

# TDD in Python

“Why”, but mostly “how”

# Hi, I'm Tudor

Pythonista

Odeon Consulting Group Pte Ltd – [www.od-eon.com](http://www.od-eon.com)

Grok Media Pte Ltd – [www.grokprojects.com](http://www.grokprojects.com)

Developing web applications in  
Django (because it's awesome!),  
but mostly because it's Python.

"Test-driven development is not about testing. Test-driven development is about development (and design), specifically improving the quality and design of code. The resulting unit tests are just an extremely useful by-product."

by Jason Diamond  
<http://bit.ly/python-tdd>

Will Code for Food:

ASP 3.0

PHP 4/5

(including OO,  
PEAR, PECL,  
etc.)

SQL Server 6.5, 7,  
2000

Oracle

MySQL

[www.hetemeel.com](http://www.hetemeel.com)

Story of a test

```
# create a generic user (Steve is born)
# add this user to the business group (he becomes a business owner)
# create an Organisation
# set permission for the organisation
# Steve becomes part of the organisation
# Steve defines a start and end date for the contest
# Steve creates a contest and check if it was saved (URL check)
# check if appears in organisation admin panel (URL check)
# Steve tries to score points
# gotcha! The owner of the of the contest can't score points
# Mary signs up
# Mary tries to score
# no luck. The contest is not live yet
# make the contest live
# Mary scores 3 times, trough the AJAX URL
# Stephanie is playing too
# Susan want's to play, but the contest has reached the players maximum so she can't
score
# Mary, being a simple-minded user, shouldn't have access to the contest list page (URL
permissions check)
```

extracted from the code-base of Grokking.it, <http://grokking.it/>

It's important to test what users can and can NOT do, otherwise you might be surprised by loopholes in the logic.



# Testing Files

- images, media content
- archives
- etc.



Upload Game

You can upload 97.7 MB.



# In Python file handling:

- built-in file-handling
- PIL for images
- zipfile for archive
- pisa for .pdf
- plethora of other libs for various filetype

# In Django file handling:

- files are associated with database entries
- `models.FileField()`
- `models.ImageField()`
- ImageKit for file processing <http://bit.ly/django-imagekit>

```
def _get_image_for_model(path):
```

```
    """
```

```
    returns SimpleUploadedFile from a `path`.
```

```
    Reads mimetype and filecontent
```

```
    """
```

```
    from django.core.files.uploadedfile import SimpleUploadedFile
```

```
    import mimetypes as mime
```

```
    im = open(path)
```

```
    c = im.read()
```

```
    im.close()
```

```
    m = mime.guess_type(path)
```

```
    uf = SimpleUploadedFile(path, c, m)
```

```
    return uf
```




# Django

```
class ProfileTest(TestCase):  
  
    def tearDown(self):  
        for profile in Profile.objects.all():  
            profile.delete();
```

# Python

```
import os  
os.remove(path)
```

A blurred high-speed train in a tunnel, moving towards the viewer. The train is white with green and yellow accents. The tunnel walls are dark, and the tracks are visible in the foreground. The text "TDD for better, faster and leaner apps" is overlaid in a white box with a red border.

TDD for better, faster  
and leaner apps

```

def _upload_file(request):
    """
    Upload file to the server.
    """
    if request.method == 'POST':
        #print request.POST
        #get the user who is posting
        user_id = request.POST.get('check')
        user = User.objects.get(pk=user_id)
        title = request.POST.get('title')

        if not user.get_profile().is_business:
            print "404 Reason: Not a business user!"
            raise Http404()

        # check the number of uploaded books vs plans
        left_catalogs = left_books(user)
        if left_catalogs <= 0:
            print "404 Reason: user reached plan's catalog number limit"
            raise Http404()

        folder = request.POST.get('folder')
        if request.FILES:

            filedata = request.FILES['filedata']
            file_name, file_ext = os.path.splitext(filedata.name)
            #file_name, file_ext = filedata.name.split('.') #might need improvment for pdf files with . in names

            # folder name is the organisation slug
            org = getUsersOrganisation(user)
            if not org:
                print "404 Reason: The user is not a member of an Organisation"
                raise Http404()
            folder_name = os.path.join(org.slug, file_name)

            # Check if tmp exists
            tmp_dir = os.path.join(settings.MEDIA_ROOT, 'tmp')
            if not os.path.isdir(tmp_dir):
                os.makedirs(tmp_dir)

            # create the book object
            b = Book(title = file_name, original = filedata, path = folder_name, user = user, organisation = org)
            b.save()

            #send the pdf file for processing
            ConvertBook.objects.create(book=b)

            #print b.pk
            # This is the tricky part, we need to send a response str back to the flash object
            # to trigger the onComplete function.
            return HttpResponse(str(b.pk))

```





# Code was:

- dirty
- long
- hard to change
- prone to bugs and long debugging sessions

# views.py

```
def buy(request, item_id = None):
    item = get_object_or_404(Item, id = item_id)
    if request.method == 'POST':
        form = BuyItemForm(request.POST)
        if form.is_valid():
            cd = form.cleaned_data
            user, profile = Profile.objects.create_user(cd)
            buyer = Buyer.objects.create(user = user, item = item)
            EmailValidation.objects.add(user = user, email = user.email)
            return HttpResponseRedirect(reverse('item_pay', args = [buyer.id]))
        else:
            form = BuyItemForm(initial = {'country': 'Singapore', 'city': "444"})
    return render_to_response('items/buy.html', locals(), context_instance=RequestContext(request))
```

# tests.py

```
def test_accepting_item(self):
    item = _create_item(self)
    user = User.objects.create_user('john', 'john@son.com', '123456')
    buyer = Buyer.objects.create(user = user, item = item)
    self.assertEqual(User.objects.count(), 1)
    self.assertEqual(Buyer.objects.count(), 1)
    self.assertEqual(item.buyer_set.count(), 1)
    self.assertEqual(item.get_percentage_sold(), 0.0)

def test_max_buyers(self):
    item = _create_item(self)
    item.max_available = 10
    item.minimum_for_item = 5
    item.save()
    resp = self.client.get('/')
    self.assertContains(resp, 'more to go')
    for i in range(1, 12):
        user = User.objects.create_user('john%s' % i, 'john%s@son.com' % i, '123456')
        buyer = Buyer.objects.create(user = user, item = item, payed = True)
        if i < item.minimum_for_item:
            resp = self.client.get('/')
            self.assertContains(resp, 'more to go')
        elif i == item.minimum_for_item:
            self.assertTrue(item.minimum_reached())
            resp = self.client.get('/')
            self.assertContains(resp, 'is ON!')
        elif i > item.minimum_for_item and i < item.max_available:
            resp = self.client.get('/')
            self.assertContains(resp, 'is ON!')

    resp = self.client.get('/')
    self.assertContains(resp, 'Ding Ding Ding')
    self.assertEqual(Buyer.objects.count(), 10)
    self.assertEqual(Item.objects.count(), 2)
    self.assertTrue(item.is_closed())
    # double check number of people who
    # bought AND payed
    self.assertEqual(item.count_sold(), 10)
    # item buy page should be off limits now
    resp = self.client.get(reverse('buy_item', args = [item.id]))
    self.assertRedirects(resp, reverse('closed_item'))

def test_fill_buy_form(self):
    item = _create_item(self)
    resp = self._get_and_check(reverse('buy_item', args = [item.id]))
    data = dict(email = 'cheryl@cole.com', first_name = 'Cheryl',
                last_name = 'Cole', address = "55 Main Londong Stree",
                zip = '123456', mobile = '12345678')
    resp = self.client.post(reverse('buy_item', args = [item.id]), data = data)
    self.assertEqual(Profile.objects.count(), 0)
    self.assertEqual(User.objects.count(), 0)
    self.assertEqual(Buyer.objects.count(), 0)
    data['city'] = '282'
    data['country'] = 'United Kingdom'
    resp = self.client.post(reverse('buy_item', args = [item.id]), data = data)
    self.assertEqual(Profile.objects.count(), 1)
    self.assertEqual(User.objects.count(), 1)
    self.assertEqual(Buyer.objects.count(), 1)
    self.assertEqual(User.objects.all()[0].first_name, "Cheryl")
    self.assertEqual(User.objects.all()[0].last_name, "Cole")
    buyer = Buyer.objects.all()[0]
    self.assertRedirects(resp, reverse('pay_item', args = [buyer.id]))
    self.assertEqual(len(mail.outbox), 1)
    # check the source of paypal redirect page
    resp = self.client.get(reverse('pay_item', args = [buyer.id]))
    #print resp.content
    # check the thank you page
    resp = self.client.get(reverse('thank_you', args = [item.id]))
    self.assertContains(resp, 'Thank You')
    self.assertContains(resp, item.count_items_left())
```



```
915 // ...
916 // ... Having the specified ... to specified CustomContentView,
917 // ... of the element ...
918 // ... belongs to. //param
919 // ...
920 // ... -1 if the element
921 // ... in the cache, //return
922 // ... view, could view
923 // ...
924 // ... index of the requested element
925 // ... _cache.ClockElement(elementId, view
926 // ...
927 // Checks the validity of the index
928 if (index == -1)
929     return -1;
930 // Extracts the element from the cache
931 CustomElement item = _cache[index];
932 // Checks if the element is a new one
933 if (!item.IsNew)
934     _cache.Remove(view, elementId);
935 else
936     // Try to delete the element from the container
937     // ... = Delete(elementId);
938 // If the operation succeeds delete the element ...
939 if (it.Code == CustomElementValue.OK)
940     _cache.Remove(view, elementId);
941 else
942     throw new InvalidOperationException("ContentView.RemoveElement: ...");
943 // Returns the index of the element before it was deleted ...
944 return index;
945
```

# TDD enables to write lean code.

What is that?

Faster to change and with a smaller  
chance of breaking other parts.

# Thanks for your time!

3 4 5 3 4 5

USB  
USB

DSP  
DSP

HDMI  
HDMI

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