

# Writing Testable Code

Alvaro Videla - Cloud Foundry

# About Me

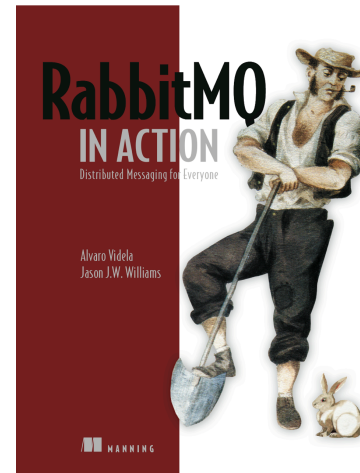
- Cloud Foundry Developer Advocate
- Blog: <http://videlalvaro.github.com/>
- Twitter: @old\_sound

# About Me

Co-author

RabbitMQ in Action

<http://bit.ly/rabbitmq>



I'm not a:

# I'm not a:

- Application Testing Guru

# I'm not a:

- Application Testing Guru
- TDD Advocate

**Why is it so hard  
to write tests?**

# Unit Testing

**The goal of unit testing is  
to isolate each part of  
the program and show  
that the individual parts  
are correct**

[http://en.wikipedia.org/wiki/Unit\\_testing](http://en.wikipedia.org/wiki/Unit_testing)



# Unit Testing

**[...] unit testing by definition only tests the functionality of the units themselves.**

[http://en.wikipedia.org/wiki/Unit\\_testing](http://en.wikipedia.org/wiki/Unit_testing)

# Unit Testing

**[...] Therefore, it will not catch integration errors or broader system-level errors (such as functions performed across multiple units, or non-functional test areas such as performance)**

[http://en.wikipedia.org/wiki/Unit\\_testing](http://en.wikipedia.org/wiki/Unit_testing)

# **Dogma vs. Reality**

# A world of Trade Offs

**What should  
we test?**

How much  
should  
we test?

**“I get paid for code that works,  
not for tests, so my philosophy is  
to test as little as possible to  
reach a given level of confidence”**

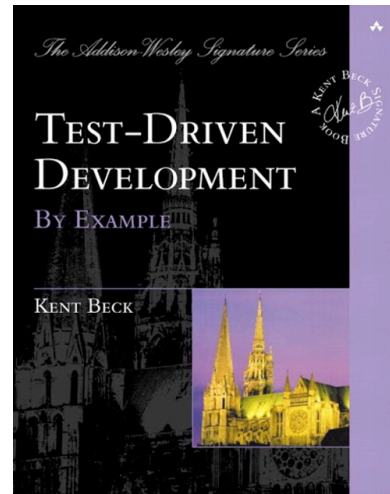
**– Kent Beck**

<http://stackoverflow.com/questions/153234/how-deep-are-your-unit-tests/153565#153565>

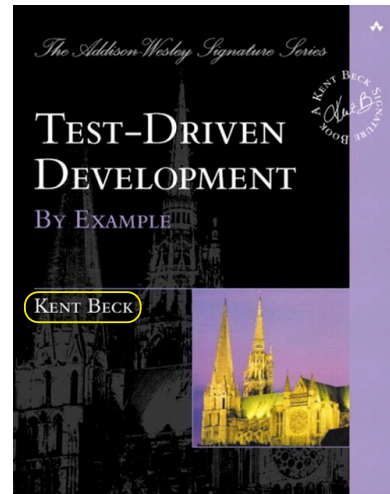
# **The Hidden Secret Of TDD**



# The Secret of TDD



# The Secret of TDD



# Some books by Kent Beck

**Refactoring: Improving the Design of Existing Code** by Martin Fowler, Kent Beck, John Brant and William Opdyke (Jul 8, 1999)  
★★★★☆ (1350)  
**Formats**

	Rent	Buy	New	Used	
<b>Hardcover</b> Order in the next 1 hour to get it by Wednesday, Apr 16. Eligible for FREE Super Saver Shipping.		<b>\$30.75</b>	\$45.76	\$33.89	\$20.00
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**Test Driven Development: By Example** by Kent Beck (Nov 18, 2002)  
★★★★☆ (423)  
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**Extreme Programming Explained: Embrace Change, 2nd Edition (The XP Series)** by Kent Beck and Cynthia Andres (Nov 26, 2004)  
★★★★☆ (138)  
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**Smalltalk Best Practice Patterns** by Kent Beck (Oct 13, 1986)  
★★★★☆ (50)  
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<b>Kindle Edition</b> Auto-delivered wirelessly.		<b>\$20.58</b>	

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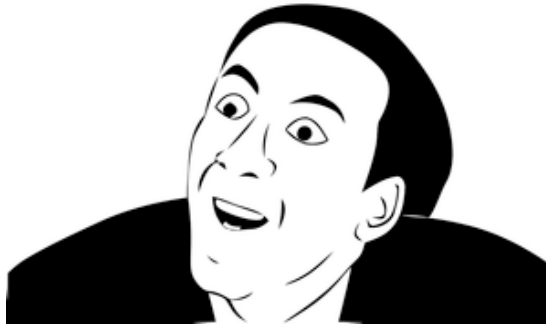
**Implementation Patterns** by Kent Beck (Nov 2, 2007)  
★★★★☆ (8)  
**Formats**

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<b>Kindle Edition</b> Auto-delivered wirelessly.			<b>\$22.24</b>		

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**To write good  
tests first we need  
to learn how to  
program**

**YOU DON'T SAY?**



**We developers are  
like those users we  
like to complain so  
much about**

**Design evolves and  
matures with time**

**Good Code sits in  
the small details**



**TIPS**

Separate *pure* code  
from *impure* or *stateful*

# Pure Functions

# Pure Functions

- Referential Transparency

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- Don't modify external state

# Pure Functions

- Referential Transparency
- Don't modify external state
- Don't produce side effects

What's wrong with this code?

```
if($player->getScore() > 0) {  
    $player->setSwizzle(7);  
} else {  
    $player->setSwizzle(  
        $player->getSwizzle() + 1  
    );  
}
```

<https://dl.dropboxusercontent.com/u/7810909/docs/what-does-fp-mean/what-does-fp-mean/chunk-html/ar01s05.html>

What's wrong with this code?

```
$newScore = $player->getScore() > 0  
            ? 7  
            : $player->getSwizzle() + 1;  
  
$player->setSwizzle($newScore);
```

<https://dl.dropboxusercontent.com/u/7810909/docs/what-does-fp-mean/what-does-fp-mean/chunk-html/ar01s05.html>



**Score calculation  
can be moved into  
its own function**

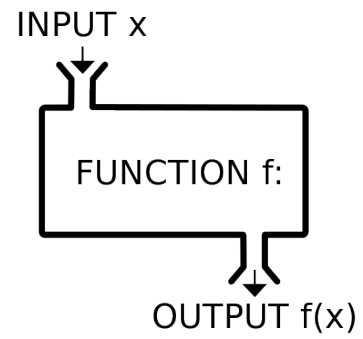
**Score calculation  
can be tested now**

**First write  
Pure Code**

**Add impure code  
step by step when  
needed**

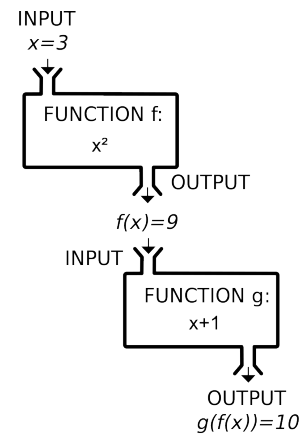
**Write  
Composable  
Code**

# Function Composition



[http://en.wikipedia.org/wiki/Function\\_\(mathematics\)](http://en.wikipedia.org/wiki/Function_(mathematics))

# Function Composition



[http://en.wikipedia.org/wiki/Function\\_\(mathematics\)](http://en.wikipedia.org/wiki/Function_(mathematics))

**This looks familiar**



**“Many UNIX programs do quite trivial tasks in isolation, but, combined with other programs, become general and useful tools.”**

<http://math.albany.edu/math/pers/hammond/unixphil.html>

## Number of open connections per IP

```
netstat -ntu | awk '{print $5}' | \
cut -d: -f1 | sort | uniq -c | sort -n
```

<http://www.commandlinefu.com/commands/view/1767/number-of-open-connections-per-ip>

Why don't we just  
code in this style?

This seems familiar  
again...

# Welcome to Functional Programming

**“Writing unit tests is reinventing  
functional programming  
in non-functional languages”**

<http://noss.github.io/2009/02/25/writing-unit-tests-is-reinventing-functional-programming-in-non-functional-languages.html>

What can we learn from  
Functional Programming?

## The proper use of Types



What does '**null**' mean?

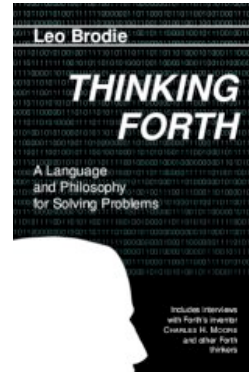
What does  
**'true|false'** mean?

Functions with just one  
responsibility

Radical separation of pure  
code from impure code

Let's see an example

# Food for Thought



<http://thinking-forth.sourceforge.net>

**“Inside every well-written large program is a well-written small program”**

[http://www.linfo.org/q\\_programming.html](http://www.linfo.org/q_programming.html)

**Questions?**



# Thanks!

[http://twitter.com/old\\_sound](http://twitter.com/old_sound)

<http://github.com/videlalvaro>

[http://www.slideshare.net/old\\_sound](http://www.slideshare.net/old_sound)