



phpDay 2019

`AssertTrue(isDecoupled("MyTests"))`

Dave Liddament

@daveliddament

**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

IS THIS TALK FOR YOU?

YES

- ▶ Some automated testing.
- ▶ You want high level concepts you can apply when testing applications via the UI or at integration level.

IS THIS TALK FOR YOU?

YES

- ▶ Some automated testing.
- ▶ You want high level concepts you can apply when testing applications via the UI or at integration level.

NO

- ▶ Experienced tester.
- ▶ You already write unit, integrations and end to end tests.
- ▶ You don't abstract talks.



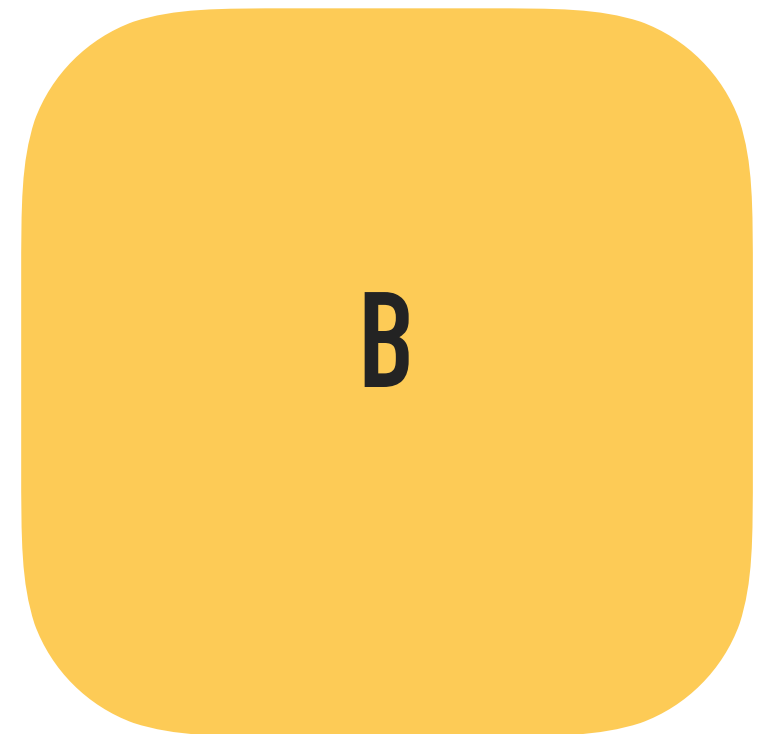
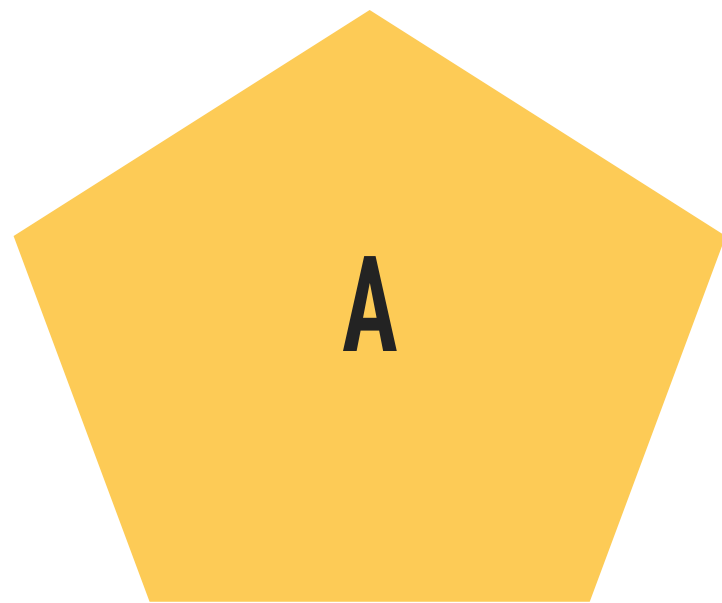
AGENDA



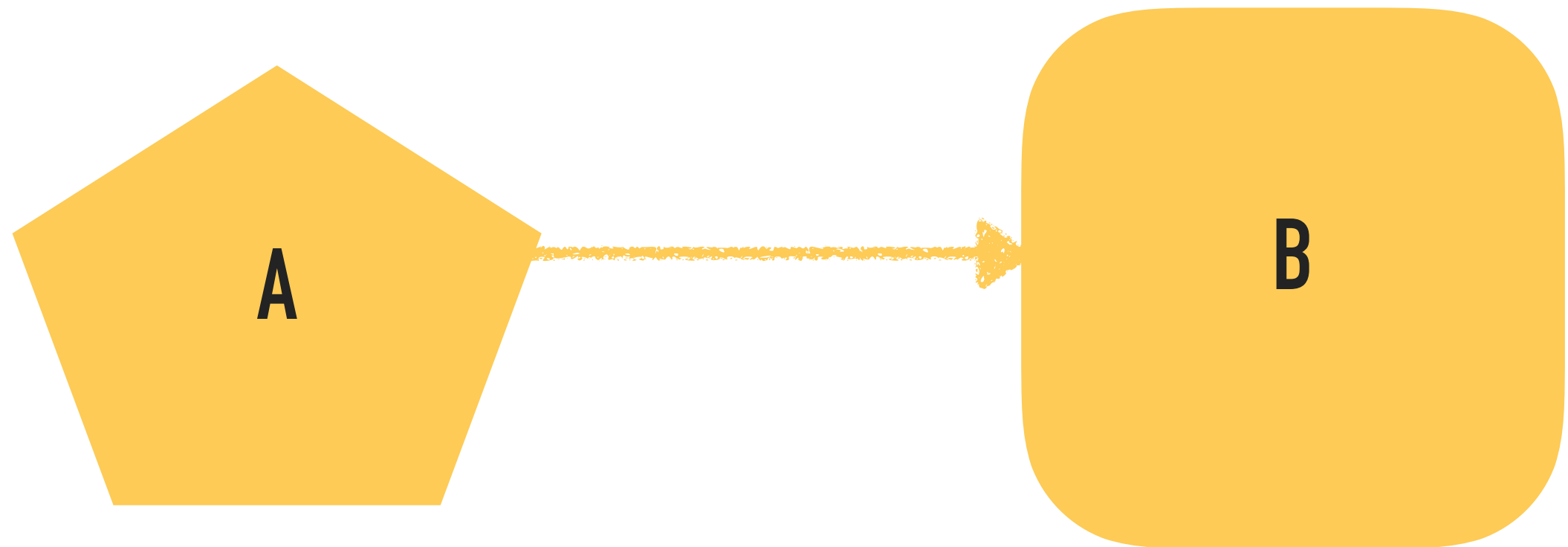
► Terminology



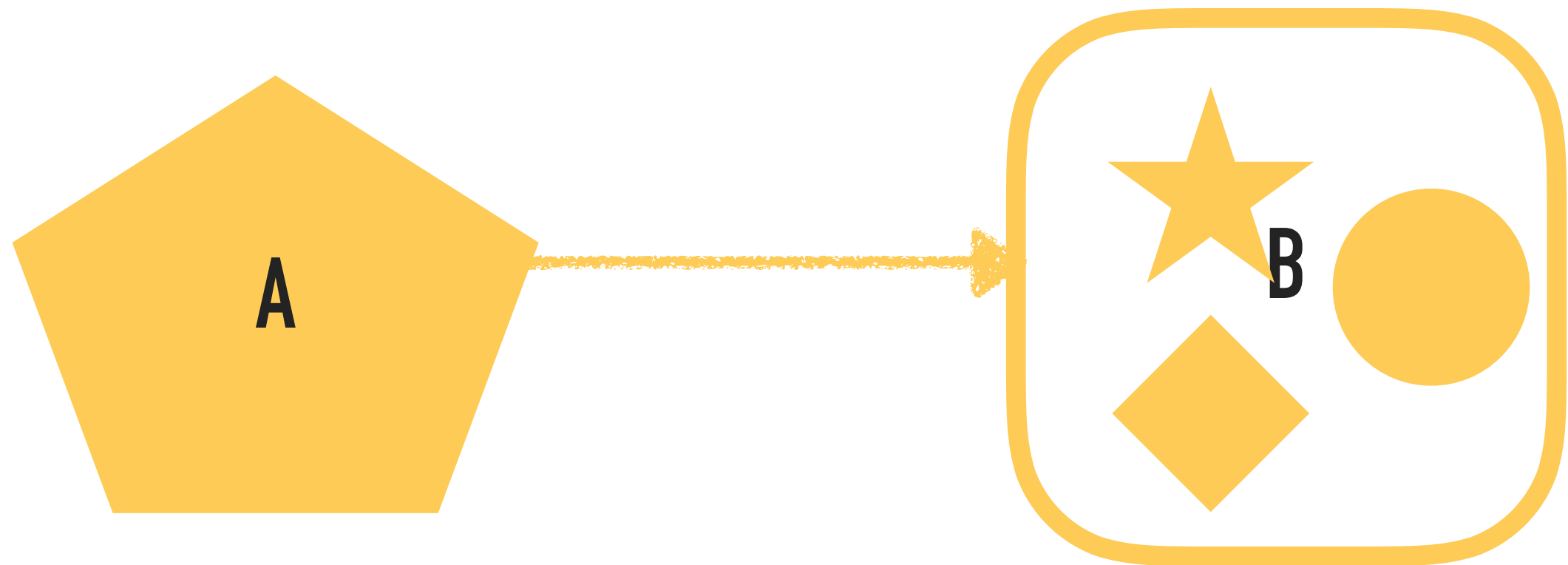
COUPLING



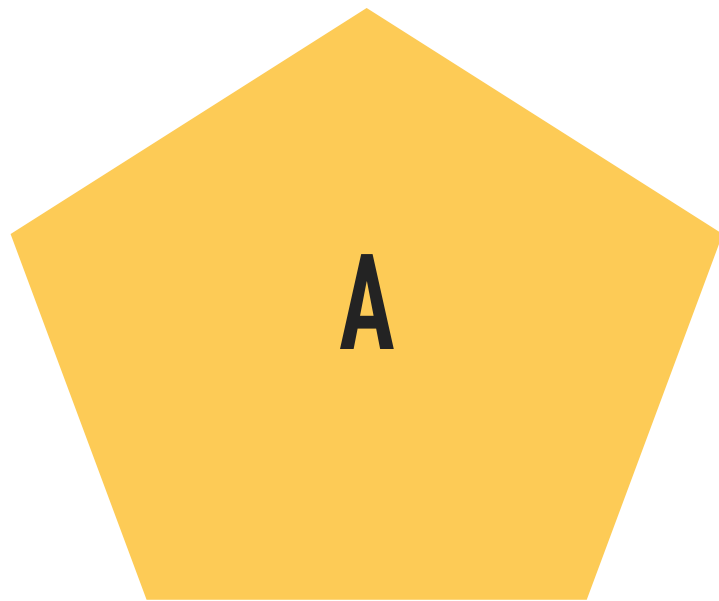
COUPLING



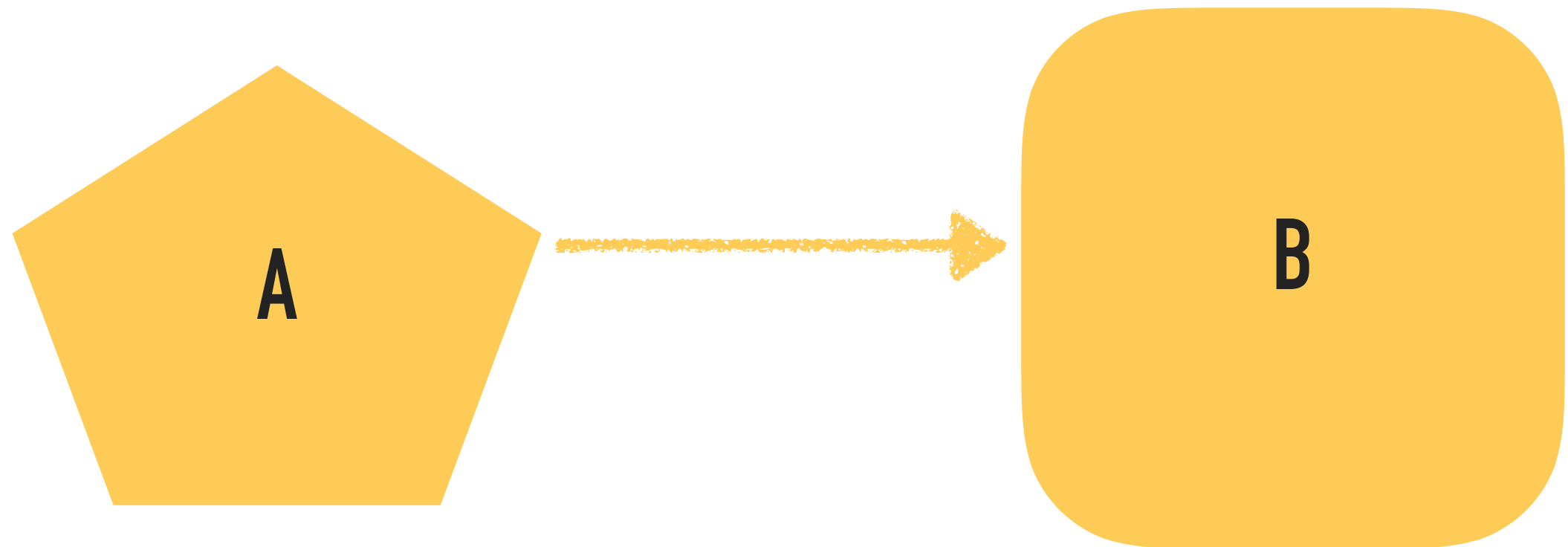
COUPLING



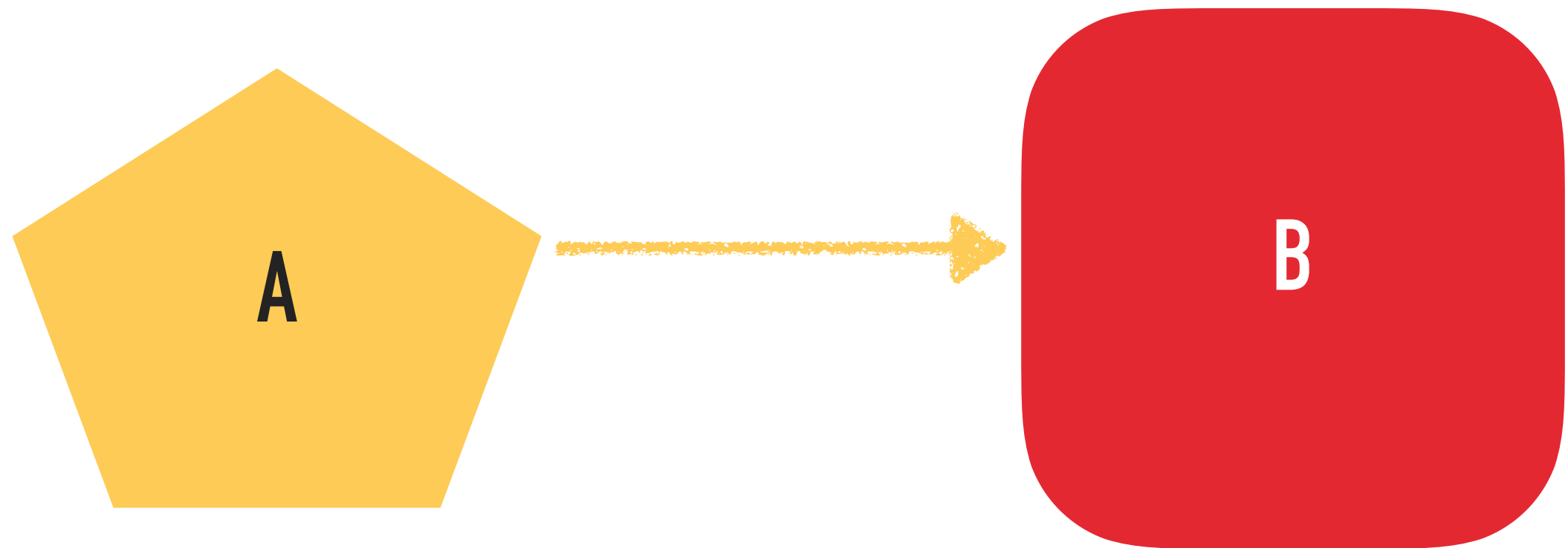
TEST DOUBLES



TEST DOUBLES



TEST DOUBLES

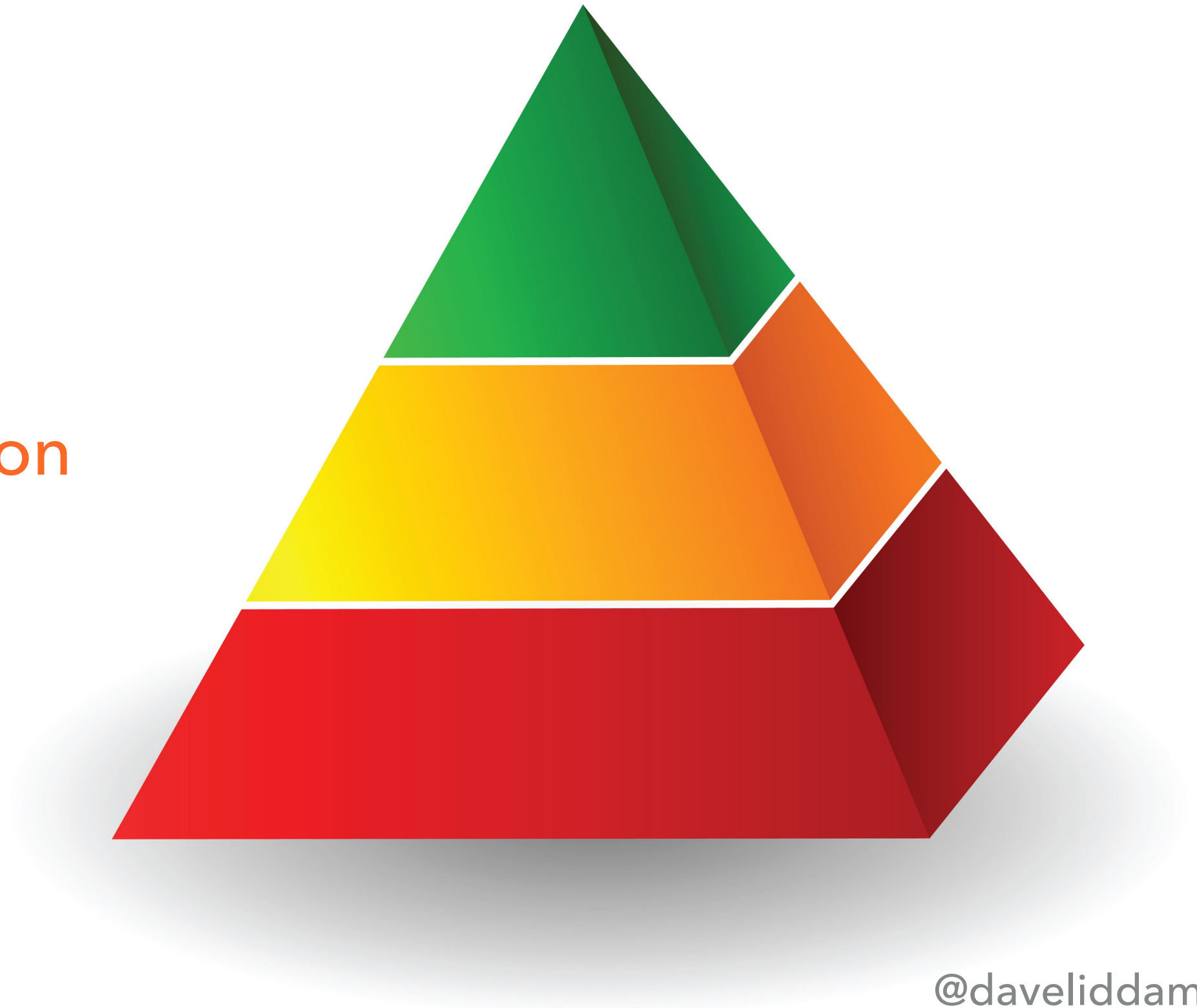


TEST PYRAMID

UI

Integration

Unit

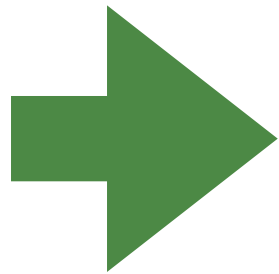




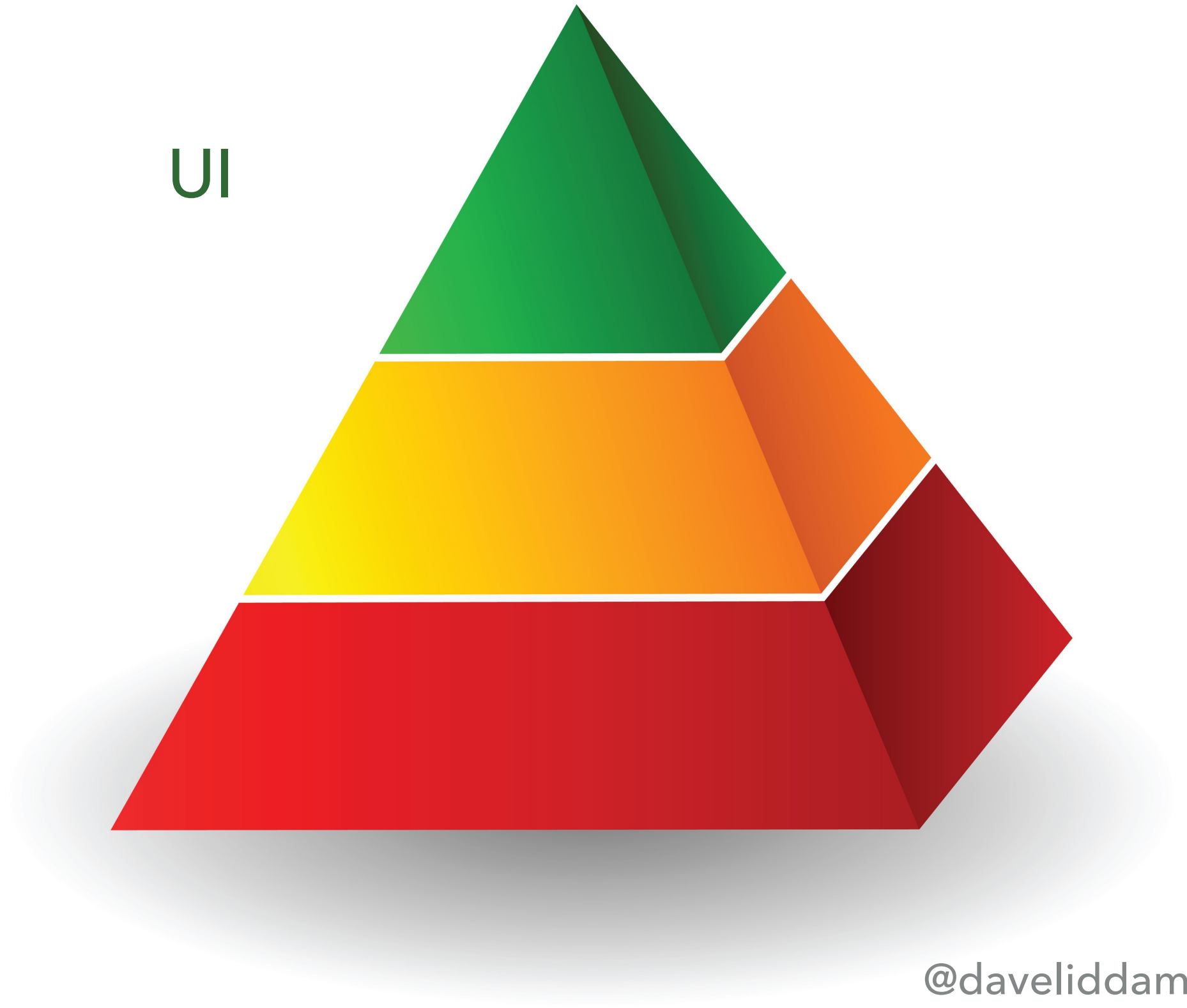
#1

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



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?


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

Time: 1.99 seconds, Memory: 24.75MB

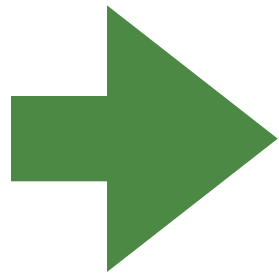
OK (444 tests, 1201 assertions)

.....	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%)
...		

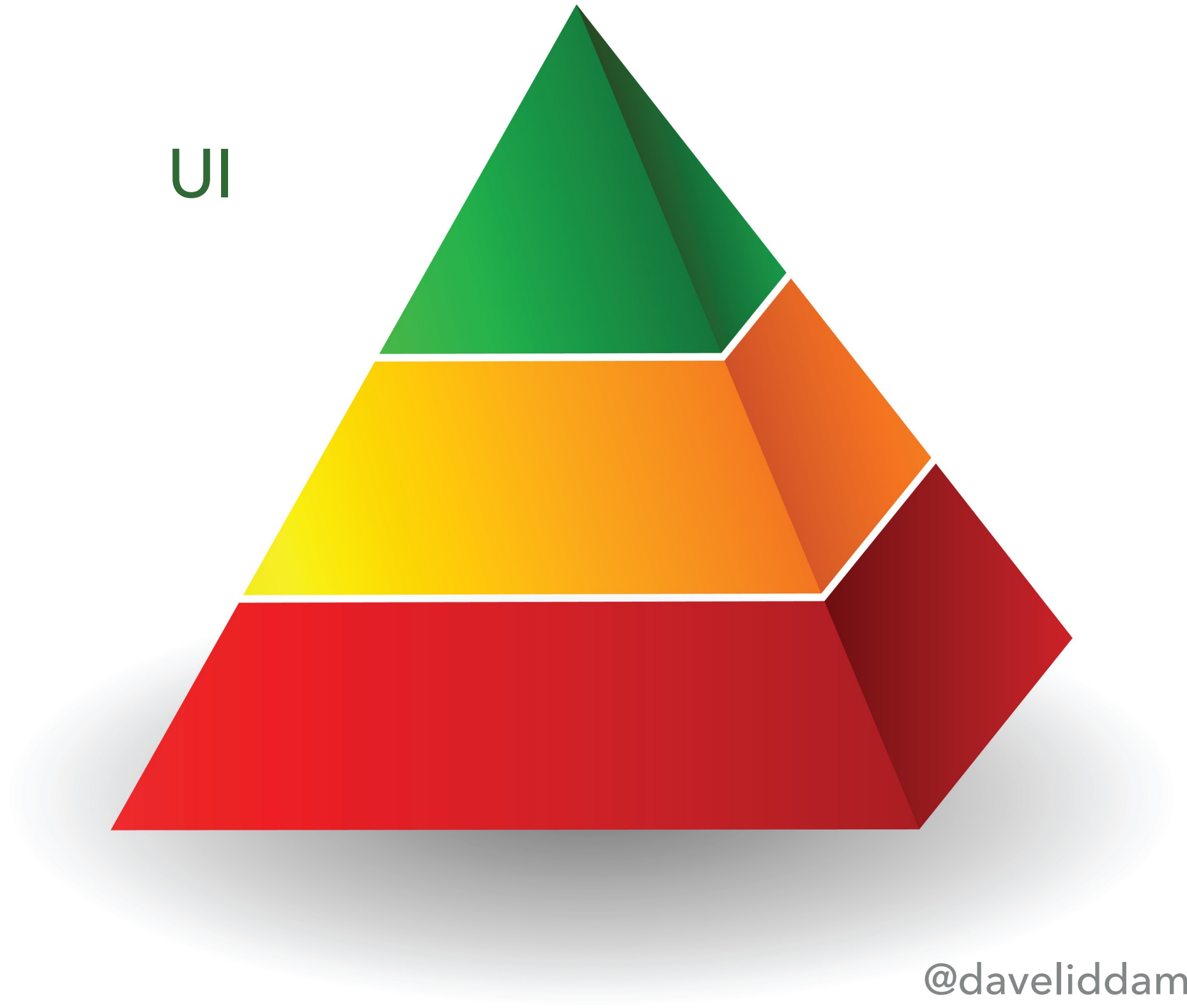
Time: 20 minutes 54 seconds, Memory: 24.75MB

There were lots of failures: 

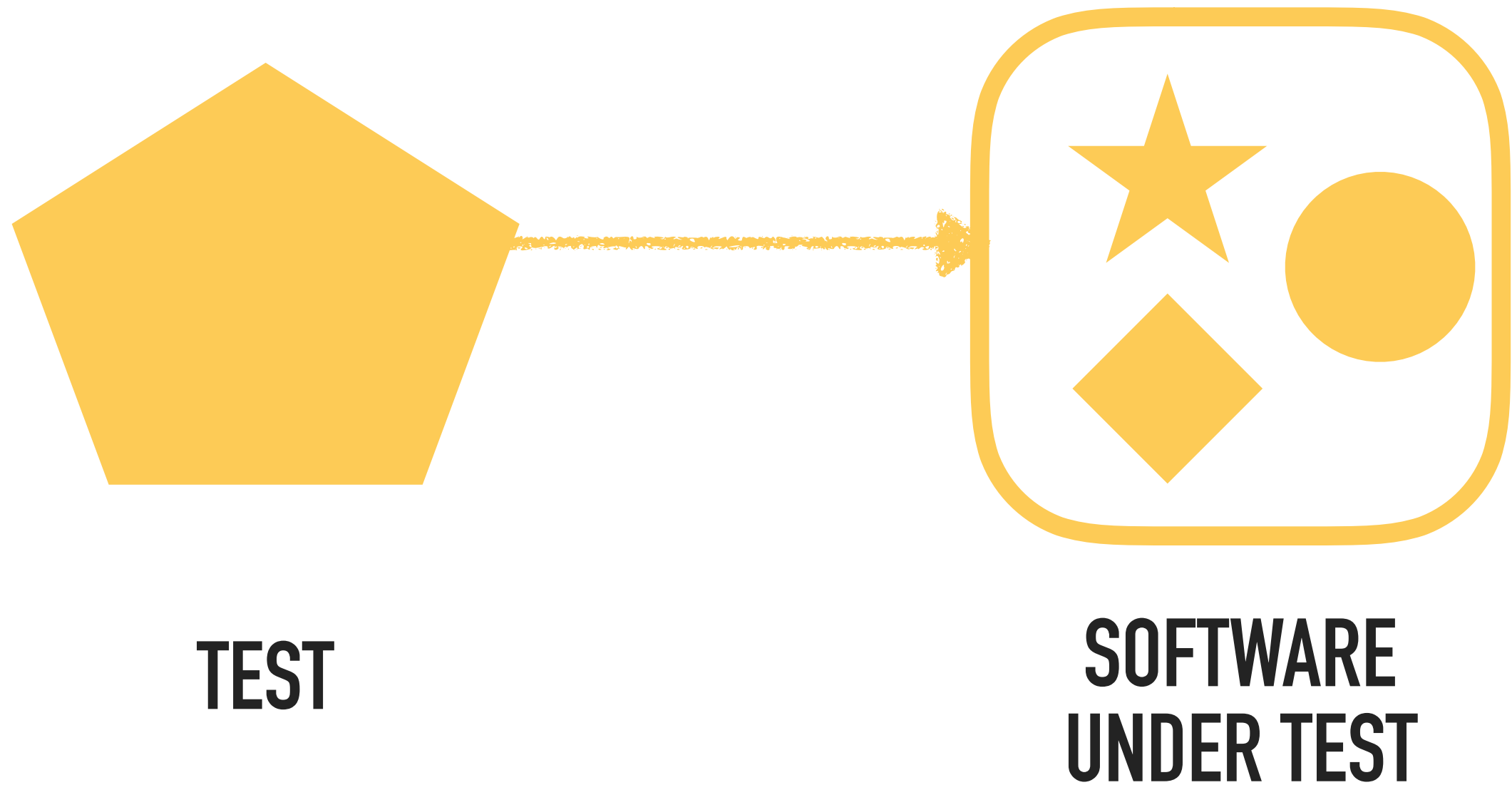




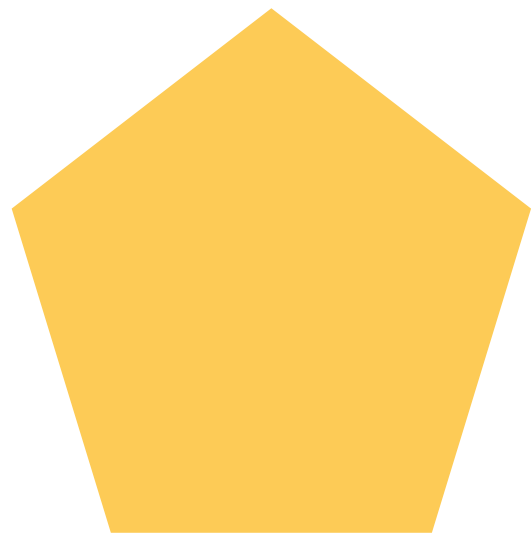
UI



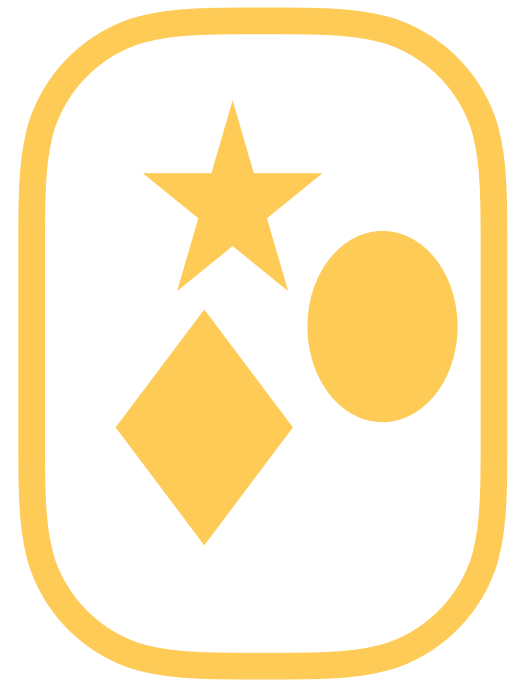
PROBLEM: TIGHT COUPLING



REDUCE COUPLING WITH PAGE OBJECT

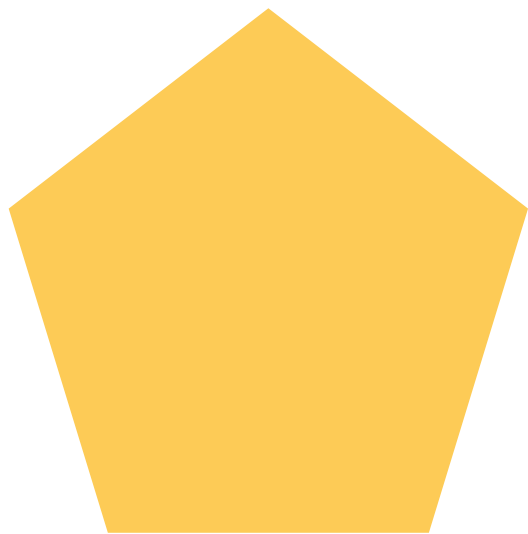


TEST



**SOFTWARE
UNDER TEST**

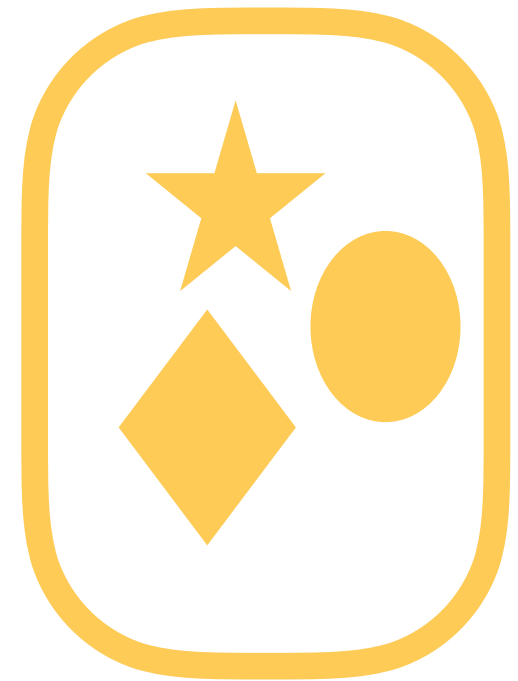
REDUCE COUPLING WITH PAGE OBJECT



TEST



**PAGE
OBJECT**

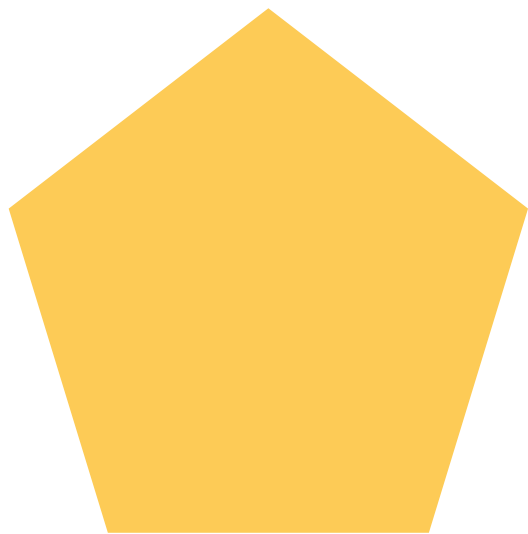


**SOFTWARE
UNDER TEST**

REDUCE COUPLING WITH PAGE OBJECT

login (\$username, \$password)

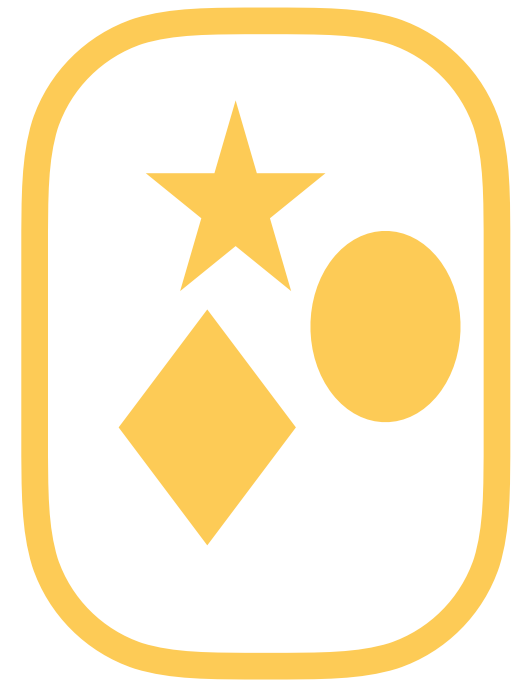
answerQuestion (\$answer)



TEST



**PAGE
OBJECT**



**SOFTWARE
UNDER TEST**

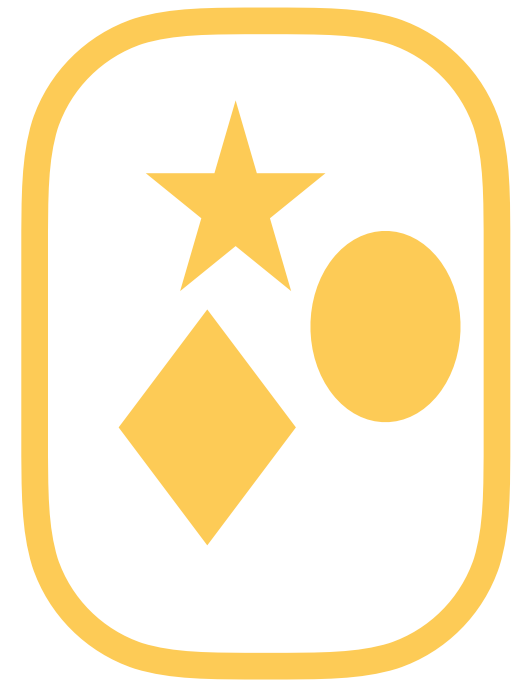
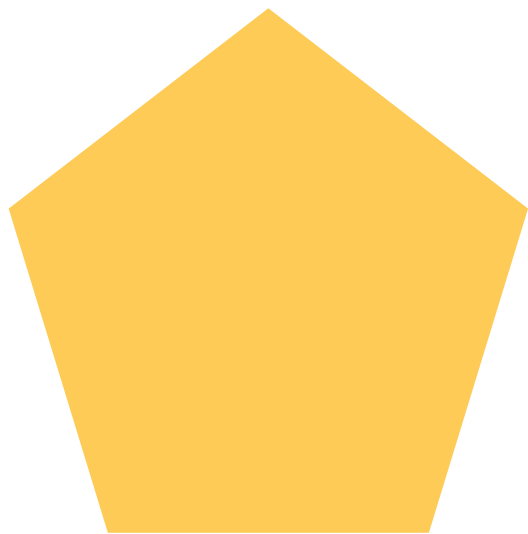
REDUCE COUPLING WITH PAGE OBJECT

login (\$username, \$password)

answerQuestion (\$answer)

findElementByName (\$name)

click ()



TEST

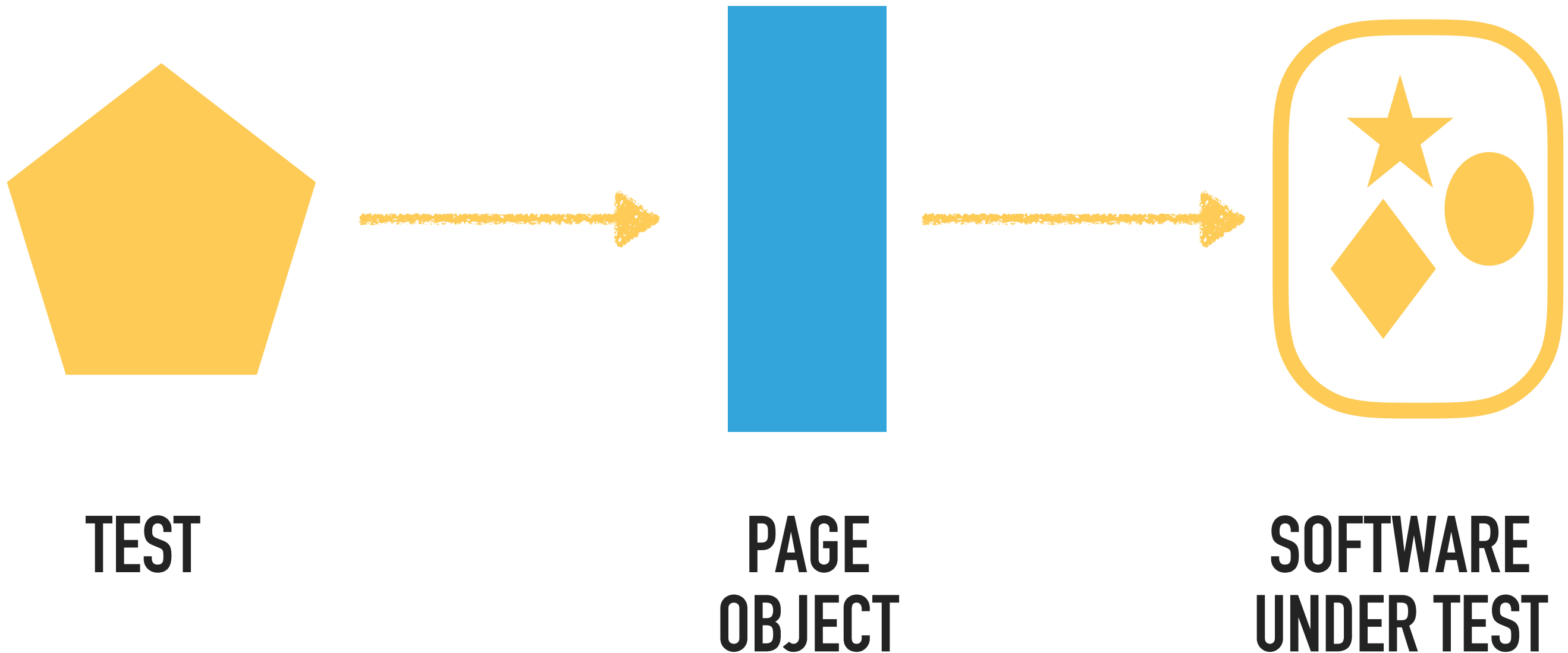
**PAGE
OBJECT**

**SOFTWARE
UNDER TEST**

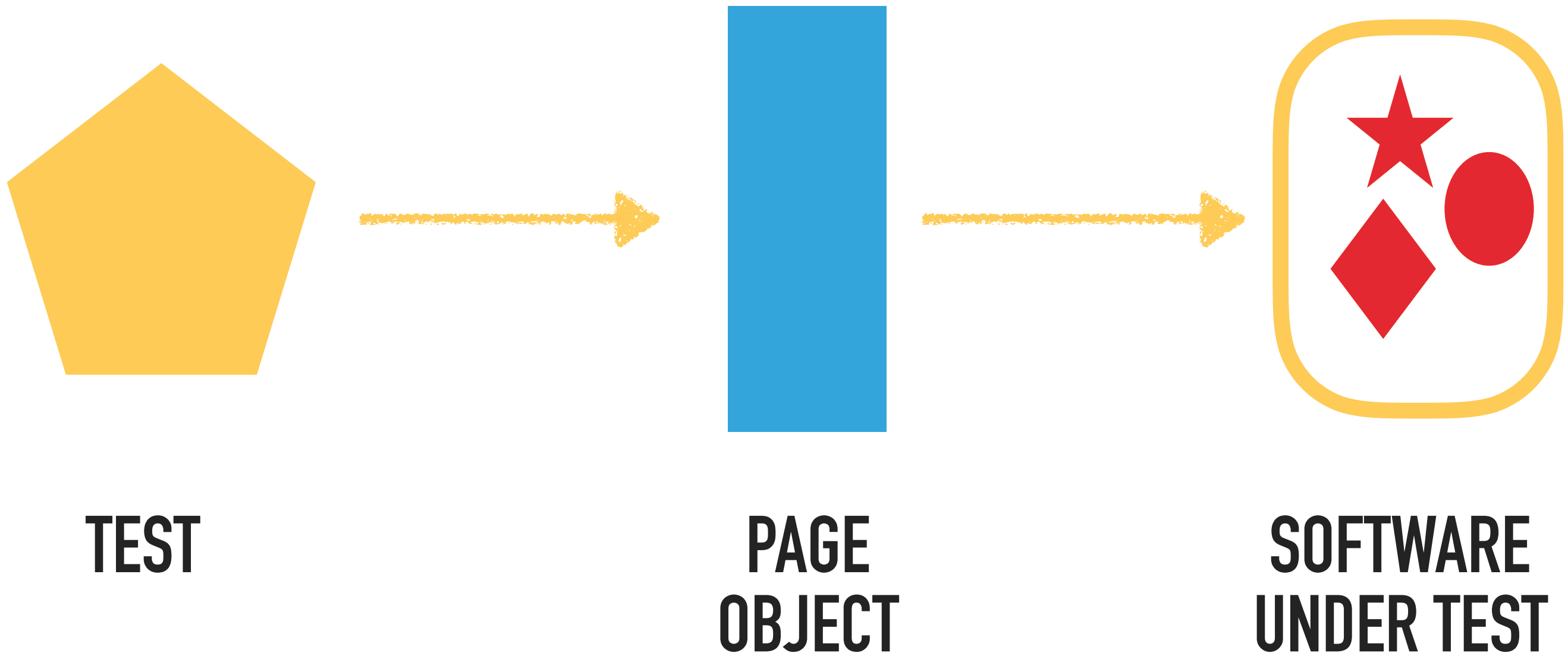
A PAGE OBJECT CAN...

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

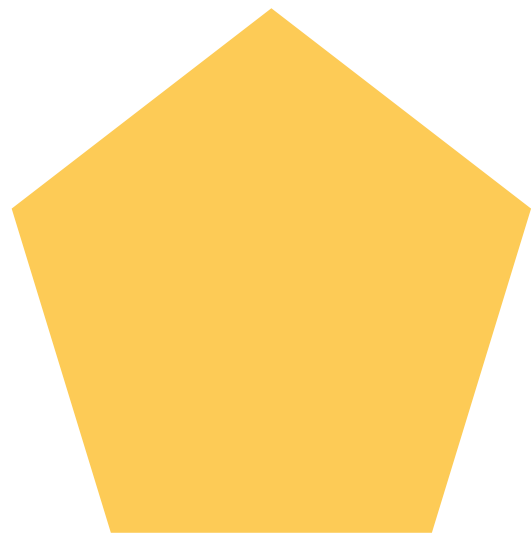
REDUCE COUPLING WITH PAGE OBJECT



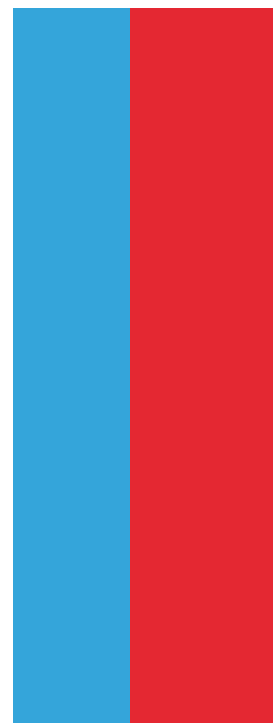
REDUCE COUPLING WITH PAGE OBJECT



REDUCE COUPLING WITH PAGE OBJECT



TEST



**PAGE
OBJECT**

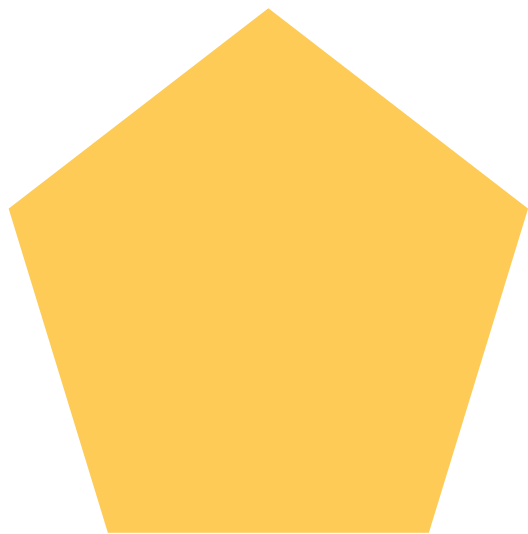


**SOFTWARE
UNDER TEST**

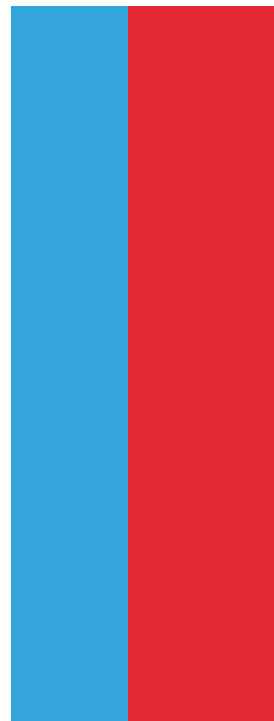
REDUCE COUPLING WITH PAGE OBJECT

login (\$username, \$password)

answerQuestion (\$answer)



TEST

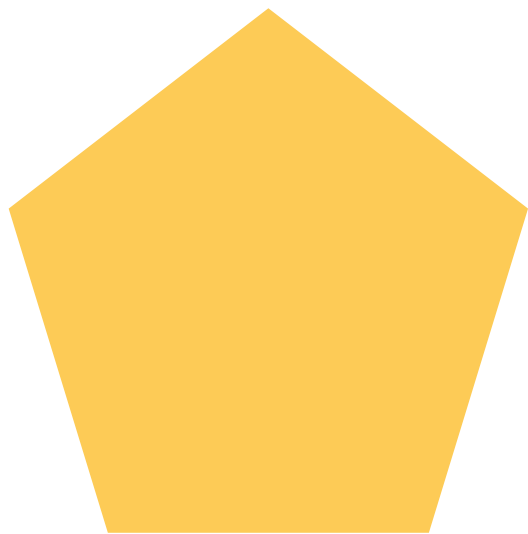


**PAGE
OBJECT**



**SOFTWARE
UNDER TEST**

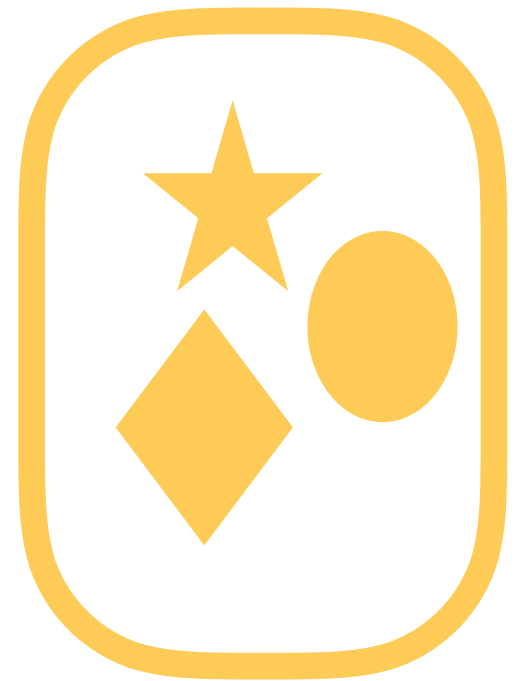
REDUCE COUPLING WITH PAGE OBJECT



TEST

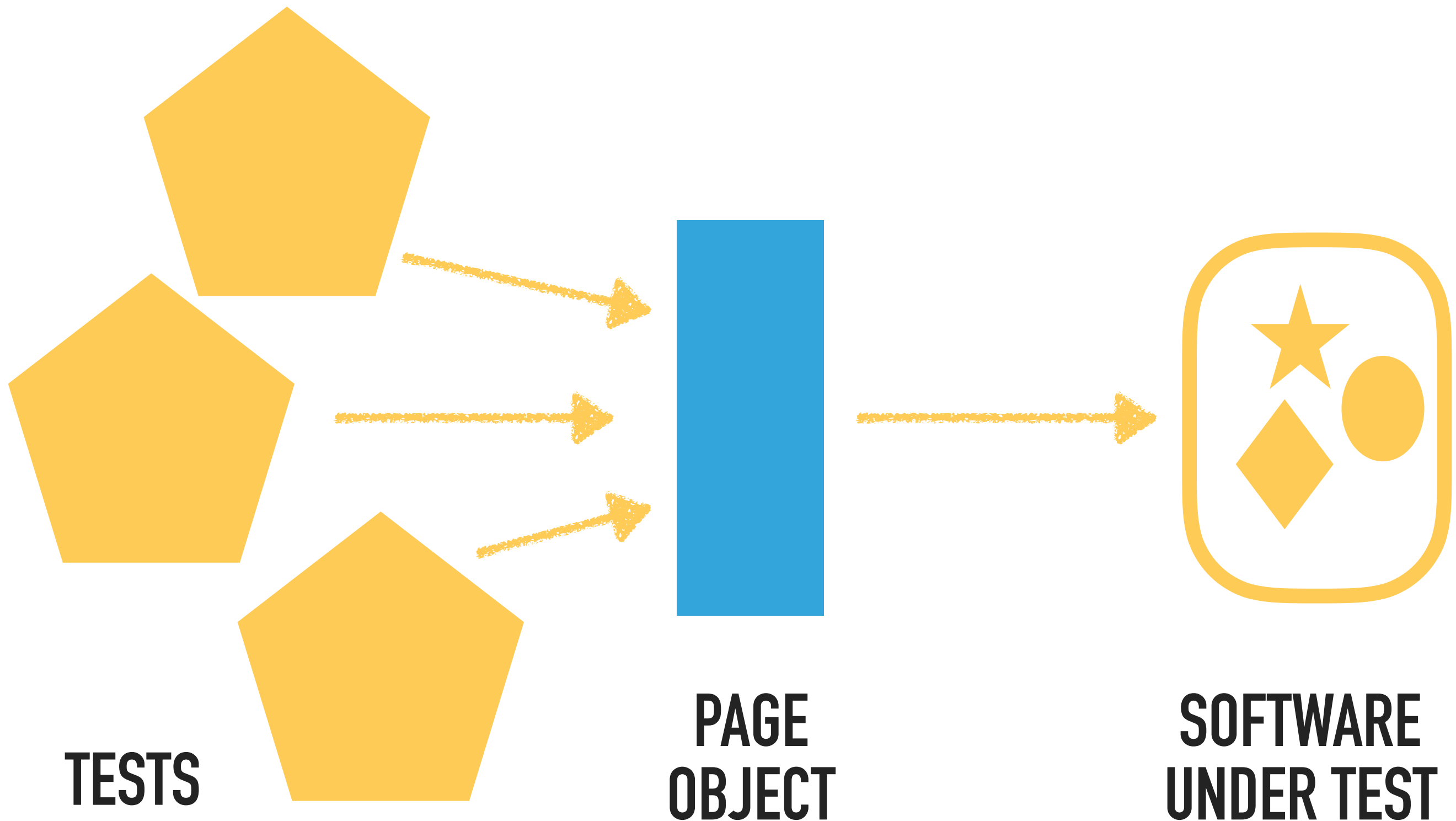


**PAGE
OBJECT**



**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 ...

THINGS I WANTED TO TEST...

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

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());
```

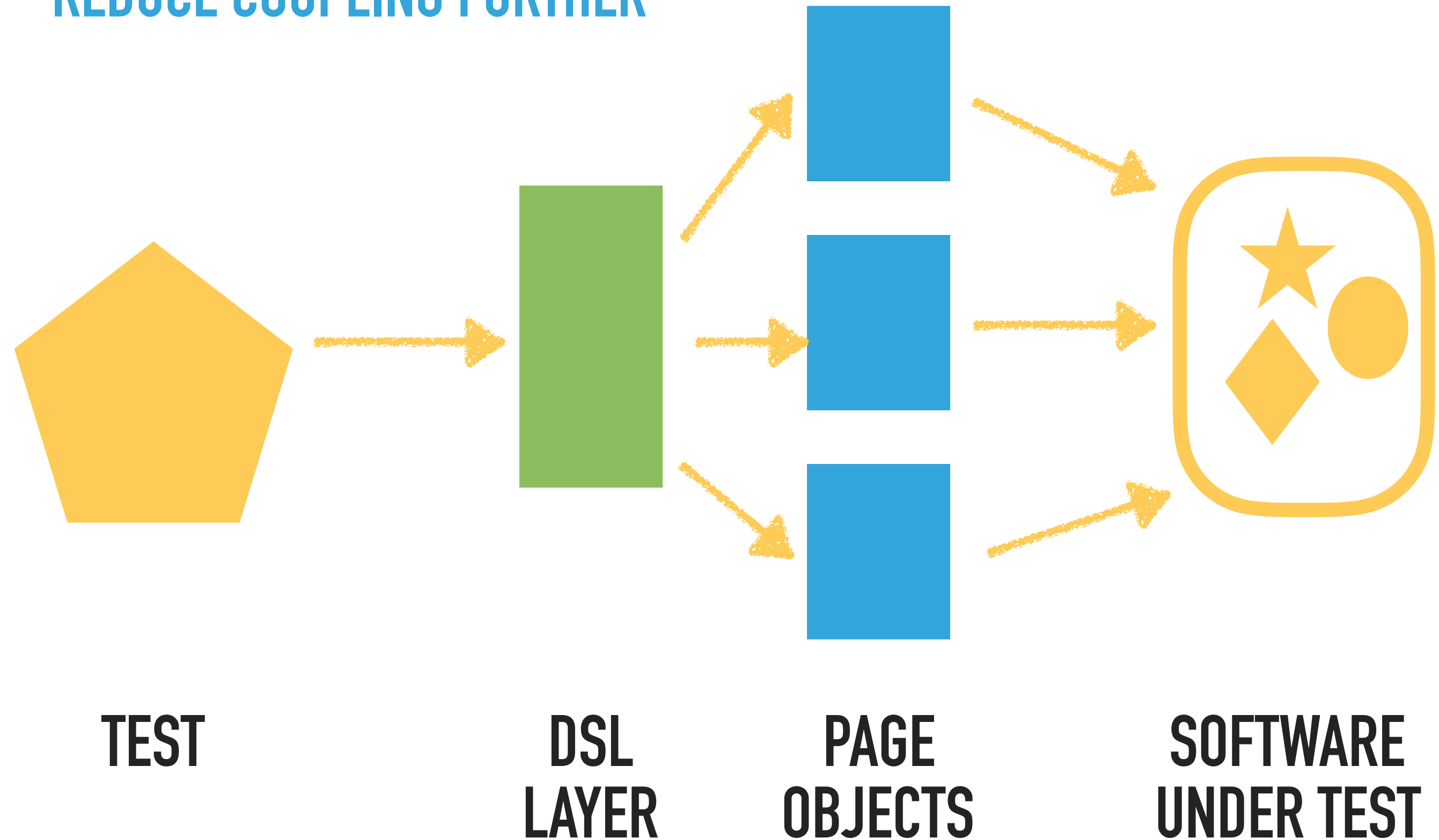
```
... etc ...
```

.....	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: 

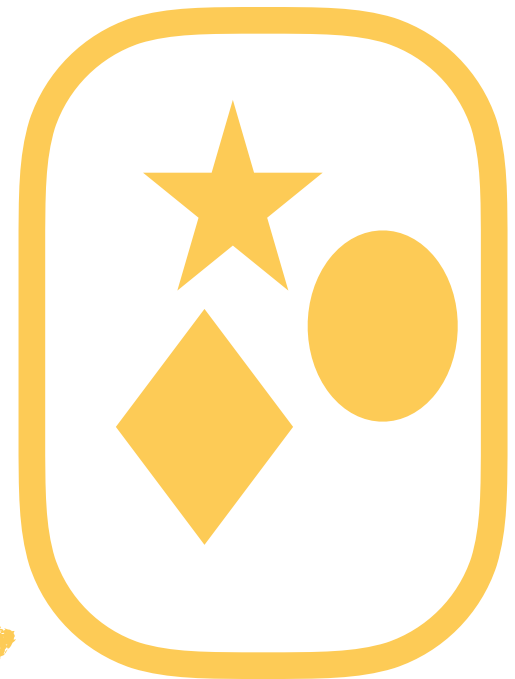
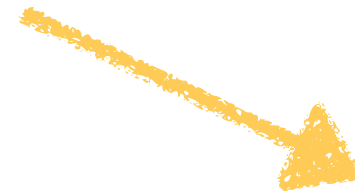
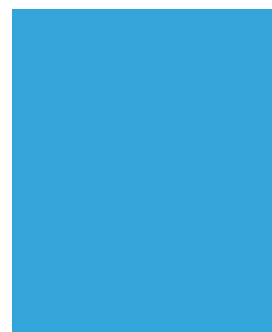
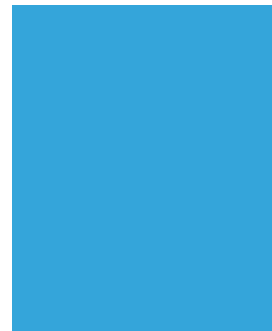
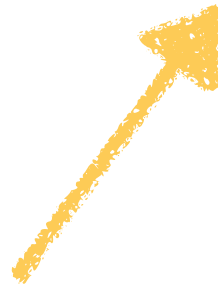
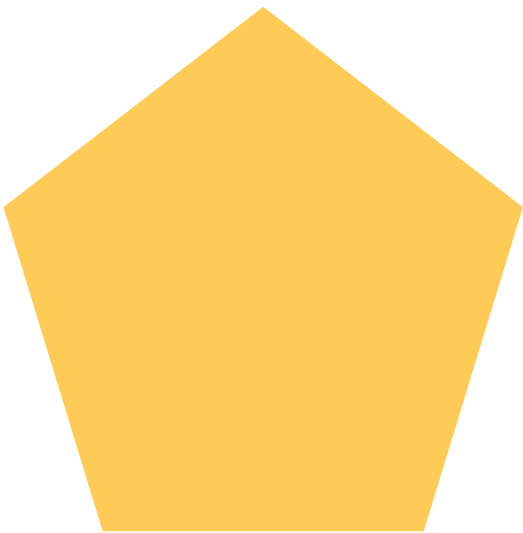
REDUCE COUPLING FURTHER



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);
```

THINGS I WANTED TO TEST...

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

TEST LOOK A BIT MORE LIKE THIS

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

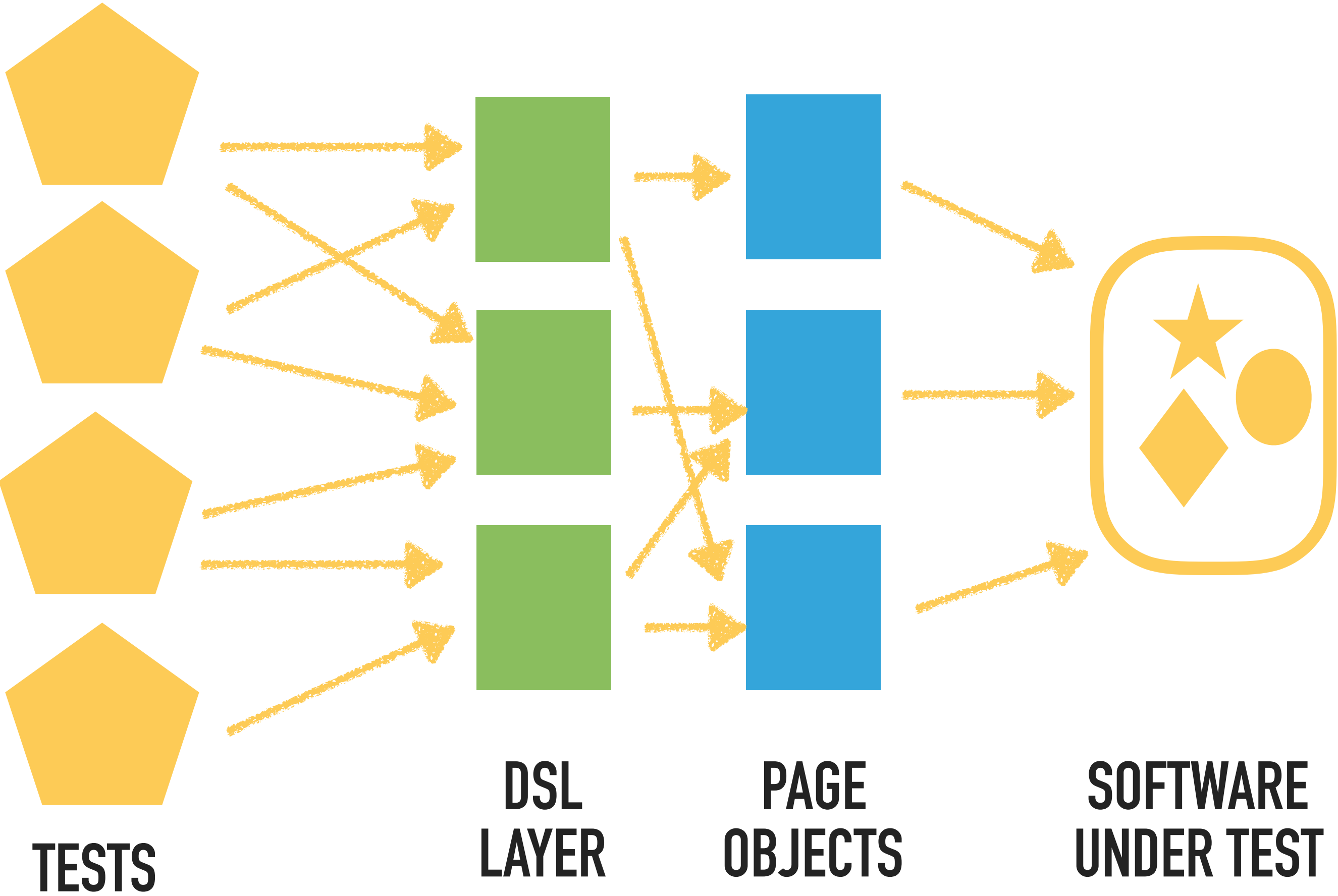
```
submitUsersAnswers($bob, self::QUIZ_1,
```

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

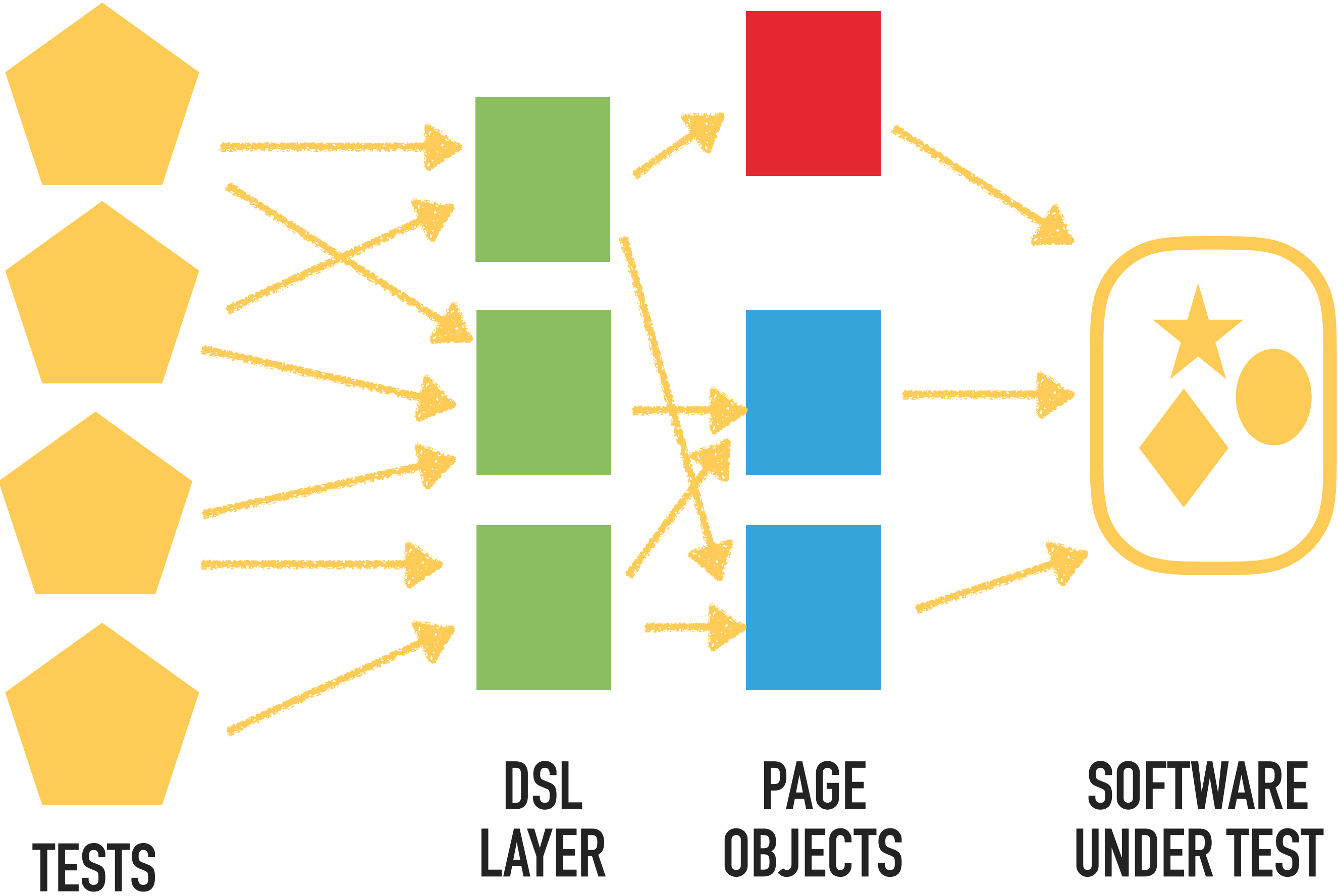
```
$score = getTeamScore($apple);
```

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

STORY 1



STORY 1



STORY 1

THE MORAL OF 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.

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.

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.**

STORY 1

BUT WHAT IF ...

BUT WHAT IF ...

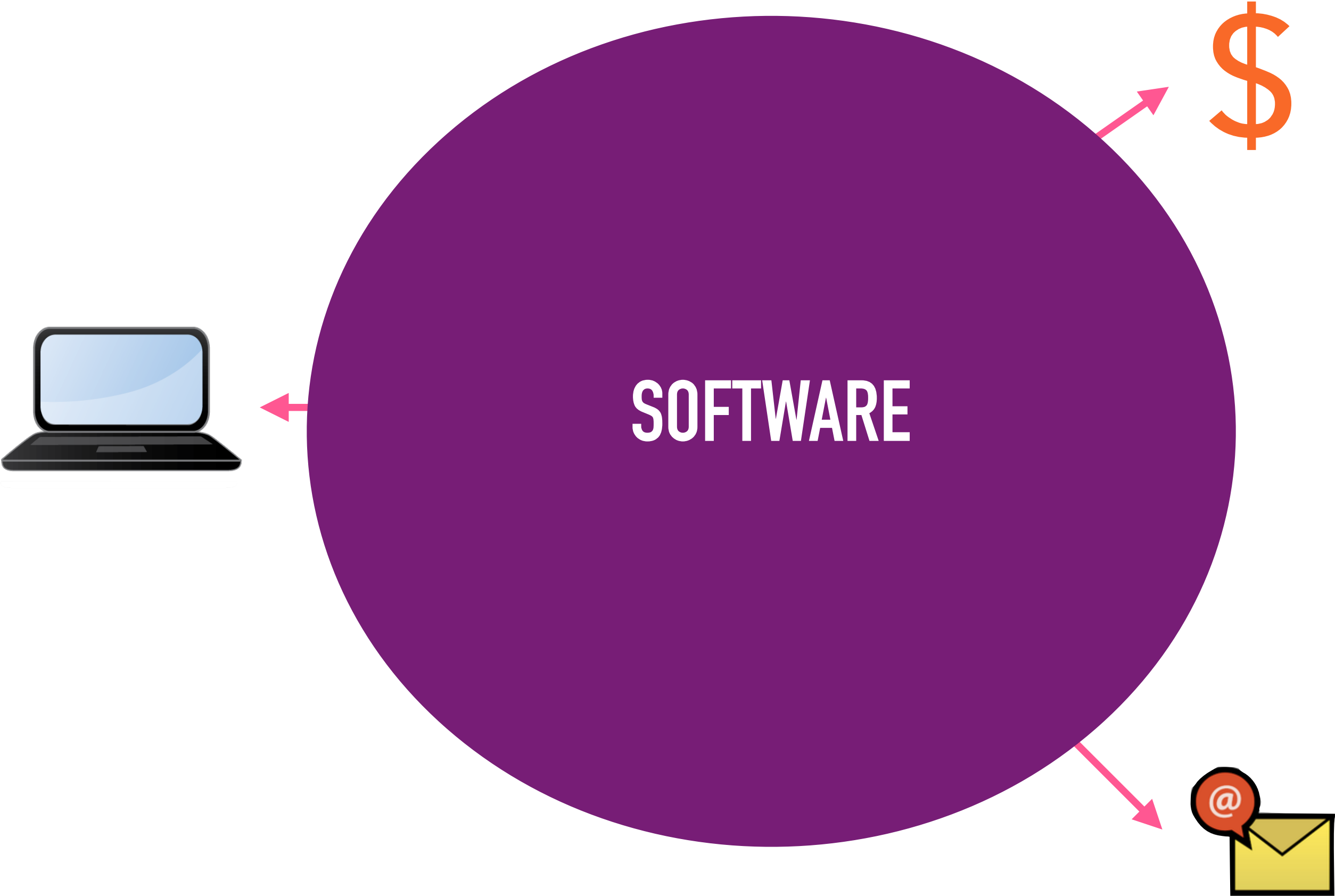
We replace the entire website with
an app?

ALSO ...

This feels like a lot of effort.

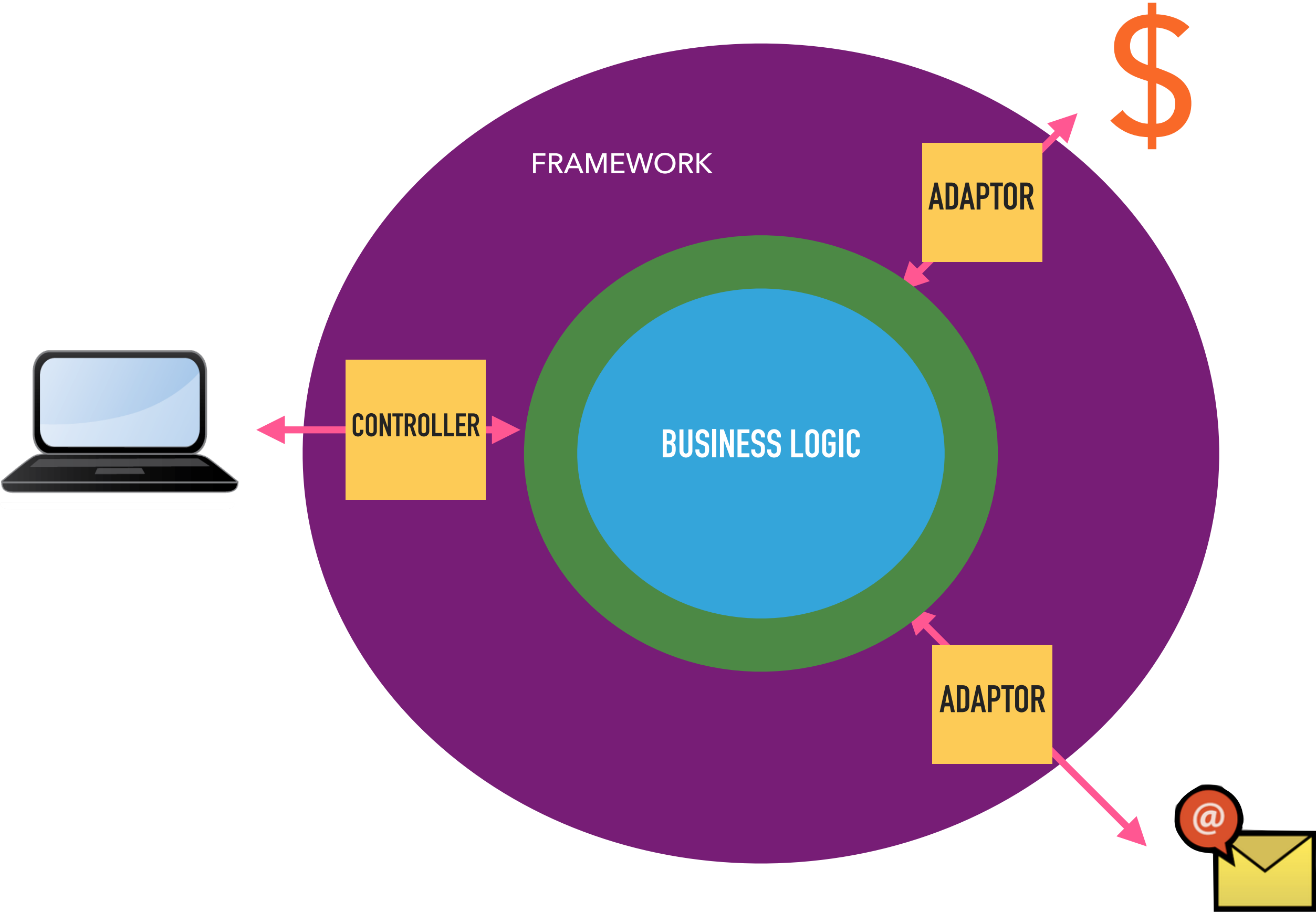


#2



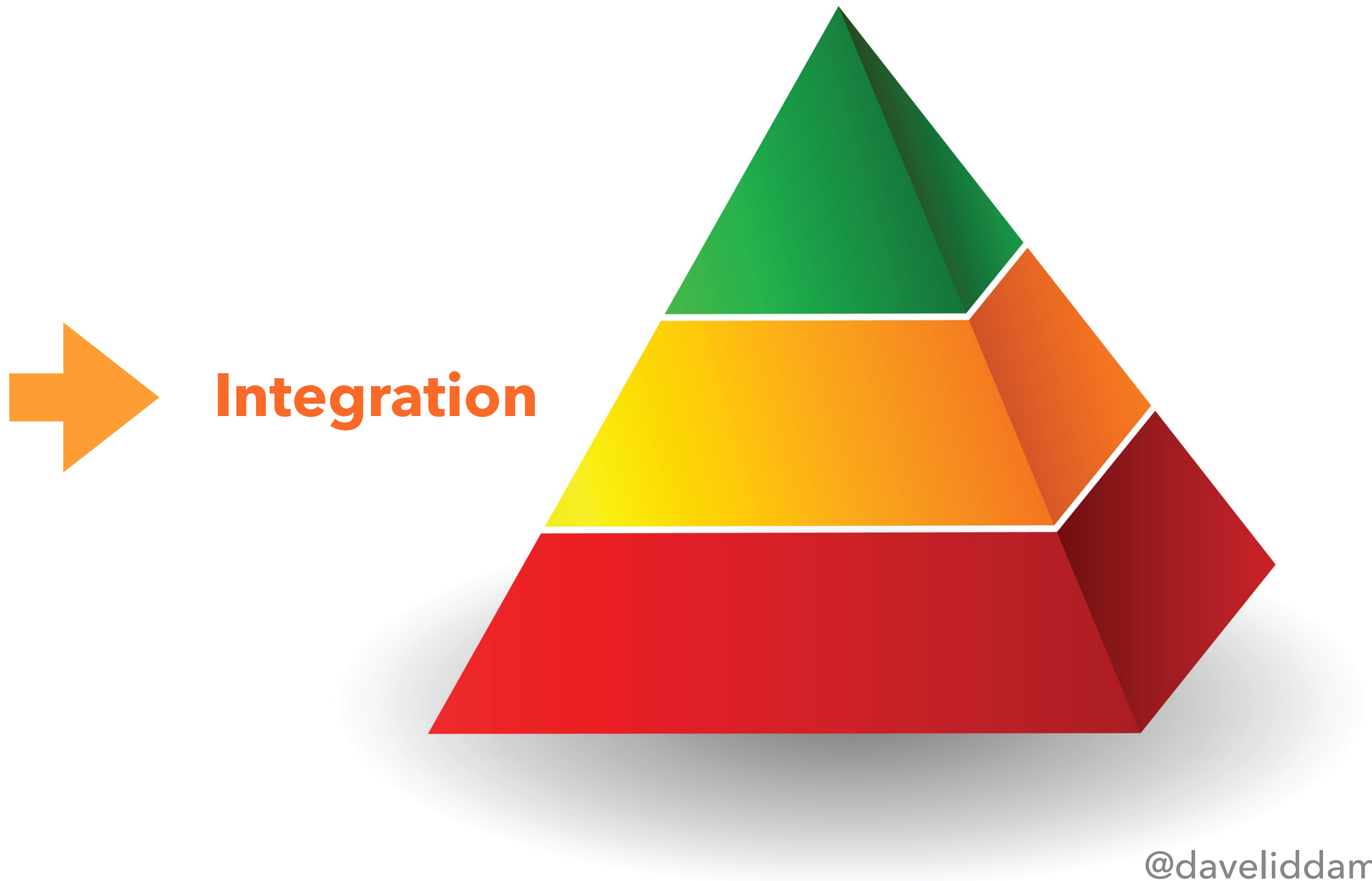
THERE MUST BE A BETTER WAY...

- ▶ Layered architecture
- ▶ Hexagonal architecture

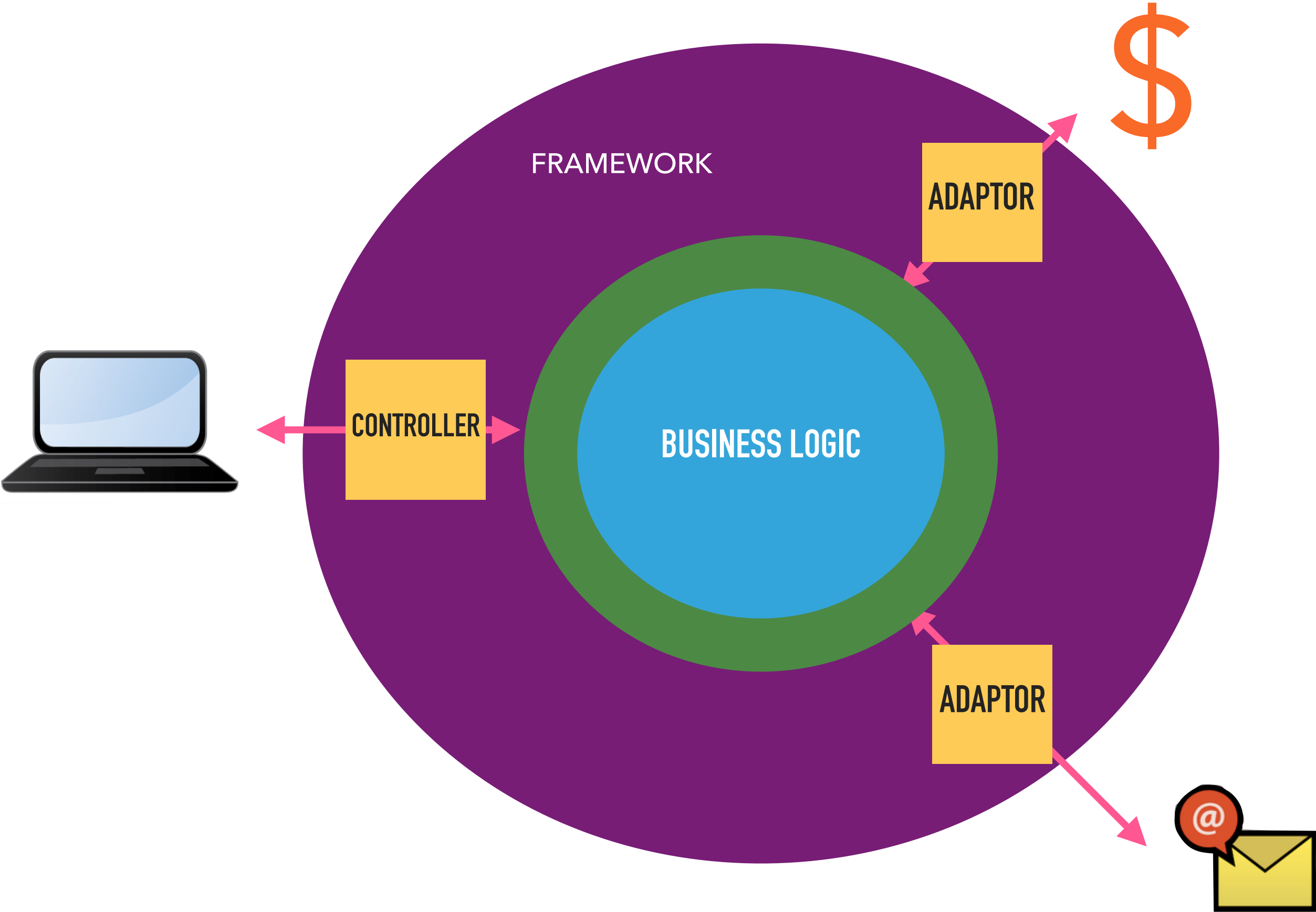


SERVICE LAYER

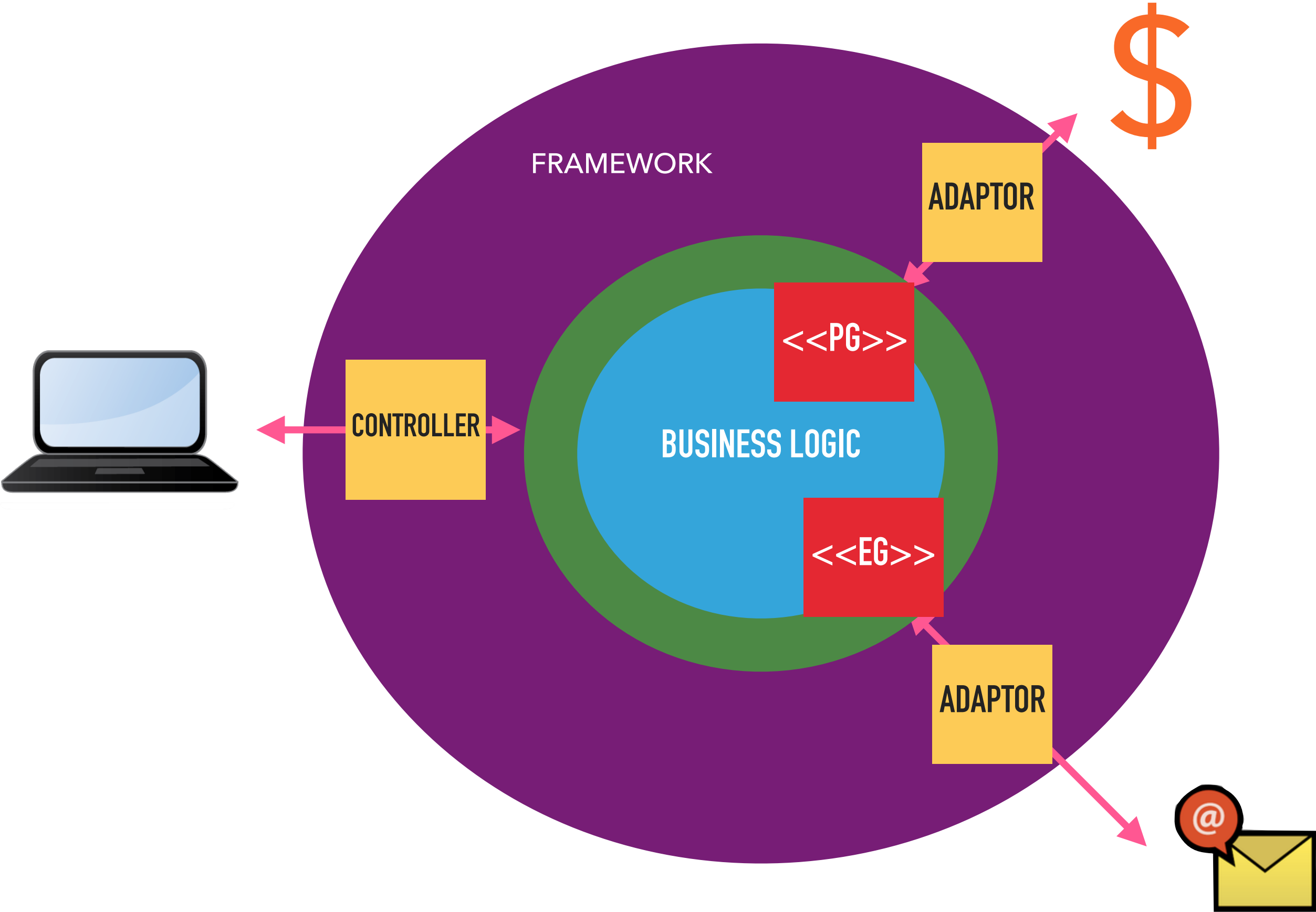
```
interface AnswerSubmissionService
{
    public function submitUsersAnswers (
        User $user,
        int $quizId,
        array $answers
    ) : void;
}
```



STORY 2



STORY 2



STORY 2

EMAIL GATEWAY

EMAIL GATEWAY

```
interface EmailGateway
```

```
{
```

```
    /**
```

```
     * Sends an email
```

```
     */
```

```
    public function sendEmail(
```

```
        $to,
```

```
        $from,
```

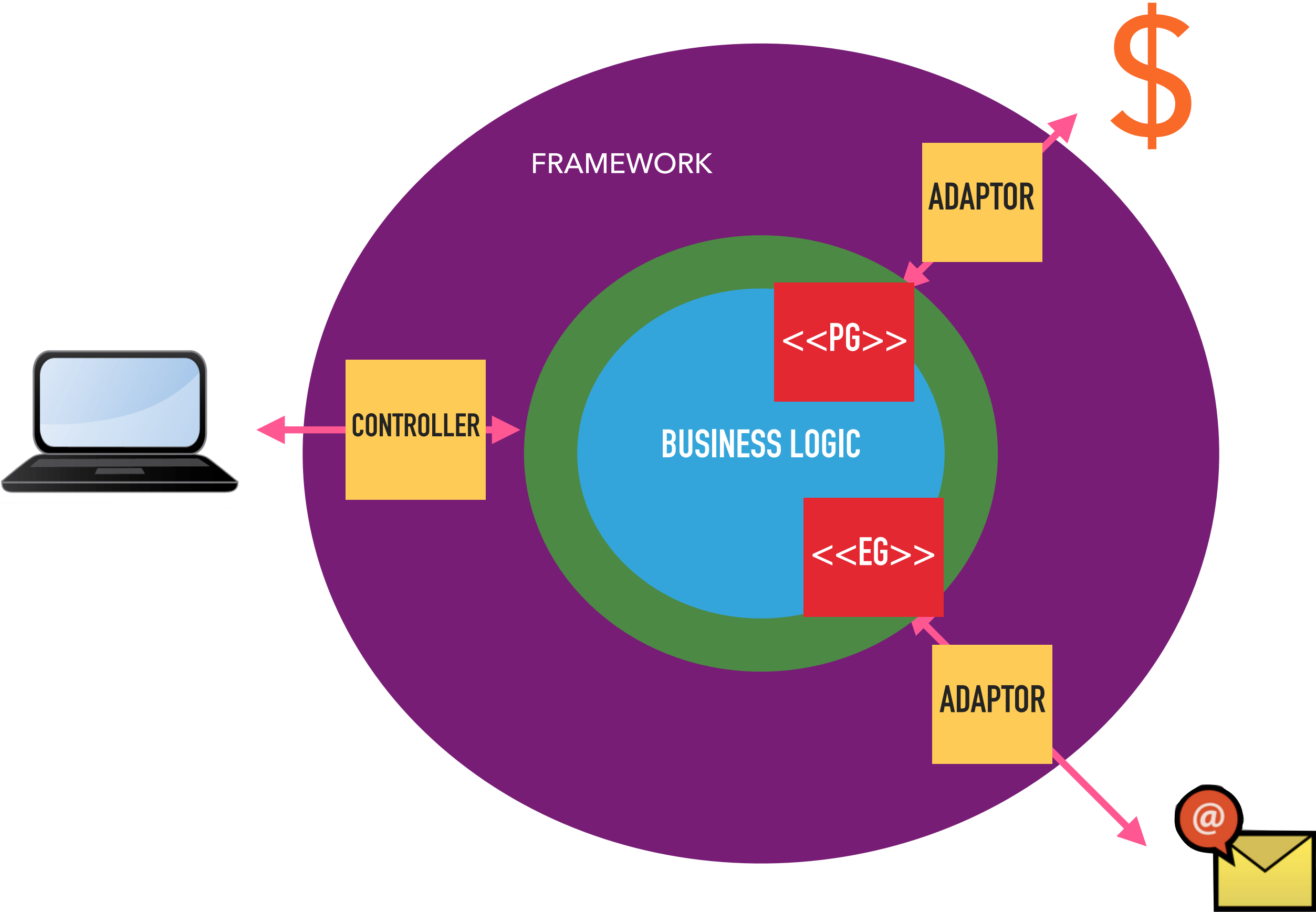
```
        $subject,
```

```
        $message
```

```
    ) : void;
```

```
}
```

STORY 2

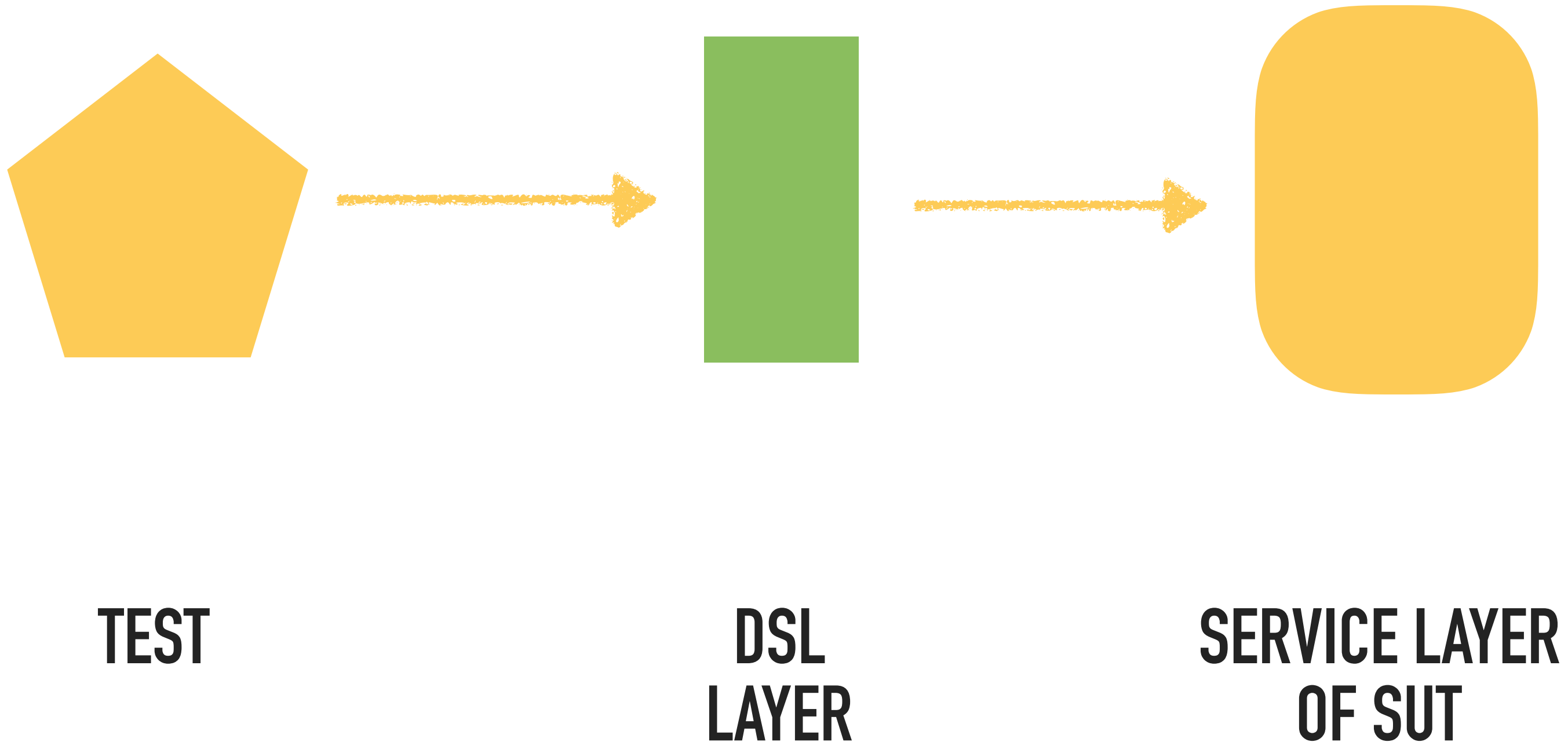


EMAIL GATEWAY TEST IMPLEMENTATION

EmailGatewaySpy implements EmailGateway

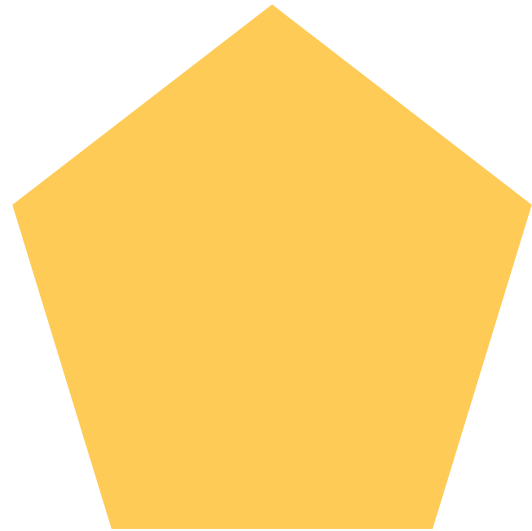
```
{  
  
    public function sendEmail(... parameters ...) {  
        // Store email in array;  
    }  
  
    public function getEmails() {  
        return array of emails  
    }  
  
}
```

TESTING IS EASIER



TESTING IS EASIER

submitUsersAnswers()



TEST

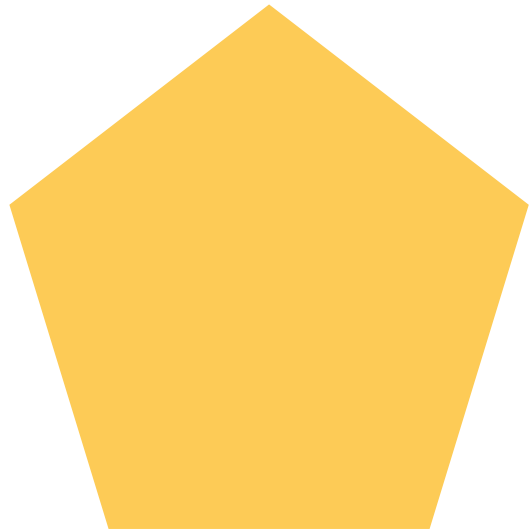
**DSL
LAYER**

**SERVICE LAYER
OF SUT**

TESTING IS EASIER

submitUsersAnswers()

submitUsersAnswers()

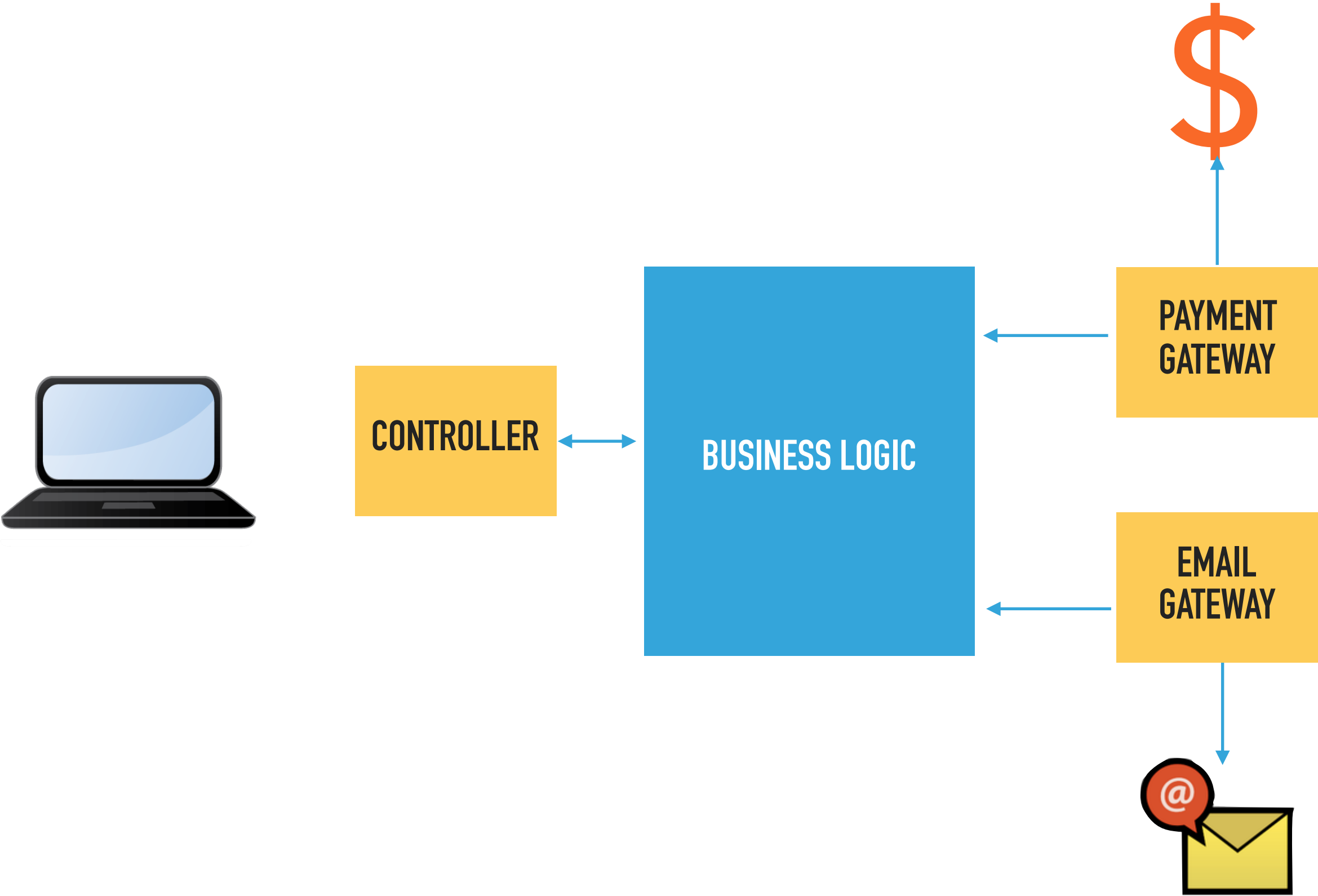


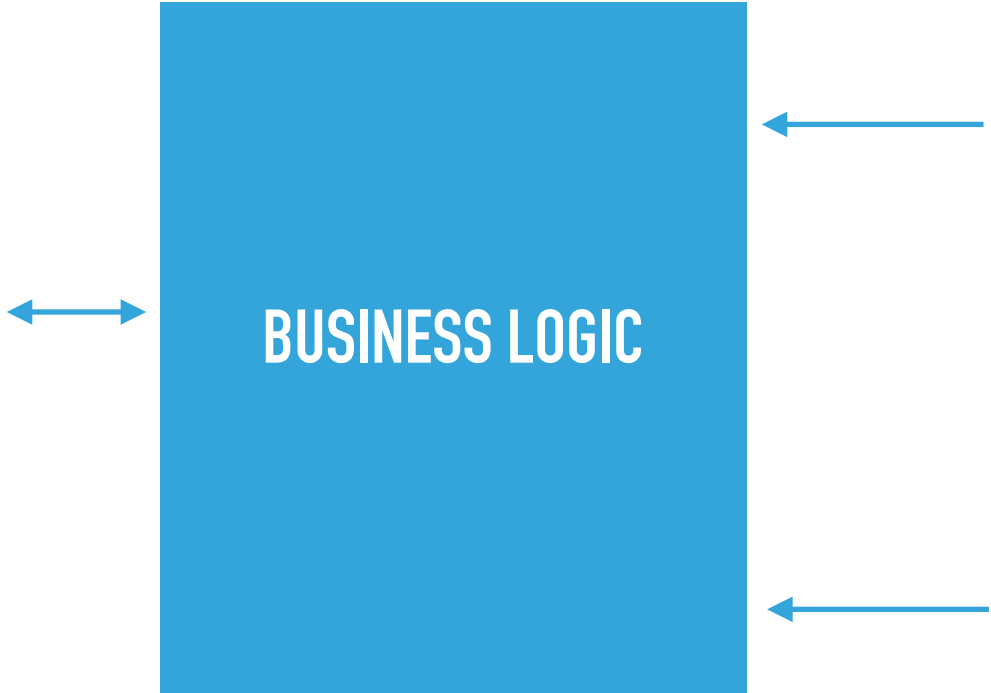
TEST

**DSL
LAYER**

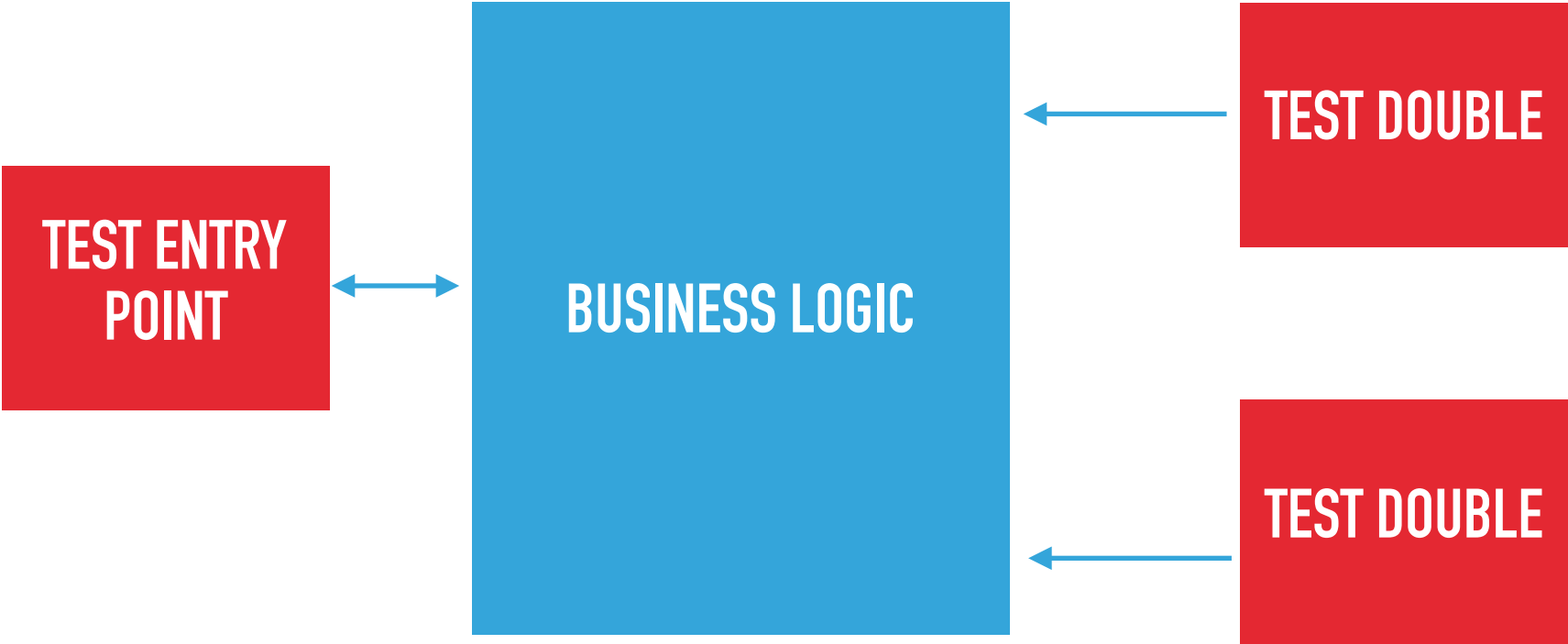
**SERVICE LAYER
OF SUT**

STORY 2

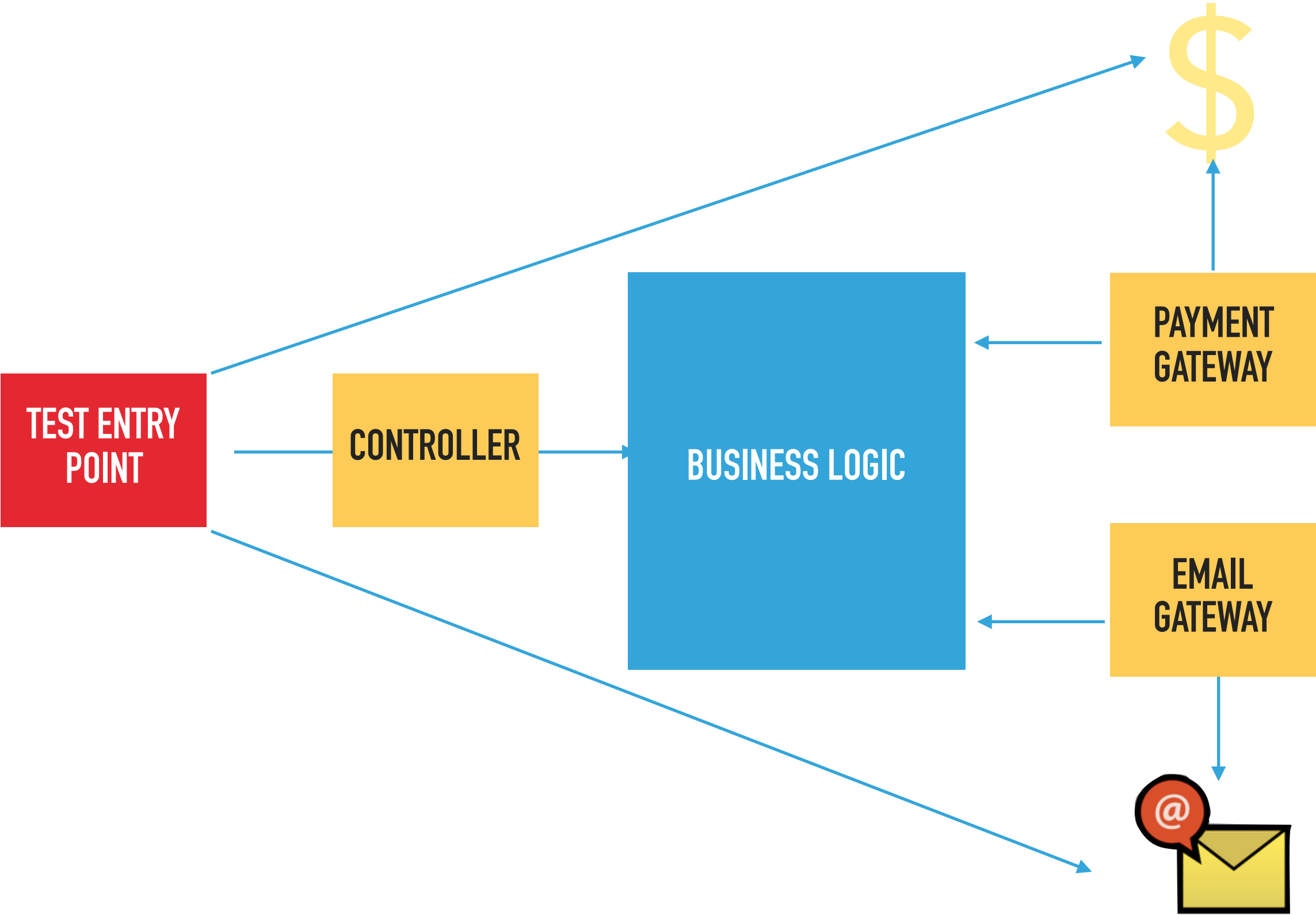




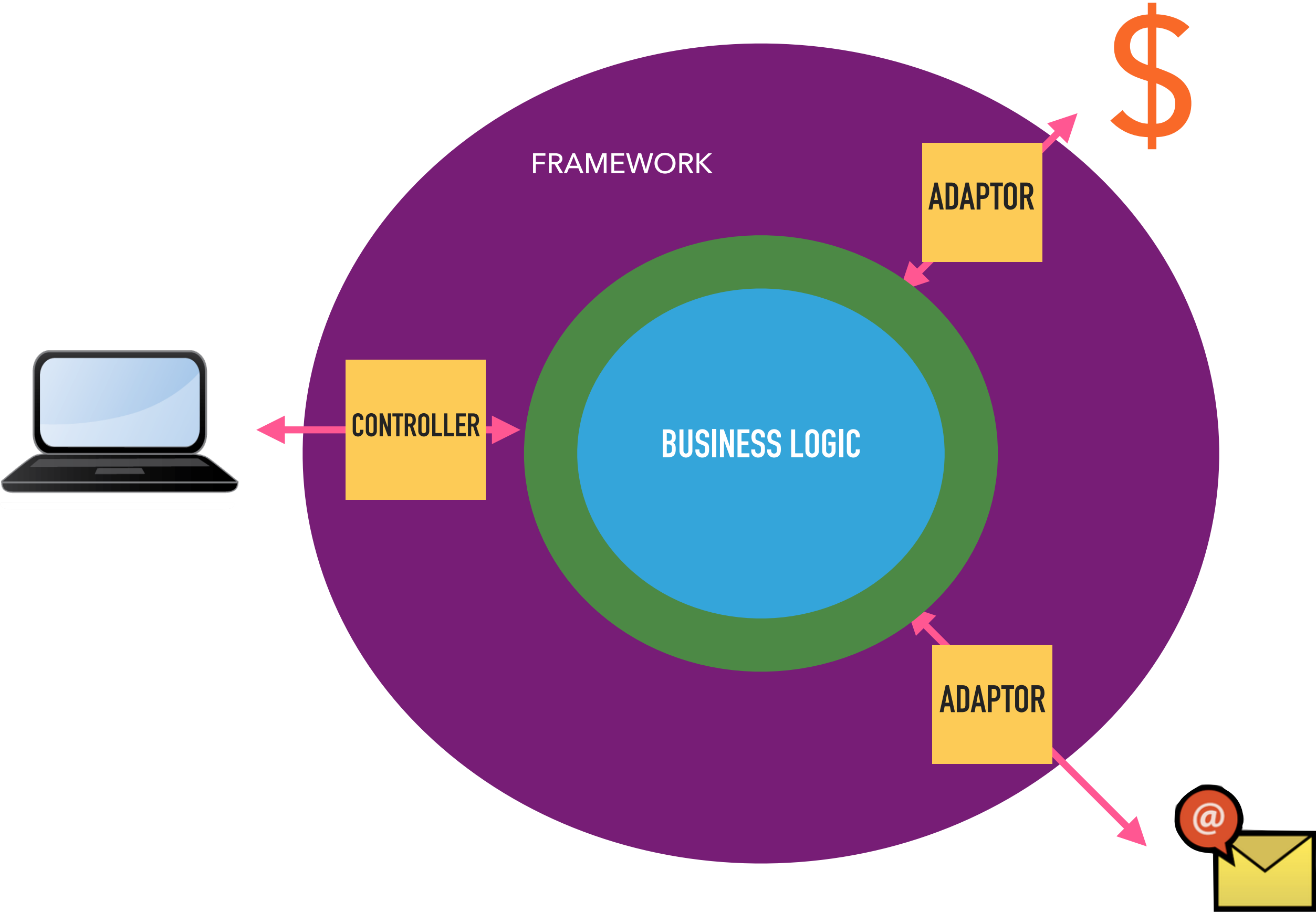
STORY 2

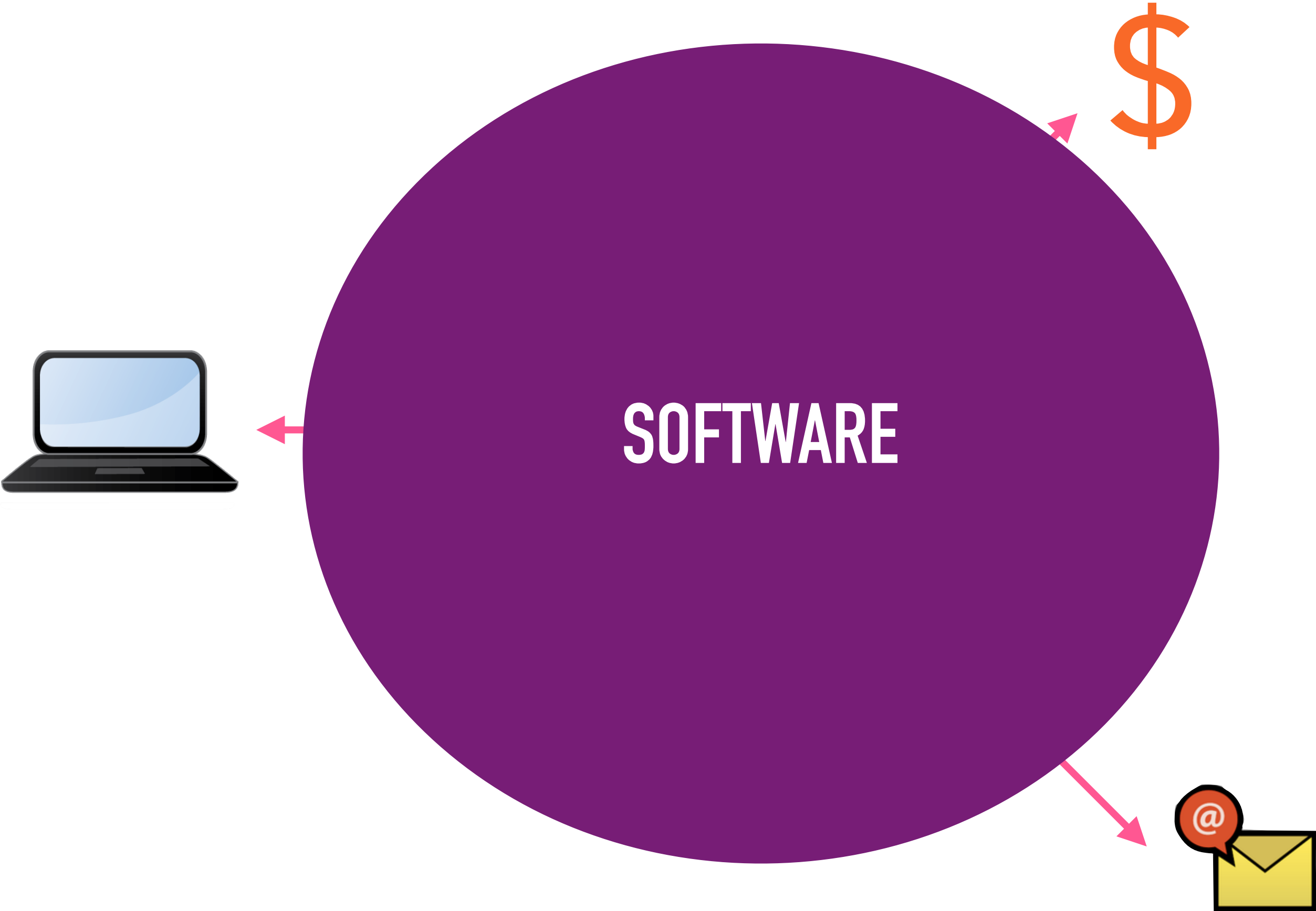


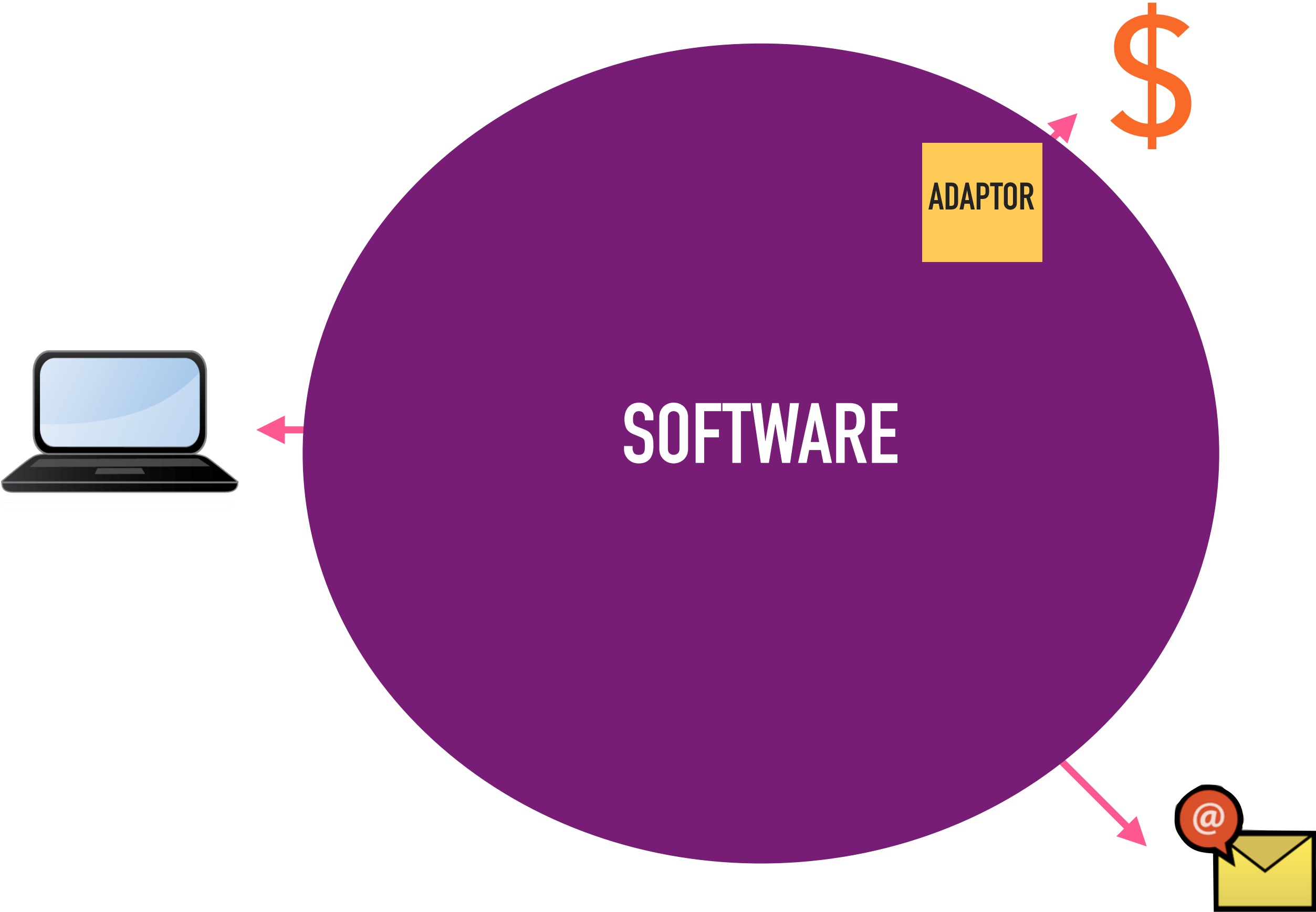
STORY 2

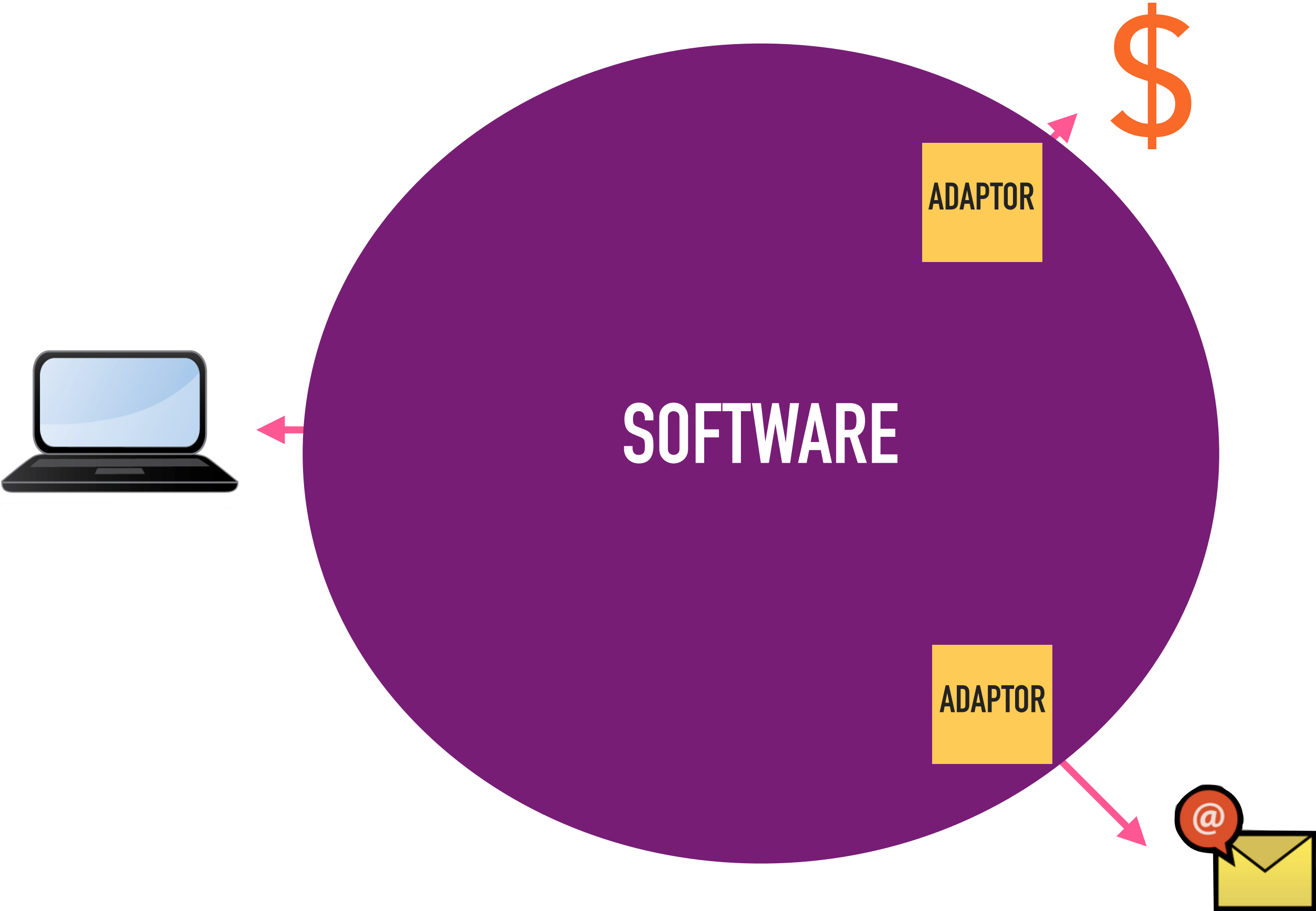


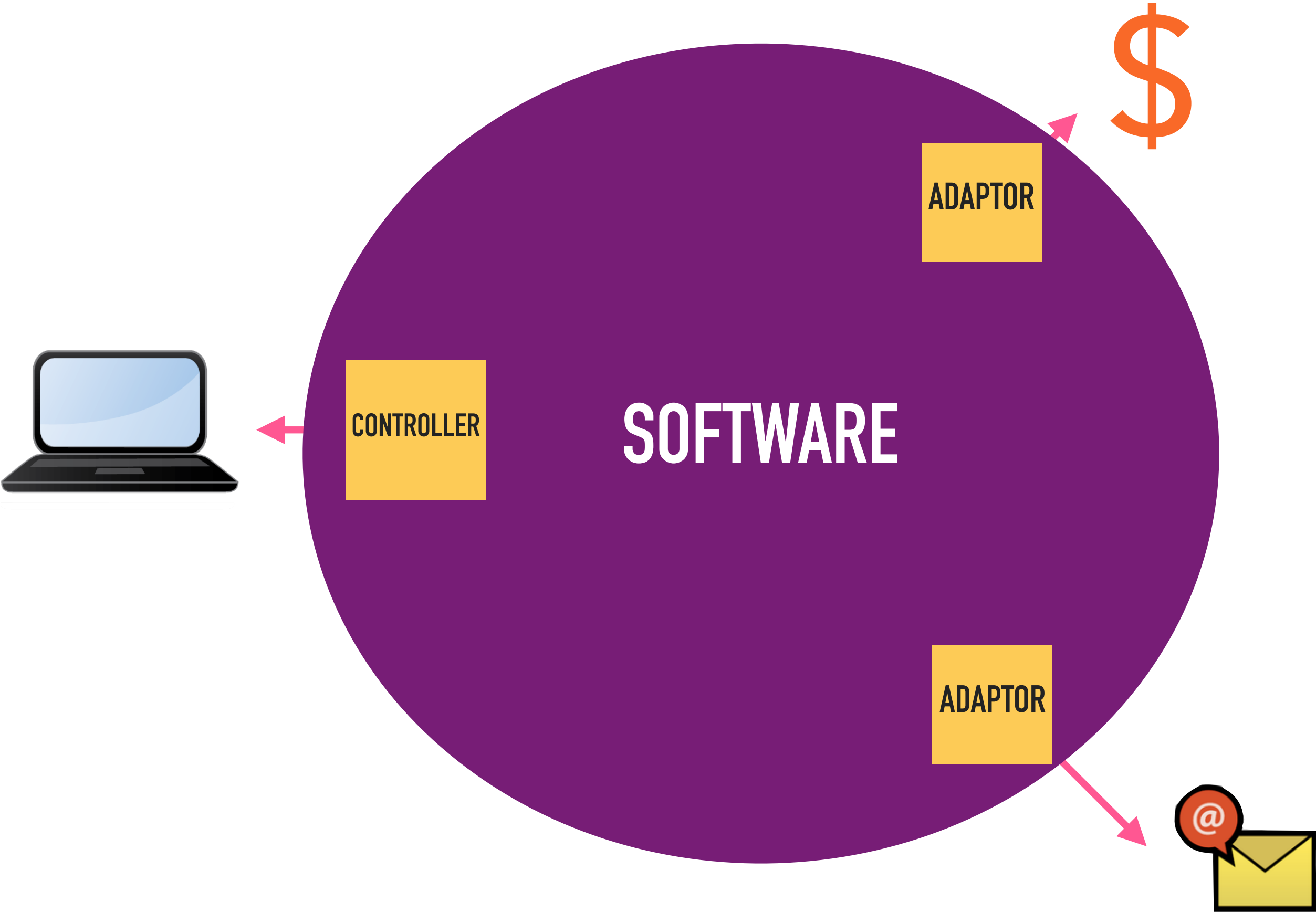
STORY 2

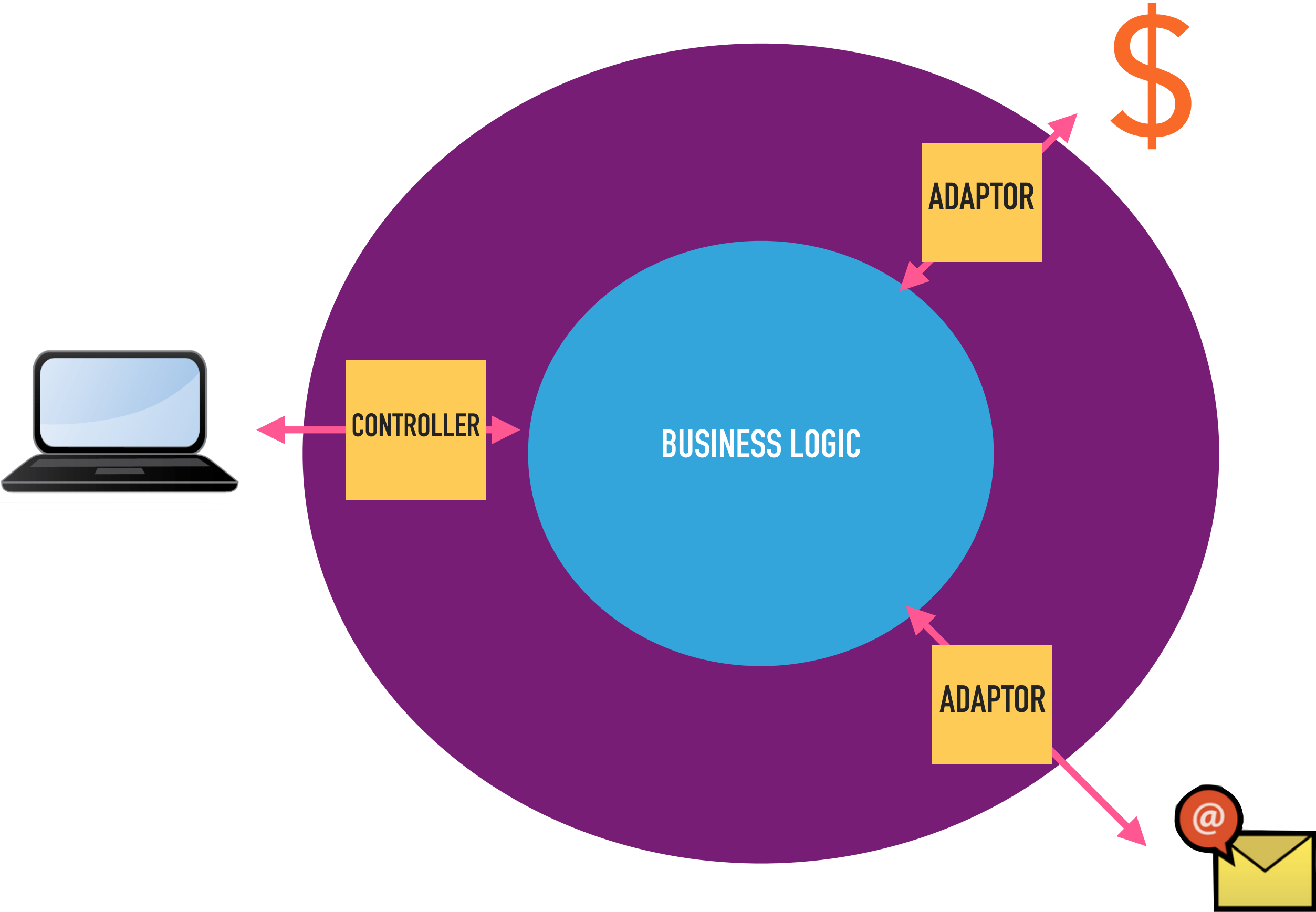


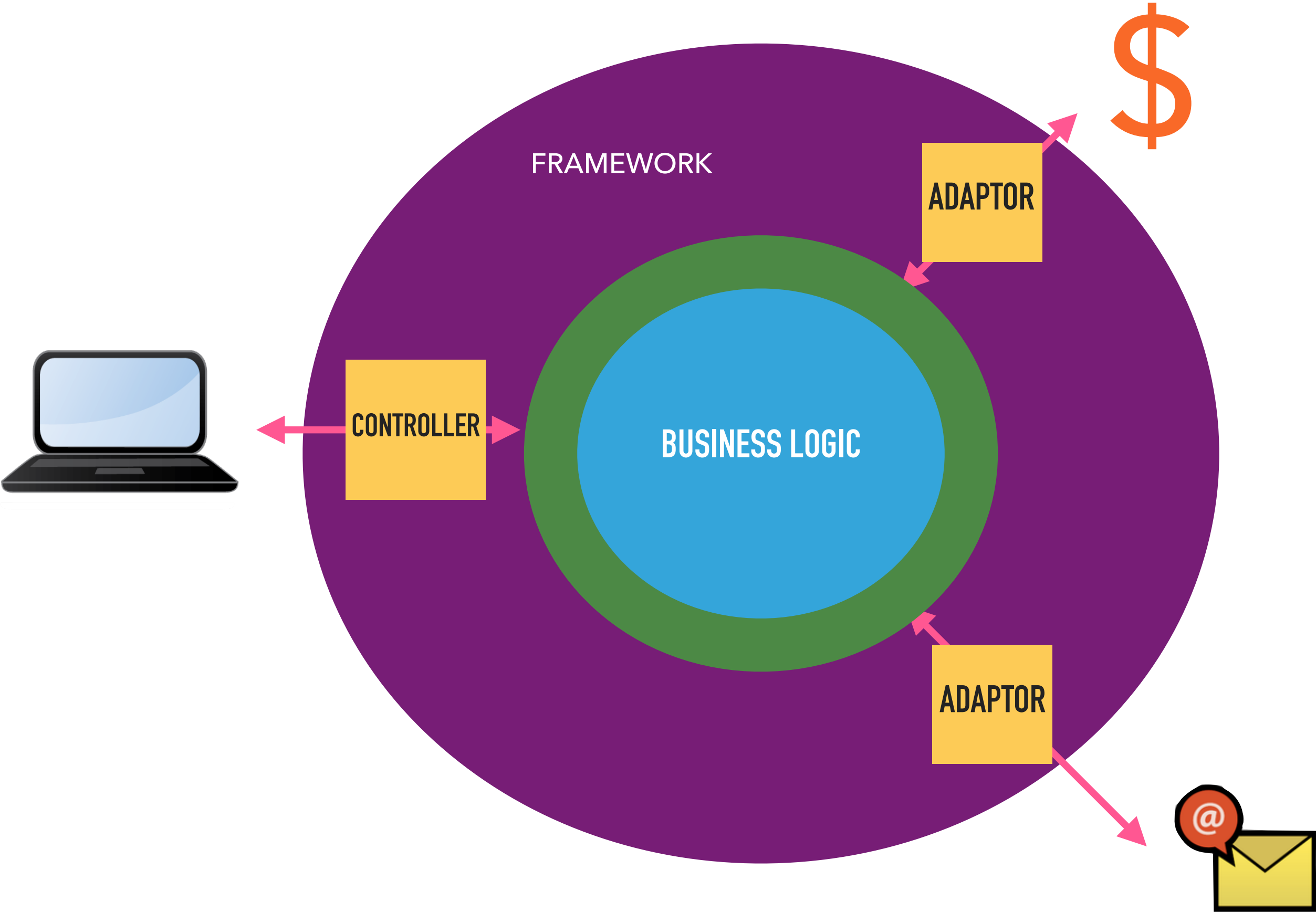




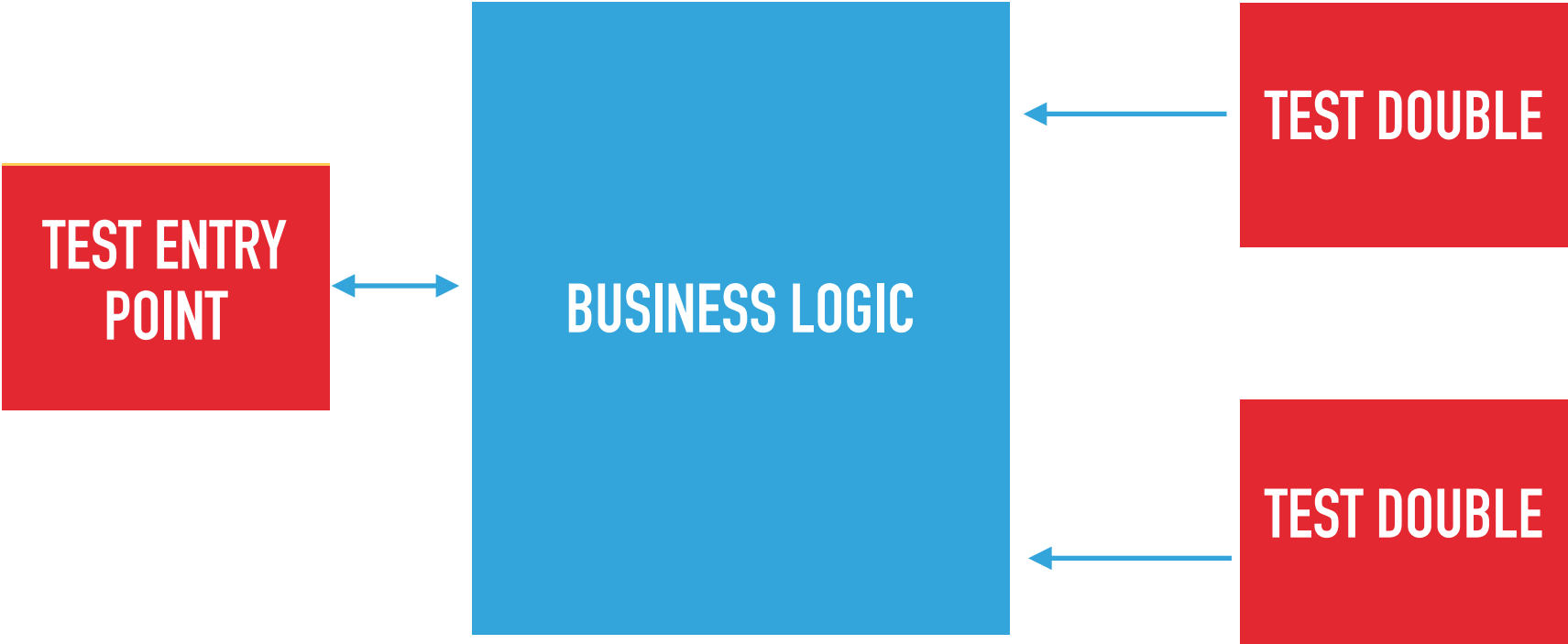


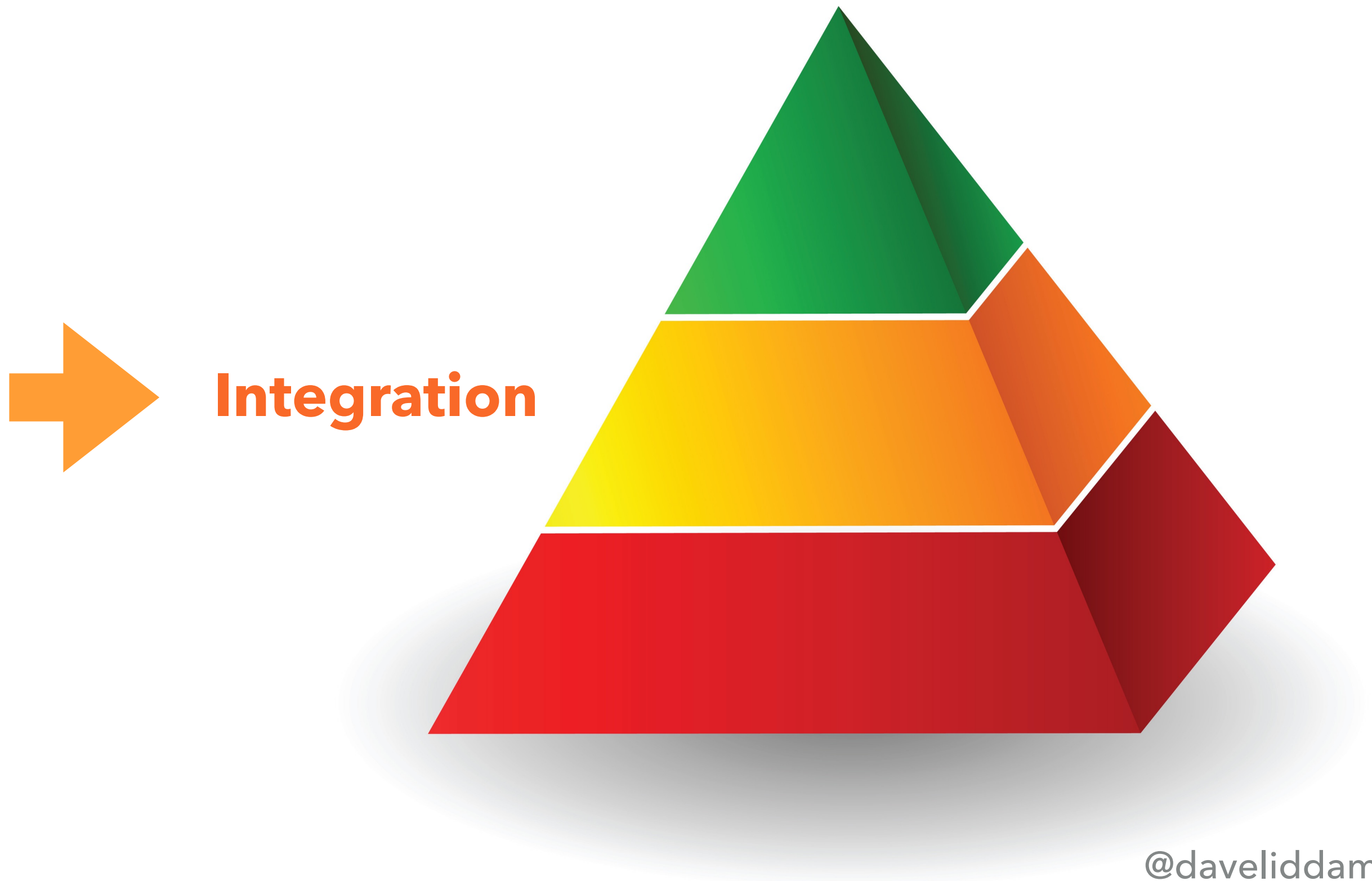






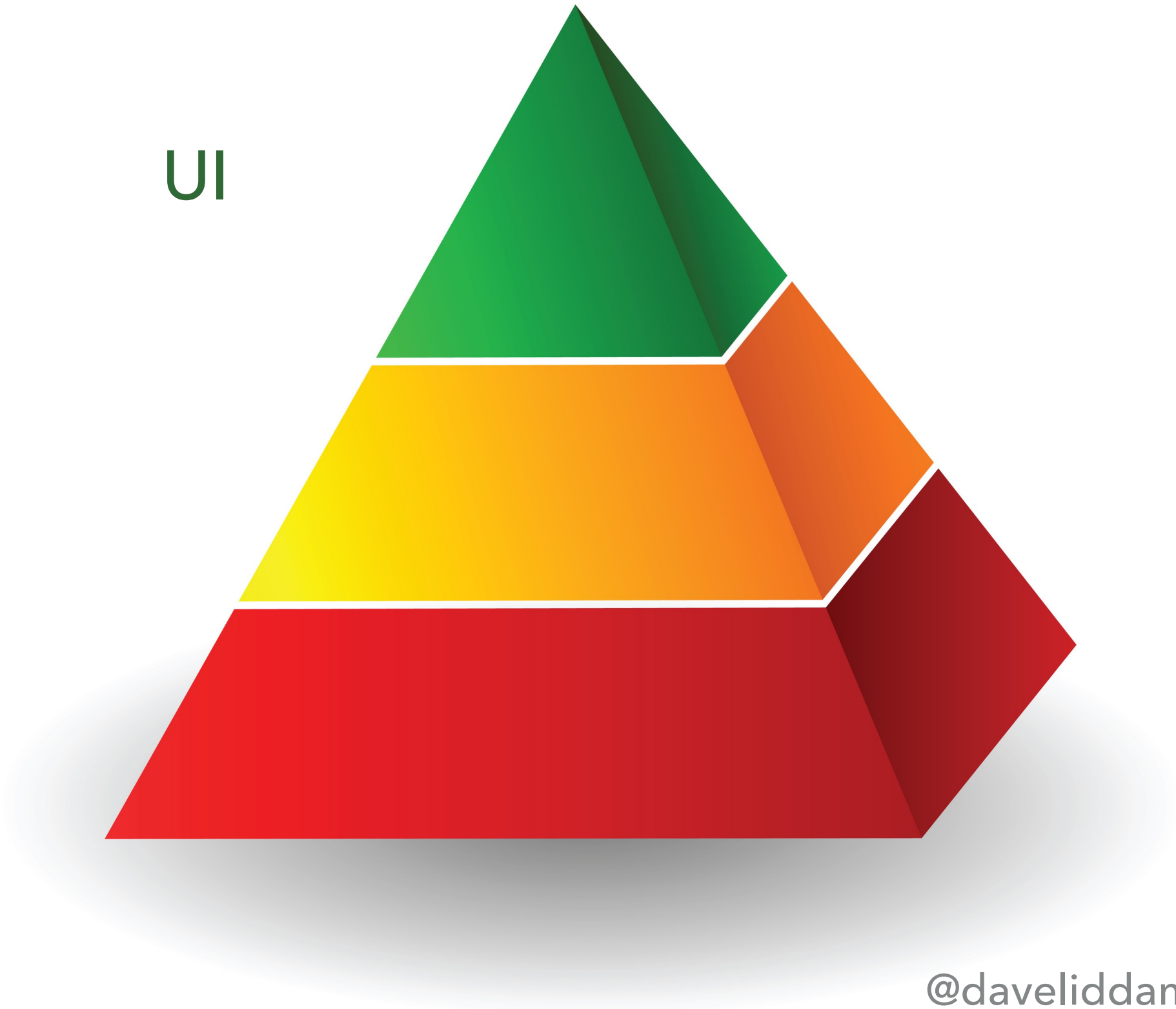
STORY 2



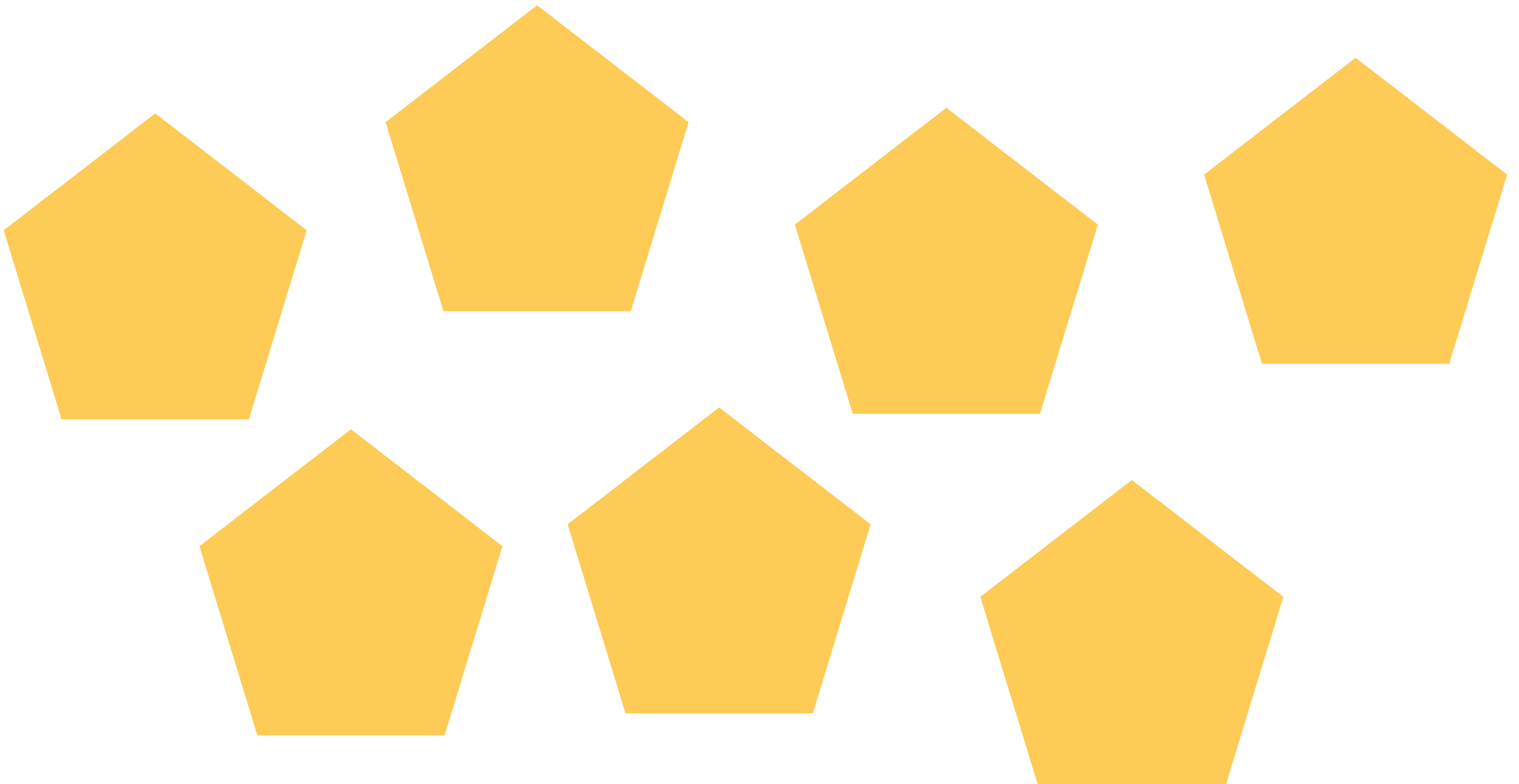


?

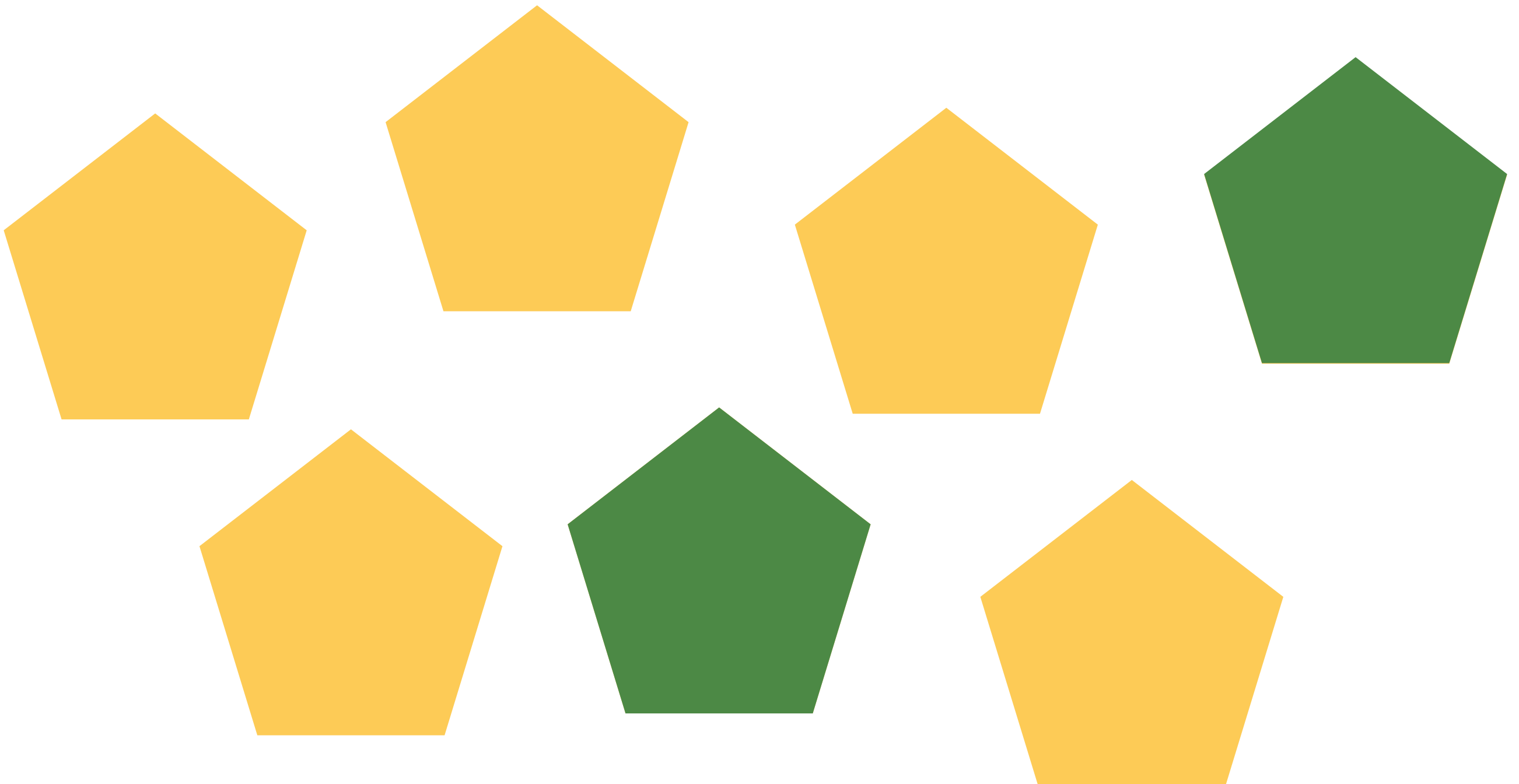
UI



WHAT DO WE TEST AT THE UI LEVEL?



WHAT DO WE TEST AT THE UI LEVEL?



STORY 2

THE MORAL OF STORY 2...

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.

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.

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.

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.**

STORY 2

BUT ...

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

WE EXPAND TO OFFER THE SERVICE TO MULTIPLE COMPANIES

- ▶ Each company has a branded page on their own subdomain.

WE EXPAND TO OFFER THE SERVICE TO MULTIPLE COMPANIES


- ▶ Each company has a branded page on their own subdomain.
- ▶ Could could only login from your company's subdomain.

WE EXPAND TO OFFER THE SERVICE TO MULTIPLE COMPANIES

- ▶ Each company has a branded page on their own subdomain.
- ▶ Could 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

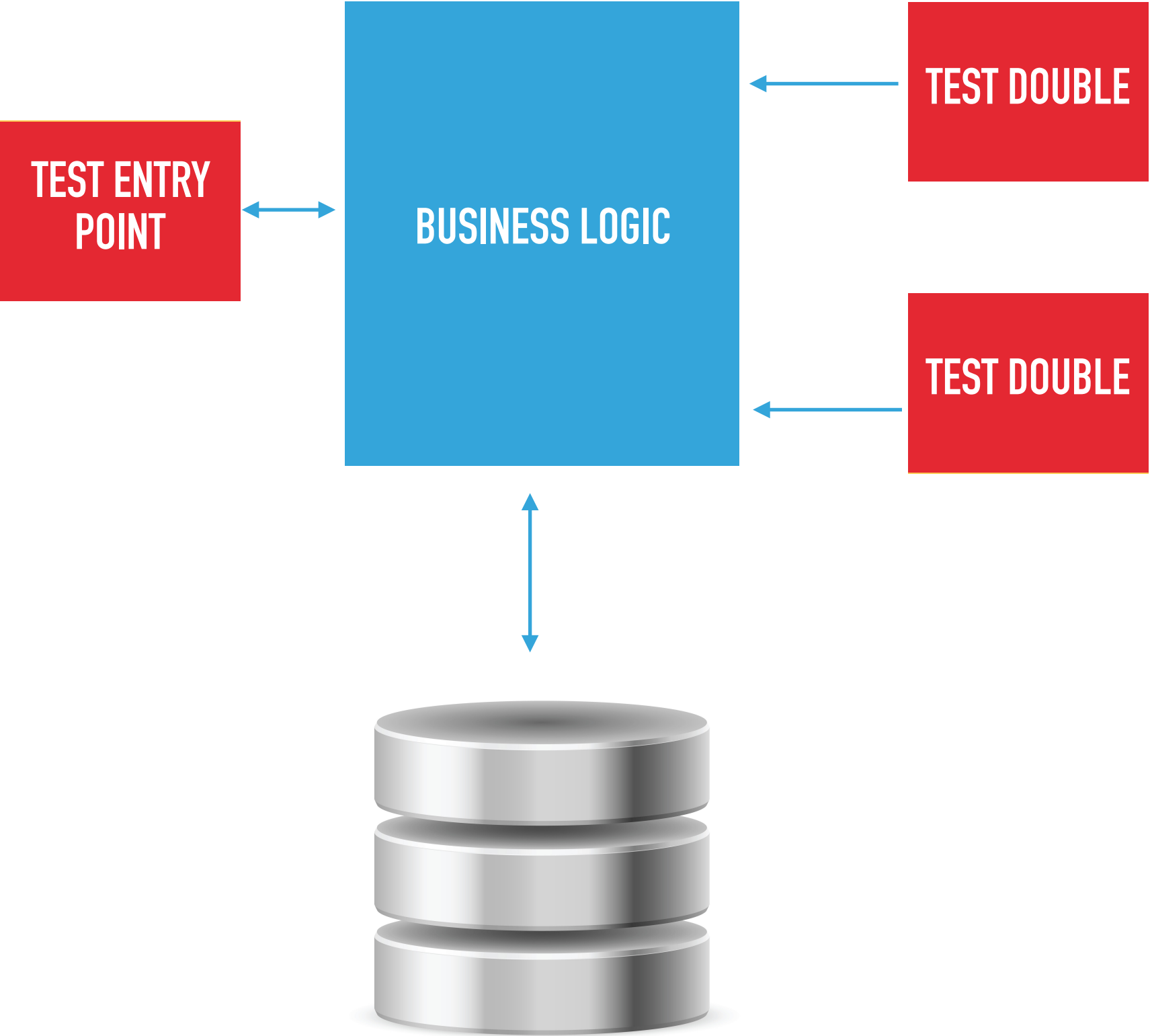
users:

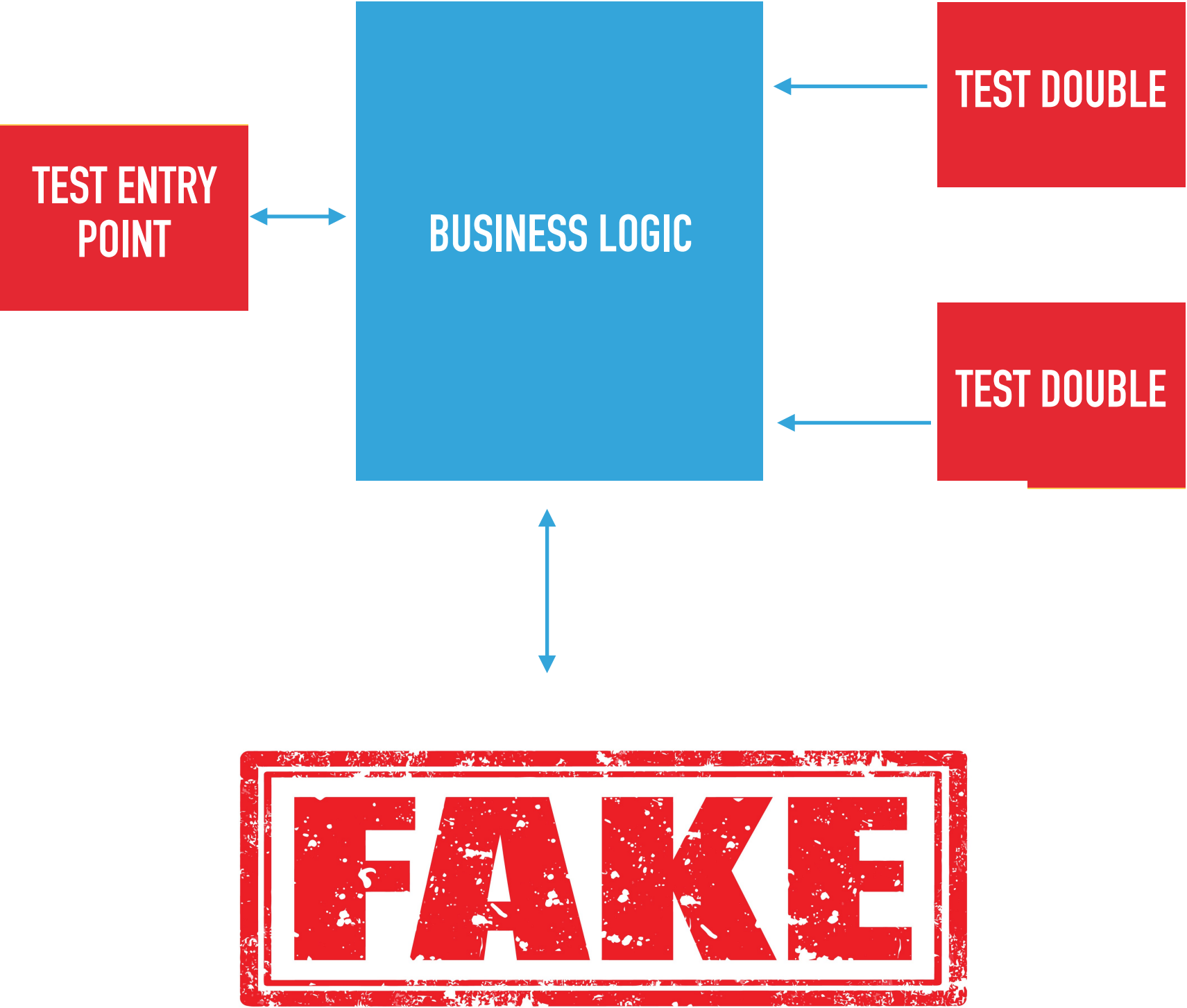
- **name: Anna**
email: anna@acme.com
password: Passw1rd
team: Apple
- **name: Bob**
email: bob@example.com
password: Passw5rd
team: Apple

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",  
    "Passw0rd",  
    $comanyId) ;
```

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 {  
        $company = $this->companyObjectMother()  
            ->getAcmeCompany();  
  
        $user = $userService->registerUser(  
            "anna@acme.com",  
            "Anna",  
            "Passw0rd"  
            $company);  
  
        return $user;  
    }  
}
```

HYBRID

users:

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



STORY 3

MORAL OF STORY 3...

MORAL OF STORY 3...

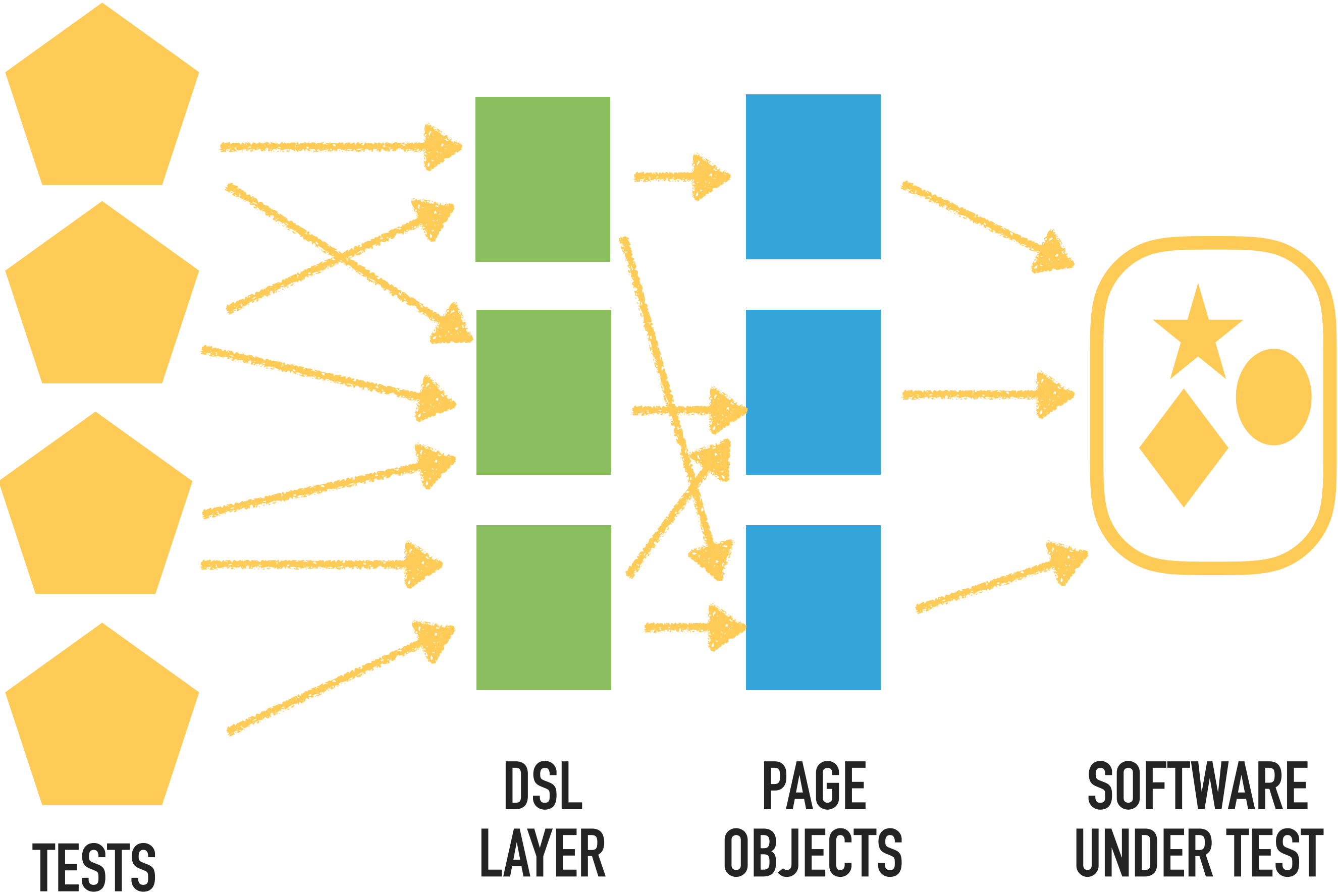
- ▶ Use patterns like Object Mothers / Test Builders for building data fixtures.
- ▶ Makes tests more robust to change.
- ▶ Allows us to test with a fake in memory database.

MORAL OF STORY 3...

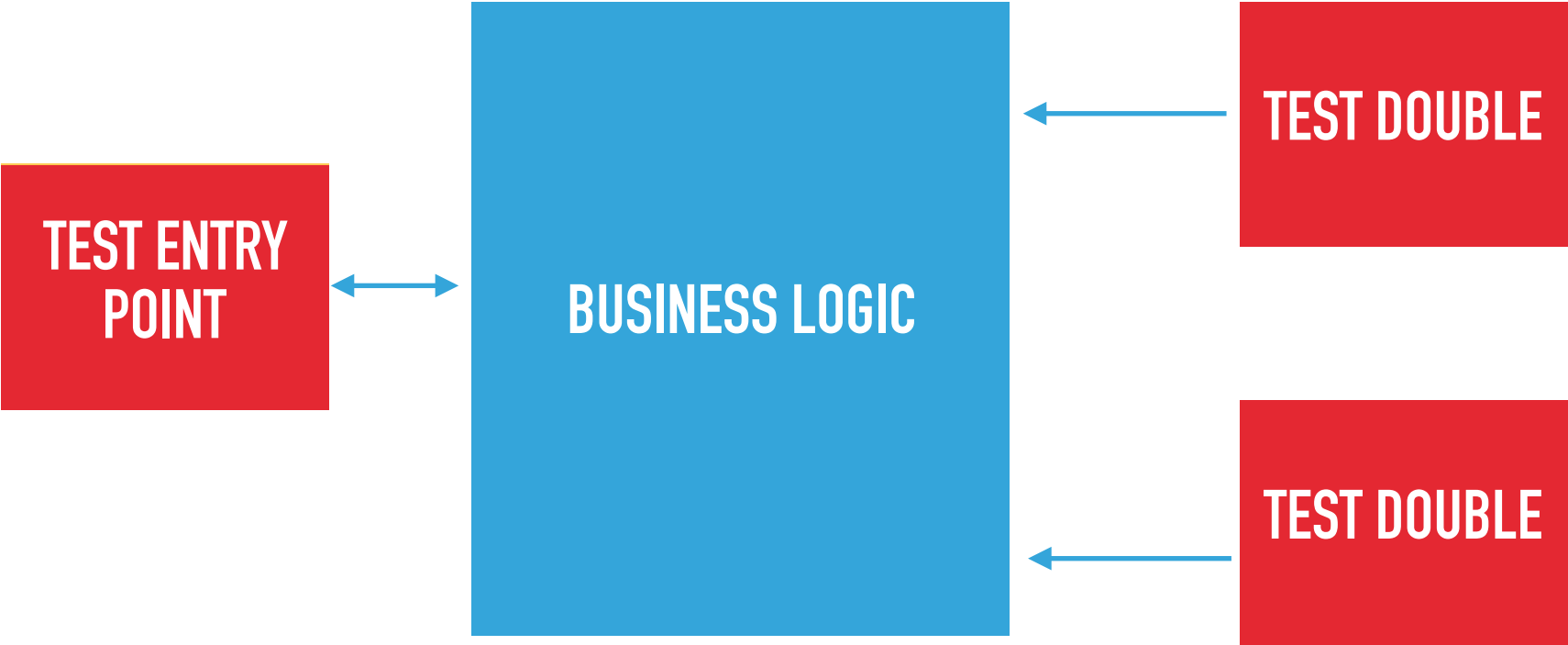
- ▶ Use patterns like Object Mothers / Test Builders for building data fixtures.
 - ▶ Makes tests more robust to change.
 - ▶ Allows us to test with a fake in memory database.
- ▶ Decoupling our tests from the software under test.

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

STORY 1



STORY 2



STORY 3

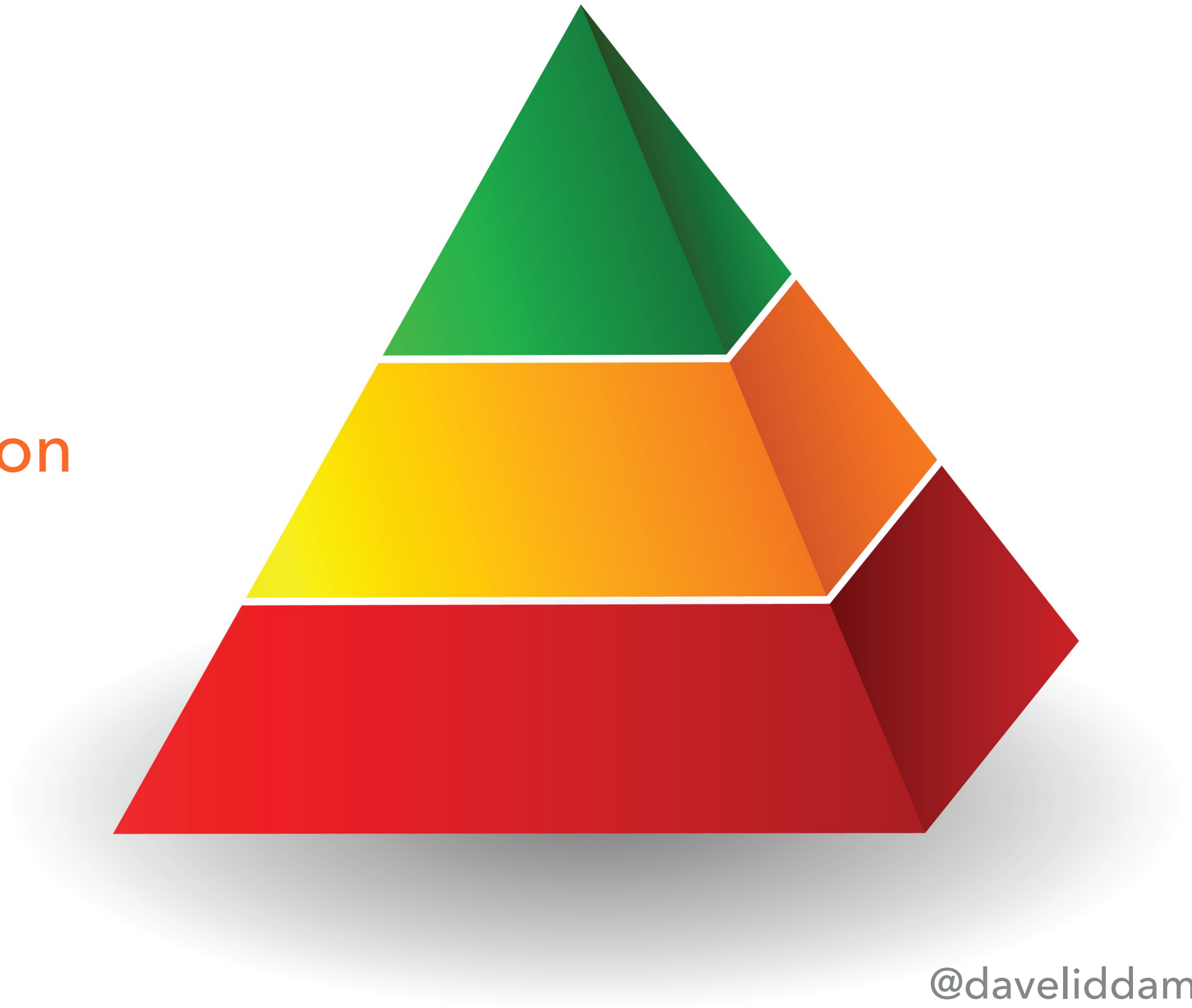


TEST PYRAMID

UI

Integration

Unit



SUMMARY

SUMMARY

- ▶ Decoupling is good

SUMMARY

- ▶ Decoupling is good
 - ▶ Reduces development and maintenance costs

SUMMARY

- ▶ Decoupling is good
 - ▶ Reduces development and maintenance costs
- ▶ Do the right kind of tests at the right level

SUMMARY

- ▶ Decoupling is good
 - ▶ Reduces development and maintenance costs
- ▶ Do the right kind of tests at the right level
 - ▶ Architect the code correctly

SUMMARY

- ▶ Decoupling is good
 - ▶ Reduces development and maintenance costs
- ▶ Do the right kind of tests at the right level
 - ▶ Architect the code correctly
 - ▶ Test business logic at the service layer

SUMMARY

- ▶ Decoupling is good
 - ▶ Reduces development and maintenance costs
- ▶ Do the right kind of tests at the right level
 - ▶ Architect the code correctly
 - ▶ Test business logic at the service layer
 - ▶ Test UI to check it is correctly wired up to service layer


SUMMARY

- ▶ Decoupling is good
 - ▶ Reduces development and maintenance costs
- ▶ Do the right kind of tests at the right level
 - ▶ Architect the code correctly
 - ▶ Test business logic at the service layer
 - ▶ Test UI to check it is correctly wired up to service layer
- ▶ Building objects using Object Mother / Builder patterns

Dave Liddament

@daveliddament

Lamp Bristol

A diver in a blue wetsuit and yellow tank is swimming horizontally, holding a bright flashlight that illuminates a large, flat fish (possibly a plaice) on the seabed. The background is a deep blue underwater scene with some seaweed and bubbles.

Author of Static Analysis Results Baserliner (SARB)
Organise PHP-SW and Bristol PHP Training
17 years of writing software (C, Java, Python, PHP)

<https://joind.in/talk/54fdc>



IMAGE CREDITS

- ▶ Decouple © Can Stock Photo / iqoncept
- ▶ Story © Can Stock Photo / Palto
- ▶ Man On Moon: © Can Stock Photo / openlens
- ▶ Confession © Can Stock Photo / lenm
- ▶ Pyramid © Can Stock Photo / Arcady
- ▶ Feedback © Can Stock Photo / kikkerdirk
- ▶ Scripts © Can Stock Photo / LoopAll
- ▶ Tools © Can Stock Photo / dedMazay
- ▶ Builder © Can Stock Photo / aleksangel
- ▶ Database © Can Stock Photo / dvarg
- ▶ Fake © Can Stock Photo / carmendorin
- ▶ People chatting © Can Stock Photo / studioworkstock
- ▶ Seeding: © Can Stock Photo / italianestro
- ▶ Banking app © Can Stock Photo / tashka2000
- ▶ Old Telephone © Can Stock Photo / barneyboogles
- ▶ Bank © Can Stock Photo / dolgachov
- ▶ Coupler © Can Stock Photo / ArtImages
- ▶ Bank Building © Can Stock Photo / dvarg
- ▶ Online Shopping © Can Stock Photo / Wetzkaz