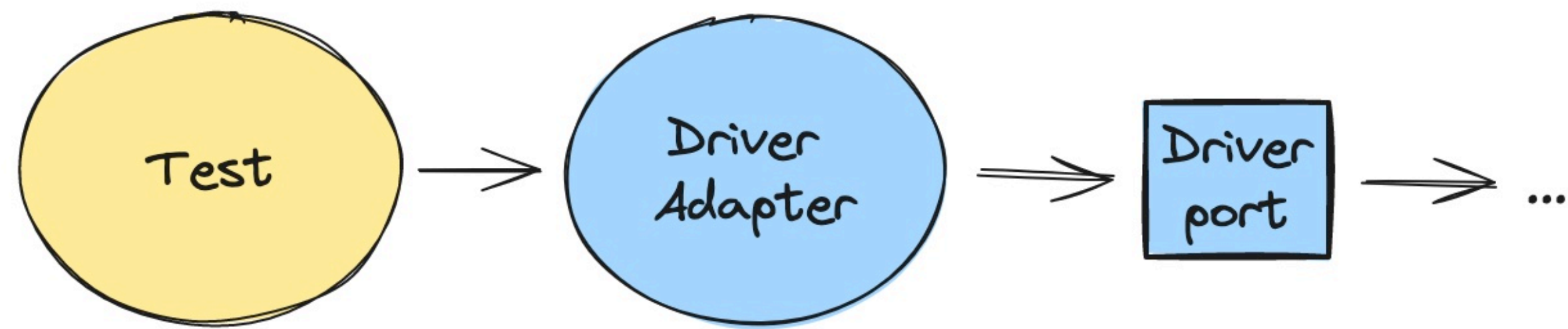




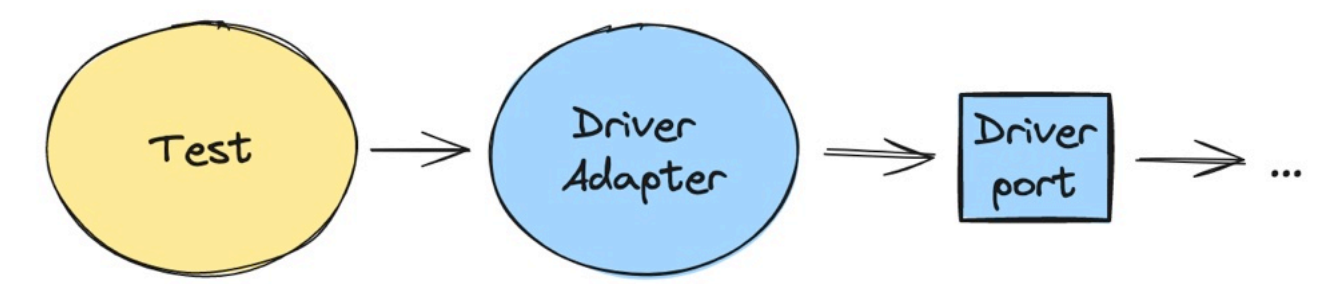
# Integration tests of driven adapters

- Test components interacting with external services in integration with the actual external services (e.g. databases, message queues, etc)
  - Test your driven adapters with integration tests (with Isolated, production-like external systems)
  - Test them in isolation
  - Use AAA with state

# Test driver adapters

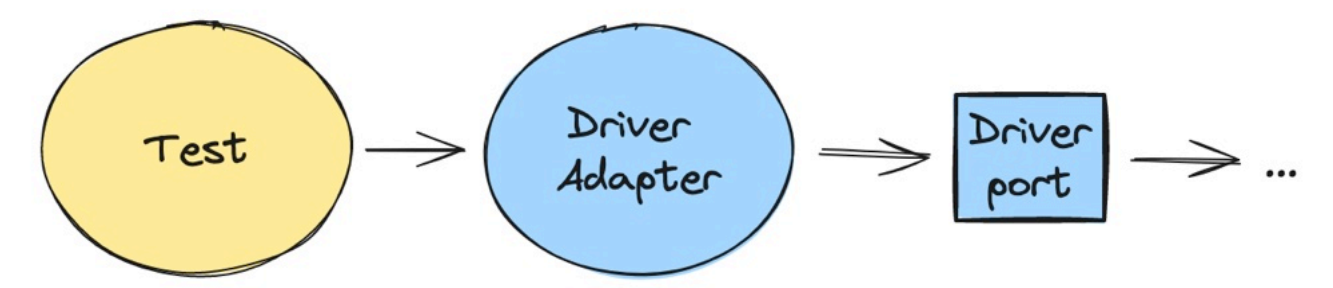






# Test driver adapters

- Tests driver adapters: APIs, GUIs and other components driver the system
- Two alternatives:
  - A. Test their **behavior** with Mocks and stubs
  - B. Test their **outcome** with the actual domain (and tests doubles for driven adapters)

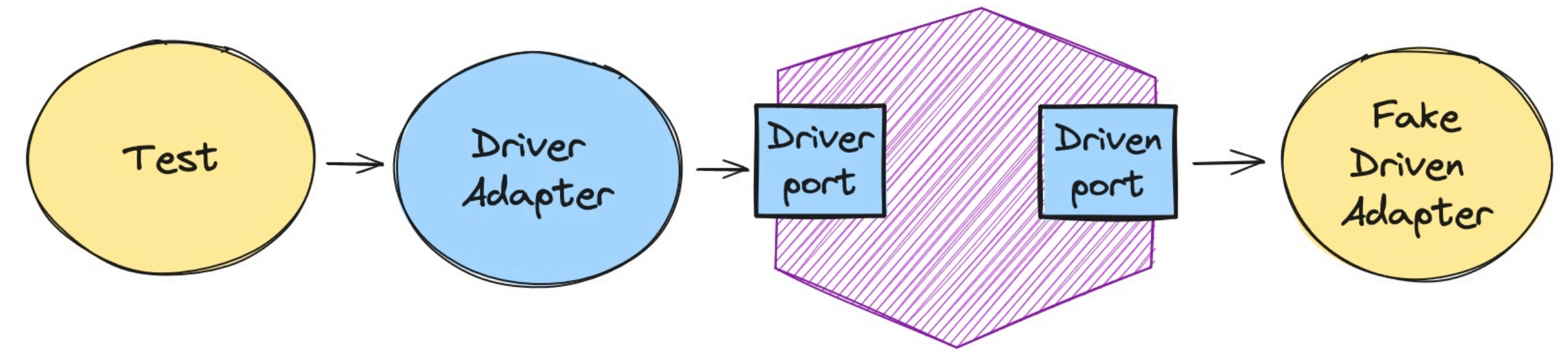
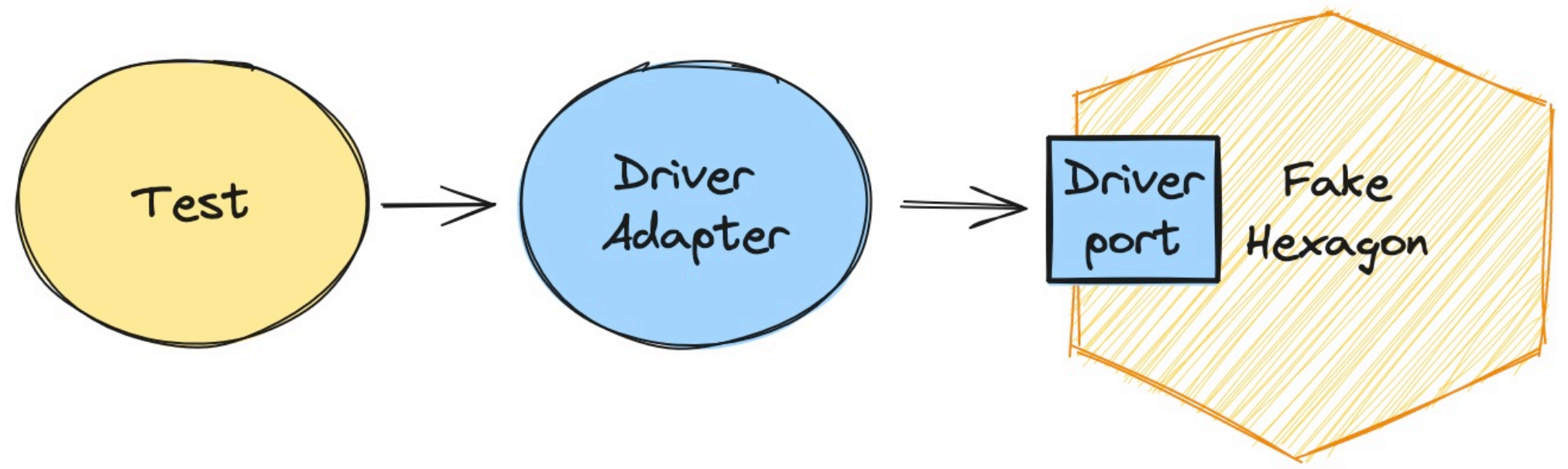


# Test Driver Adapters

## Two alternative strategies

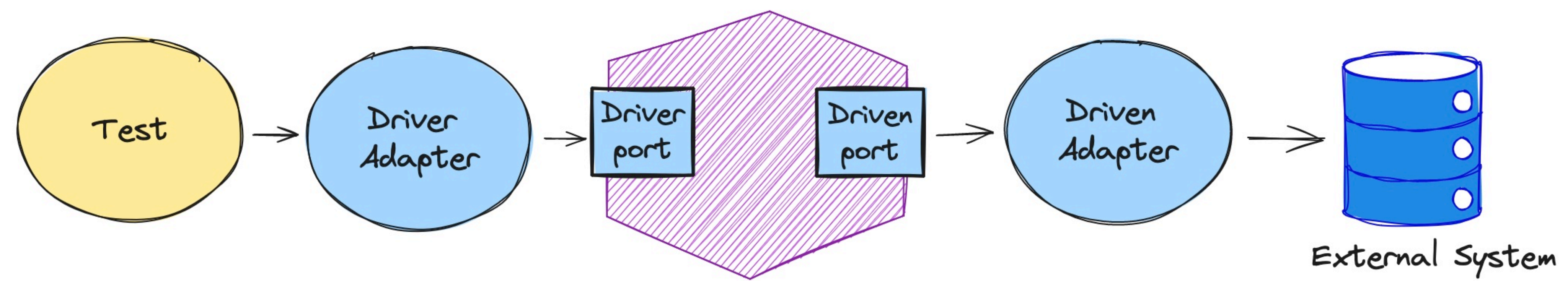
A. Test their **behavior** with Mocks and stubs

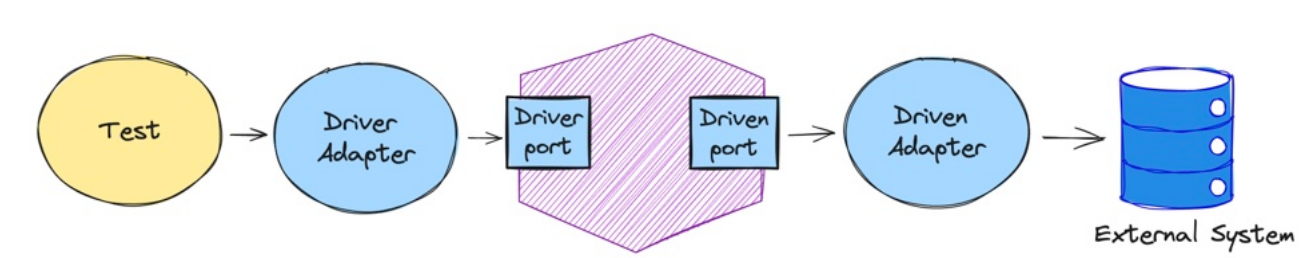
B. Test their **outcome** with the actual domain (and tests doubles for driven adapters)





# Test the assembly with end-to-end tests



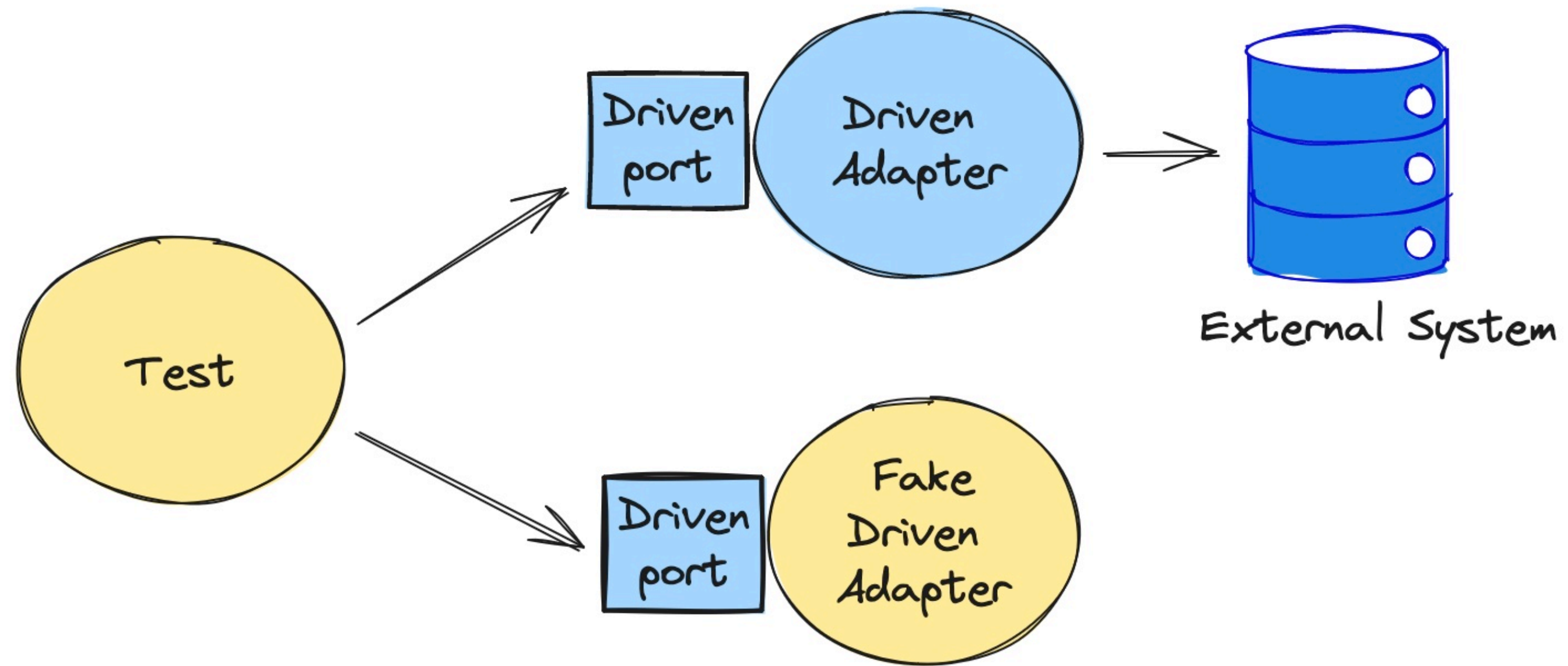


# Test the assembly with end-to-end tests

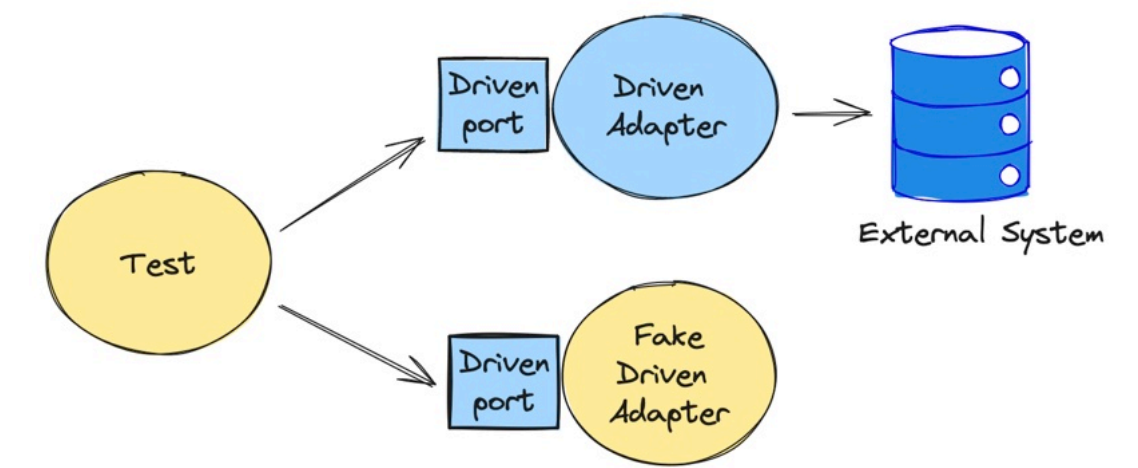
- Write a few tests that check all the components are correctly assembled
  - Don't test whatever can be tested with the previous strategies
  - Use AAA with state and Isolated, production(-like) external services



# Test test fakes



# Test test fakes



- Many of the tests so far depend on In-memory, production-ready tests fakes to actually behave like production components.
- Make them actually production-ready by testing them like production components:
  - **Parameterize** the Integration tests of driven adapters so that they test whatever adapter of such ports they receive
  - Run the **same test suite for both** the production driven adapters and their test fakes to guarantee both behave exactly equal