Testing

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Testing

- Programming to analyze data is powerful
- It's useless if the results are not correct
- Correctness is far more important than speed

Testing = double-checking results

- How do you know your program is right?
 - Compare its output to a correct output
- How do you know a correct output?
 - Real data is big
 - You wrote a computer program because it is not convenient to compute it by hand
- Use small inputs so you can compute by hand
- Example (HW3): standard deviation $s = \sqrt{\frac{1}{N-1} \sum_{i=1}^{N} (x_i \overline{x})^2}$,
 - What are good tests for sample_std?

Testing ≠ **debugging**

- Testing: determining whether your program is correct
 - Doesn't say where or how your program is incorrect
- Debugging: locating the specific defect in your program, and fixing it
 - 2 key ideas:
 - divide and conquer
 - the scientific method

What is a test?

- A test consists of:
 - an input (sometimes called "test data")
 - an oracle (a predicate (boolean expression) of the output)
- Example test for sum:
 - input: [1, 2, 3]
 - oracle: result is 6
 - write the test as: sum([1, 2, 3]) == 6
- Example test for sqrt:
 - input: 3.14
 - oracle: result is within 0.00001 of 1.772
 - ways to write the test:
 - sqrt(3.14) 1.772) < 0.00001 and sqrt(3.14) 1.772) > -0.00001
 - -0.00001 < sqrt(3.14) 1.772 < 0.00001
 - math.abs(sqrt(3.14) 1.772) < 0.00001

Test results

- The test passes if the boolean expression evaluates to True
- The test fails if the boolean expression evaluates to False
- Use the **assert** statement:

```
assert sum([1, 2, 3]) == 6
assert math.abs(sqrt(3.14) - 1.772) < 0.00001
```

- assert True does nothing
- assert False crashes the program

Where to write test cases

 At the top level: is run every time you load your program def hypotenuse(a, b): assert hypotenuse(3, 4) == 5 assert hypotenuse(5, 12) == 13• In a test function: is run when you invoke the function def hypotenuse(a, b): def test hypotenuse(): assert hypotenuse(3, 4) == 5assert hypotenuse(5, 12) == 13

Assertions are not just for test cases

- Use assertions throughout your code
- Documents what you think is true about your algorithm
- Lets you know immediately when something goes wrong
 - The longer between a code mistake and the programmer noticing, the harder it is to debug
- Common, but unfortunate, course of events:
 - Code contains a mistake (incorrect assumption or algorithm)
 - Intermediate value (e.g., in local variable, or result of a function call) is incorrect
 - That value is used in other computations, or copied into other variables
 - Eventually, the user notices that the overall program produces a wrong result
 - Where is the mistake in the program? It could be anywhere.
- Suppose you had 10 assertions evenly distributed in your code
 - When one fails, you can localize the mistake to 1/10 of your code (the part between the last assertion that passes and the first one that fails)

Where to write assertions

- Function entry: are arguments legal?
 - Place blame on the caller before the function fails
- Function exit: is result correct?
- Places with tricky or interesting code
- Assertions are ordinary statements; e.g., can appear within a loop:

```
for n in myNumbers:
  assert type(n) == int() or type(n) == float()
```

- Don't clutter the code (same rule as for comments)
- Don't write assertions that are certain to succeed
 - The existence of an assertion tells a programmer that it might possibly fail
- Don't write an assertion if the following code would fail informatively
 assert type(name) == str()

```
... "Hello, " + name ...
```

Write assertions where they may be useful for debugging

What to write assertions about

- Results of computations
- Correctly-formed data structures
 - Recall code that emulated a dictionary using two lists

```
assert len(list1) == len(list2)
```

When to write tests

- Two possibilities:
 - Write code first, then write tests
 - Write tests first, then write code
- It's best to write tests first
- If you write the code first, you remember the implementation while writing the tests
 - You are likely to make the same mistakes in the implementation
- If you write the tests first, you will think more about the functionality than about a particular implementation
 - You might notice some aspect of behavior that you would have made a mistake about

Write the whole test

- A common mistake:
 - 1. Write the function
 - 2. Make up test inputs
 - 3. Run the function
 - 4. Use the result as the oracle
- You didn't write a test, but only half of a test
 - Created the tests inputs, but not the oracle
- The test does not determine whether the function is correct
 - Only determines that it continues to be as correct (or incorrect) as it was before

Tests are for specified behavior

```
def roots(a, b, c):
    """Returns a list of the two roots of ax**2 + bx + c."""
    ...
```

Bad test of implementation-specific behavior: assert roots(1, 0, 1) == [1, -1]

Assertions inside a routine can be for implementation-specific behavior

Tests prevent you from introducing errors when you change a function

Abstraction: the implementation details do not matter

 Preventing introducing errors when you make a change is called "regression testing"

Write tests that cover all the functionality

- Think about and test "corner cases"
 - Empty list
 - Zero
 - int vs. float values

Elegant, but wrong, implementation of mean

```
def mean(numbers):
    """Returns the average of the argument list.
        The argument must be a non-empty list of numbers."""
    return sum(numbers)/len(numbers)
# Tests
assert mean([1, 2, 3, 4, 5]) == 3
assert mean([1, 2.1, 3.2]) == 2.1
```

This implementation is elegant, but wrong!

```
mean([1,2,3,4])
```

Don't write meaningless tests

```
def mean(numbers):
    """Returns the average of the argument list.
        The argument must be a non-empty list of numbers."""
    return sum(numbers)/len(numbers)

Unnecessary tests. Don't write these:
mean([1, 2, "hello"])
mean("hello")
mean([])
```