

TDD: Test Driven Development with Visual Studio 2010



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Test Driven Development

- **Test-driven development (TDD)** is a [software development process](#) that relies on the repetition of a very short development cycle:
 - the developer writes a failing automated [test case](#) that defines a desired improvement or new function (**RED**)
 - produces code to pass that test (**GREEN**)
 - finally [refactors](#) the new code to acceptable standards (REFACTOR)

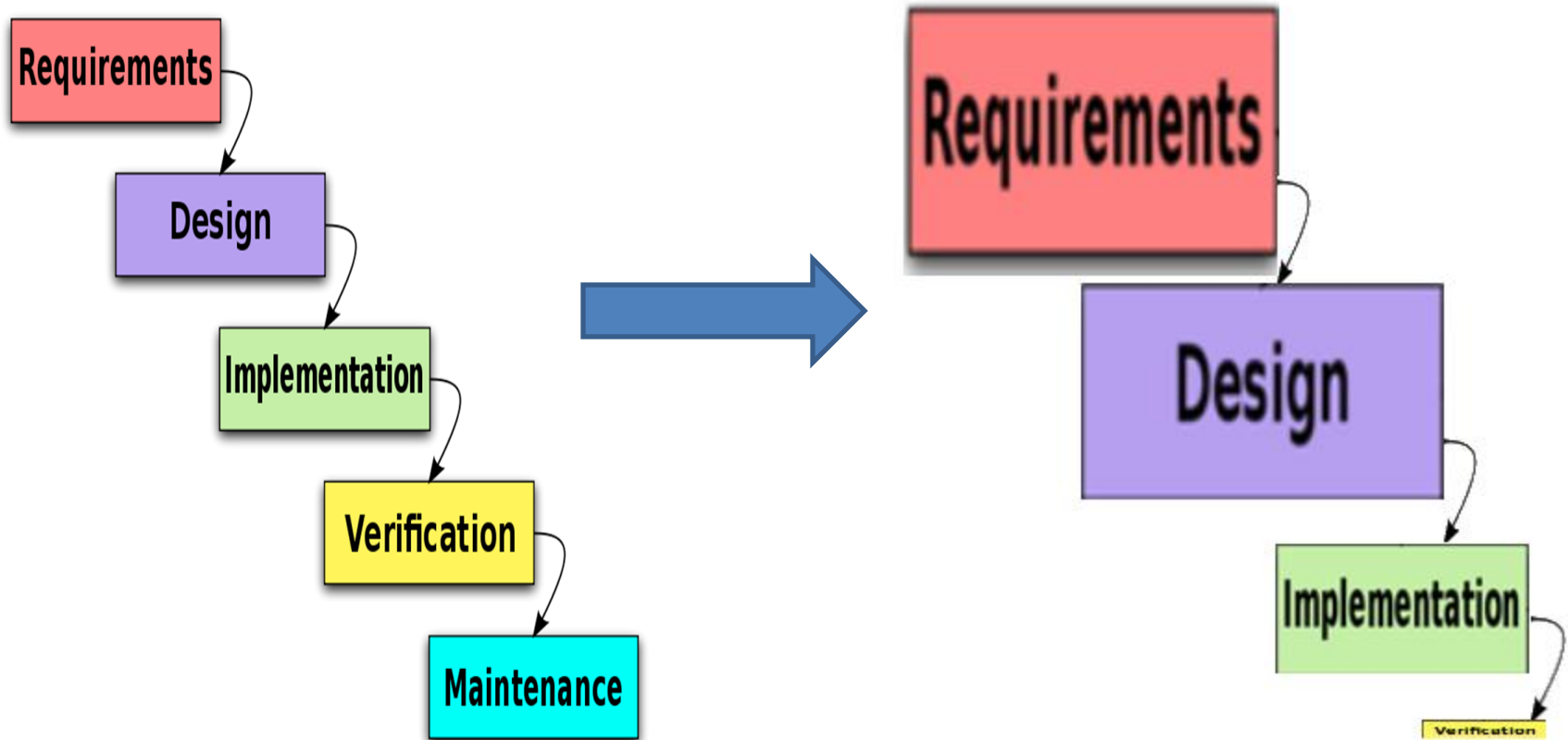
[Wikipedia]

RED GREEN REFACTOR
TEST-DRIVEN DEVELOPMENT

Test Driven Development

- Test Driven Development is one of the Extreme Programming principles (actually is the first one), but can be used also by itself
- TDD is a CHANGE OF APPROACH for developers, is a new MINDSET, from writing code and then testing it (if there is enough time) to writing the test first and then writing the code to satisfy the test

Why do I need TDD?



Before TDD...

- The industry “standard” behavior was to write the code, and then write the tests. This leads to lots of applications without tests at all
- Also the “good” applications with some tests written, weren’t (aren’t!!!) able to know whether the new code has broken the existing features

Typical result?



The new approach...

- Why do we have to stick on that plan?
- ***Kent Beck*** introduced a new method, inside his book about *Extreme Programming (XP)*, in which he proposed to reverse this order by starting with unit tests and then writing the implementation.

Why TDD is good?

- Thinking about the tests pushes the developer to understand better the gathered requirements
- With the tests defined, the developer can focus on writing **ONLY** the code to satisfy them (reduce the over-engineered code, or *dead-code*)
- The unit tests help to check that any new modification won't break the existing features

TDD is good (2)

- TDD speed-up your code! Ok, writing a whole set of code to test your program could appear as too much work, but with test you can trust your code more and you can have a quick feedback about your design and how your objects behave. When all tests have succeeded, you don't need to spend so much time debugging the tested code.

TDD is not

- Test Driven Development is good, not God! 😊
- Test Driven Development isn't a magic stick that will solve ALL your problems
- Test Driven Development is not working if there is not a REALLY mind shift

TDD != Unit Test

- Ok, this could be a bit confusing but...
- Test Driven Development is a process, is a mindset, a different approach, focusing on isolated test case to drive design
- Unit Test is a procedure, a part of the test process

How to justify TDD to PM

- Microsoft just published a research report where was pointed out that using TDD, the bugs and defects are reduced from 40% to 90% (nice code was made before! 😊)

http://research.microsoft.com/en-us/groups/ese/nagappan_tdd.pdf

How to justify TDD to Dev Team Lead

- TDD increase the software's flexibility
- To be testable, a codebase using TDD is more decoupled and for this reason also adding more features is easier

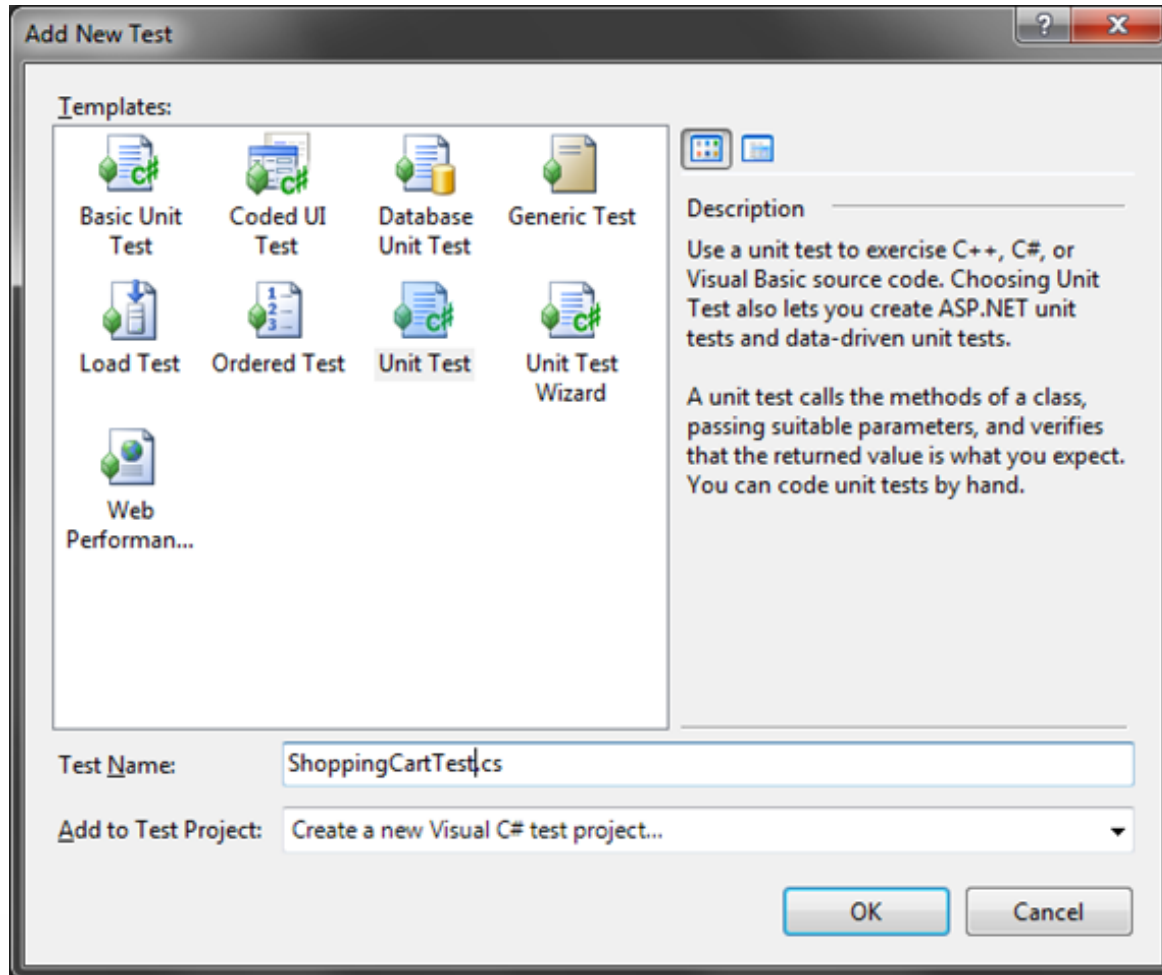
How to justify TDD to...

- Stop thinking and justify!
- Just CODE!

Ops, some advices before code...

- Write simple test that verify only ONE behavior
- Avoid dependencies between tests
- One test class for every class within the production code
- Use test initialization code before and test cleanup code after running your test (sealed context)
- Verify that all the tests are passed before move to another feature test
- Maximize the number of automated tests

TDD with Visual Studio



Unit test with Visual Studio 2010

DEMO

Demo Recap

- Despite the Intellisense, Visual Studio 2010 has some tools that help you to focus on TDD
- Using Code Coverage, Visual Studio will show you the effectiveness of your tests

Web test with Visual Studio 2010

DEMO

Some test “tools” for VS2010

- ***Code Contracts***

- allow you to explicitly declare the preconditions, postconditions and invariant part of your code
- this improves also the testing via runtime checking (injecting the contracts)
- it comes from Devlabs and it was an external assemblies for .Net 3.5, now included in .Net 4.0

VS2010 tools (2)

- ***Pex and Moles***

- Inside the *Visual Studio 2010 Power tools* extension
- **Pex** automatically generates test suites with high code coverage. Right from the Visual Studio code editor, Pex finds interesting input-output values of your methods (white box testing), which you can save as a small test suite with high code coverage. Microsoft Pex is a Visual Studio add-in for testing .NET Framework applications.
- **Moles** allows to replace any .NET method with a delegate. Moles supports unit testing by providing isolation by way of detours and stubs. The Moles framework is provided with Pex, or can be installed by itself as a Microsoft Visual Studio add-in (example test Asp.Net and Sharepoint applications!)

Contracts and Pex together

```
public class Program
{ // This method should trim the suffix from the value string; is it correct?
  // Ask Pex to find out!
  public static string Puzzle(string value, string suffix)
  {
    Contract.Requires(value != null);
    Contract.Requires(suffix != null);
    Contract.Ensures(Contract.Result<string>() != null);
    Contract.Ensures(!Contract.Result<string>().EndsWith(suffix));

    if (value.EndsWith(suffix))
      value = value.Substring(0, value.Length - suffix.Length);
    return value;
  }
}
```

Ask Pex!

Done. 6 interesting inputs found. [How does Pex work?](#)

	value	suffix	result	Output/Exception	Error Message
✓	null	null		ContractException	Precondition failed: value != null
✓	""	null		ContractException	Precondition failed: suffix != null
✗	""	""		ContractException	Postcondition failed: !Contract.Result<string>().EndsWith(suffix)
✓	"\u0001"	"\0"	"\u0001"		
✗	"\0"	""		ContractException	Postcondition failed: !Contract.Result<string>().EndsWith(suffix)
✗	"\0\0"	"\0"		ContractException	Postcondition failed: !Contract.Result<string>().EndsWith(suffix)

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Thank you!

Domande & Risposte