

AssertTrue(isDecoupled("my tests"))



Dave Liddament



**DECOUPLED TESTS REDUCE THE
DEVELOPMENT AND MAINTENANCE
COSTS OF THE TEST SUITE.**

VALUE OF TESTS =
COST OF BUGS FOUND BY TESTS
– COST OF TEST SUITE

AGENDA

- ▶ Why
- ▶ Terminology



```
..... 63 / 444 ( 14%)
..... 126 / 444 ( 28%)
..... 189 / 444 ( 42%)
..... 252 / 444 ( 56%)
..... 315 / 444 ( 70%)
..... 378 / 444 ( 85%)
..... 441 / 444 ( 99%)
....
```

Time: 20 minutes 54 seconds, Memory: 24.75MB

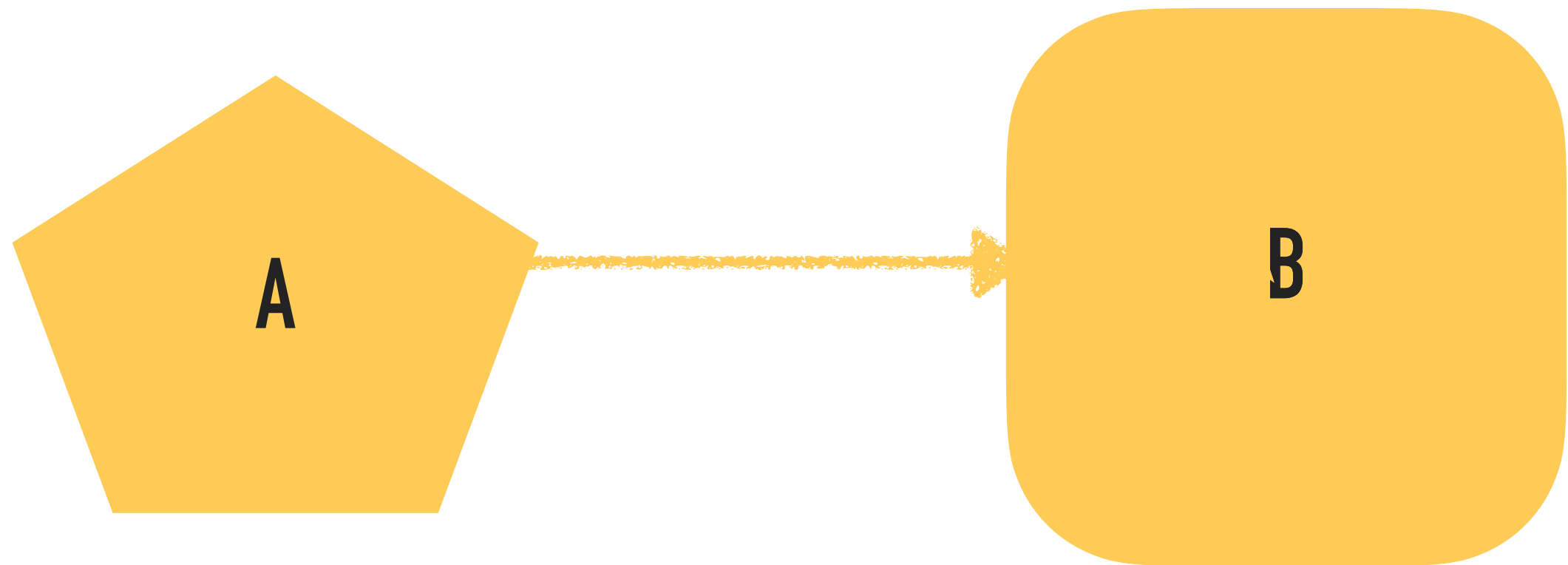
OK (444 tests, 1201 assertions)

.....	FF	63 / 444 (14%)
.....		126 / 444 (28%)
.....	FF	189 / 444 (42%)
FFFFFFFFFFFFFFFF		252 / 444 (56%)
.....	FF.....FFFF.....FFFFFFFFFFFFFFFF	315 / 444 (70%)
.....	FF	378 / 444 (85%)
FFFFFFFFFFFFFFFF	FF	441 / 444 (99%)
...		

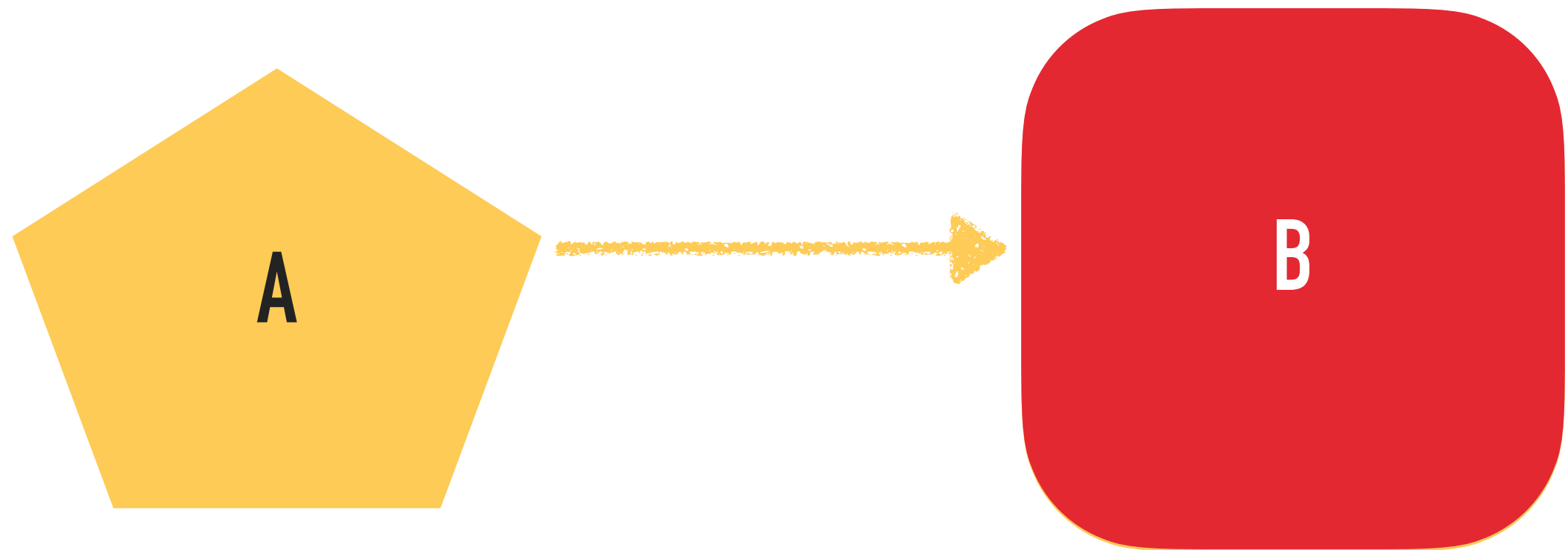
Time: 20 minutes 54 seconds, Memory: 24.75MB

There were lots of failures: 

COUPLING



TEST DOUBLES

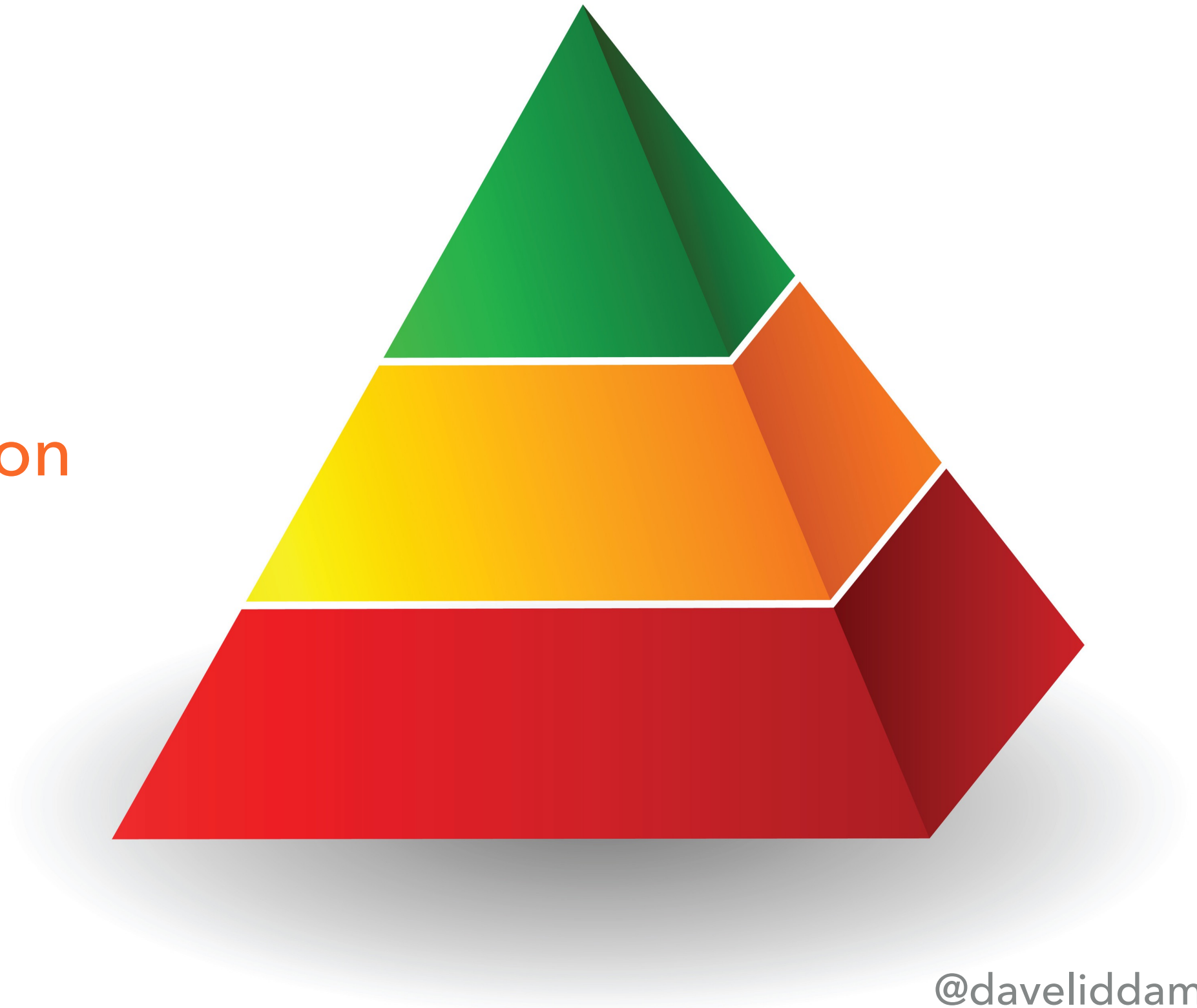


TEST PYRAMID

UI

Integration

Unit



**DECOUPLED TESTS REDUCE THE
DEVELOPMENT AND MAINTENANCE
COSTS OF THE TEST SUITE.**



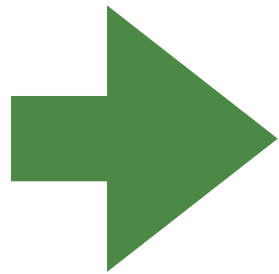
#1

TYPICAL USER JOURNEY

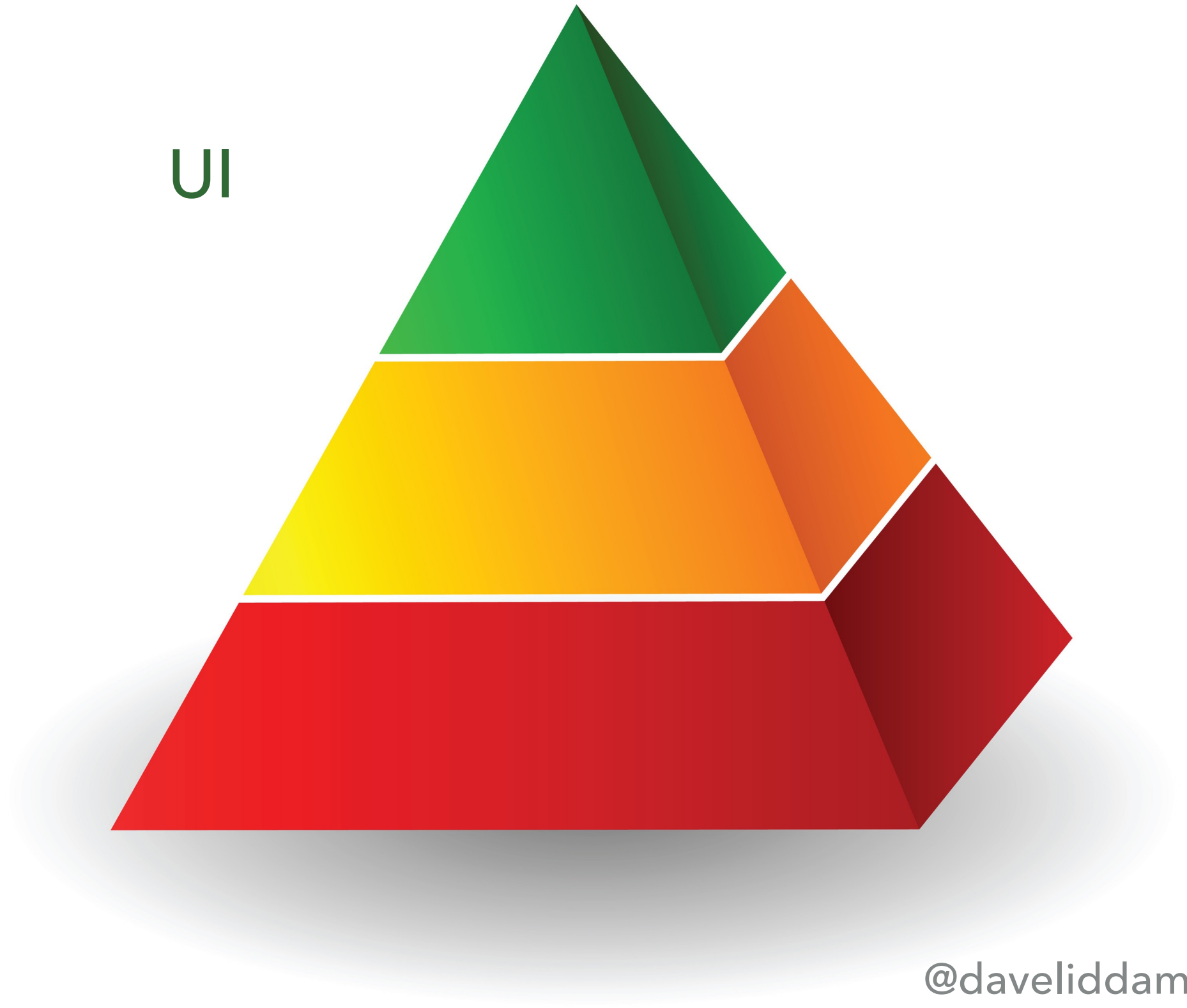
- ▶ Bob would log in
- ▶ Bob see a list of quizzes
- ▶ Pick one he hadn't done
- ▶ Complete the quiz
- ▶ See his score
- ▶ His team's score would be updated

I WANT TO TEST...

Does an individual's score get
correctly allocated to their team?



UI



INITIALLY TESTS WOULD DO THIS KIND OF THING...

- ▶ Visit home page
- ▶ Find login link.
- ▶ Click login link
- ▶ Find form element with name "username"
- ▶ Enter username
- ▶ Find form element with name "password"
- ▶ Enter password
- ▶ Find button with type "submit"
- ▶ Click button
- ▶ ... etc ...

A TINY CHANGE REQUEST....

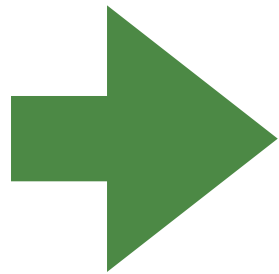
Can we change the layout of the page showing the lists of quizzes?

```
.....FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF. 63 / 444 ( 14%)
.....126 / 444 ( 28%)
.....FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF. 189 / 444 ( 42%)
FFFFFFFFFFFFFFFF.....252 / 444 ( 56%)
.....FF.....FFFF.....FFFFFFFFFFFFFFFF.....315 / 444 ( 70%)
.....FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF. 378 / 444 ( 85%)
FFFFFFFFFFFFFFFF.....FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF 441 / 444 ( 99%)
....
```

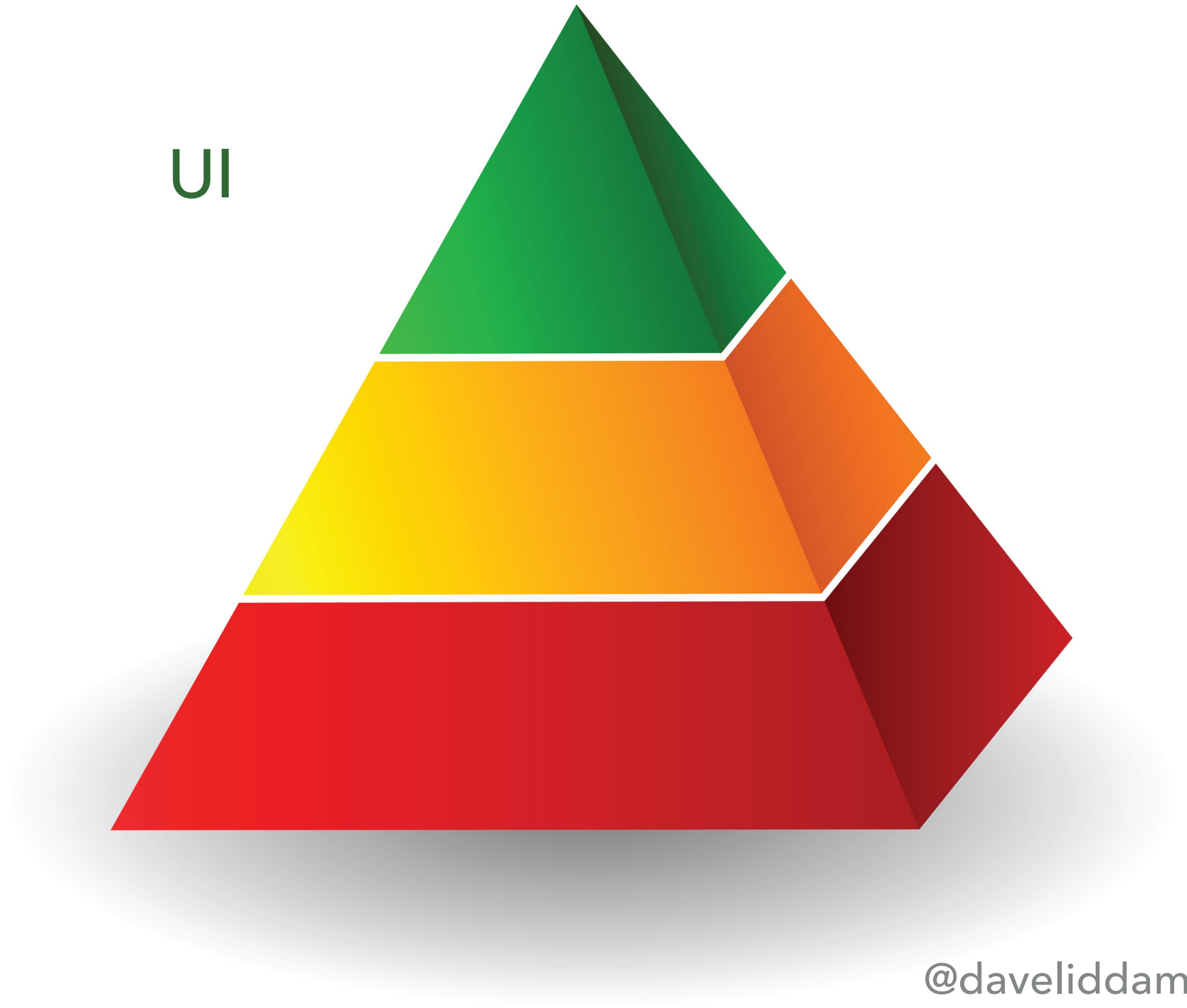
Time: 20 minutes 54 seconds, Memory: 24.75MB

There were lots of failures: 

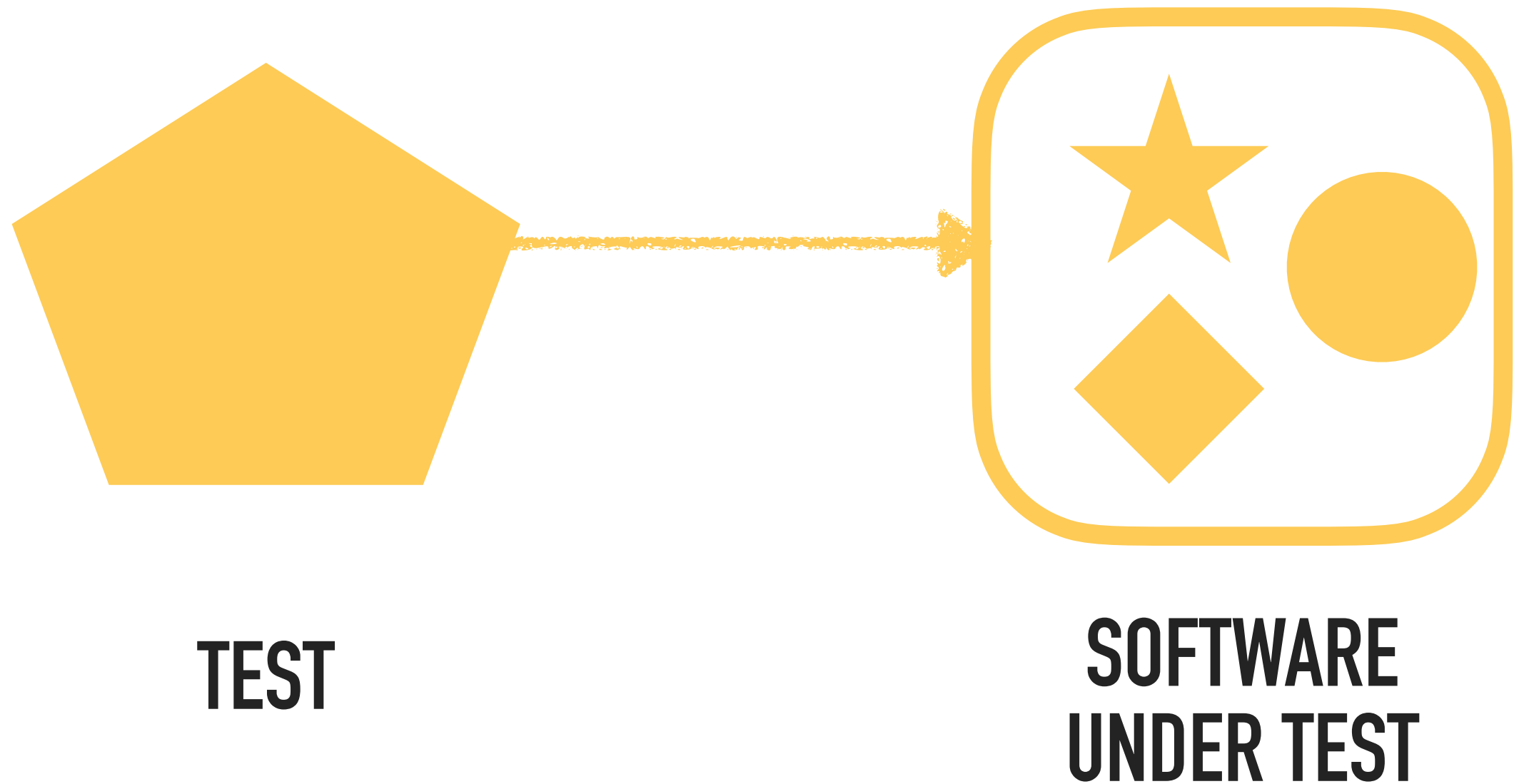




UI



PROBLEM: TIGHT COUPLING



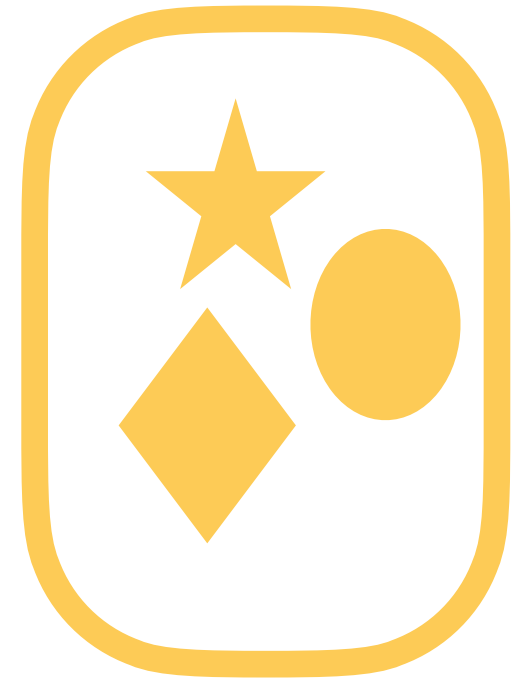
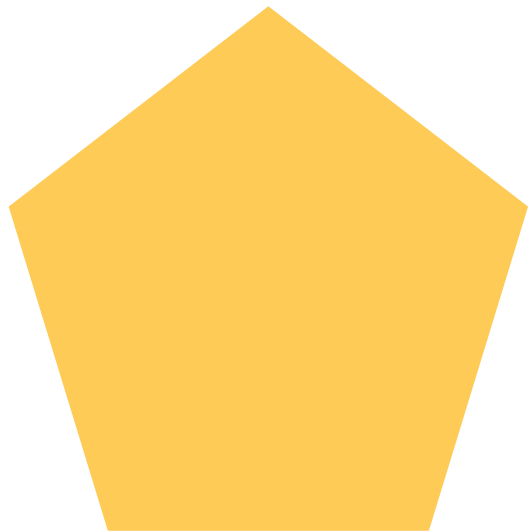
REDUCE COUPLING WITH PAGE OBJECT

login (\$username, \$password)

answerQuestion (\$answer)

findElementByName (\$name)

click ()



TEST

**PAGE
OBJECT**

**SOFTWARE
UNDER TEST**

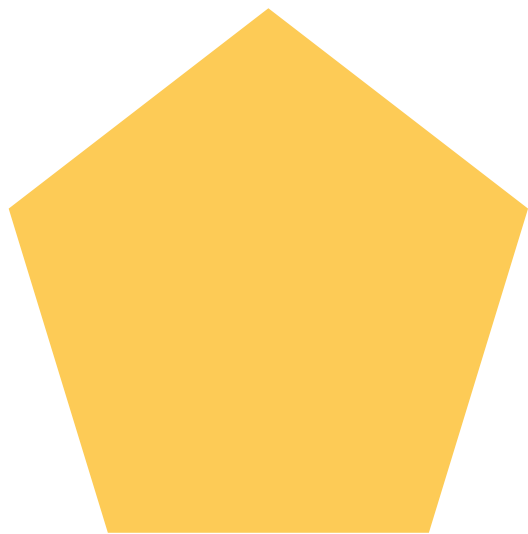
A PAGE OBJECT CAN...

- ▶ Simulate an action a human would do.
- ▶ Grab data from the page.
- ▶ Navigate to another page.

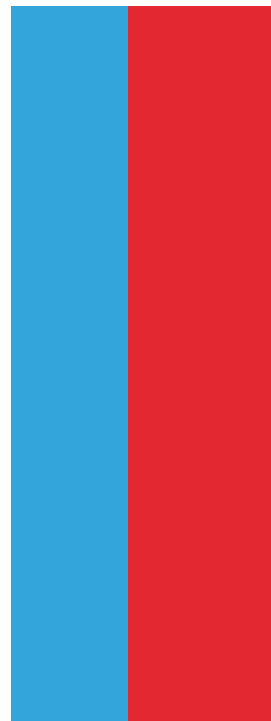
REDUCE COUPLING WITH PAGE OBJECT

login (\$username, \$password)

answerQuestion (\$answer)



TEST

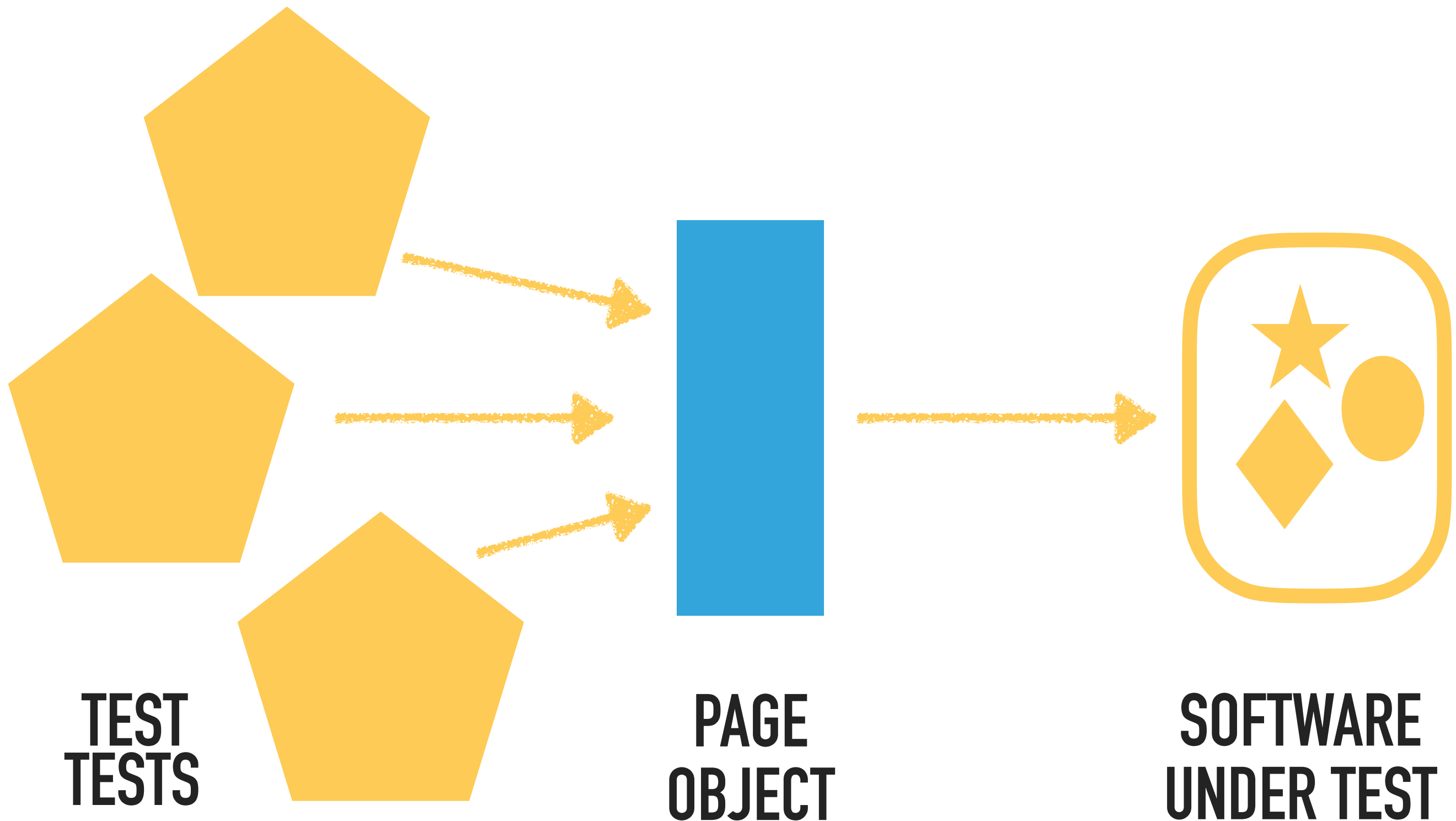


**PAGE
OBJECT**



**SOFTWARE
UNDER TEST**

REDUCE COUPLING WITH PAGE OBJECT



TEST LOOK A BIT MORE LIKE THIS

```
$loginPage = $homePage->getLoginPage();
```

```
$myQuizzesPage = $loginPage->login("bob", "password");
```

```
$quiz1Page = $myQuizzesPage->findQuiz(1);
```

```
$quiz1Page->setAnswer1('a');
```

```
$quiz1Page->setAnswer2('b');
```

```
$resultsPage = $quiz1Page->submitAnswers();
```

```
assertEquals(3, $resultsPage->getScore());
```

... etc ...

A TINY CHANGE REQUEST....

Could we change the page a user goes to after logging in?

THE TESTS WILL BREAK

```
$loginPage = $homePageObject->getLoginPageObject();
```

```
$myQuizzesPage = $loginPage->login("bob", "password");
```

```
$quiz1Page = $myQuizzesPage->findQuiz(1);
```

```
$quiz1Page->setAnswer1('a');
```

```
$quiz1Page->setAnswer2('b');
```

```
$resultsPage = $quiz1Page->submitAnswers();
```

```
assertEquals(3, $resultsPage->getScore());
```

```
... etc ...
```

```
.....FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF. 63 / 444 ( 14%)
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.....FFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFFF. 189 / 444 ( 42%)
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.....FF.....FFFF.....FFFFFFFFFFFFFFFF.....315 / 444 ( 70%)
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....
```

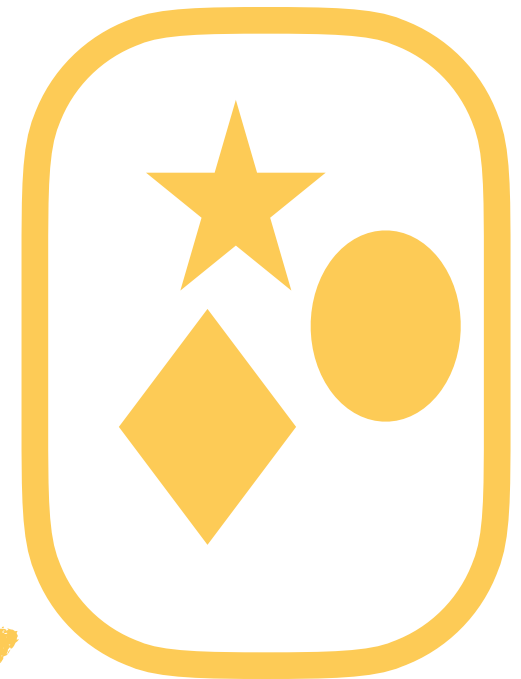
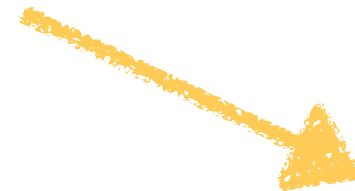
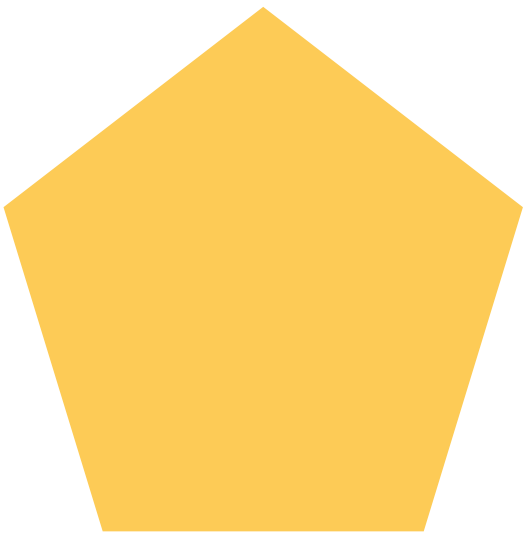
Time: 20 minutes 54 seconds, Memory: 24.75MB

There were lots of failures: 

REDUCE COUPLING FURTHER

submitUsersAnswers()

getTeamScore()



TEST

**DSL
LAYER**

**PAGE
OBJECTS**

**SOFTWARE
UNDER TEST**

TEST LOOK A BIT MORE LIKE THIS

```
assignUserToTeam($bob, $teamApple);
```

```
submitUsersAnswers($bob, self::QUIZ_1,
```

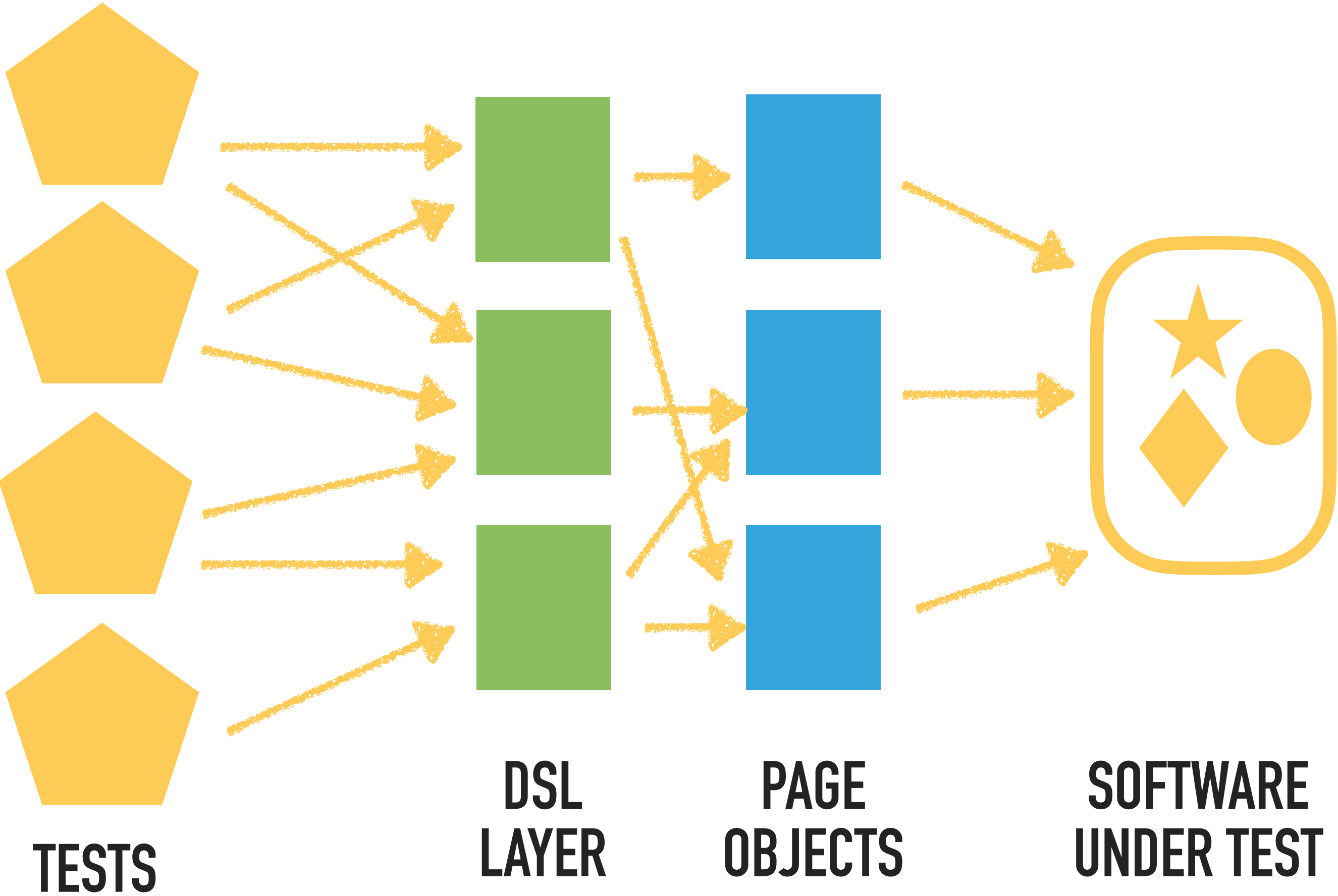
```
  ['engagement' => 'a', 'enjoyment' => 'b', ... etc ... ]);
```

```
$score = getTeamScore($apple);
```

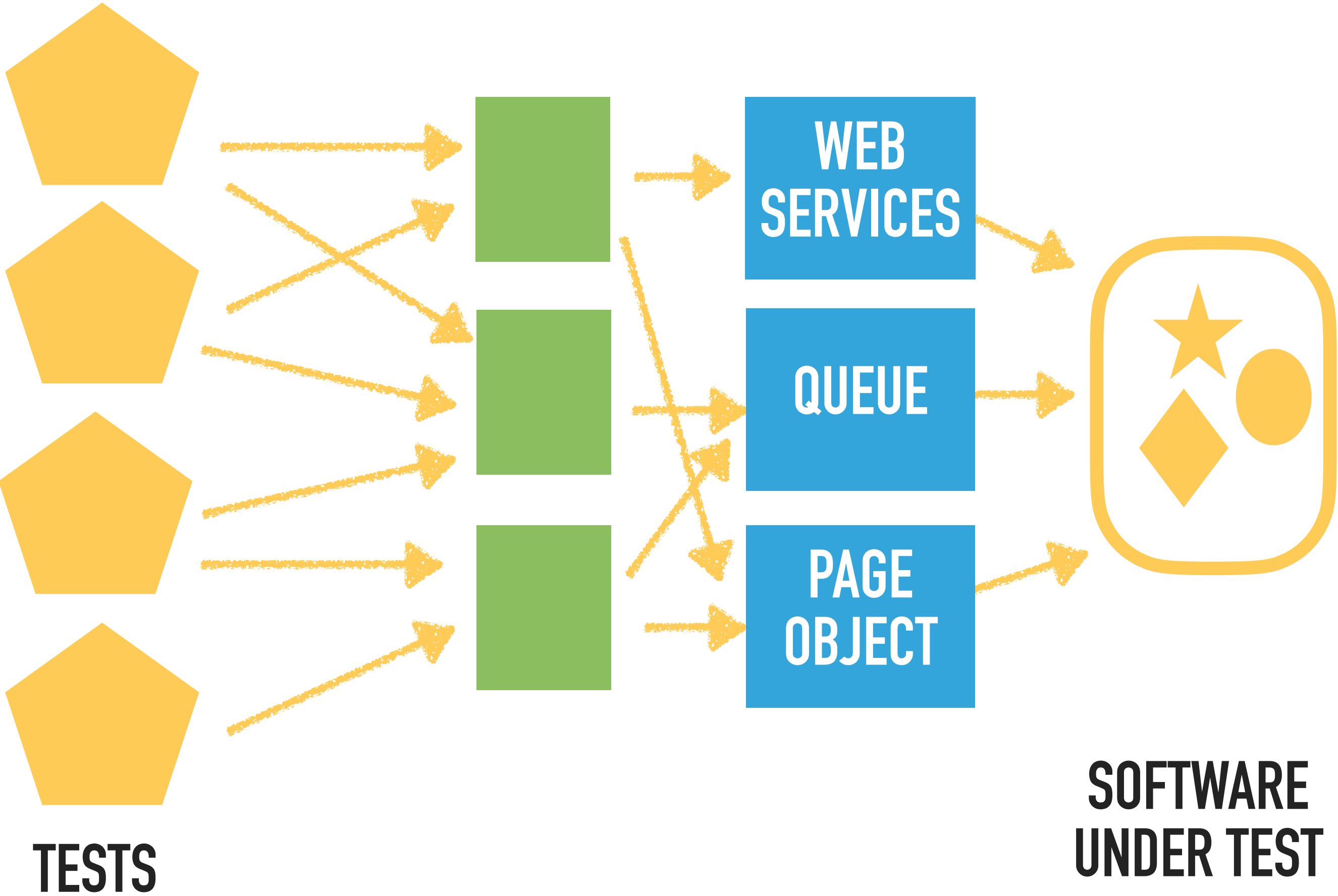
```
assertEquals(7, $score);
```

Does an individual's score get correctly allocated to their team?

STORY 1



STORY 1



THE MORAL OF STORY 1...

- ▶ Testing an application's business logic via the UI layer is difficult, time consuming and requires a lot of effort.
- ▶ Introduce layers between the tests and the SUT to:
 - ▶ Reduce coupling
 - ▶ Isolate changes to updates in these layers
 - ▶ Tests don't change unless the functionality of the SUT changes.
- ▶ I don't like doing this kind of testing!

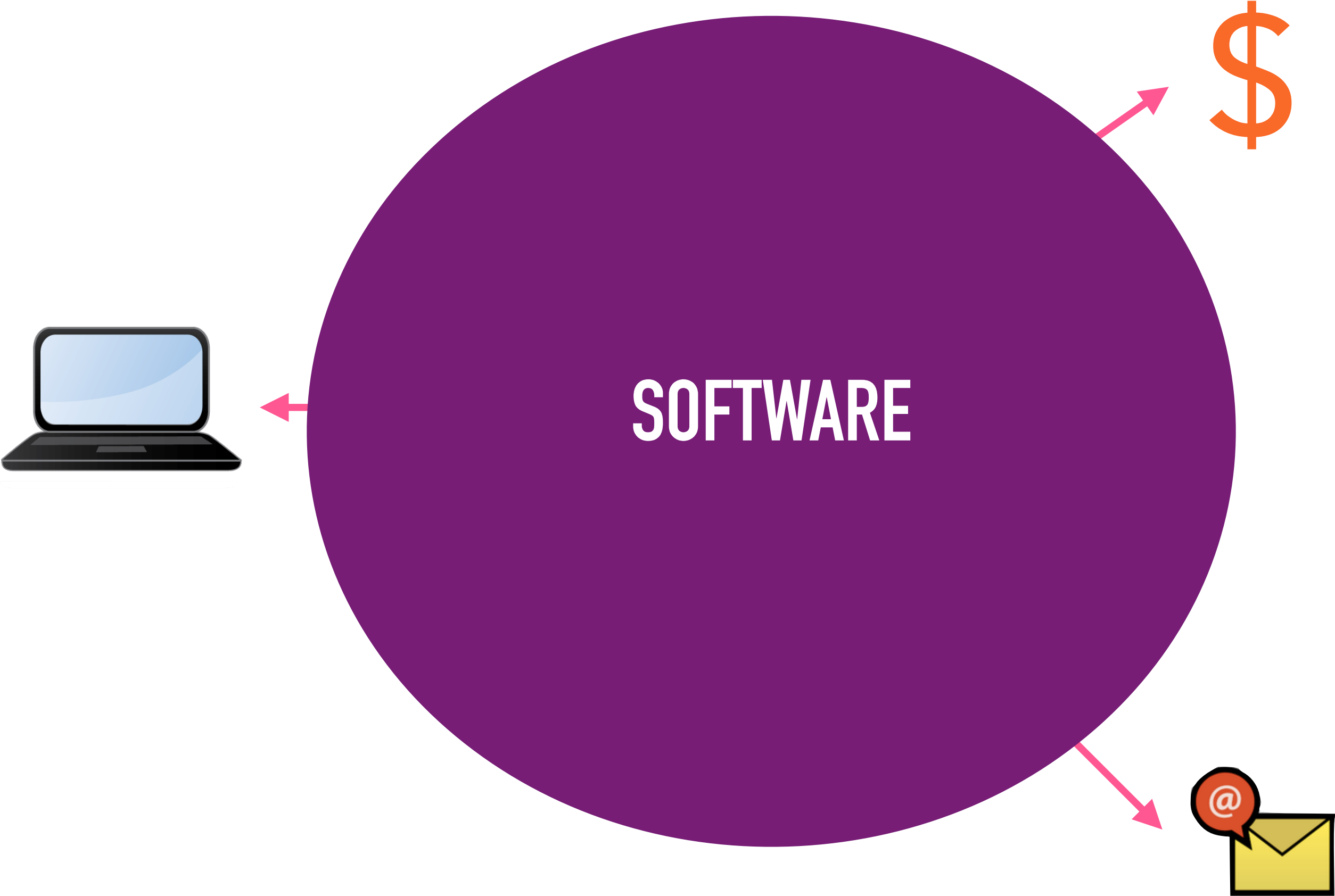
**DECOUPLED TESTS REDUCE THE
DEVELOPMENT AND MAINTENANCE
COSTS OF THE TEST SUITE.**

BUT WHAT IF ...

We replace the entire website with
an app?

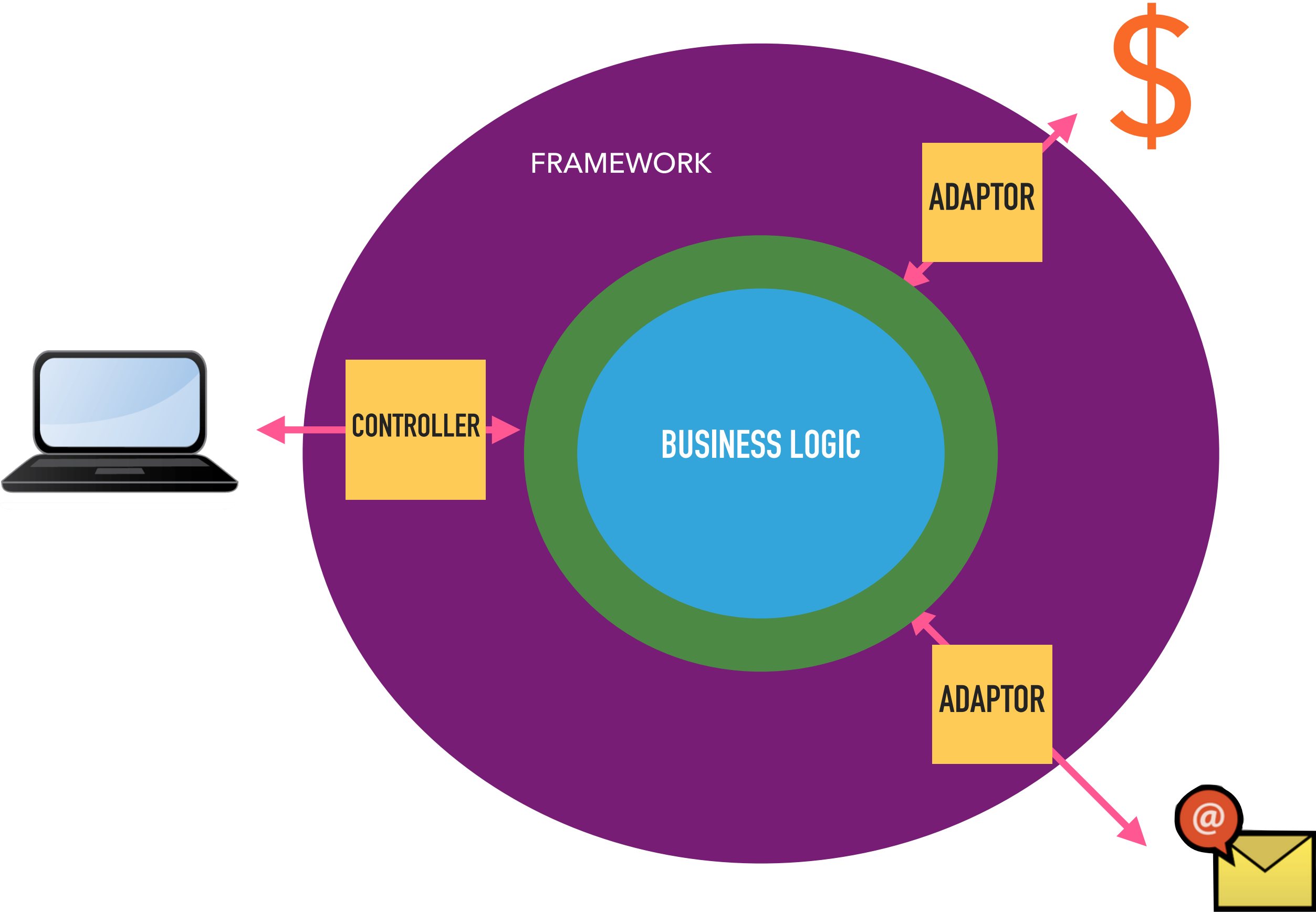


#2



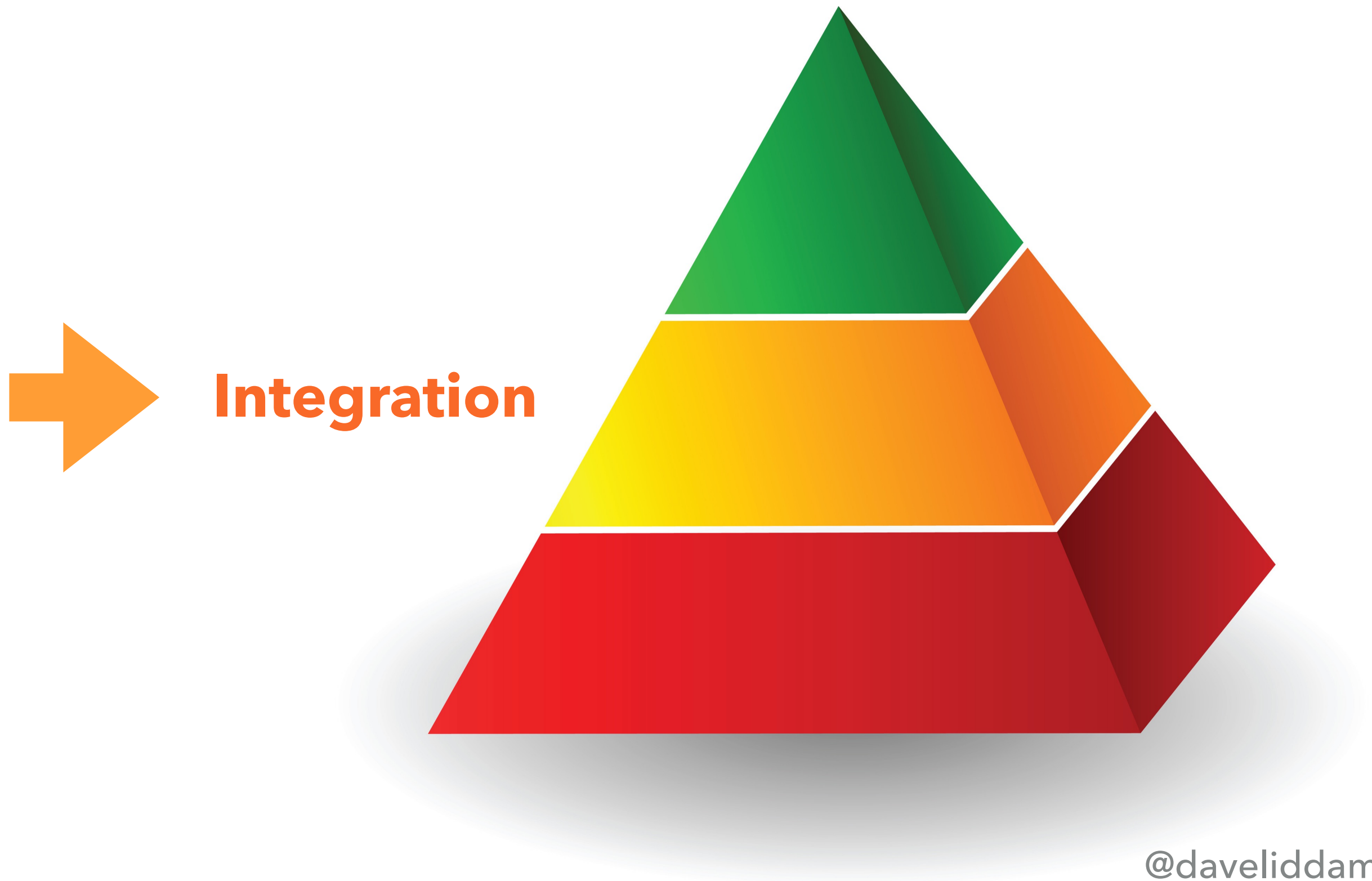
THERE MUST BE A BETTER WAY...

- ▶ Layered architecture
- ▶ Hexagonal architecture

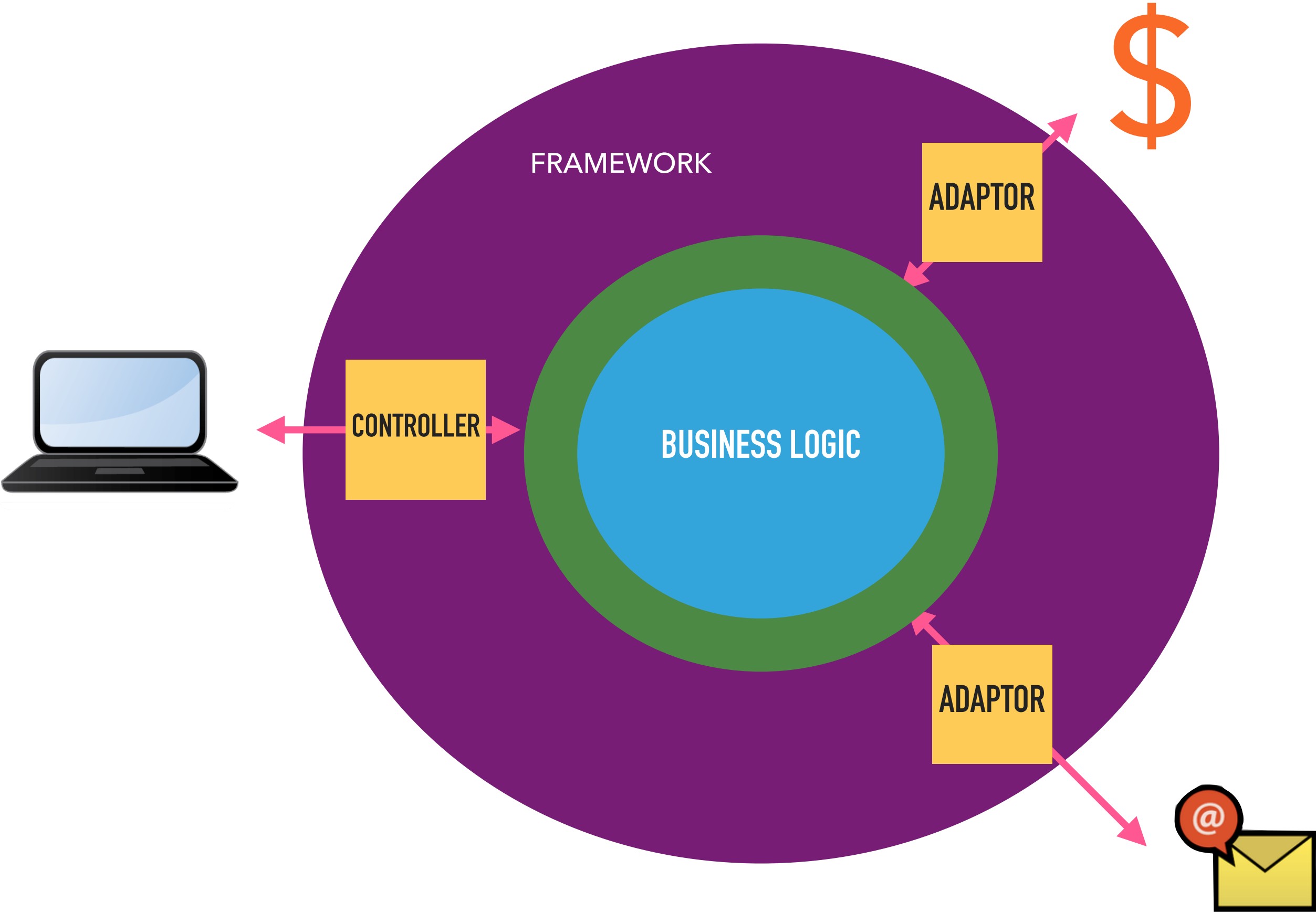


SERVICE LAYER

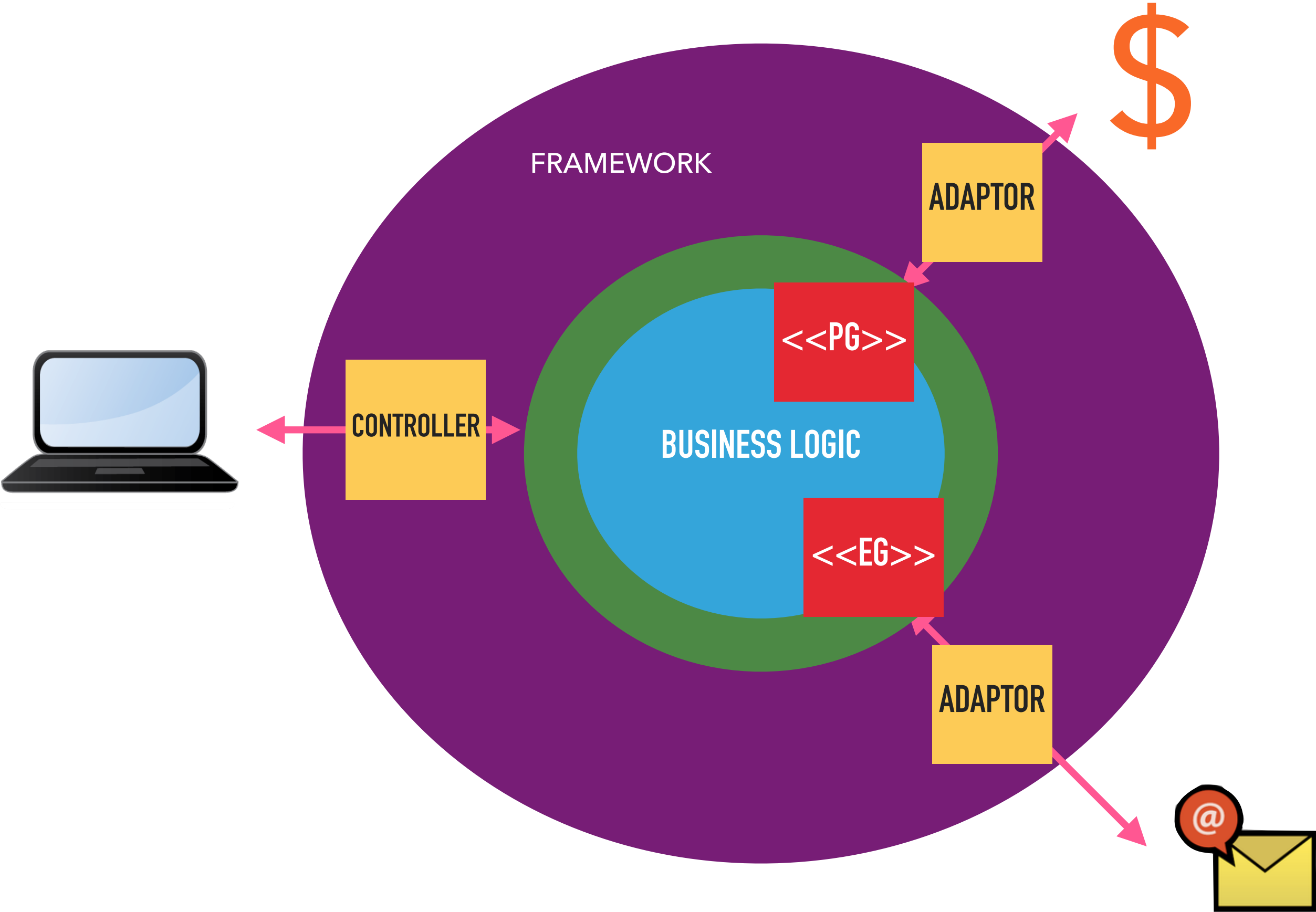
```
interface AnswerSubmissionService
{
    public function submitUsersAnswers (
        User $user,
        int $quizId,
        array $answers
    ) : void;
}
```



STORY 2



STORY 2



EMAIL GATEWAY

```
interface EmailGateway
```

```
{
```

```
    /**
```

```
     * Sends an email
```

```
     */
```

```
    public function sendEmail(
```

```
        $to,
```

```
        $from,
```

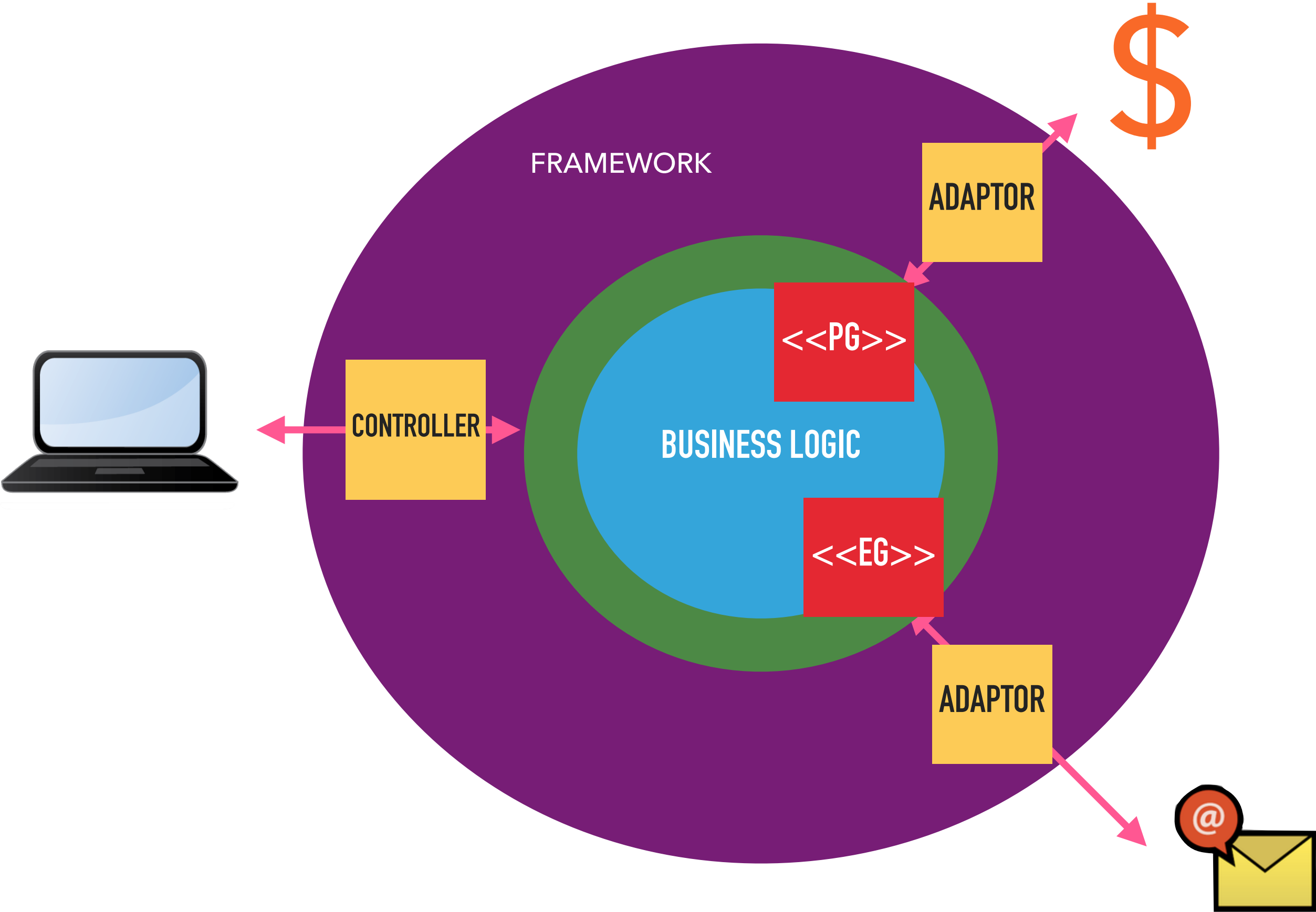
```
        $subject,
```

```
        $message
```

```
    ) : void;
```

```
}
```

STORY 2



EMAIL GATEWAY TEST IMPLEMENTATION

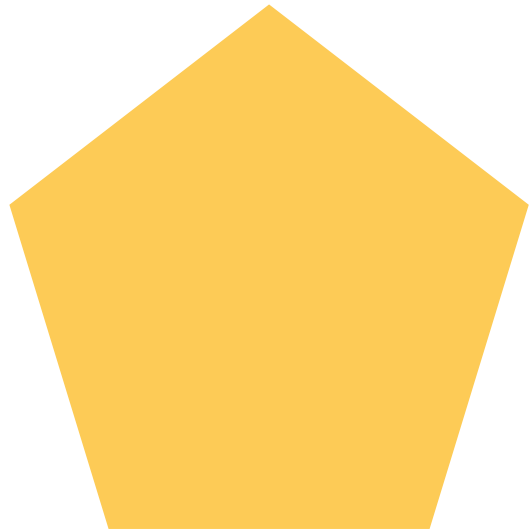
EmailGatewaySpy implements EmailGateway

```
{  
  
    public function sendEmail(... parameters ...) {  
        // Store email in array;  
    }  
  
    public function getEmails(): array {  
        return array of emails  
    }  
}
```

TESTING IS EASIER

submitUsersAnswers()

submitUsersAnswers()

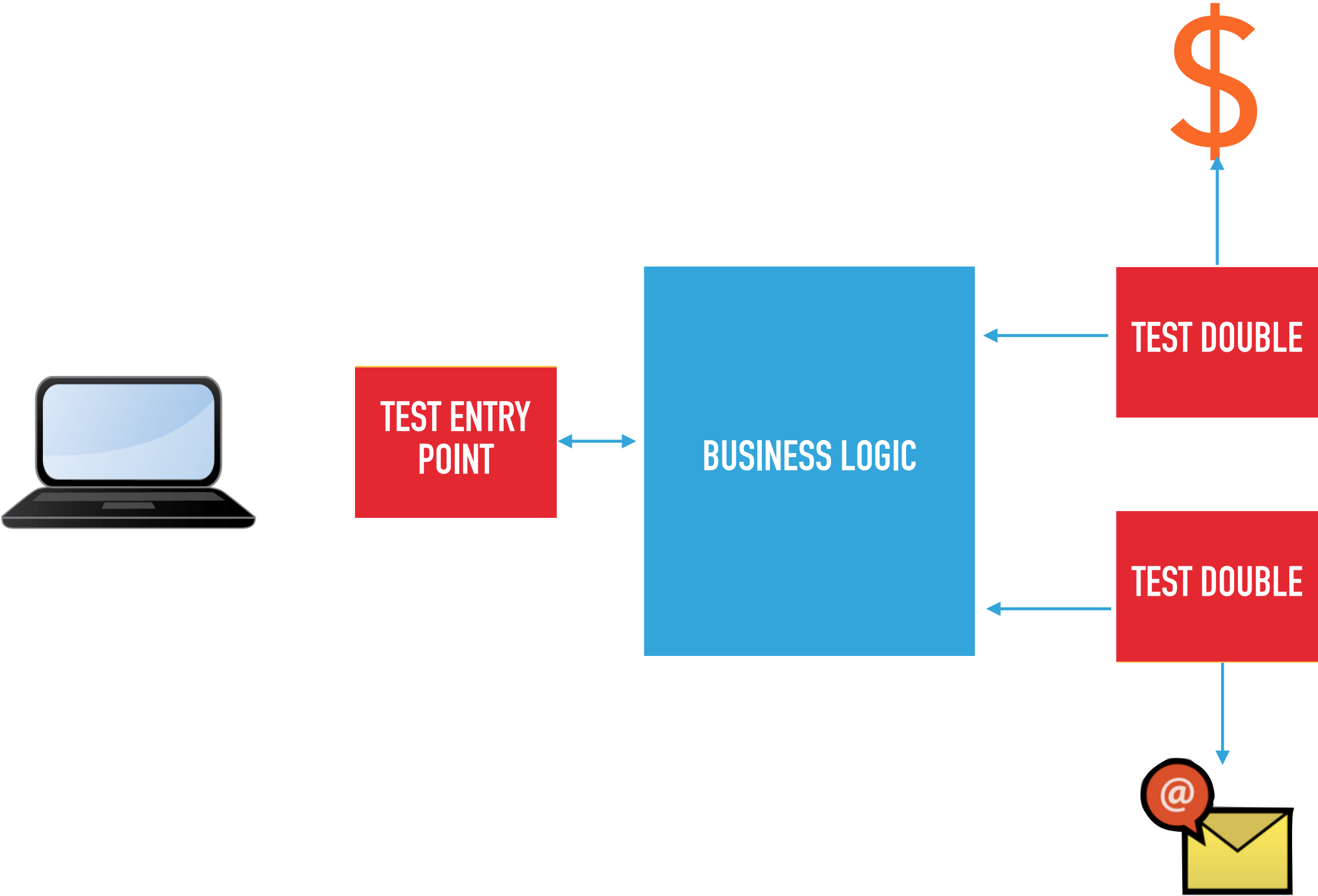


TEST

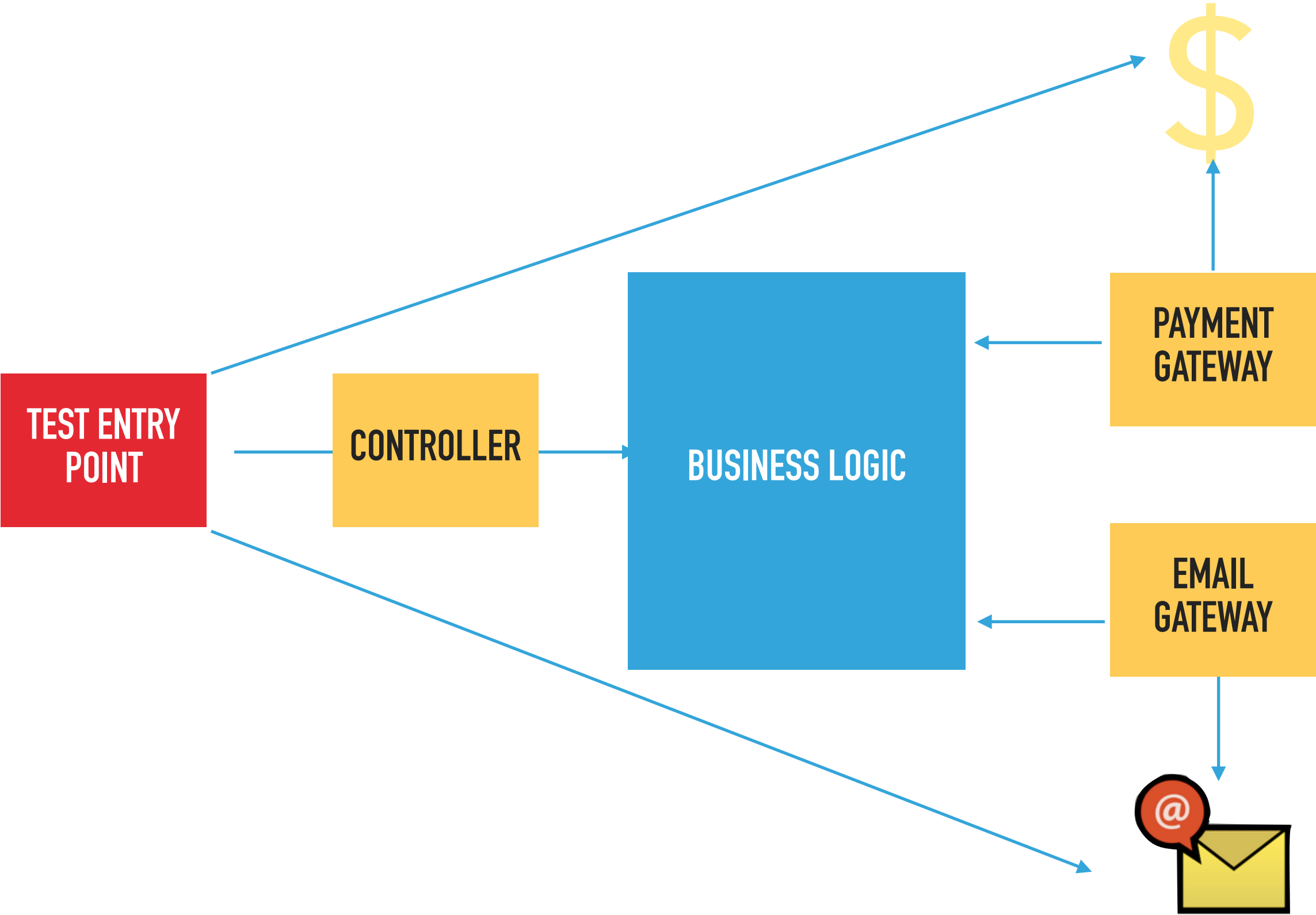
**DSL
LAYER**

**SERVICE LAYER
OF SUT**

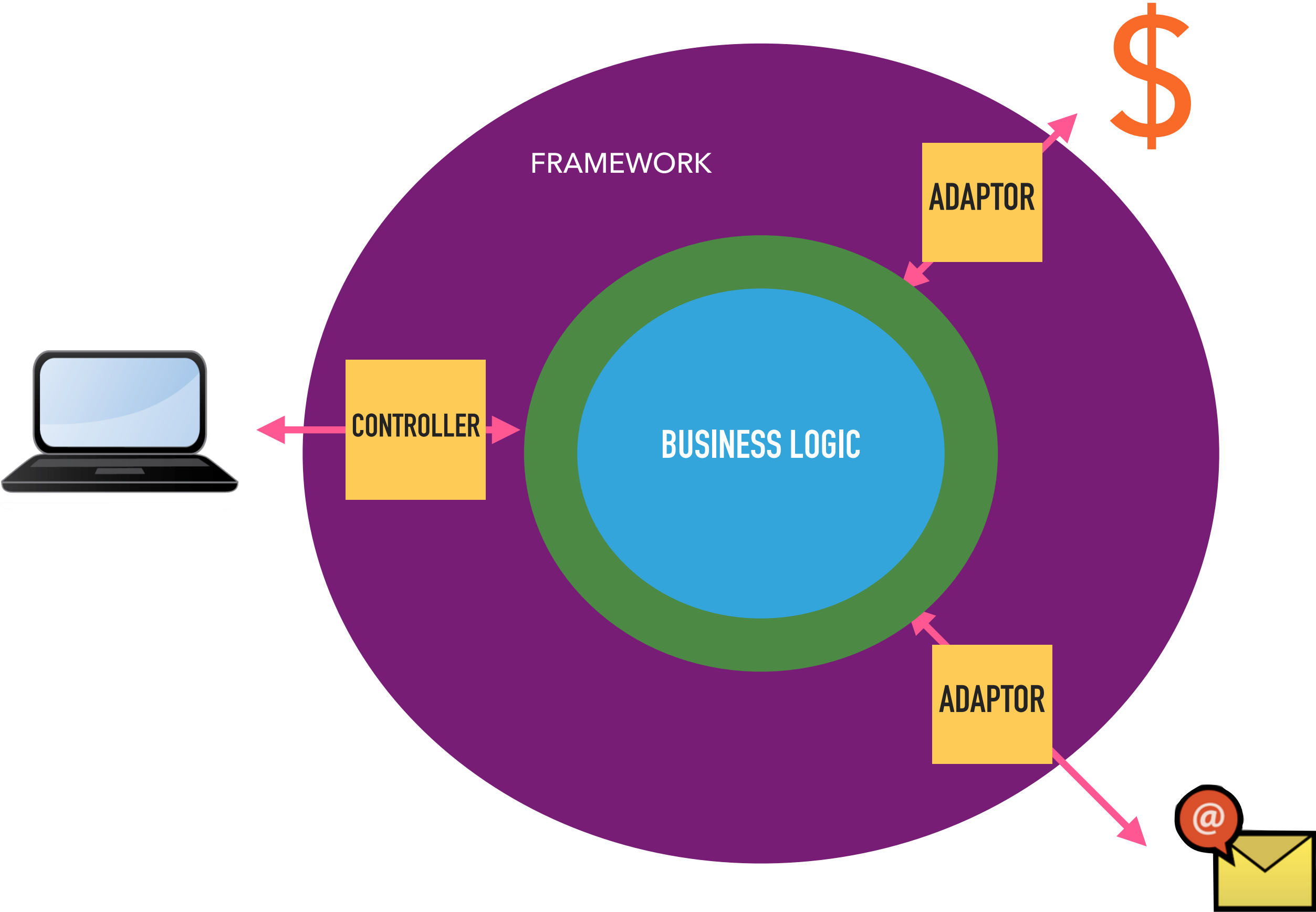
STORY 2

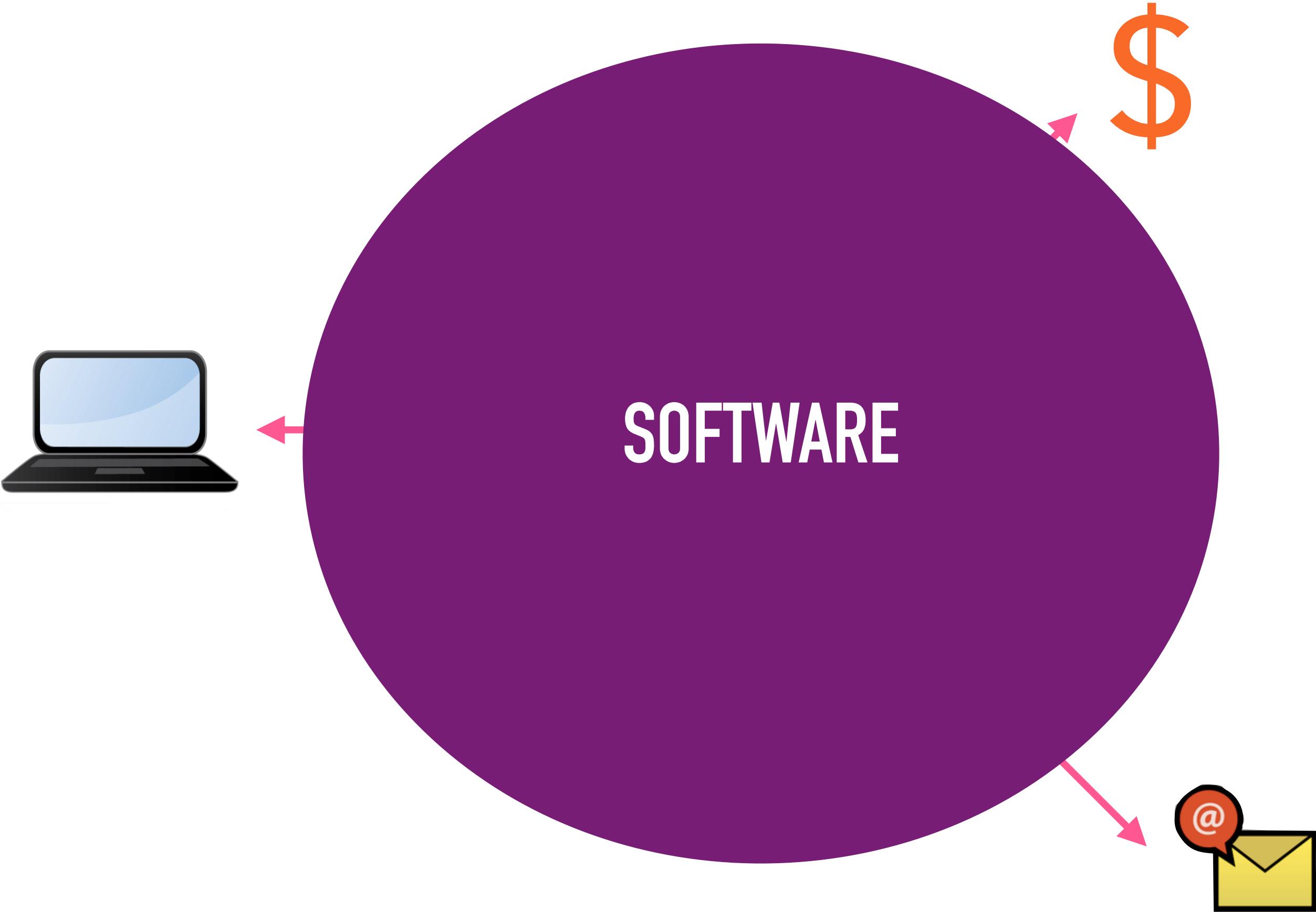


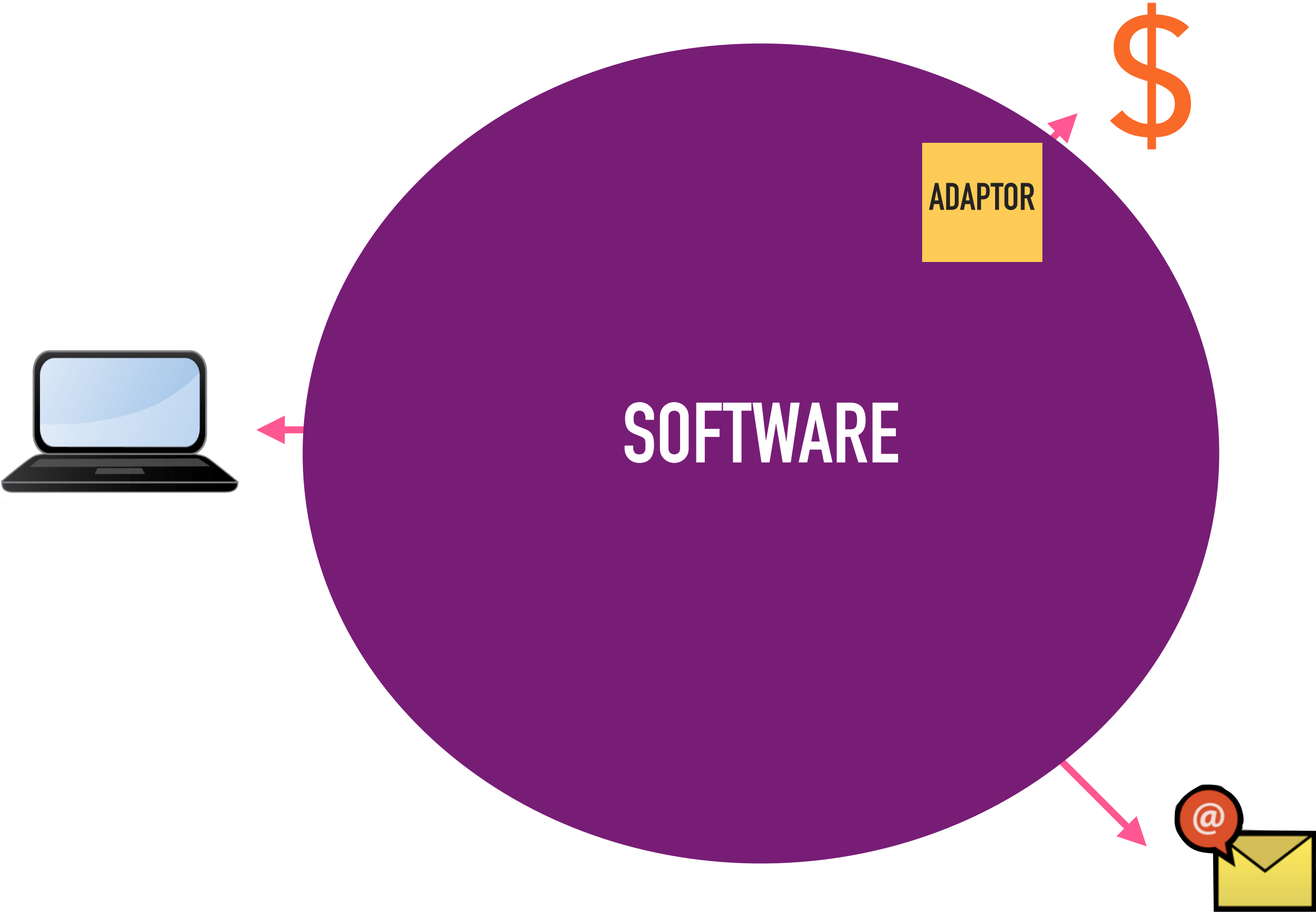
STORY 2

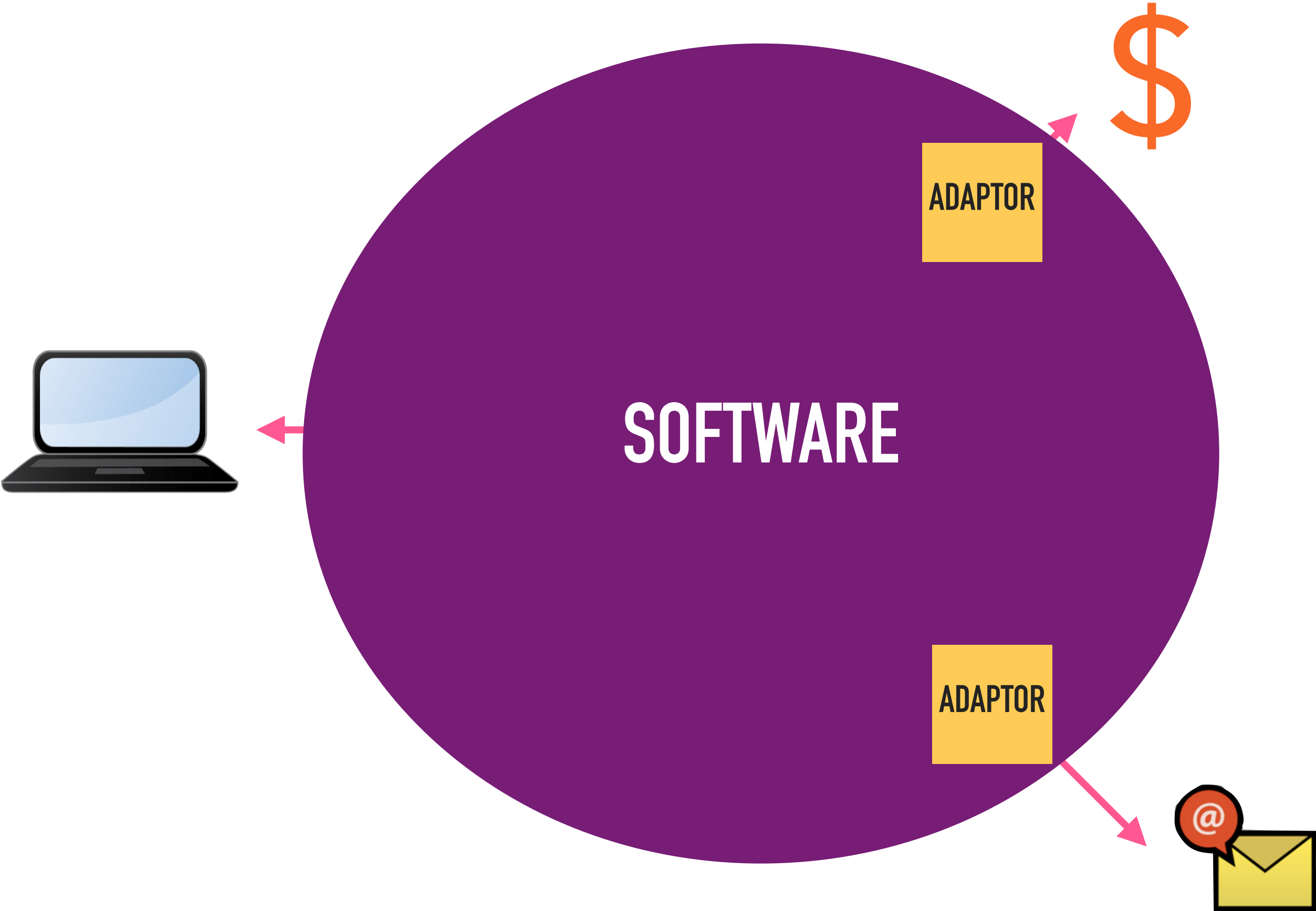


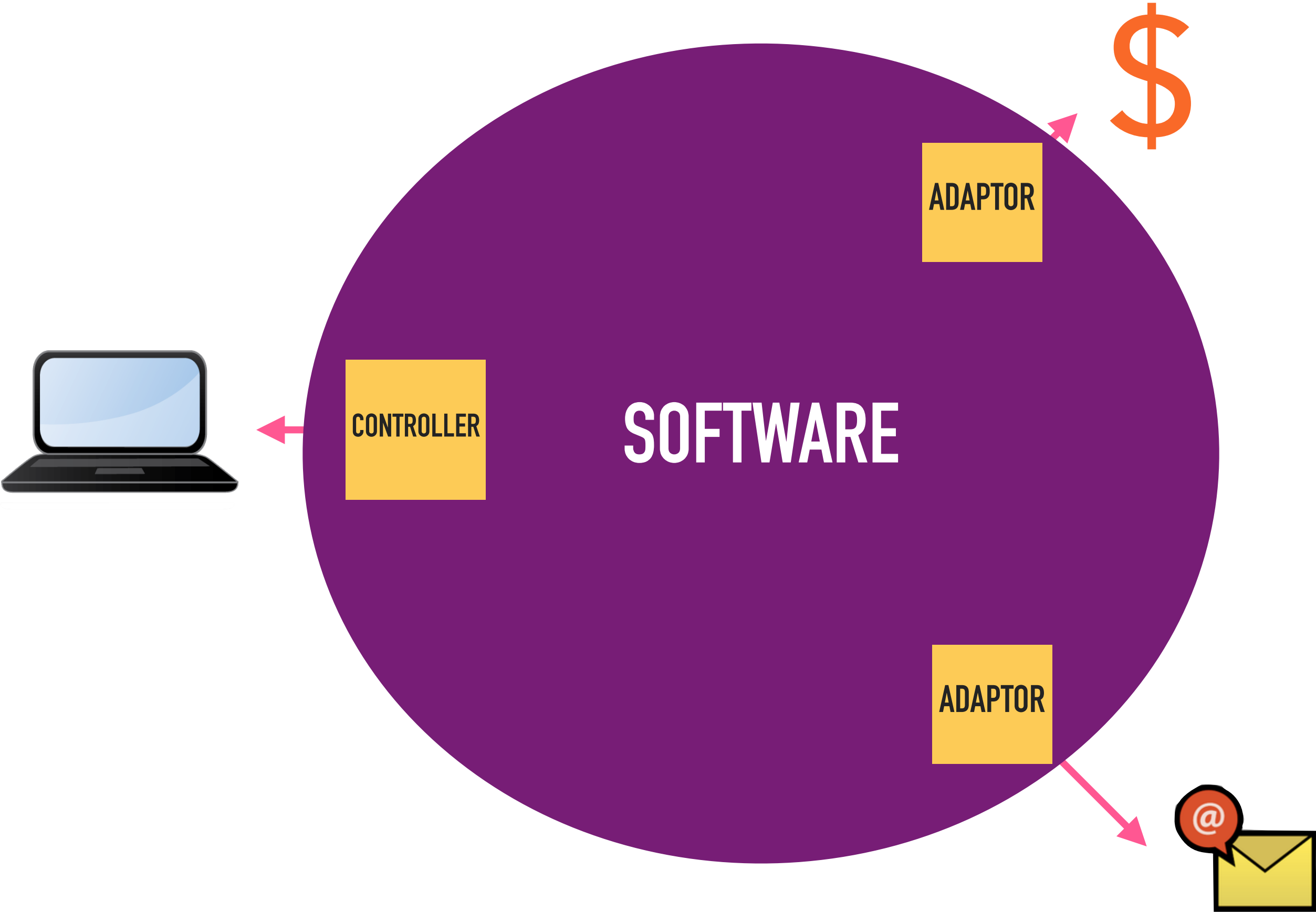
STORY 2



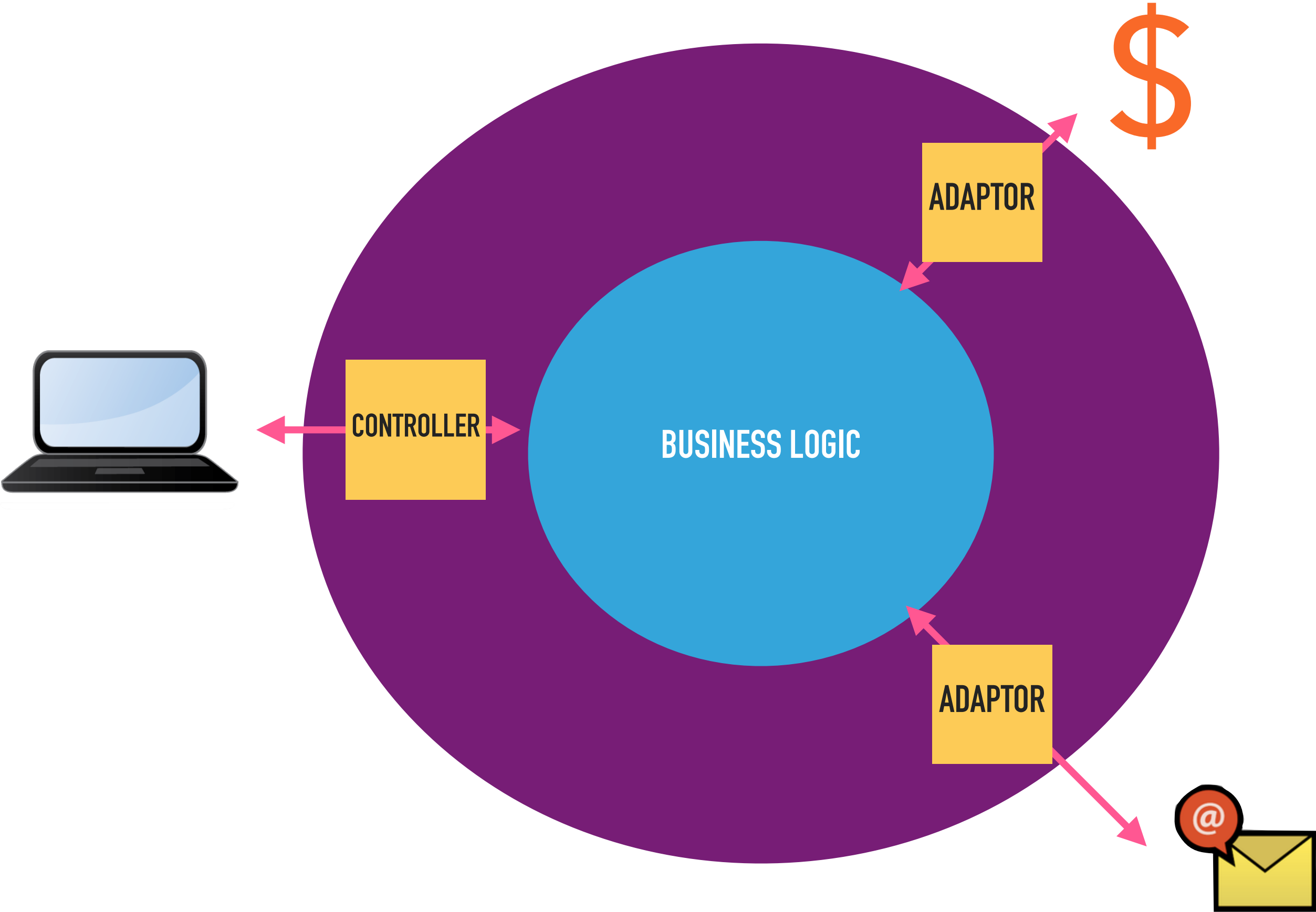




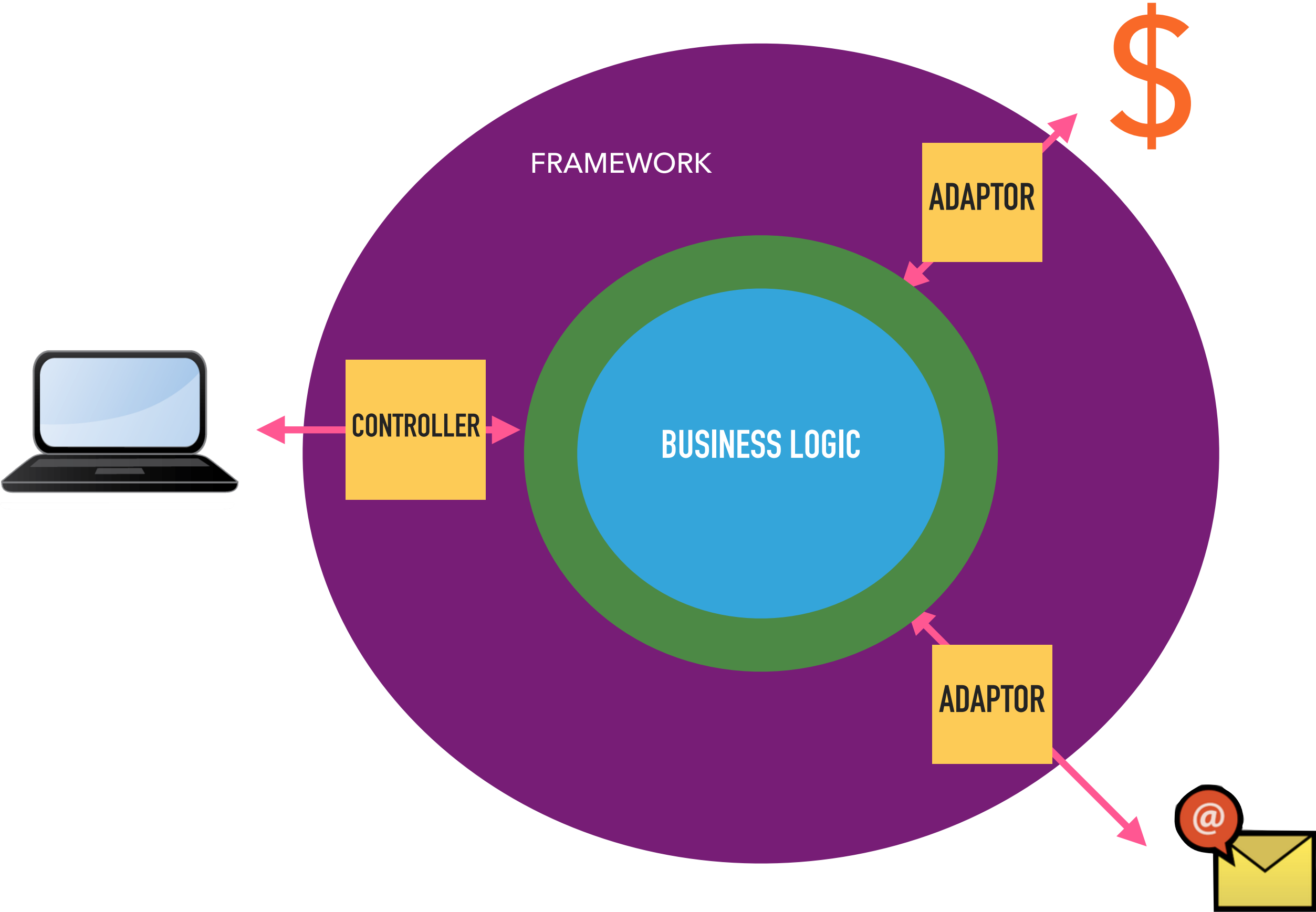




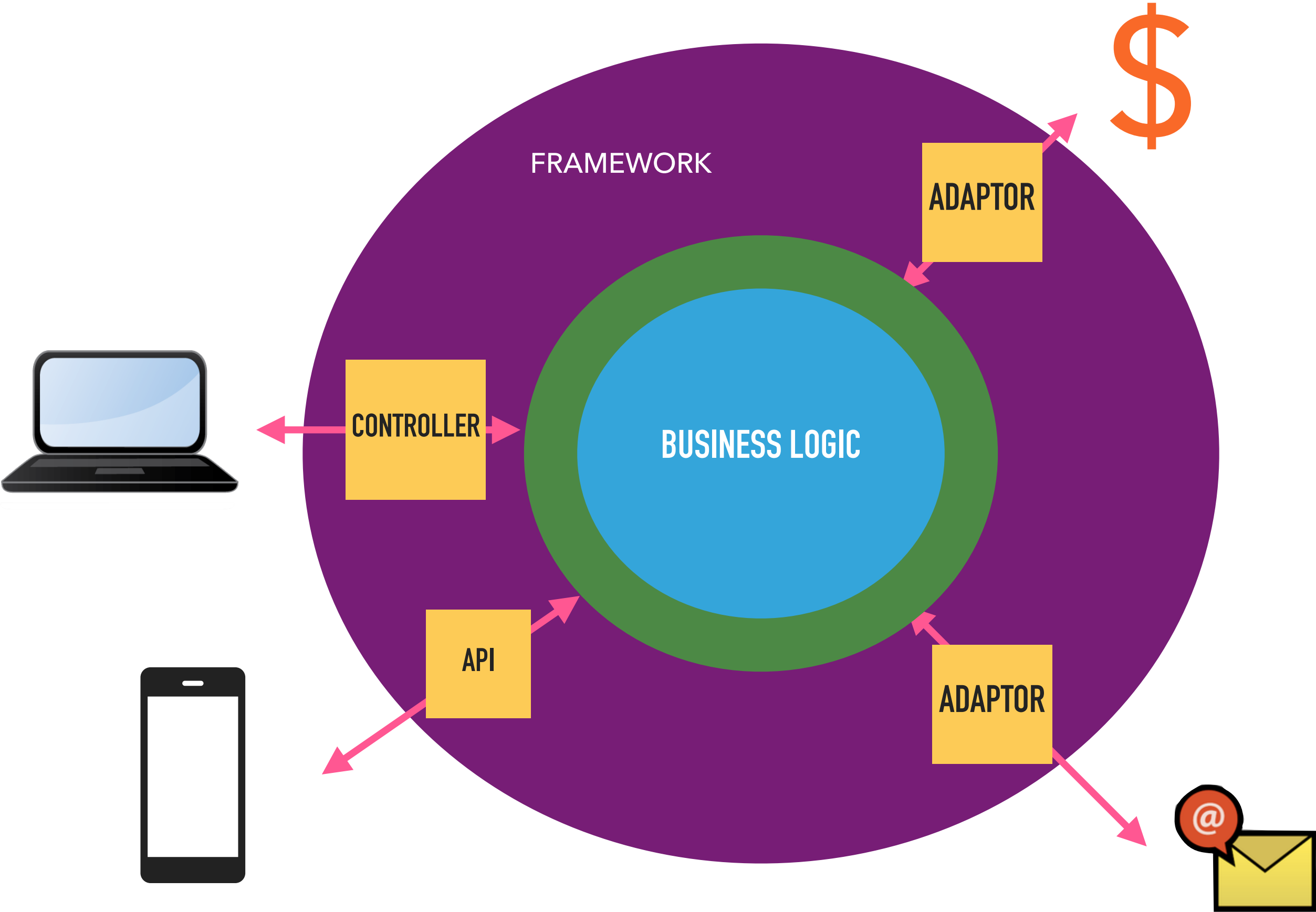
STORY 2

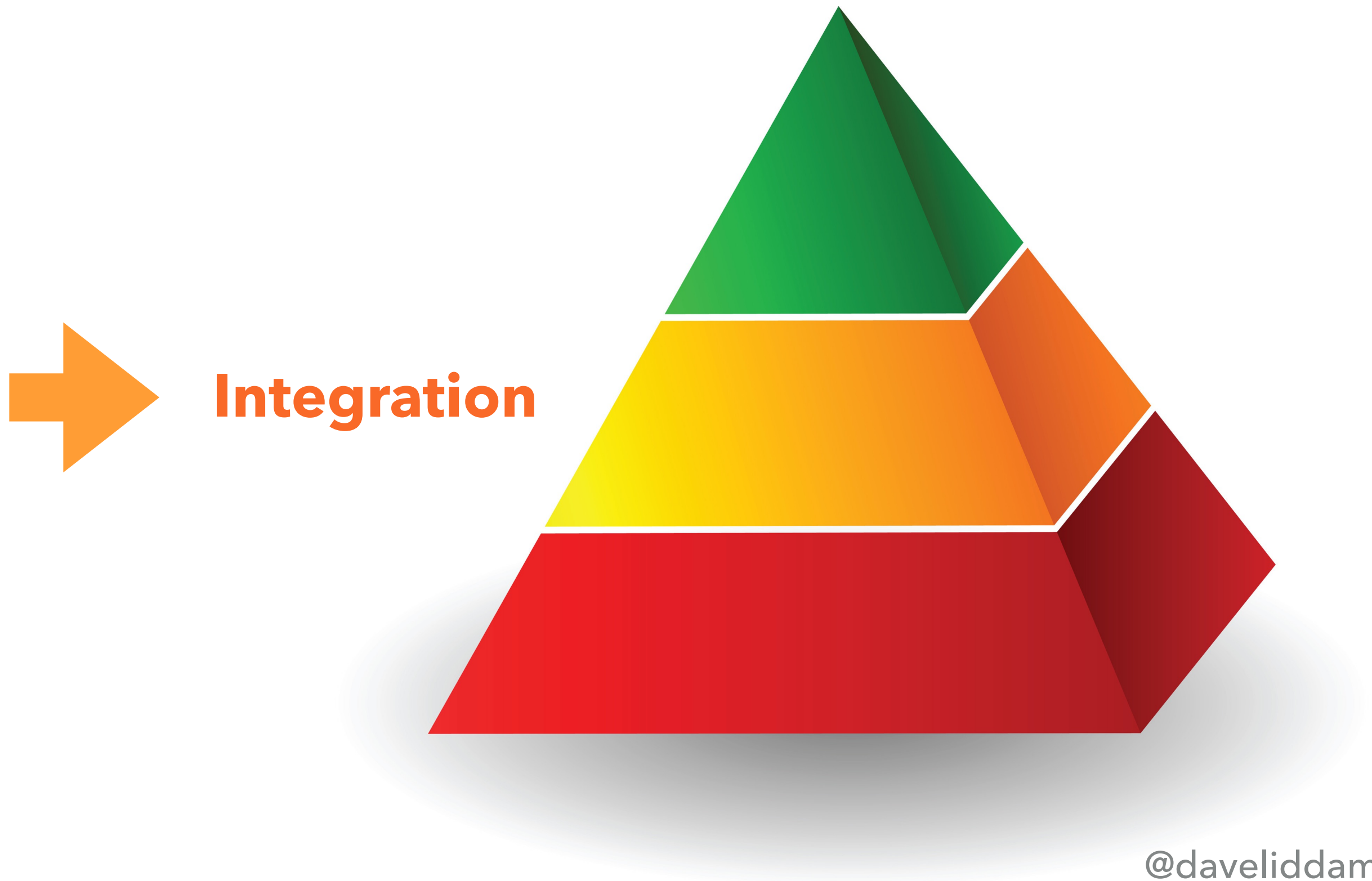


STORY 2



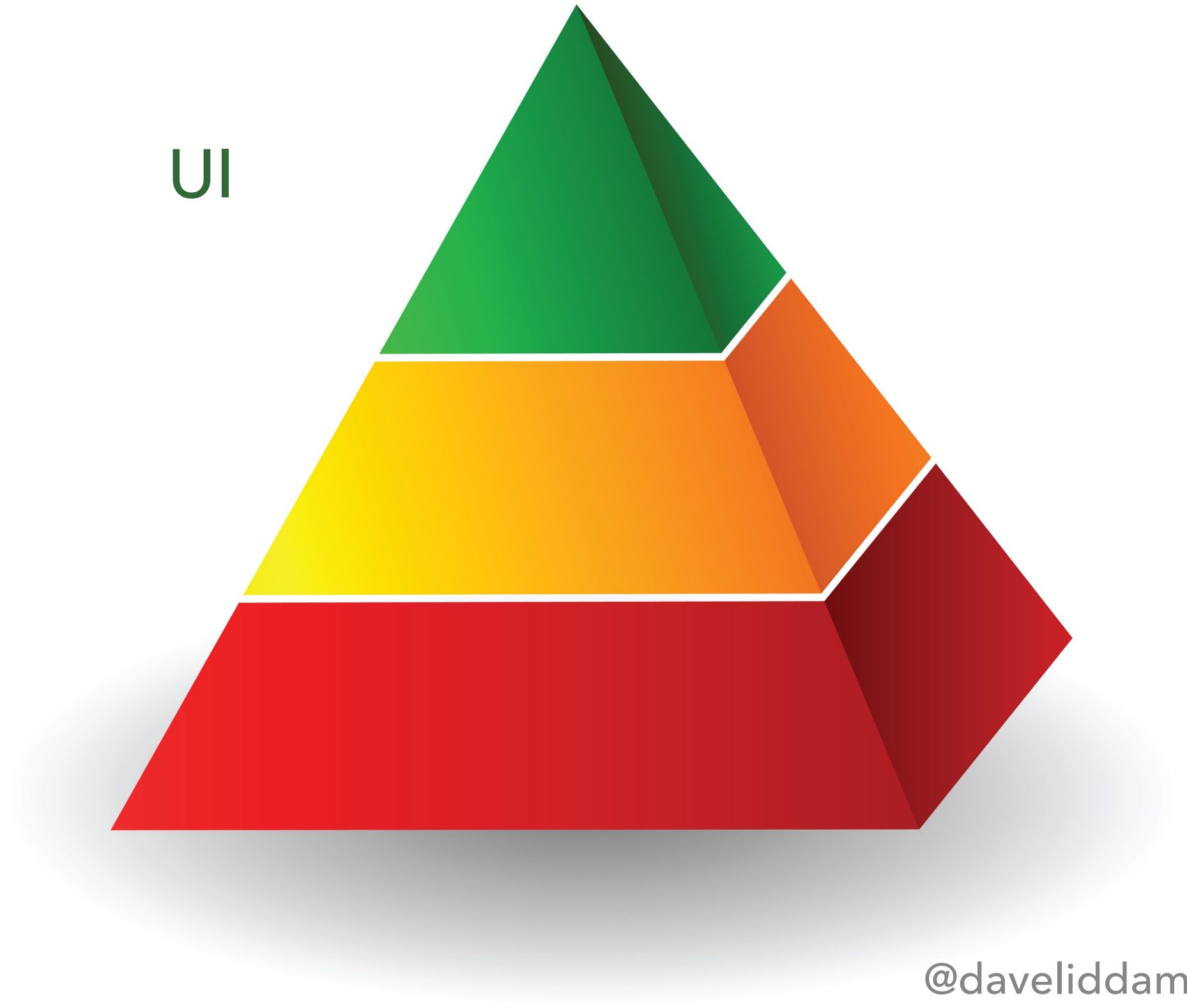
STORY 2



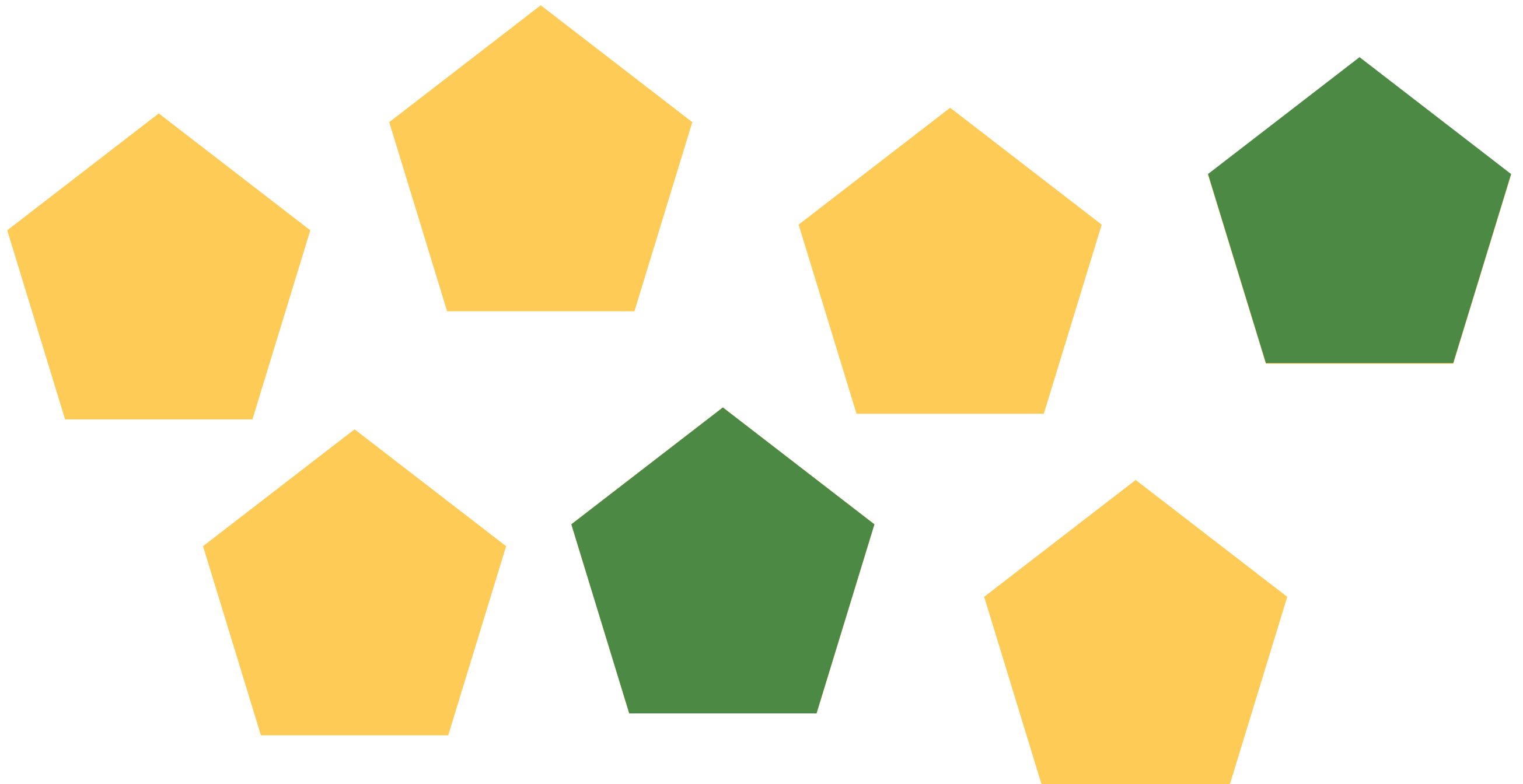


?

UI



WHAT DO WE TEST AT THE UI LEVEL?



THE MORAL OF STORY 2...

- ▶ Testing an application's business logic via at integration level is much easier than at the UI level.
 - ▶ Coupling between test and SUT via the Service Layer.
- ▶ Still need some testing at UI level.
- ▶ We need to architect our code in a way to make this possible.
 - ▶ Business logic has no knowledge of the world around it.
- ▶ I really like doing this kind of testing!

**DECOUPLED TESTS REDUCE THE
DEVELOPMENT AND MAINTENANCE
COSTS OF THE TEST SUITE.**

BUT ...

Parts of my test suite are still tightly coupled to the software I'm testing...



#3

WE EXPAND TO OFFER THE SERVICE TO MULTIPLE COMPANIES

- ▶ Each company has a branded page on their own subdomain.
- ▶ Could only login from your company's subdomain.
- ▶ Behind the scenes authentication now requires:
 - ▶ username
 - ▶ password
 - ▶ subdomain

.....	FF	63 / 444 (14%)
.....		126 / 444 (28%)
.....	FF	189 / 444 (42%)
FFFFFFFFFFFFFFFF		252 / 444 (56%)
.....	FF.....FFFF.....FFFFFFFFFFFFFFFF	315 / 444 (70%)
.....	FF	378 / 444 (85%)
FFFFFFFFFFFFFFFF	FF	441 / 444 (99%)
...		

Time: 20 minutes 54 seconds, Memory: 24.75MB

There were lots of failures: 

ONE OF THE MANY FAILING TESTS...

Does an individual's score get
correctly allocated to their team?

STORY 3



SEEDING A DATABASE

users:

- name: Anna
email: ~~anna@acme.com~~
password: ~~Passw1rd~~
team: ~~Apple~~
- name: Bob
email: bob@example.com
password: Passw5rd
team: Apple

BUILDING DATA FIXTURES



HAND BUILDING

```
$user = $this->userService->registerUser(  
    "anna@acme.com",  
    "Anna",  
    "Passw0rd");
```

HAND BUILDING

```
$user = $this->userService->registerUser(  
    "anna@acme.com",  
    "Anna",  
    "Password",  
    $companyId)
```



OBJECT MOTHER

```
$user = $this->userObjectMother->getAnna();  
  
// User will have default values for name,  
// email, etc
```

OBJECT MOTHER: IMPLEMENTATION

```
class UserObjectMother {  
    public function getAnna(): User {  
        ... return user if already created ...  
  
        $user = $userService->registerUser(  
            "anna@acme.com",  
            "Anna",  
            "Passw0rd");  
  
        return $user;  
    }  
}
```

OBJECT MOTHER: IMPLEMENTATION

```
class UserObjectMother {  
    public function getAnna(): User {  
        ... return user if already created ...  
  
        $user = $userService->registerUser(  
            "anna@acme.com",  
            "Anna",  
            "Passw0rd"  
            $companyId) ;  
  
        return $user;  
    }  
}
```

TEST BUILDER: 1

```
$userBuilder = new UserBuilder();  
$user = $userBuilder->build();  
  
// User will have default values for  
// name, email, etc
```

USING A TEST BUILDER (2)

```
$userBuilder = new UserBuilder();  
$user = $userBuilder  
    ->name("Annabelle")  
    ->password("Passw4rd")  
    ->team("Banana")  
    ->build();
```

DEFER TO OTHER OBJECT MOTHERS / BUILDERS

```
class UserObjectMother {  
    public function getAnna(): User {  
        $companyId = $this->companyObjectMother()  
            ->getAcmeCompany();  
  
        $user = $userService->registerUser(  
            "anna@acme.com",  
            "Anna",  
            "Passw0rd"  
            $companyId);  
  
        return $user;  
    }  
}
```

HYBRID

users:

- name: Anna
email: anna@acme.com
password: Passw1rd
team: Apple
- name: Bob
email: bob@example.com
password: Passw5rd
team: Apple

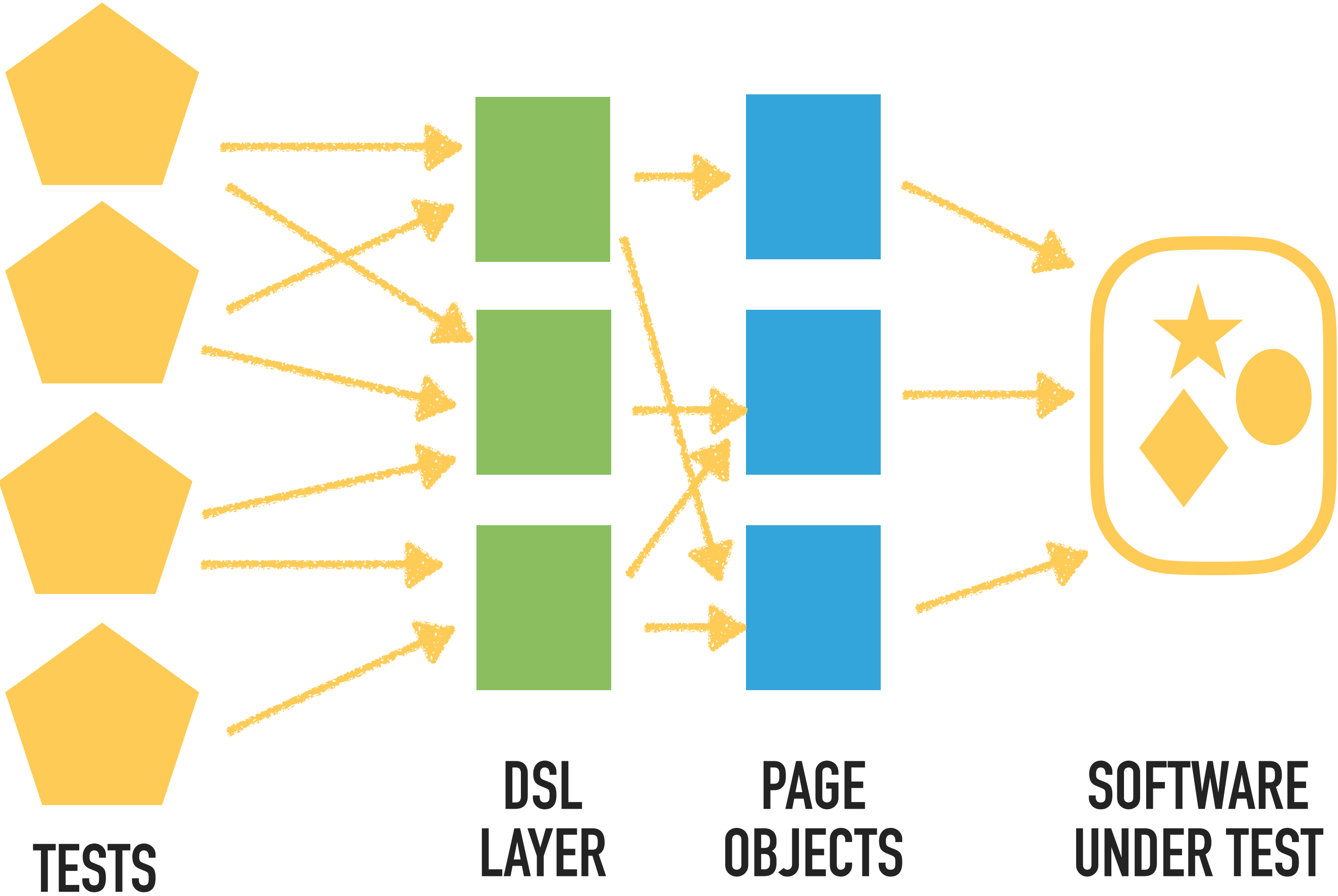


MORAL OF STORY 3...

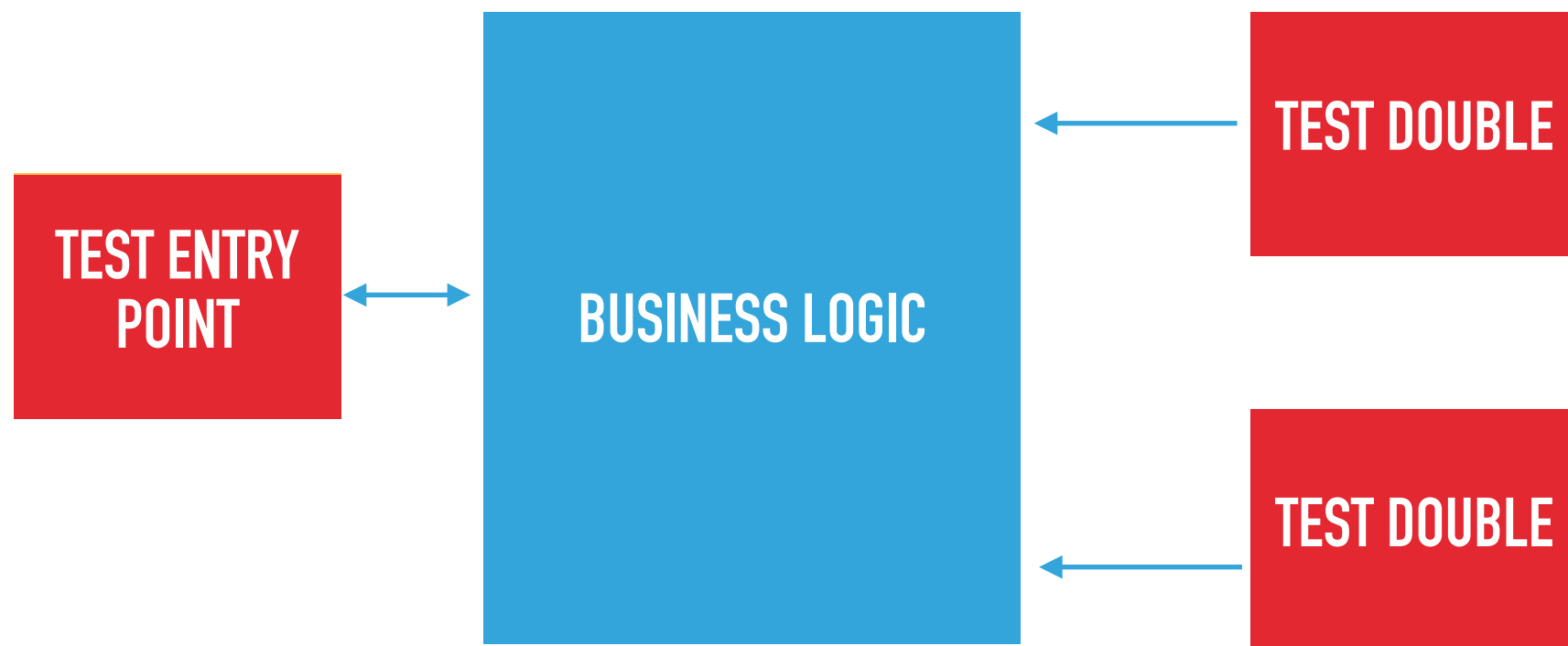
- ▶ Use patterns like Object Mothers / Test Builders for building data fixtures.
 - ▶ Makes tests more robust to change.
- ▶ Decoupling our tests from the software under test.

**DECOUPLED TESTS REDUCE THE
DEVELOPMENT AND MAINTENANCE
COSTS OF THE TEST SUITE.**

STORY 1



STORY 2



STORY 3



VALUE OF TESTS =
COST OF BUGS FOUND BY TESTS
– COST OF TEST SUITE

$$\begin{aligned} \text{VALUE OF TESTS} &= \\ &\text{COST OF BUGS FOUND BY TESTS} \\ &- \text{COST OF TEST SUITE} \\ &+ \text{MORE ADAPTABLE CODEBASE} \end{aligned}$$

Dave Liddament

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github.com/DaveLiddament

www.linkedin.com/in/daveliddament/



Me when I'm not coding!