



A Practical Approach

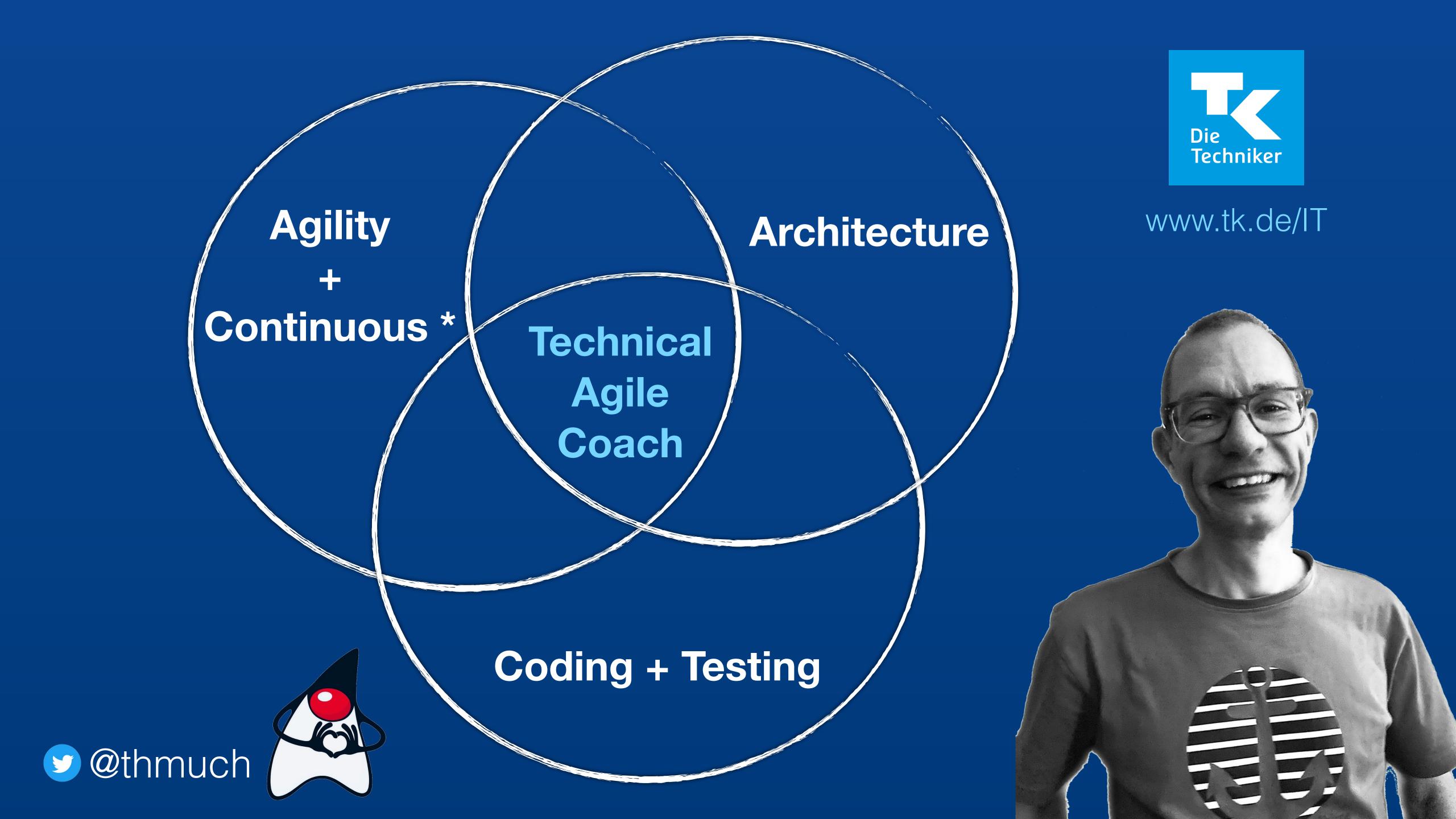
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JAVAPRO



#### Brief introduction with a couple of slides

Live coding

Short roundup

Q & A

# Why this session?

career changers

newcomers

returnees

copy & paste

cargo cult

Beginners

Tradition

Basics. Good practices.



# What are "good tests"?













# Reasons against good tests

not always broken anyway

not too readable anyway 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

### How to test?

TDD?

Test Driven **Design &** Development

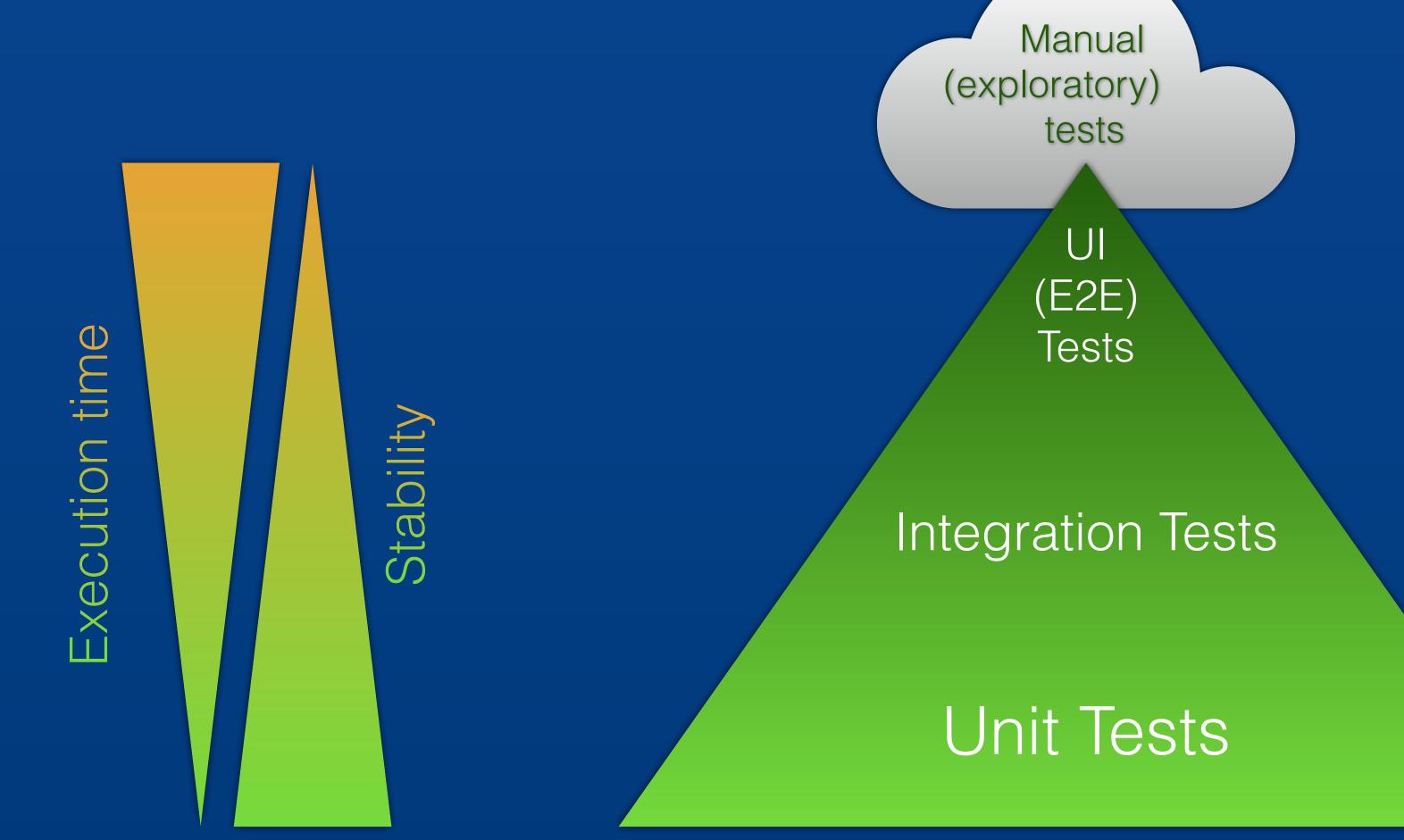


Test First? Test Soon Enough?!

Definitely not "all tests up front"!

"Accompanying tests" Step by step Small experiments!

# Classic Test Pyramid



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.

# Live Demo

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

# Recap

## Understandable, Maintainable Tests

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

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"

"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

# Test Pyramid (Reprise)

Use ubiquitous domain language!

Manual (exploratory) tests

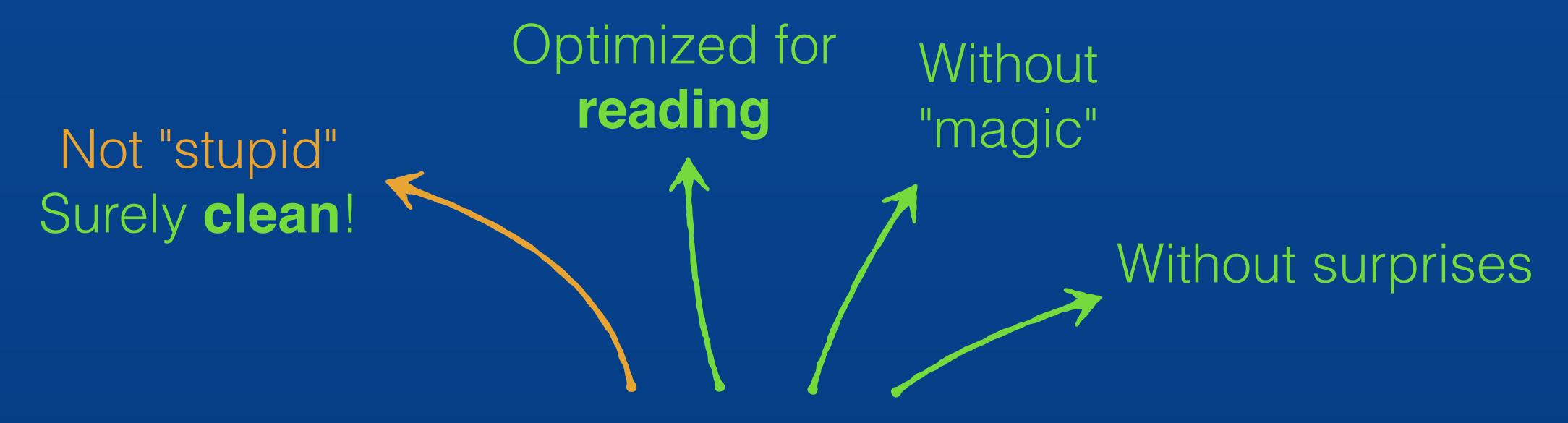
UI (E2E) Tests

Integration Tests

Unit Tests

Compiler type checks

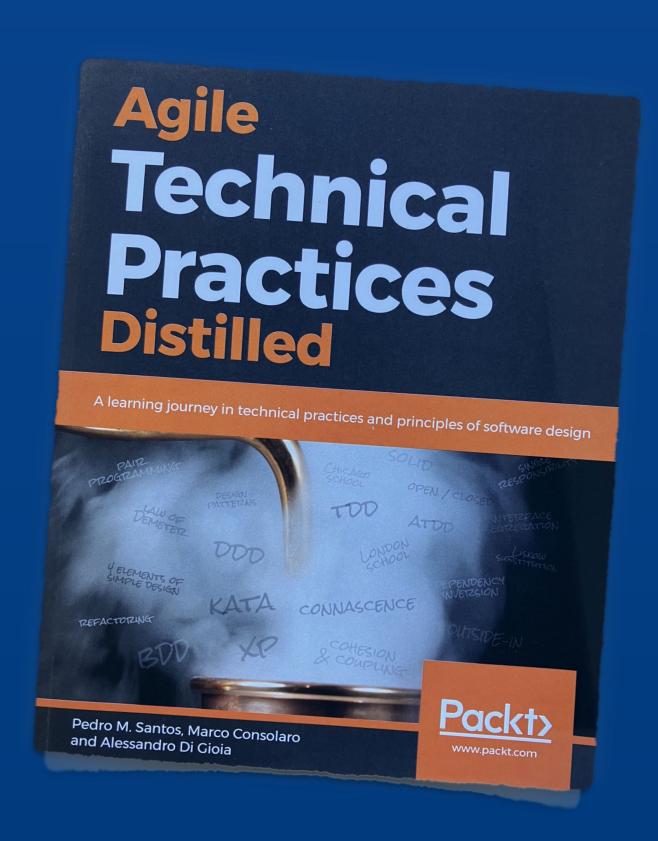
Many common ideas & good practices!

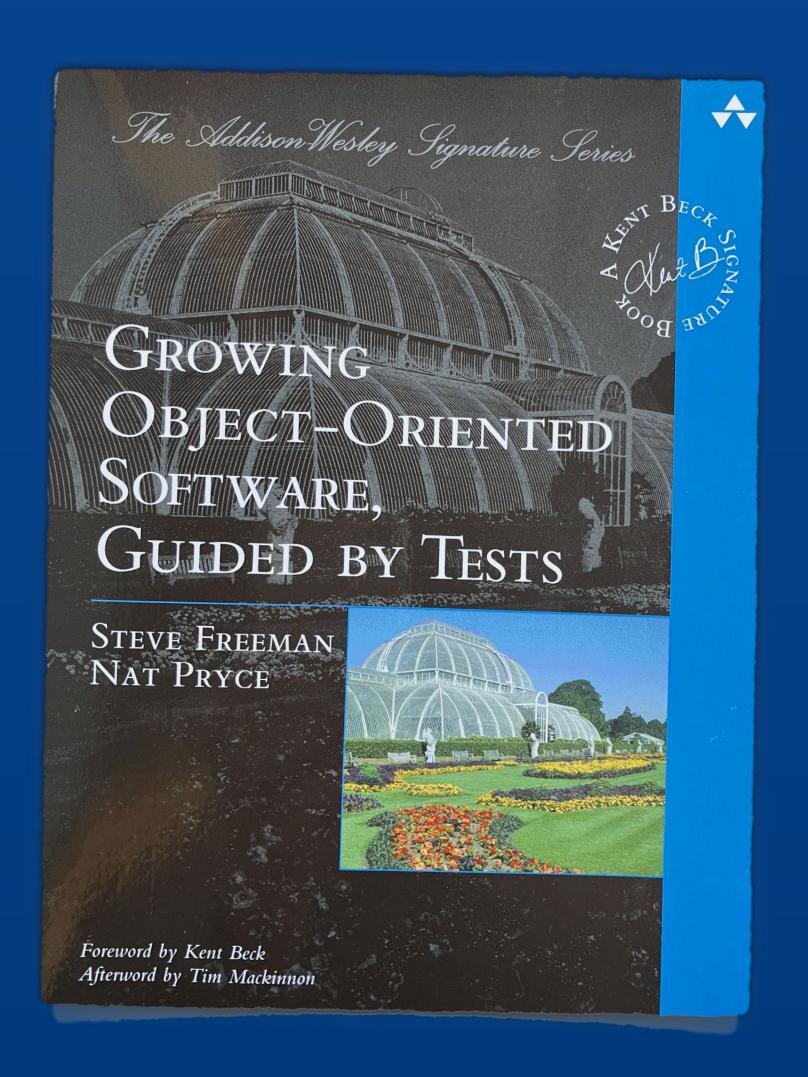


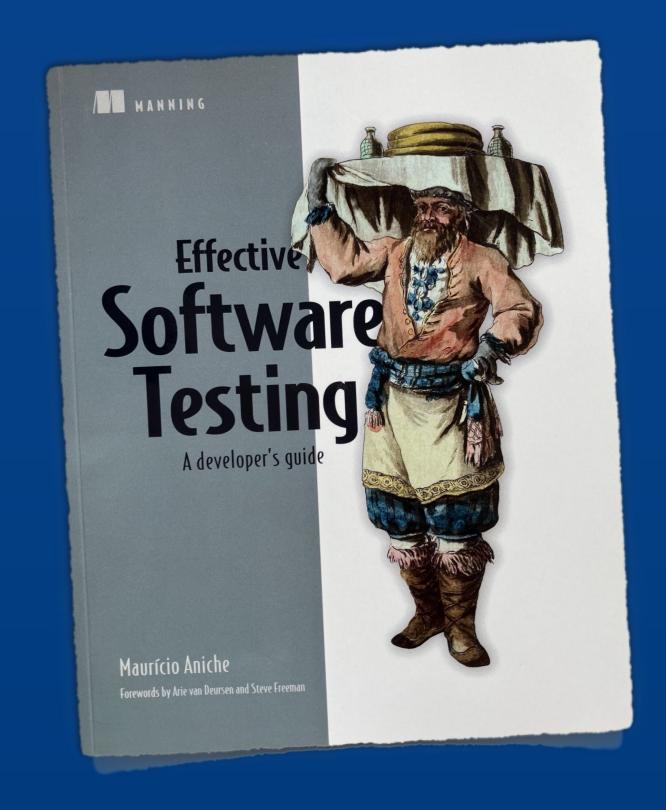
# Write. Boring. Code.

Even in tests.

### Read Good Books









Good Tests

Naming

TDD

JAVAPRO

Stability

Test data

Test Pyramid

Given-When-Then
Readability

Test First

Questions?

Micro Tests

Unit Tests

Code Coverage

Maintainability









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www.tk.de/IT



# Further Reading

- http://agileinaflash.blogspot.com/2009/02/first.html
- https://docs.microsoft.com/en-us/dotnet/core/testing/unit-testing-best-practices
- Steve Freeman, Nat Pryce, "Growing Object-Oriented Software, Guided by Tests", 2009
- Maurício Aniche, "Effective Software Testing", 2022
- Pedro M. Santos, Marco Consolaro, Alessandro Di Gioia, "Agile Technical Practices Distilled", 2019
- Kent Beck, "Test-Driven Development by Example", 2002
- Michael C. Feathers, "Working Effectively with Legacy Code", 2013
- Emily Bache, "Mocks, Fakes and Stubs", 2013