

BIOE50010 – Programming 2

Computer Lab 9: Unit Tests

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1 December, 2025

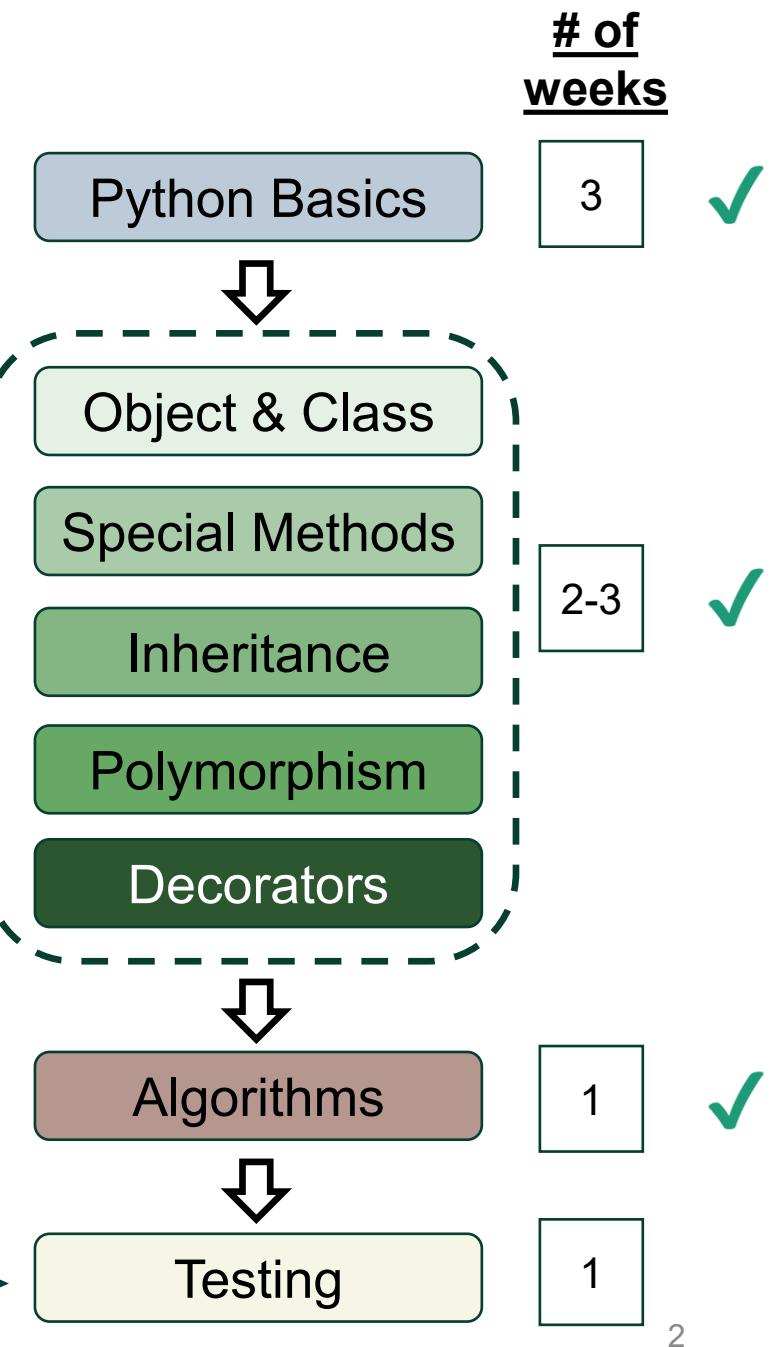
Progress Check

Revision Points (from weeks 8)

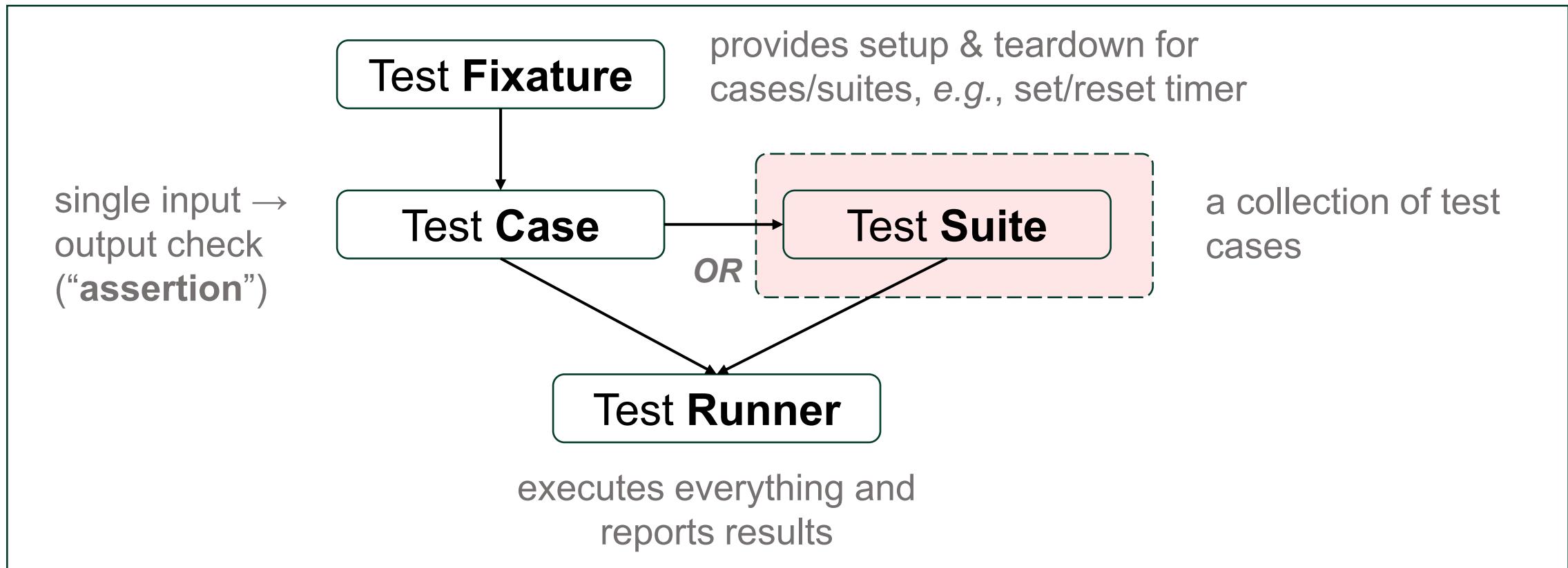
- How to use **wrapper functions** and **decorators**. Understand the flow of execution.
- How to use a **class method** in class. Clearly differentiate between class attributes and instance attributes.
- How to use a **static method** and a **property** decorator in class.

- 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):  
  
            def setUp(self):  
                self.t0 = time.time()  
  
            def tearDown(self):  
                self.dt = round(time.time() - self.t0, 8)  
                student_time[index].append(self.dt)
```

Test Fixture

```
# Testing whether the students have not altered the original code  
def test_cat1_0_(self):
```

Test Cases

```
def test_cat1_1_(self):
```

```
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.

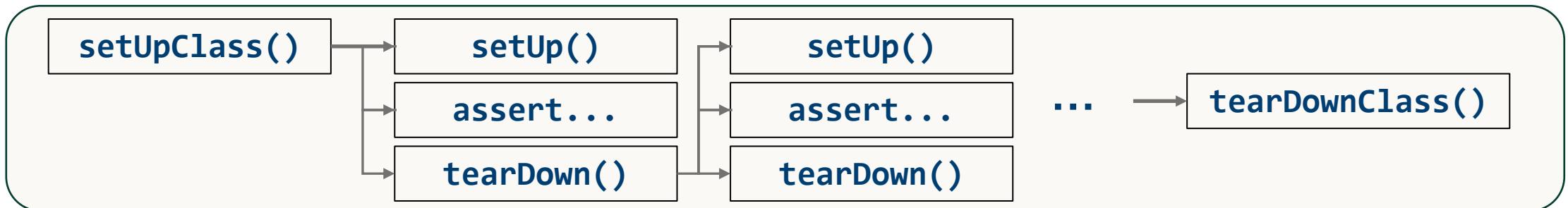
To start...

- 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 each test method in a test case class.
<code>tearDown()</code>	The method is called automatically <u>after</u> running each 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>assertIsNot(a,b)</code>	<code>a is not b</code>	<code>assertNotIsInstance(a,b)</code>	<code>not isinstance(a, b)</code>