

Unit Test

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- ??????????????????(function)???(method)????????????????????????????????
- ?????????????????????????????????? unittest, Pytest ??????????
- ????? CI/CD ??????????????

Pytest

- YT: [How To Write Unit Tests in Python • Pytest Tutorial - YouTube](#)

unittest

Methods

- `.assertEqual(a, b)` : checks that `a == b`
- `.assertNotEqual(a, b)` : checks that `a != b`
- `.assertTrue('FOO'.isupper())` : checks that `bool(x)` is `True`
- `.assertFalse('Foo'.isupper())` : checks that `bool(x)` is `False`

Example 1: rearrange.py

```
#!/usr/bin/env python3

import re

def rearrange_name(name):
    result = re.search(r"^(([\w .]*), ([\w .]*)$)", name)
    if result is None:
        return name
    return "{} {}".format(result[2], result[1])
```

rearrange_test.py :

```
#!/usr/bin/env python3
```

```

import unittest

from rearrange import rearrange_name

class TestRearrange(unittest.TestCase):

    def test_basic(self): # Basic test case
        testcase = "Lovelace, Ada"
        expected = "Ada Lovelace"
        self.assertEqual(rearrange_name(testcase), expected)

    def test_empty(self): # Edge case, such as zero, blank, negative numbers, or extremely large numbers
        testcase = ""
        expected = ""
        self.assertEqual(rearrange_name(testcase), expected)

    def test_double_name(self): # Additional test case
        testcase = "Hopper, Grace M."
        expected = "Grace M. Hopper"
        self.assertEqual(rearrange_name(testcase), expected)

    def test_one_name(self): # Additional test case
        testcase = "Voltaire"
        expected = "Voltaire"
        self.assertEqual(rearrange_name(testcase), expected)

# Run the tests
unittest.main()

```

“ Tip: ? Jupyter ???? `unittest.main()` ?????????????????? `unittest.main(argv = ['first-arg-is-ignored'], exit = False)` ?

The output of the result:

```

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Ran 4 test in 0.000s

```

Example 2: cakefactory.py

```
#!/usr/bin/env python3

from typing import List

class CakeFactory:
    def __init__(self, cake_type: str, size: str):
        self.cake_type = cake_type
        self.size = size
        self.toppings = []

        # Price based on cake type and size
        self.price = 10 if self.cake_type == "chocolate" else 8
        self.price += 2 if self.size == "medium" else 4 if self.size == "large" else 0

    def add_topping(self, topping: str):
        self.toppings.append(topping)
        # Adding 1 to the price for each topping
        self.price += 1

    def check_ingredients(self) -> List[str]:
        ingredients = ['flour', 'sugar', 'eggs']
        ingredients.append('cocoa') if self.cake_type == "chocolate" else ingredients.append('vanilla extract')
        ingredients += self.toppings
        return ingredients

    def check_price(self) -> float:
        return self.price

# Example of creating a cake and adding toppings
cake = CakeFactory("chocolate", "medium")
cake.add_topping("sprinkles")
cake.add_topping("cherries")
cake_ingredients = cake.check_ingredients()
cake_price = cake.check_price()
```

cakefactory_test.py

```
#!/usr/bin/env python3

import unittest
from cakefactory import CakeFactory

class TestCakeFactory(unittest.TestCase):
    def test_create_cake(self):
        cake = CakeFactory("vanilla", "small")
        self.assertEqual(cake.cake_type, "vanilla")
        self.assertEqual(cake.size, "small")
        self.assertEqual(cake.price, 8) # Vanilla cake, small size

    def test_add_topping(self):
        cake = CakeFactory("chocolate", "large")
        cake.add_topping("sprinkles")
        self.assertIn("sprinkles", cake.toppings)

    def test_check_ingredients(self):
        cake = CakeFactory("chocolate", "medium")
        cake.add_topping("cherries")
        ingredients = cake.check_ingredients()
        self.assertIn("cocoa", ingredients)
        self.assertIn("cherries", ingredients)
        self.assertNotIn("vanilla extract", ingredients)

    def test_check_price(self):
        cake = CakeFactory("vanilla", "large")
        cake.add_topping("sprinkles")
        cake.add_topping("cherries")
        price = cake.check_price()
        self.assertEqual(price, 13) # Vanilla cake, large size + 2 toppings

# Running the unittests
unittest.TextTestRunner().run(unittest.TestLoader().loadTestsFromTestCase(TestCakeFactory))
```

This results in the output:

```
..F.
=====
===
FAIL: test_check_price (__main__.TestCakeFactory)
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Traceback (most recent call last):
  File "<ipython-input-9-32dbf74b3655>", line 33, in test_check_price
    self.assertEqual(price, 13) # Vanilla cake, large size + 2 toppings
AssertionError: 14 != 13
-----

Ran 4 tests in 0.007s

FAILED (failures=1)
<unittest.runner.TextTestResult run=4 errors=0 failures=1>
```

The program calls the `TextTestRunner()` method, which returns a runner (`TextTestResult`). It says one failure occurred: the statement `self.assertEqual(price, 13)` was incorrect, as it should have been 14. How can we correct that part of the test? Update that part of the code to the following:

```
import unittest

# Fixing the test_check_price method
class TestCakeFactory(unittest.TestCase):
    # ... Other tests remain the same

    def test_check_price(self):
        cake = CakeFactory("vanilla", "large")
        cake.add_topping("sprinkles")
        cake.add_topping("cherries")
        price = cake.check_price()
        self.assertEqual(price, 14) # Vanilla cake, large size + 2 toppings

# Re-running the unittests
unittest.TextTestRunner().run(unittest.TestLoader().loadTestsFromTestCase(TestCakeFactory))
```

And now the program works as expected, as the results provide no failures and are:

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Ran 4 test in 0.002s

OK

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