



Malte Clasen

Grundlagen automatisierter Tests

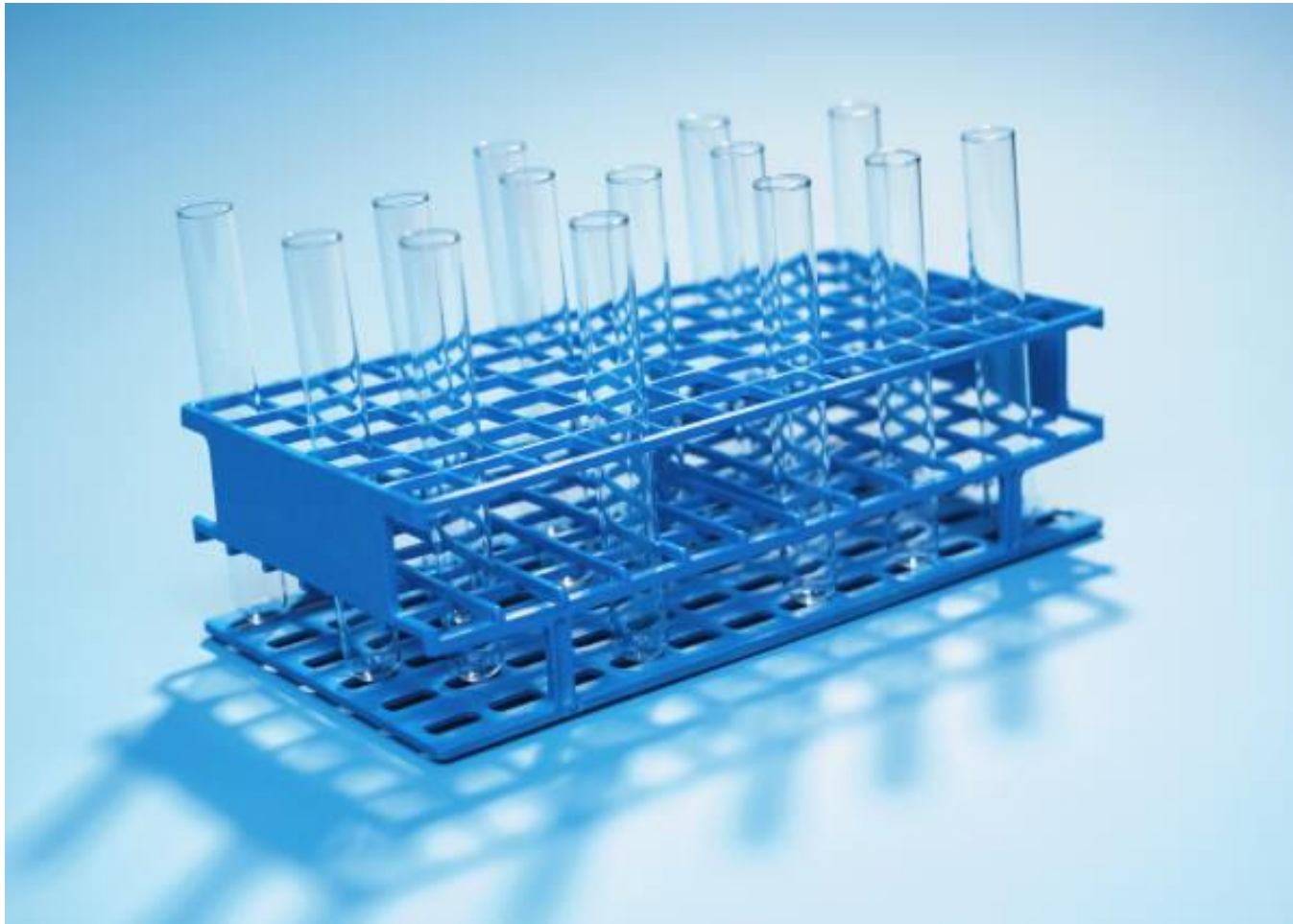
Definition



automatisch



Kontext



Parameter



Messen



Es funktioniert



Es ist fertig



Es ist nutzbar



So funktioniert es



Es funktioniert immer noch



Flow

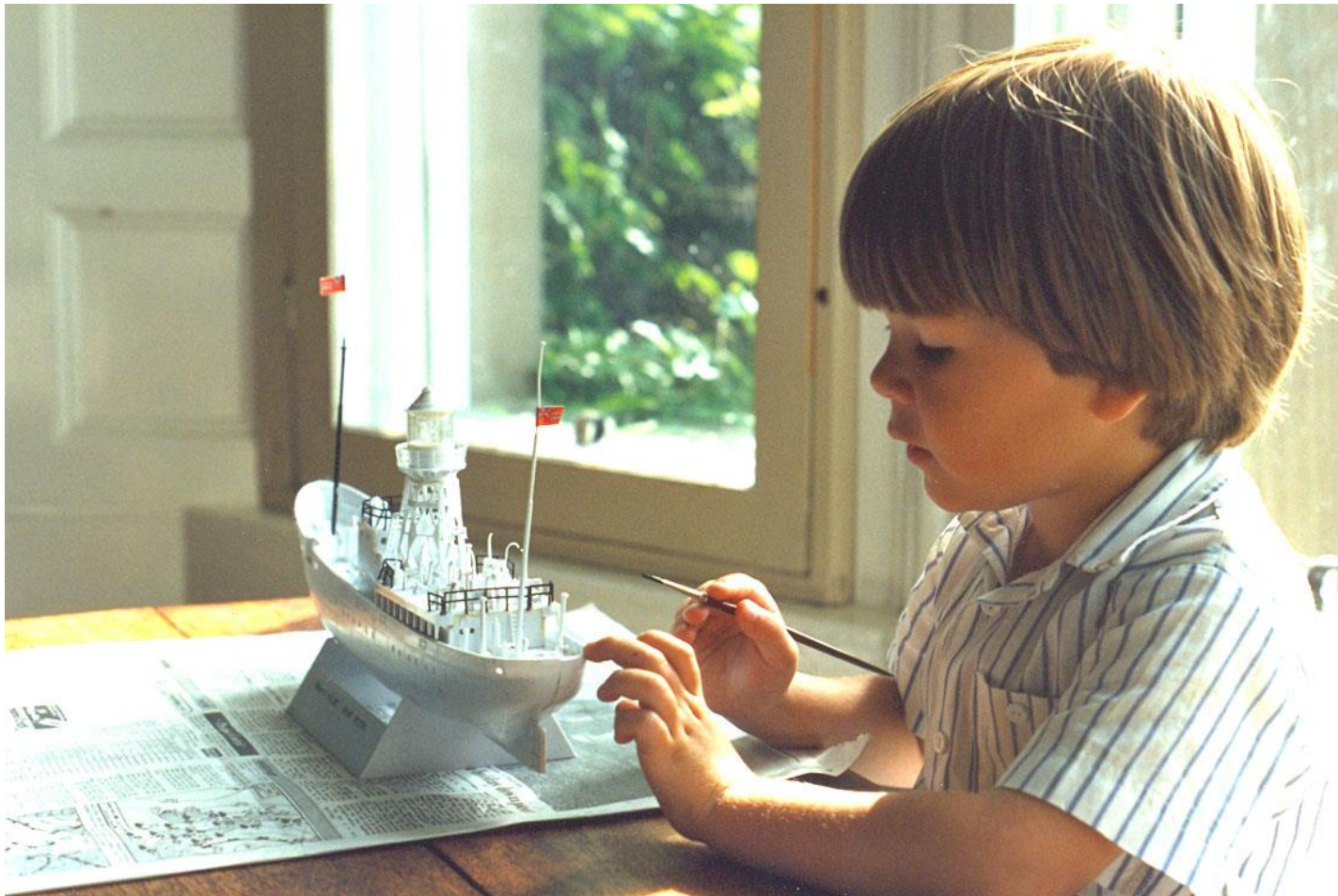
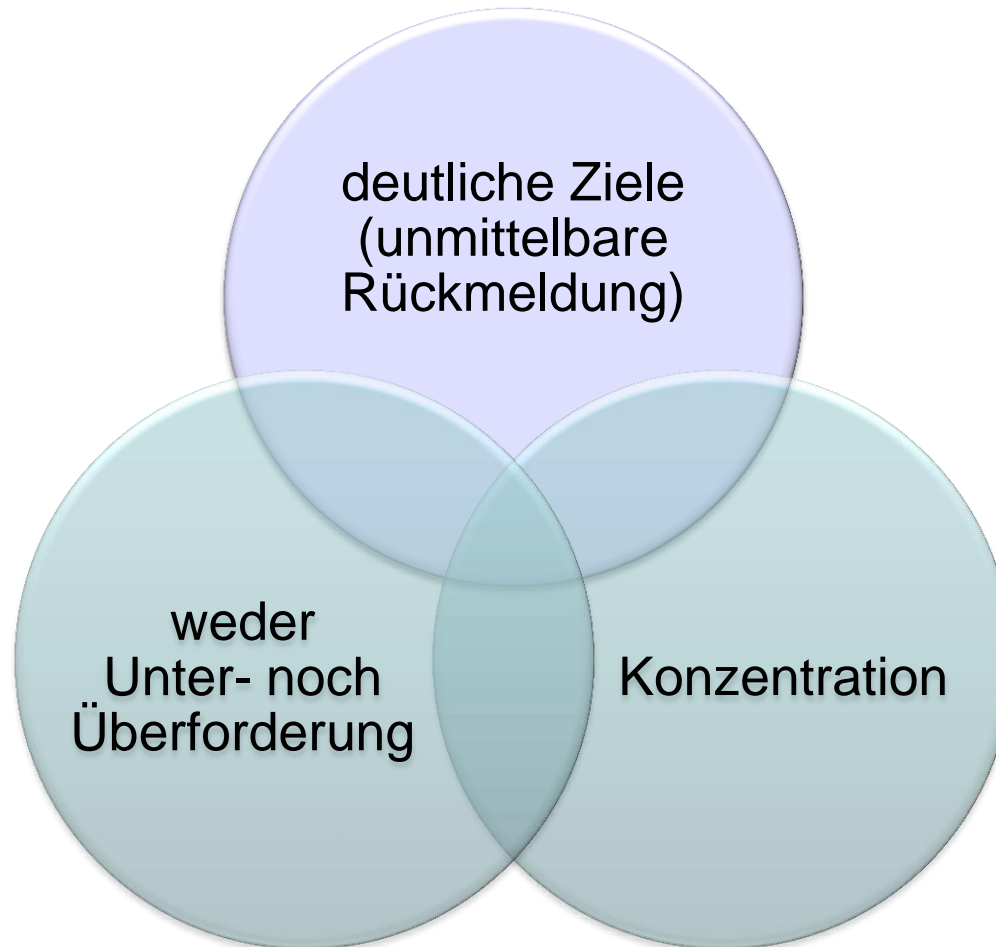


Foto: Charles J Sharp; licensed under the Creative Commons Attribution 2.5 Generic license; <http://commons.wikimedia.org/wiki/File:South-Goodwin.jpg>

Flow



einfacher Test

```
[TestMethod]
public void OneEqualsOne()
{
    Assert.AreEqual(1,1);
}
```

Given-When-Then

```
[TestMethod]
public void Addition()
{
    var a = 1;
    var b = 2;

    var result = a + b;

    Assert.AreEqual(result, 3);
}
```

MsTest

[TestClass]

public class MsTest

{

[TestMethod]

public void OneEqualsOne()

{

Assert.AreEqual(1,1);

}

}

nUnit

[TestFixture]

public class NUnitTest

{

[Test]

public void OneEqualsOne()

{

Assert.AreEqual(1,1);

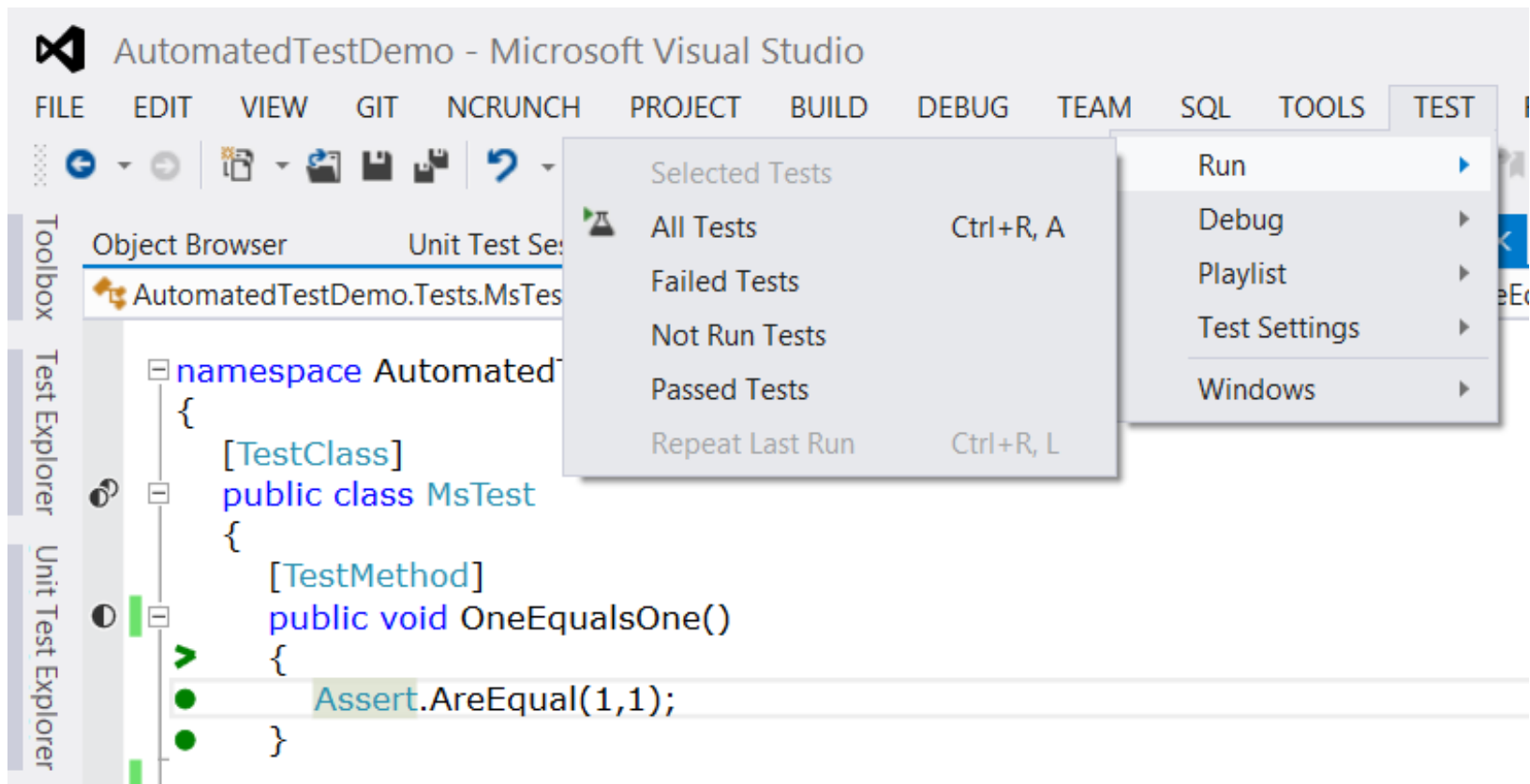
}

}

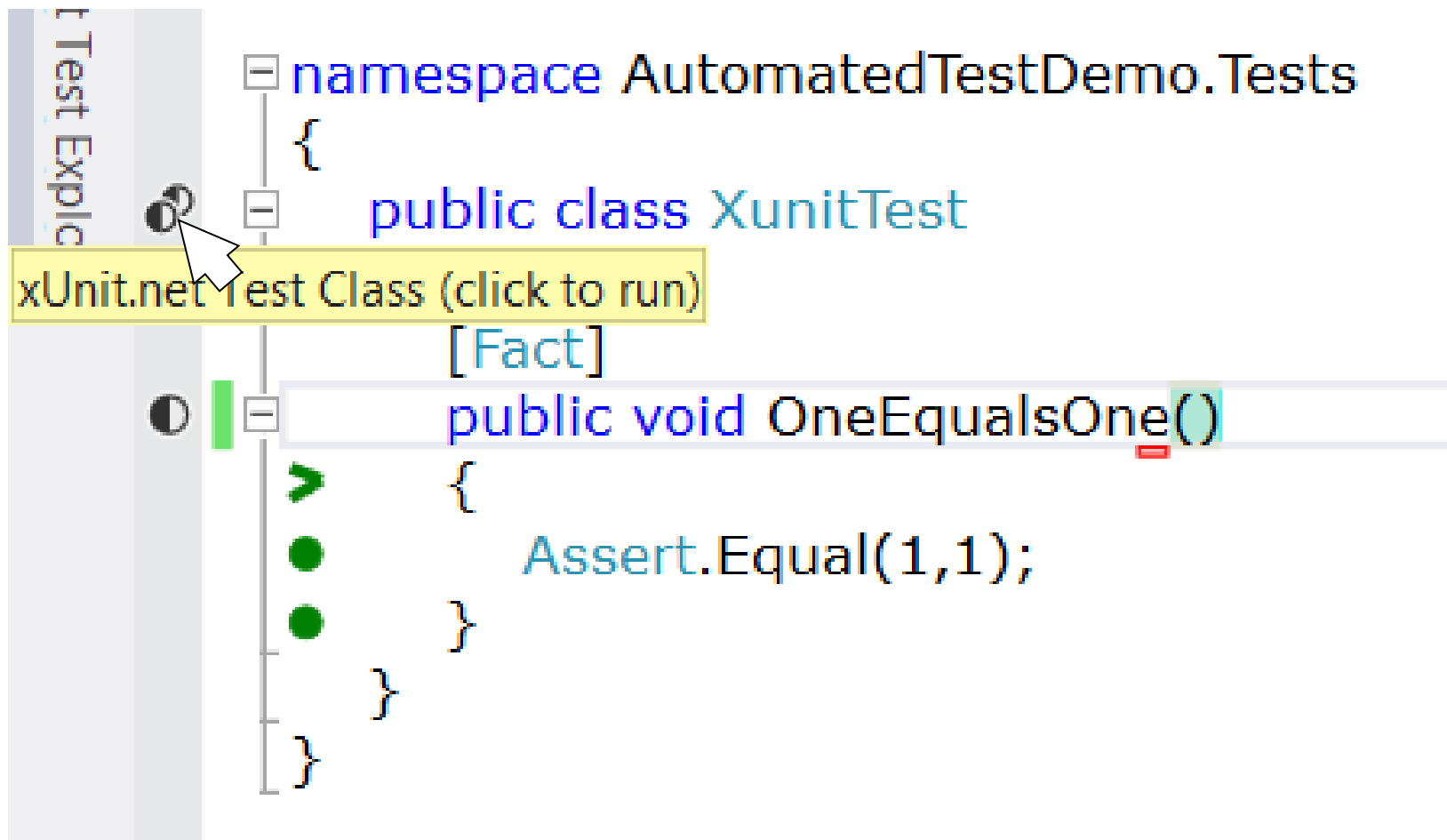
xUnit.net

```
public class XunitTest
{
    [Fact]
    public void OneEqualsOne()
    {
        Assert.Equal(1,1);
    }
}
```

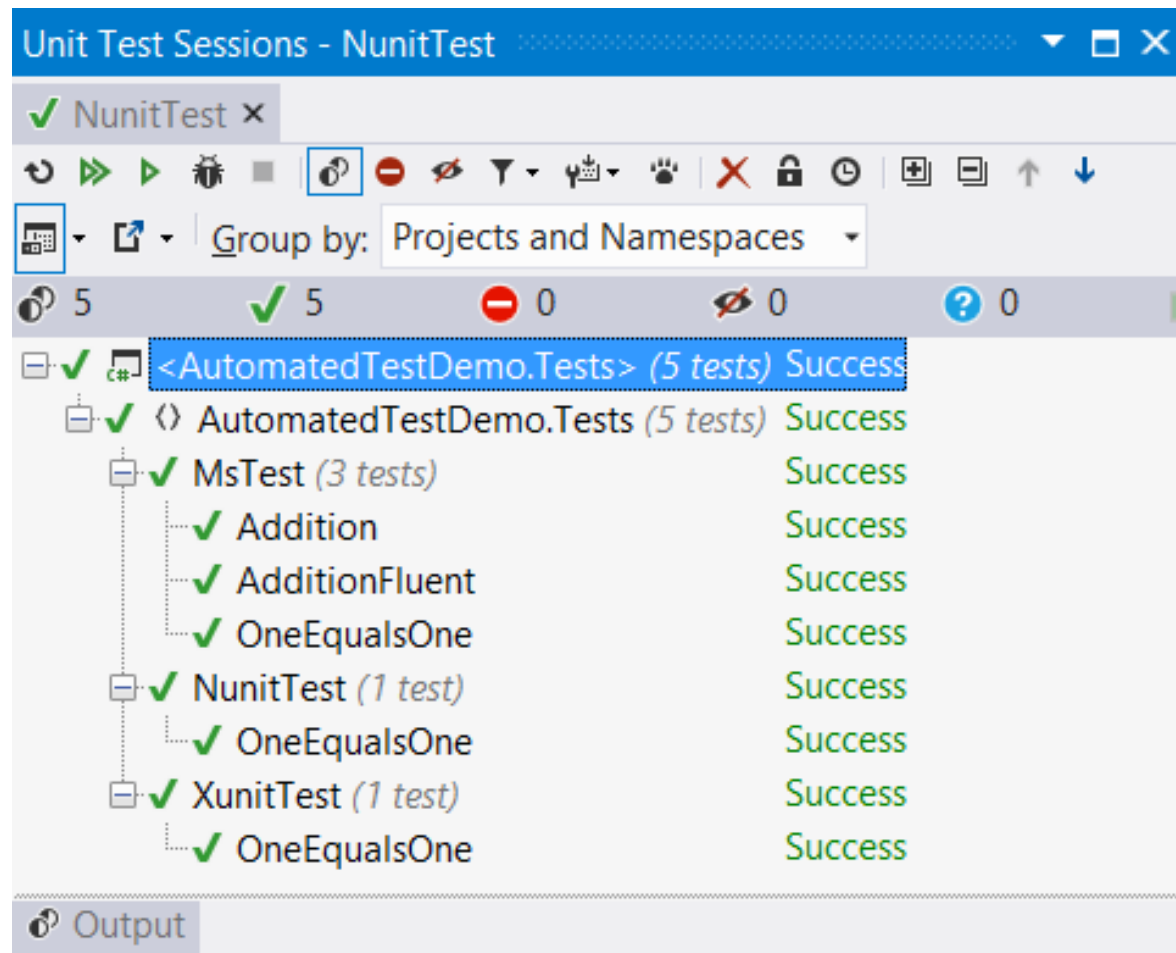

Visual Studio Runner



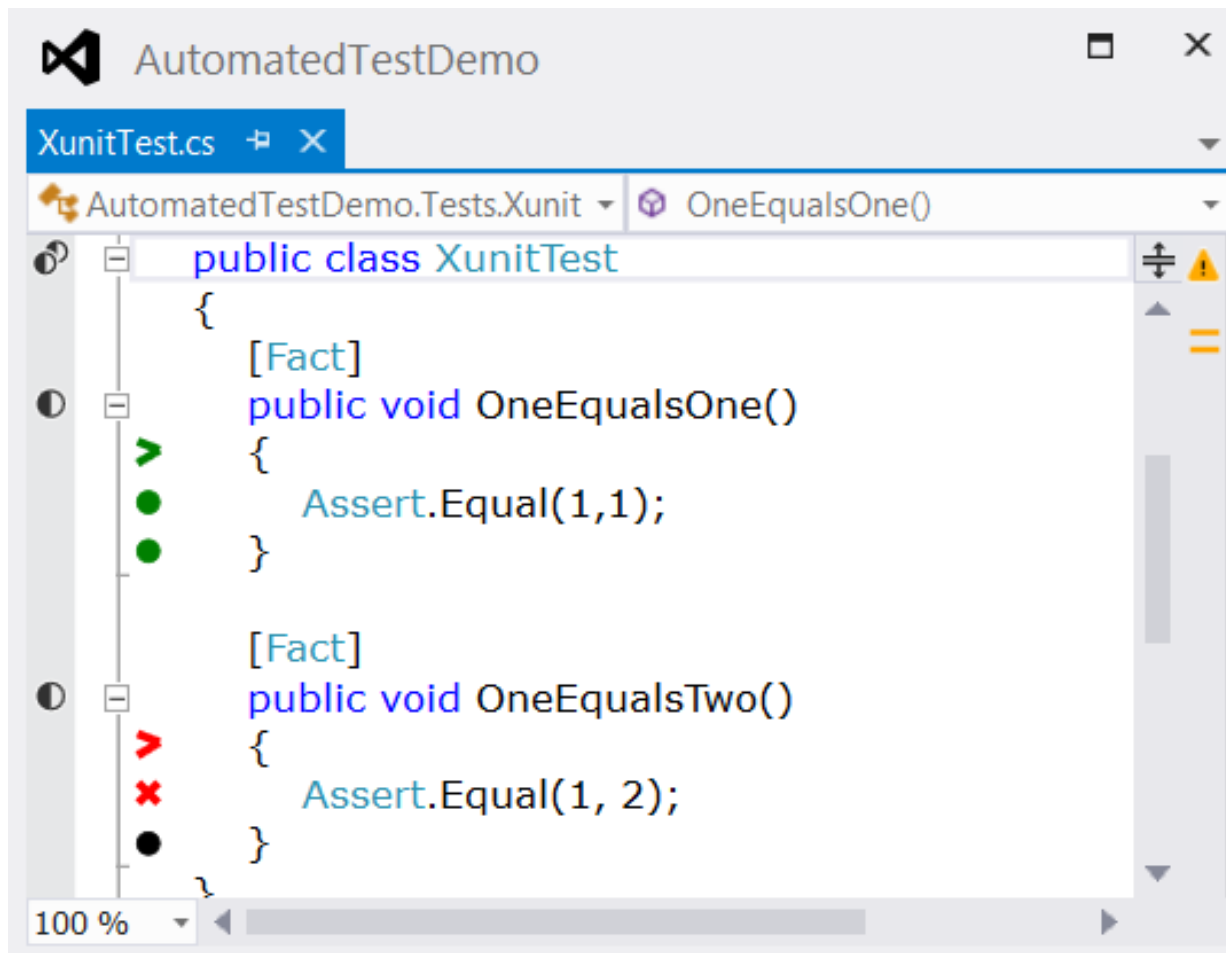
ReSharper



ReSharper Test Session



NCrunch



The screenshot shows the NCrunch interface for a project named "AutomatedTestDemo". The file "XunitTest.cs" is open, and the test "OneEqualsOne()" is selected. The test results are displayed on the left side of the editor, showing a green checkmark for the passed test and a red X for the failed test.

```
public class XunitTest
{
    [Fact]
    public void OneEqualsOne()
    {
        Assert.Equal(1,1);
    }

    [Fact]
    public void OneEqualsTwo()
    {
        Assert.Equal(1, 2);
    }
}
```

100 %

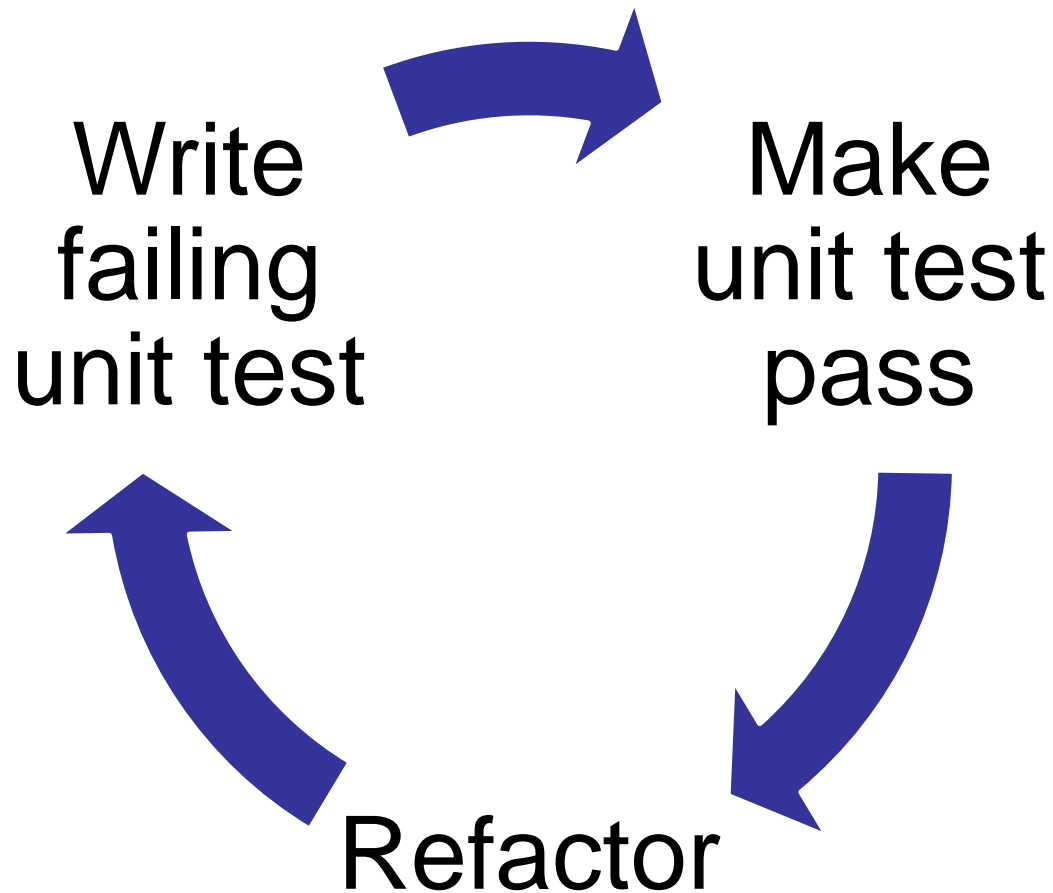
FluentAssertions

```
[TestMethod]
public void AdditionFluent()
{
    var a = 1;
    var b = 2;

    var result = a + b;

    result.Should().Be(3);
}
```


Test-Driven-Development



Klasse nutzen

[Fact]

```
public void StartsWithZero()
{
    var calculator = new Calculator();
}
```

Klasse anlegen

```
public class Calculator  
{  
}
```

Eigenschaft nutzen

[Fact]

```
public void StartsWithZero()
{
    var calculator = new Calculator();

    calculator.Value.Should().Be(0);
}
```

Eigenschaft anlegen

```
public class Calculator
{
    public double Value { get; set; }
}
```


Funktion nutzen

[Fact]

```
public void AddsValues()  
{  
    var calculator = new Calculator { Value = 4 };  
  
    calculator.Add(2);  
  
    calculator.Value.Should().Be(6);  
}
```

Funktion anlegen

```
public class Calculator
{
    public double Value { get; set; }

    public void Add(double value)
    {
        Value += value;
    }
}
```

Isolation



Code-Isolation



Assembly



GAC



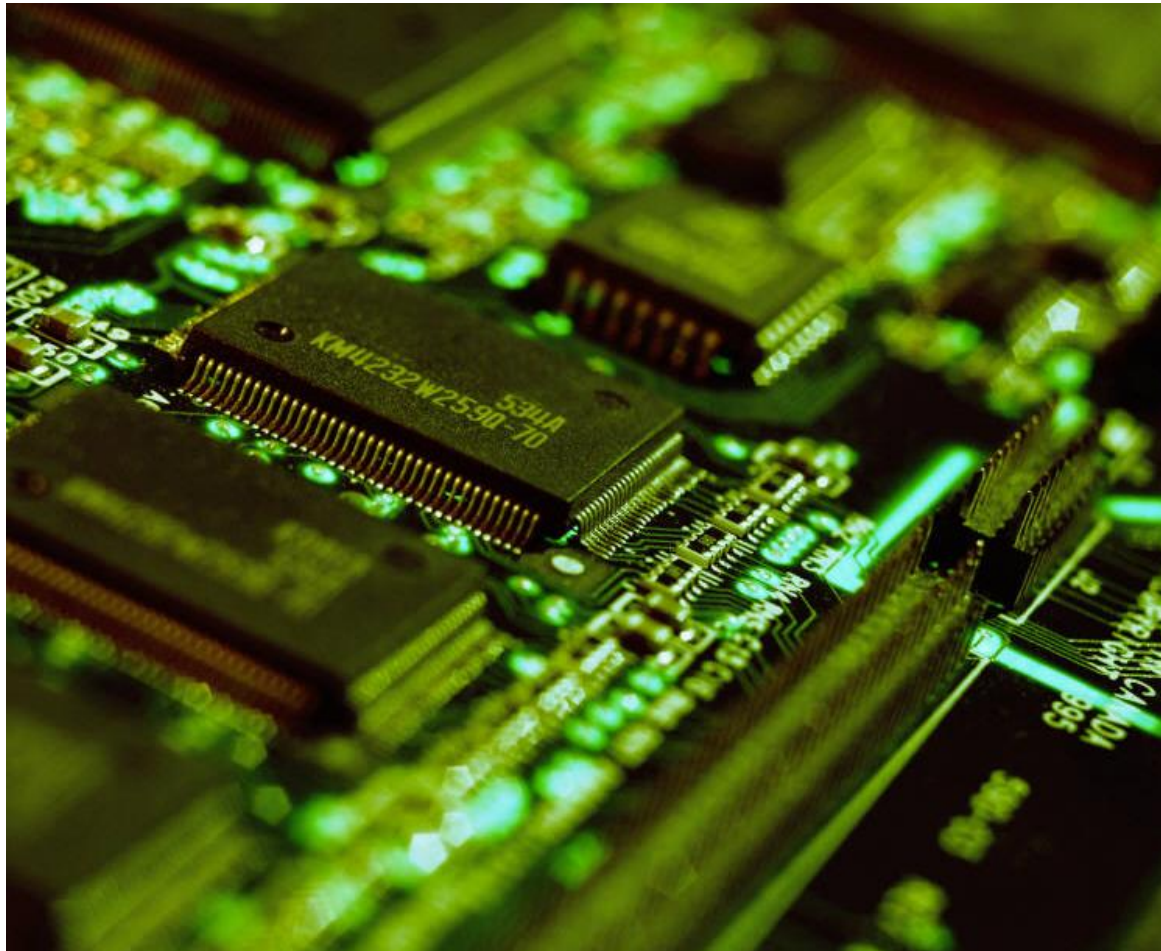
Frameworks



Daten-Isolation



Arbeitsspeicher



Datenbank mit Transaktion



Datenbank ohne Transaktion



Datenbank-ähnliches



weitere Ressourcen



Continuous Integration



Unit Test



Integration Test



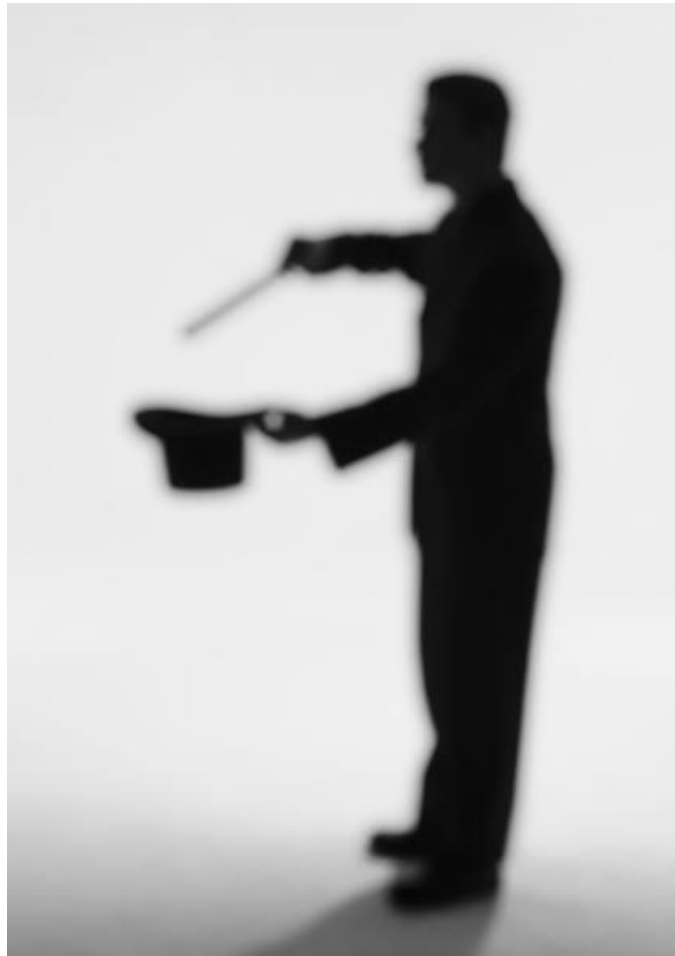
Acceptance Test



Abhängigkeiten



Service Locator



Dependency Injection



Platzhalter



Moq



AutoFixture



Zusammenfassung

- Funktion, Fertigstellung, Qualität, Lehre
- Unit, Integration, Acceptance
- Isolation
- Folien, Code
<http://malteclassen.de/blog>
- Beratung, Training
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