

# Software Testing Fundamentals

IE University · BCSAI · SDD · 2025

# 1. Why testing matters

- Catches bugs early → cheaper to fix
- Enables safe refactoring and evolution
- Tests as living documentation
- Improves design (modularity, loose coupling)

## Key terminology (quick)

- Test case: scenario (inputs, steps, expected outcome)
- Test suite: collection of tests
- Assertion: check that verifies behavior
- Code coverage: lines/branches/functions executed by tests

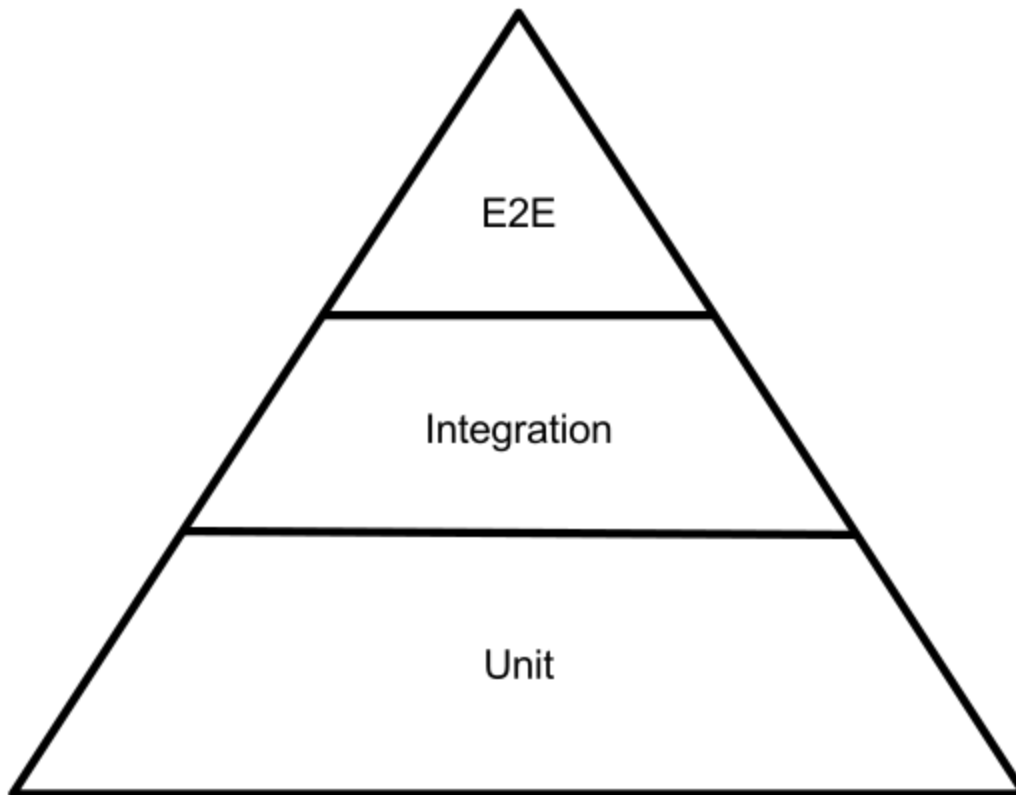
## AAA pattern

- Arrange: prepare inputs & preconditions
- Act: execute code under test
- Assert: verify expected outcome

```
# Arrange / Act / Assert
calculator = Calculator()
result = calculator.add(2, 3)
assert result == 5
```

## 2. Testing Pyramid

- Unit tests: fast, isolated, majority (70-80%)
- Integration tests: component interactions (15-20%)
- E2E tests: full stack, limited set (5-10%)



## Unit tests

- Target: single function/method in isolation
- Characteristics: fast, reliable, repeatable
- Use when: business logic, edge cases

Example (pytest):

```
def test_calculate_discount():  
    assert calculate_discount(100, 20) == 80
```

# Integration tests

- Verify components work together
- May require DB, queues, external services (use test doubles or isolated test env)
- Slower and more fragile than unit tests

Example: testing DB repository

```
import pytest

def test_user_repository(db_session):
    # Arrange
    user = User(email="john@example.com", name="John Doe")
    # Act
    db_session.add(user)
    db_session.commit()
    retrieved = db_session.query(User).filter_by(email="john@example.com").first()
    # Assert
    assert retrieved is not None
    assert retrieved.name == "John Doe"
```

## E2E tests

- Simulate real user workflows (UI → backend → DB)
- High confidence but slow and brittle
- Focus on critical happy-path journeys

Example: Playwright snippet for login

### 3. Test automation & frameworks

- Automate tests for speed, consistency, CI/CD
- Popular Python tools: pytest, unittest, pytest-mock
- For browser: Playwright, Selenium

Benefits:

- Fast feedback, consistent execution, CI integration

## pytest basics

- Simple function-based tests with plain assert
- Fixtures for setup/teardown
- Plugins (pytest-mock) for mocking

Example:

```
# sum.py
def sum(a, b): return a + b

# test_sum.py
def test_adds_positive_numbers():
    assert sum(1, 2) == 3
```

## Mocking dependencies

- Replace slow/side-affecting deps (DB, network) with mocks
- pytest-mock provides  `mocker`  fixture
- Configure return values and side effects

Example:

```
mock_db = mocker.Mock()
mock_db.find_by_id.return_value = {'id':1, 'name':'Alice'}
service = UserService(mock_db)
user = service.get_user(1)
assert user['name'] == 'Alice'
```

## 4. Fixtures (pytest)

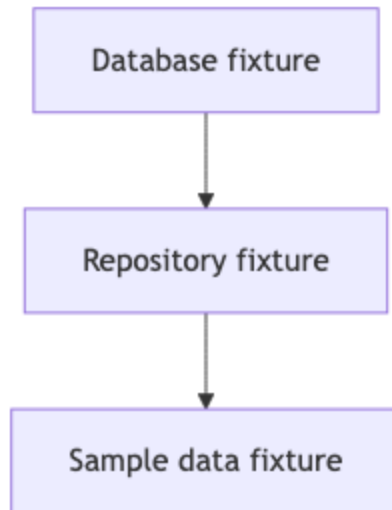
- Reusable setup/teardown via `@pytest.fixture`
- Scopes: function (default), class, module, session
- Use `yield` to separate setup/teardown

Example:

```
@pytest.fixture(scope='module')
def database_connection():
    conn = create_db_connection()
    yield conn
    conn.close()
```

# Fixture composition & dependencies

- Fixtures can depend on other fixtures
- Keeps setups small and reusable



## Mocking vs Stubs vs Fakes

- Mock: records interactions, verify calls
- Stub: returns fixed values (no verification)
- Fake: simplified working implementation (e.g., in-memory DB)

When to use each:

- Unit tests: mocks/stubs
- Integration-like tests: fakes

## Patching & monkeypatch

- Use `monkeypatch` (pytest) or `mock.patch` to replace objects
- Great for time, env vars, or internal creation of deps

Example:

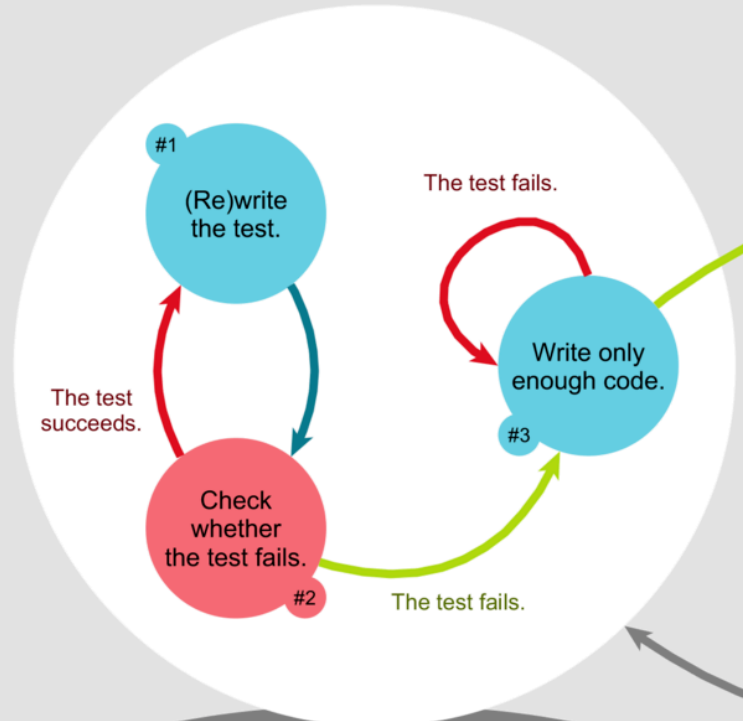
```
monkeypatch.setenv('API_KEY', 'test-key')
```

## 5. Test-Driven Development (TDD)

- Red → Green → Refactor cycle
  - Red: write failing test
  - Green: implement minimum to pass
  - Refactor: improve design while tests stay green

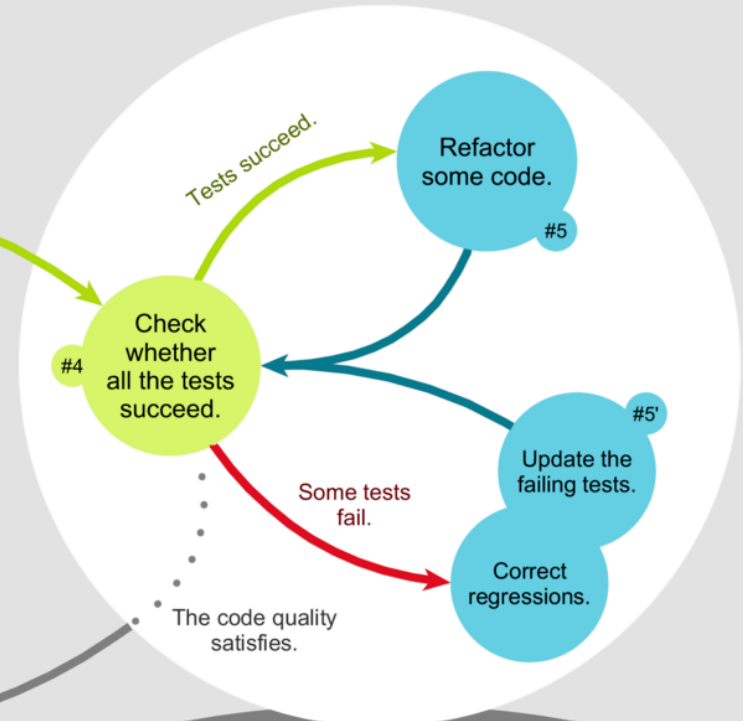
Benefits: designs APIs from user's perspective, builds coverage, supports refactoring

## CODE-DRIVEN TESTING



\_focus\_  
Completion of the contract  
as defined by the test

## REFACTORING



\_focus\_  
Alignment of the design  
with known needs

## TEST-DRIVEN DEVELOPMENT

## TDD example: password validator (summary)

- Start with a failing test for minimum length
- Implement minimal code
- Add next test (uppercase required) → expand implementation
- Repeat and refactor

## 6. Best practices (FIRST)

- Fast: quick to run
- Independent: no shared state
- Repeatable: same result every run
- Self-validating: pass/fail clearly
- Timely: written with / before code

More:

- Descriptive test names
- Prefer behavior tests over implementation details
- One assertion per test when possible

# Handling flaky tests

Common causes:

- Time dependencies
- Async operations / race conditions
- External deps
- Test-order dependency
- Random data

Mitigations:

- Mock time, use proper waiting, isolate external services, seed RNG, make tests independent

## Real-world example: API endpoint tests

- Use app test client fixture
- Test happy path, validation errors, duplicate resources

Short example outline:

```
def test_creates_user(client):  
    resp = client.post('/api/users', json={...})  
    assert resp.status_code == 201
```

## Code coverage guidance

- Aim: ~70-80% as a practical goal
- Coverage finds untested code; focus on business-critical paths
- 100% coverage  $\neq$  bug-free tests

## 7. Takeaways

- Testing is essential for quality and confidence
- Invest in unit tests; use integration/E2E sparingly
- TDD improves design and test coverage
- Automate tests in CI/CD
- Tests should focus on behavior, be fast and independent

## Q&A / Common questions

- How much testing is enough?
  - enough to deploy confidently
- Test private methods?
  - test via public API; extract if needed
- Testing legacy code?
  - characterization tests, then refactor
- ROI?
  - fewer bugs, faster changes, lower maintenance costs