

## Simply Good Tests A Practical Approach

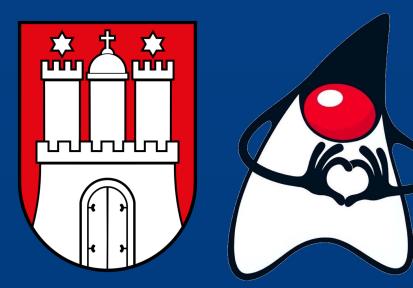
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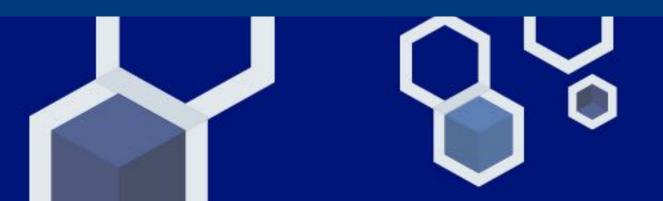
5 October 2021



#### Software Developer -









#### **Technical Agile Coach**







#### Brief introduction with a couple of slides

Short roundup

#### Live coding

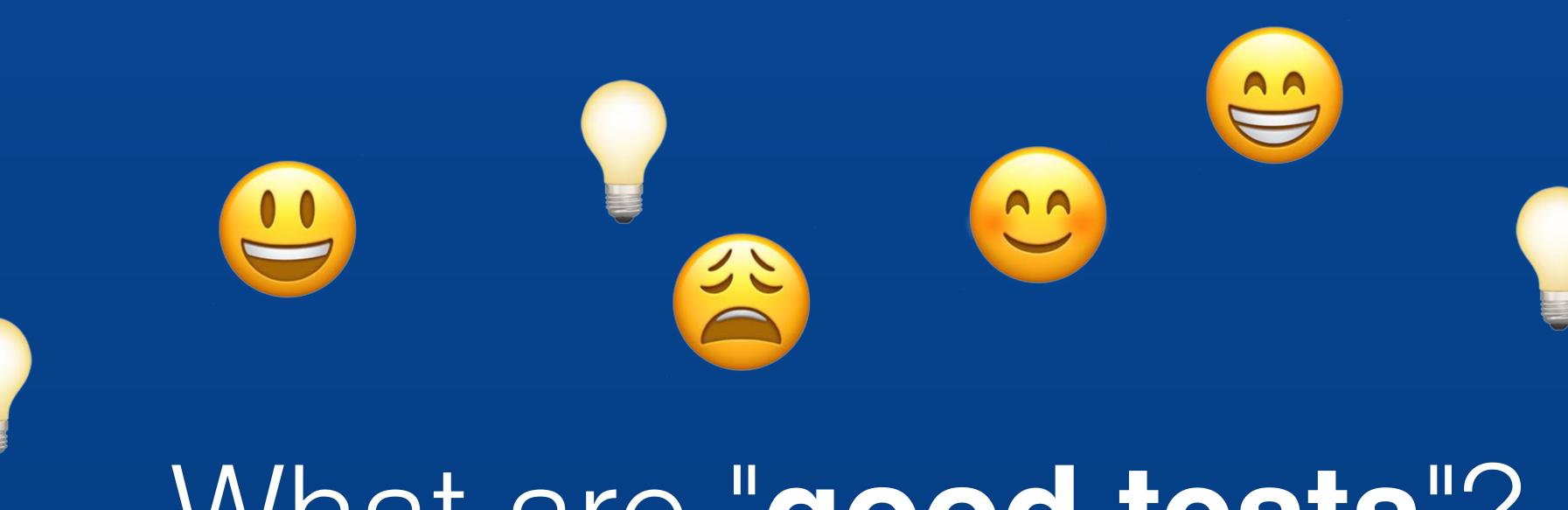
Q & A

## Why this session?

### career changers returnees newcomers Beginners

#### cargo copy & paste cult radition

#### Basics. Good practices.











## What are "good tests"?







## Reasons against good tests

not maintainable anyway



not readable anyway always broken anyway

> Not now, we don't have time



Retesting is stupid & expensive

#### Let's just get high code coverage



So much quality costs too much

### TDD? Test Driven **Design &** Development

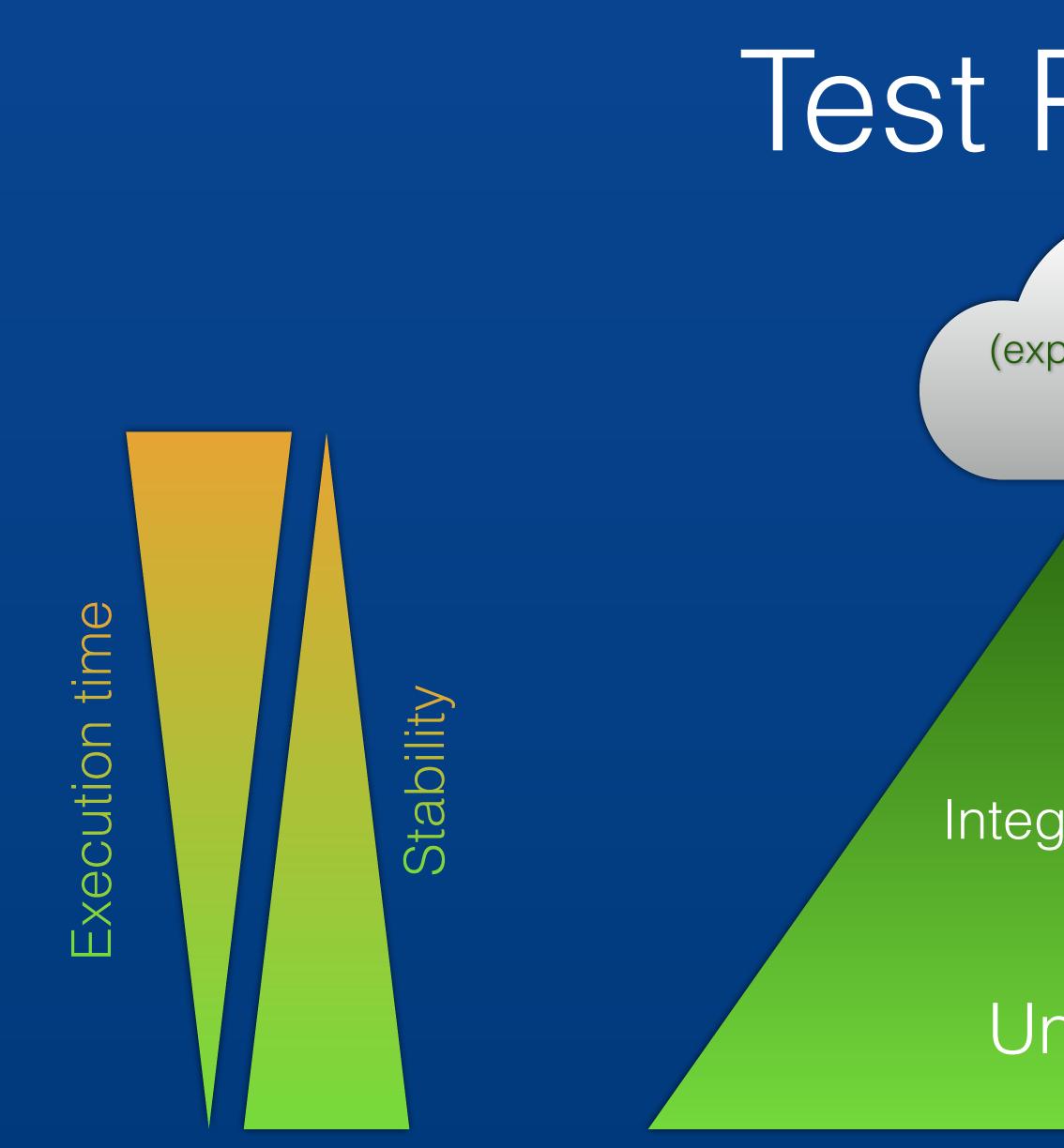
### Test First? Definitely not "all tests up front"!

"Accompanying tests"

## How to test?



### Step by step





Manual (exploratory) tests

> UI (E2E) Tests

Integrated Tests

#### Unit Tests

Common ideas & good practices?



#### **Requirements:**

- With the SushiService, a customer can order a menu.
- The service returns an order number. An order number is an 8-digit number that starts with the digit "1".
- Ordering à la carte is out of scope for this task.





### https://github.com/thmuch/simply-good-tests



## Understandable, Maintainable Tests

Prefer explicit setup Avoid surprises from implicit "magic"

Naming etc.: Don't think about it too long! Better **improve little by little** "Make it work, make it beautiful, make it fast"



Programming Wisdor @CodeWisdom

"Make it work, then make it beautiful, then if you really, really have to, make it fast. 90 percent of the time, if you make it beautiful, it will already be fast. So really, just make it beautiful!" - Joe Armstrong

6:15 nachm. - 7. Apr. 2021 - Buffer

Every test method tests **one thing** Given/When/Then or Arrange/Act/Assert helps

https://twitter.com/codewisdom/status/1379830077517672450



## Test Pyramid (Reprise)

Use ubiquitous domain language!



Manual (exploratory) tests

> UI (E2E) Tests

Integrated Tests

Unit Tests

Compiler type checks

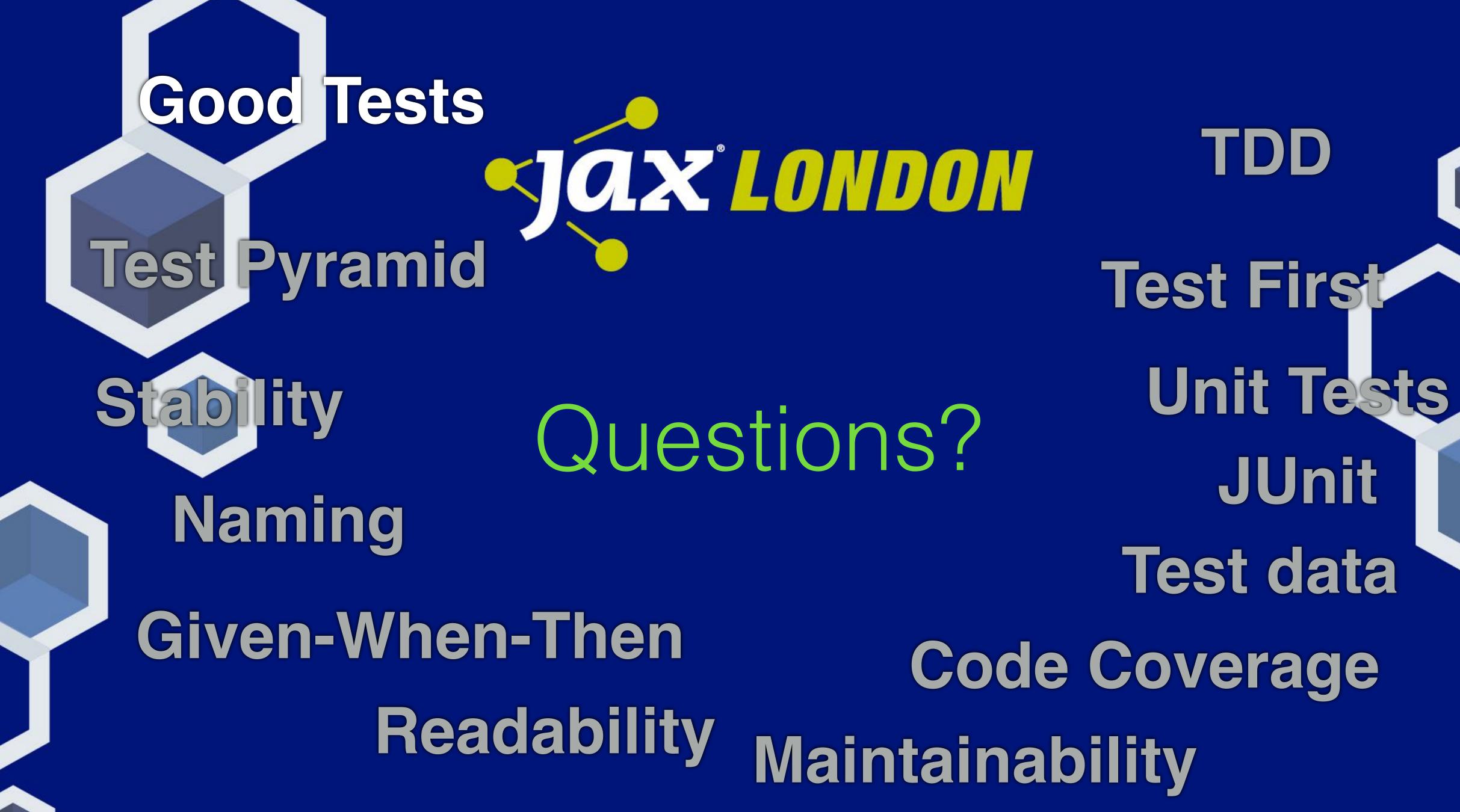
Many common ideas & good practices!



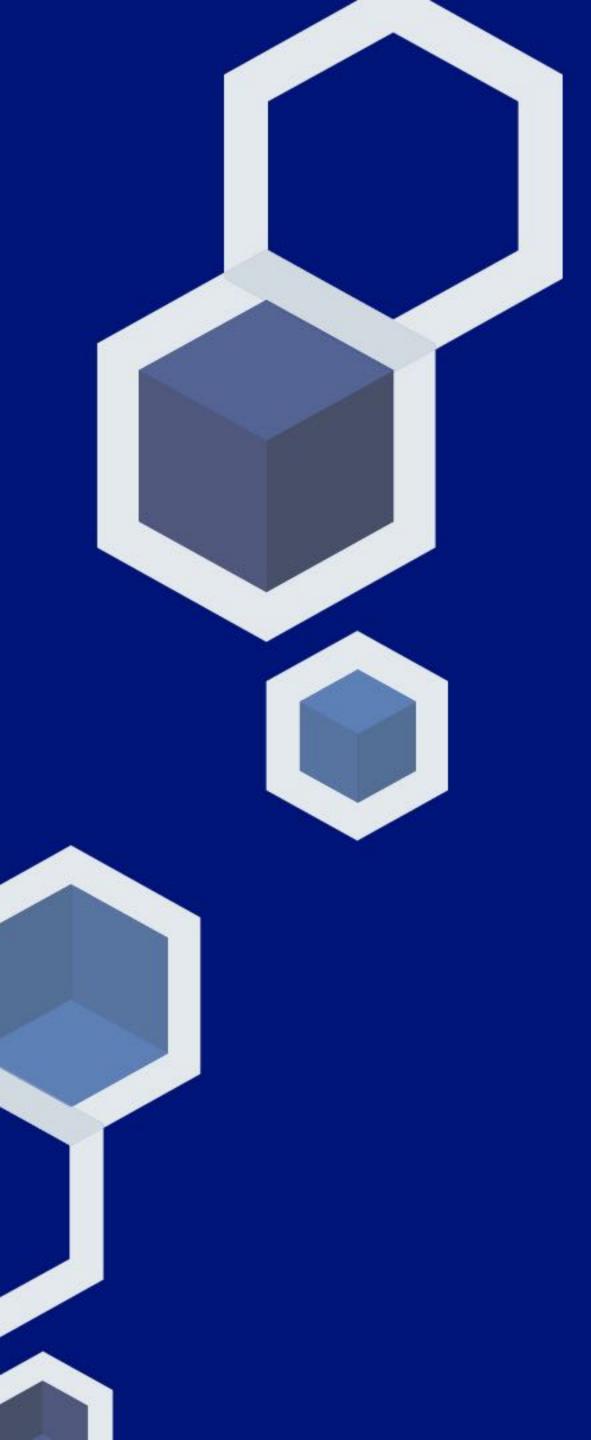
#### Optimized for Without reading "magic" Not "stupid" Surely **clean**! Without surprises

# Write. Boring. Code.

#### Even in tests.



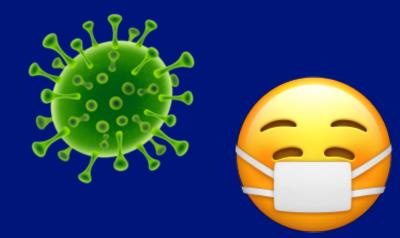






## Thank you!







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## Further Reading

- http://agileinaflash.blogspot.com/2009/02/first.html
- https://docs.microsoft.com/en-us/dotnet/core/testing/unit-testing-best-practices
- Kent Beck, "Test-Driven Development by Example", 2002
- Steve Freeman, Nat Pryce, "Growing Object-Oriented Software, Guided by Tests", 2009
- Michael C. Feathers, "Working Effectively with Legacy Code", 2013
- Emily Bache, "Mocks, Fakes and Stubs", 2013