

BIOE50010 – Programming 2

Computer Lab 9: Unit Tests

Binghuan Li, Maria Portela, Gauthier Boeshertz, Samuel George-White,
Yilin Sun, Kamrul Hasan, Wenhao Ding, Siyu Mu, Lito Chatzidavari

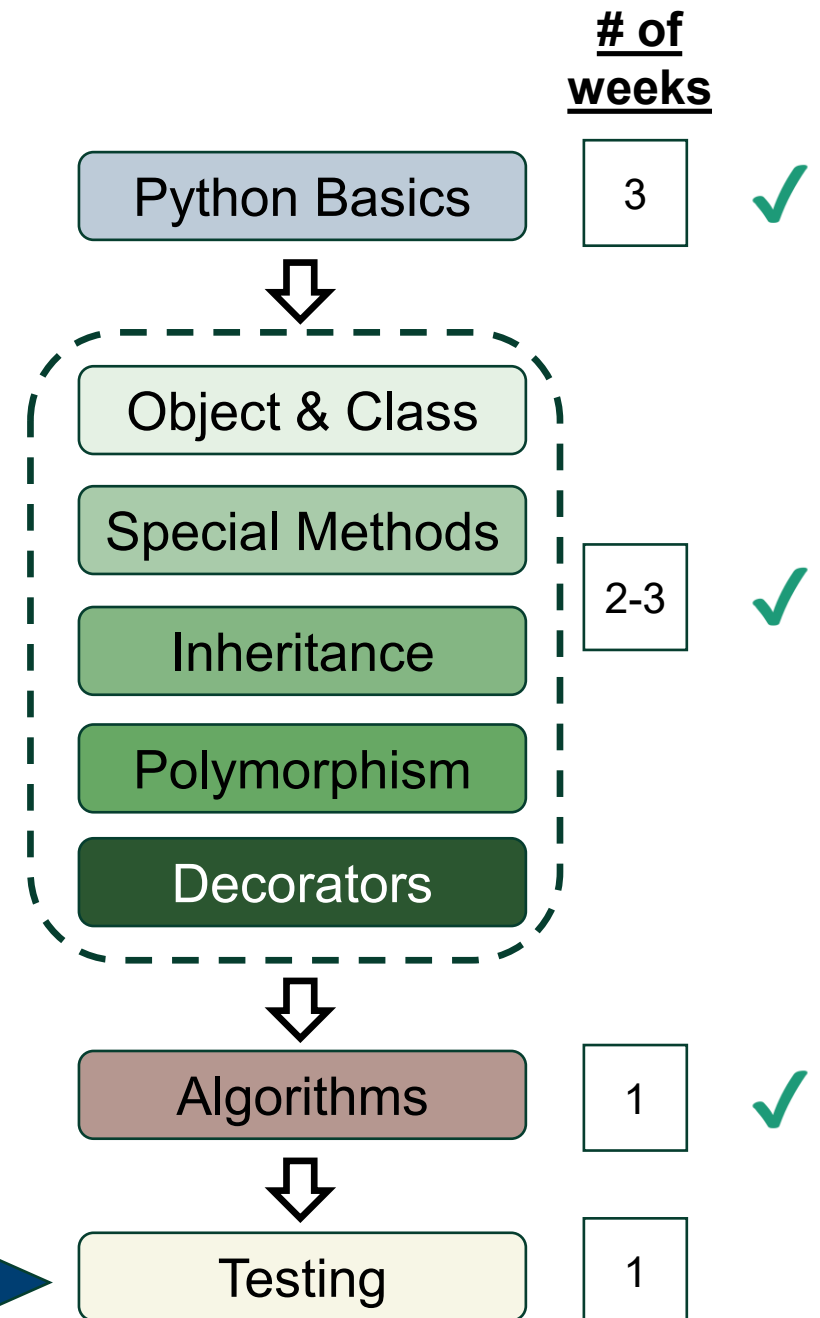
1 December, 2025

Progress Check

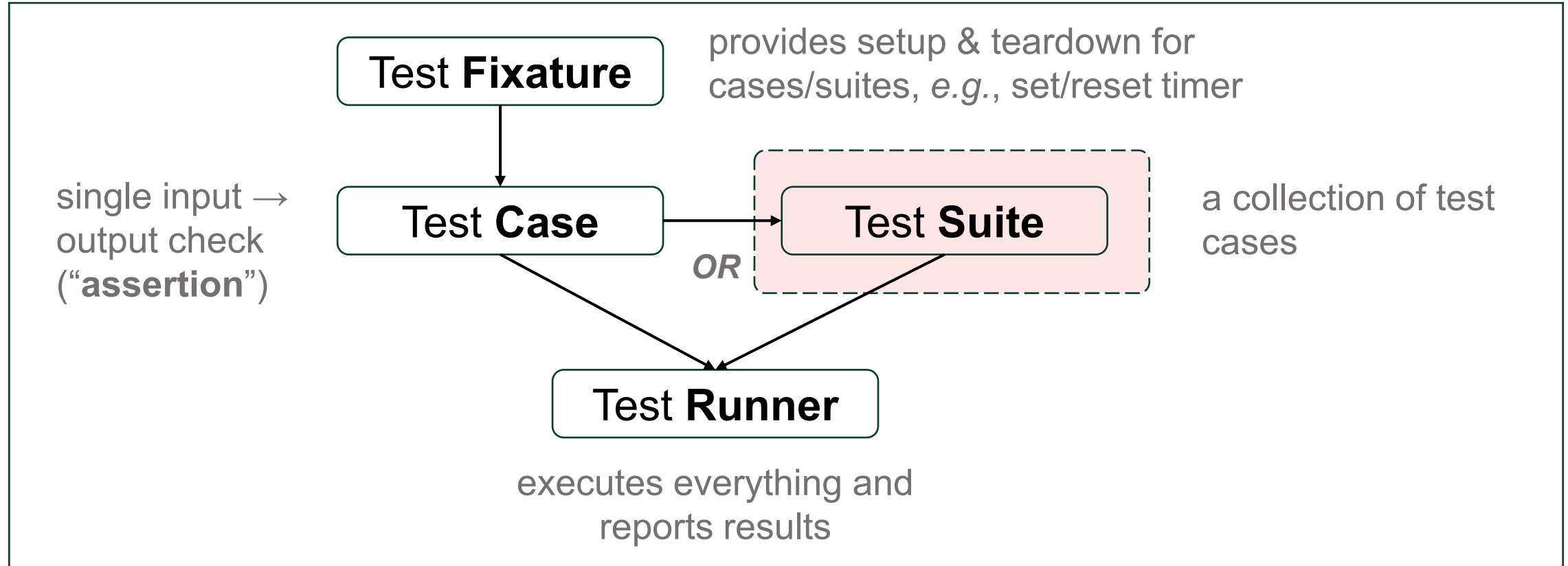
Revision Points (from weeks 8)

- How to use **wrapper functions** and **decorators**. Understand the flow of execution.
 - How to use a **class method** in class. Clearly differentiate between class attributes and instance attributes.
 - How to use a **static method** and a **property** decorator in class.
- The assignment will be released on Friday 5th December, 2025.
 - There will be no additional tasks for week 10. Labs will be running in a **Q&A mode**.

Week 9:
we are here



Workflow with Unit Test



- unittest allows users to customise the tests: either test a single case (test case), or test a collection of cases (test suite).

Unit Test

To define the test cases using **unittest**

- Each test case should be defined as a method, with its name starting with the keyword **'test'**.
- A series of assertion methods have been defined in **unittest.TestCase** class – hence you need to use **inheritance** to access to these methods.

Example from test_point_pp.py

```
import unittest
import point_pp as point

class TestPointPP(unittest.TestCase):

    def test_add(self):
        result = point.add([10, 2],[1, 7])
        self.assertEqual(result, [11, 9])
```

Driver (test runner)

```
if __name__ == "__main__":
    unittest.main()
```

- You can define multiple test cases within one test class.
- All test cases will run automatically `unittest.main()`

A Coursework Grader (1/)

```
class TestSim(unittest.TestCase):
```

```
    @classmethod
```

```
    def setUpClass(cls):
```

```
    @classmethod
```

```
    def tearDownClass(cls):
```

Test Fixture

```
    def setUp(self):
```

```
        self.t0 = time.time()
```

```
    def tearDown(self):
```

```
        self.dt = round(time.time() - self.t0, 8)
```

```
        student_time[index].append(self.dt)
```

```
    # Testing whether the students have not altered the original code
```

```
    def test_cat1_0__(self):
```

```
    def test_cat1_1__(self):
```

Test Cases

```
    def test_cat2_0__(self):
```

```
    @timeout_decorator.timeout(20)
```

```
    def test_cat6_0__(self):
```

```
    @timeout_decorator.timeout(20)
```

```
    def test_cat6_1__(self):
```

A Coursework Grader (2/)

```
def suite():  
    suite = unittest.TestSuite()  
    suite.addTest(TestSim('test_cat1_0_'))  
    suite.addTest(TestSim('test_cat1_1_'))  
    suite.addTest(TestSim('test_cat2_0_'))  
    suite.addTest(TestSim('test_cat6_0_'))  
    suite.addTest(TestSim('test_cat6_1_'))  
    return suite
```

Test Suite

```
def main():  
    runner = unittest.TextTestRunner(verbosity=2, descriptions=0)  
    runner.run(suite())
```

Test Runner

Your Task Today

Generate the test examples, and create test cases using module `unittest`, perform tests to two functions `eval_win()` and `board_full()` in the Tic Tac Toe game.

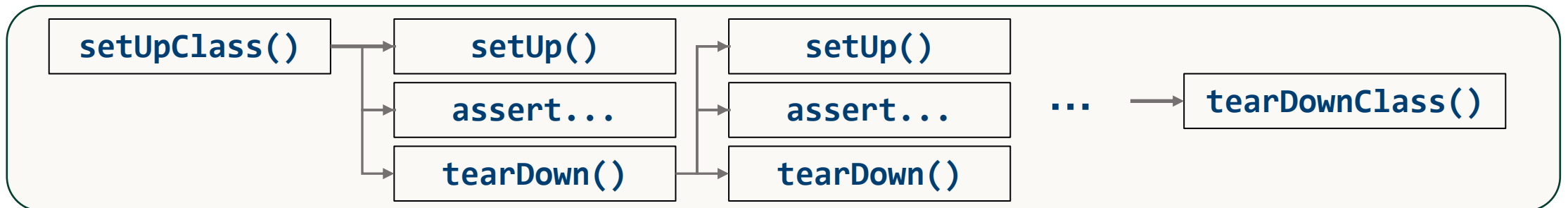
To start...

- Read and study the example Python scripts from your Friday lecture.
- The functions to be tested are given out in `TicTacToe.py` on Blackboard. To start, import them to your script.
- Refer the summaries of the unit test methods (given out the subsequent pages), when necessary.

Appendix 1: Unit Test Methods

- Test fixture methods

Method	Description
<code>setUp()</code>	The method is called automatically <u>before</u> running <i>each</i> test method in a test case class.
<code>tearDown()</code>	The method is called automatically <u>after</u> running <i>each</i> test method in a test case class.
<code>setUpClass()</code>	The method is called automatically <u>before</u> running the tests in a test case class.
<code>tearDownClass()</code>	The method is called automatically <u>after</u> running the tests in a test case class.



Appendix 1: Unit Test Methods

- Test assertion methods

unittest method	Checks that...	unittest method	Checks that...
<code>assertEqual(a,b)</code>	<code>a == b</code>	<code>assertIsNone(x)</code>	<code>x is None</code>
<code>assertNotEqual(a,b)</code>	<code>a != b</code>	<code>assertIsNotNone(x)</code>	<code>x is not None</code>
<code>assertTrue(x)</code>	<code>bool(x) is True</code>	<code>assertIn(a, b)</code>	<code>a in b</code>
<code>assertFalse(x)</code>	<code>bool(x) is False</code>	<code>assertNotIn(a,b)</code>	<code>a not in b</code>
<code>assertIs(a,b)</code>	<code>a is b</code>	<code>assertIsInstance(a,b)</code>	<code>isinstance(a, b)</code>
<code>assertIs(a,b)</code>	<code>a is b</code>	<code>assertNotIsInstance(a,b)</code>	<code>not isinstance(a, b)</code>
<code>assertIsNot(a,b)</code>	<code>a is not b</code>		