# Lessons Learned Breaking the TDD Rules

Nat Pryce http://www.natpryce.com info@natpryce.com @natpryce github.com/npryce "You are not allowed to write any production code unless it is to make a failing unit test pass.

You are not allowed to write any more of a unit test than is sufficient to fail; and compilation failures are failures.

You are not allowed to write any more production code than is sufficient to pass the one failing unit test."

**Bob Martin** 



# **Digital TV PVR**



# **PVR Platform Stack**



# **A More Realistic View**



# **Shock! Testing with Live Data**



#### We know the TV schedule



#### **Functional Test Strategy**



# (Idealised) Functional Test

Activity recordAndPlayShowing =
 on(Guide.SCREEN, Guide.record(showing)).then(
 on(Recordings.SCREEN, Recordings.findAndPlay(showing)));

```
SetTopBoxUser user = startUsingSetTopBox();
user.perform(recordAndPlayShowing);
user.assertIsOn(FullScreenVideo.SCREEN);
user.assertThat(FullScreenVideo.isPlaying(showing));
```

}

# **Unit-Level Fuzz Testing**

JsonResponseParser parser = new JsonResponseParser();

```
@Test public void parsesResponseSuccessfullyOrThrowsIOException() {
    Mutator<String> mutator = new JsonMutator().forStrings();
    for (String validResponse : validResponses())
        for (String mutant : mutator.mutate(validResponse, 100))
            assertParsesSuccessfullyOrThrowsIOException(mutant);
}
```

```
void assertParsesSuccessfullyOrThrowsIOException(String json) {
    try {
        parser.parse(json);
    } catch (IOException _) {
        // allowed
    } catch (Exception e) {
        fail("unexpected exception for JSON input: " + json, e);
    }
}
```

http://github.com/npryce/snodge

#### **Both Tests have the Same Structure**

# $\forall x \in X P(x)$

...as we know, there are known knowns; there are things we know we know. We also know there are known unknowns; that is to say we know there are some things we do not know. But there are also unknown unknowns – the ones we don't know we don't know."



Donald Rumsfeld

# Lesson

Repeatable failure rather than repeated success



#### Test automation is a search problem



# **Optimising Search-Based Testing**



#### E.g. AFL http://lcamtuf.coredump.cx/afl/

A. Causevic, R. Shukla, S. Punnekkat & D. Sundmark. *Effects of Negative Testing on TDD: An Industrial Experiment*. In Proc. XP2013, June 2013.

"...it is evident that positive test bias (i.e. lack of negative test cases) is present when [a] test driven development approach is being followed. ...

When measuring defect detecting effectiveness and quality of test cases ... negative test cases were above 70% while positive test cases contributed only by 30%" N. Nagappan, B. Murphy, and V. Basili. *The Influence* of Organizational Structure on Software Quality: an Empirical Case Study. 2008

"Organizational metrics are better predictors of failure-proneness than the traditional [software] metrics used so far."

# **Organisational Measures**

 $\rightarrow$  lower quality more people touch the code loss of team members  $\rightarrow$  loss of knowledge  $\rightarrow$  lower quality more edits to components  $\rightarrow$  higher instability  $\rightarrow$  lower quality lower level of ownership (organizationally)  $\rightarrow$  higher quality more cohesive contributors (organizationally)  $\rightarrow$  higher quality more cohesive is the contributions (edits)  $\rightarrow$  higher quality more diffused contribution to a binary  $\rightarrow$  lower quality more diffused organizations contributing code  $\rightarrow$  lower quality

N. Nagappan, A. Zeller, T. Zimmermann, K. Herzig, and B. Murphy. *Change Bursts as Defect Predictors*. 2010

"What happens if code changes again and again in some period of time? ... Such change bursts have the highest predictive power for defect-prone components [and] significantly improve upon earlier predictors such as complexity metrics, code churn, or organizational structure."

#### What About Specification by Example?



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#### Lesson - Separate Concerns



#### **Specification by Example Tools**



#### **Approval Testing Tools**



#### **Generate Documentation from Test Log**



#### Very few rules define TDD



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#### The rest are made to be broken

# Very few rules *define* TDD The rest are made to be broken!

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