

Departamento de Informática

Unit Testing with Python



- Unit testing involves testing individual units of code to ensure they function as expected.
- Helps catch bugs early, simplifies debugging, and improves code quality.
- unittest is Python's built-in framework for writing and running tests (<u>Tutorial</u>)



- Departamento de Informática
- TestCase Class: Inherit from *unittest.TestCase* to create test cases.
- Assertions: Use various assert methods (e.g., assertEqual, assertTrue, ...) to check code behavior.
- Example:

```
def test_addition(self):
self.assertEqual(1 + 1, 2)
```



Test Organization: Group related tests in a single class.

setUp and tearDown: Methods to prepare a consistent environment before/after each test.

def setUp(self):
self.obj = MyClass()

def tearDown(self): del self.obj



- Write Clear Test Names: Use descriptive names for your test methods.
- Test Small Units: Focus on small, independent units.
- Regularly Run Tests: Integrate tests into your development workflow.





- 1. Basic Test Case: Create a function that adds two numbers. Write a unit test to verify the result.
- 2. Test Fixtures: Implement *setUp* and *tearDown* methods to initialize and clean up resources (e.g., open/close files).
- 3. Test Assertions: Write a function that reverses a string, then create unit tests using different `assert` methods like assertEqual, assertTrue, and assertIn.



Exercises

4. Handling Exceptions: Write a function that raises a *ValueError* for invalid inputs, and write a test case that checks if the exception is raised correctly.

5. Skipping Tests: Write tests for a function that multiplies numbers, but skip one of the tests under certain conditions (e.g., skip if a number is negative).

6. Test Discovery: Create multiple test files and use Python's test discovery feature to run them together.





Role-playing: Form a group with another student. One group member assumes the role of the Python programmer, while the other becomes the tester, who will develop unit tests using the *unittest* framework.

Once the task is completed and validated, switch roles with your group member (i.e., the programmer becomes the tester and vice versa).



