



YAPC Europe 2007



v2.0 (translated, edited & augmented from French Perl Workshop 2006 talk)





"Kwalitee"?

Definition attempt

- "Kwalitee" is an approximation of "Quality"
- Nobody knows what it is actually...
- Anyway, we believe we're able to recognize it when we see it!

It's mainly a matter of confidence

- Built through passed tests (but it's not enough as we'll see later)
- Yet, absence of bugs (read "unfound") does not imply Kwalitee!
- Although a correlation exists if tests functional coverage is decent

"Go ahead bug, make my day!"

- A bug is a difference between expectation and implementation
- It is also a difference between test, documentation & code
- \star If documentation is missing, this is a bug indeed!





Achtung!



* Atthis there is no truth.





When & What ¹

Ages before

- Literature
- * CPAN
- Articles, conferences, /Perl Mon(k|ger)s/, etc.
- * "Read. Learn. Evolve." Klortho the Magnificent

* Before

- Generate module skeleton
- Use an OO class builder (if applicable)
- Write tests (a tad of XP in your code)

While (coding)

- Document in parallel (and why not, before?)
- Add more tests if required





When & What ²

After (between coding & release)

- Test (test suite acceptance and non-regression)
 - Measure POD coverage
 - Measure tests code coverage
 - Measure tests functional coverage (Ha! Ha!)
- Generate synthetic reports
 - For one-glance checking purposes or for traceability's sake

Way after (release)

- Refactor early, refactor often
 - Test suite (non-regression) should ensure nothing got broken in the process
- Following a bug report...
 - First add test(s) to reproduce the code defect(s)
 - Then and only then nuke bug(s) out
 - Test again (test suite non-regression)





Hey! Hold on! Social Perl?

- What's social about this ramble anyway?
 - * "Always code as if the guy who ends up maintaining your code will be a violent psychopath who knows where you live." Damian Conway



- From SICP's preface
 - * "Thus, programs must be written for people to read, and only incidentally for machines to execute."





Pre-requesites ¹

- SCM source code management (~ history + //)
 - For example: cvs, subversion, svk, darcs, git, etc.
 - Beware! Needs some kind of etiquette (tagging, branching, etc.)
 - Use a good "difference engine" (GNU diff), possibly w/ GUI (tkdiff)
- RT request tracker (~ intention)
 - For example: cvstrac, trac, RT, bugzilla, etc.
- Text editor with syntax highlighting
 - For example: NEdit, vi, emacs, etc.
- Consistent coding "rules" (OK, "best practices")
 - It might even be the "good" ones; ^)
 - Cf PBP (book) + Perl::Critic (module) + perltidy (tool)





Pre-requesites²

- An IDE might also be of some help
 - Like Eclipse + Perl plugin (but I'm not too eager to try;^)
- Indeed, we may not be allowed to choose...
 - SCM, RT, "good" practices or even the text editor : ^(
 - Due to OS, "corporate" practices, customer, etc.
 - If you don't have what you like, you should like what you have!
- But we choose to use compiler directives
 - wse strict; # for code
 use warnings; # for test
 - It is even strongly advised!
- Else: "Some people have tried..."





Pre-requesites³

"They had some problems!"







Do not reinvent the wheel ¹

- Avoid repeating others' errors
 - Hard to escape from NIH syndrome ("Not Invented Here"), isn't it?
 - Less hubris, more laziness!
- Consider using a CPAN module instead
 - * "I code in CPAN, the rest is syntax." Audrey Tang
- But first do a module review
 - Practical utility
 - Configurability
 - Active development (if applicable might have reached stability)
- Anyway, if you still want to reinvent the wheel...
 - At least, try to reinvent a better one!





Do not reinvent the wheel ²

- Some not-so-uncommon tasks...
 - Sometimes even a bore to code!
- Command line parsing
 - Getopt::Long (an all-time classic)
 - Getopt::Euclid (POD is used to describe switches)
- Configuration handling
 - Config::Std (~ M\$ INI)
 - * YAML
 - And no way, no XML ("not even in your wildest dreams")!
- Off the top of my head... (cf Phalanx Top 100)
 - * HTML::Parser, XML::Twig, Spreadsheet::ParseExcel, Parse::RecDescent, RegExp::Common, List::MoreUtils, etc.





Do not reinvent the wheel ³

Literature

- Perl cookbook (Christiansen & Torkington)
- Perl best practices (Conway)
- Mastering algorithms with Perl (Orwant, Hietaniemi & MacDonald)
- Perl testing: a developer's handbook (lan Langworth & Chromatic)
- The pragmatic programmer (Hunt & Thomas)
- Lessons learned in software testing (Kaner, Bach & Pettichord)
- Refactoring: Improving the Design of Existing Code (Fowler et al.)

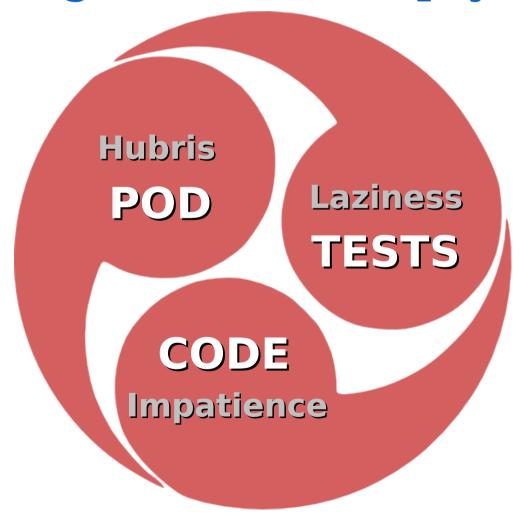
Experiences

- User groups (Perl Mongers, Perl Monks)
- Conferences (Perl Workshops, YAPC)
- Articles (Perl Journal, perl.com)





Programmer's triptych







At the beginning...

Build correctly your own module in the 1st place

- * A Perl module is a precise file tree structure
- Easy to forget one of its numerous files (see José's guide)
- Hard to remember the syntax of every file

Use a dedicated CPAN module

- For example Module::Starter (or even Module::Starter::PBP)
- Creates correct-by-construction templates to fill out
- Dedicated tests will check if they have been tampered with

Use an OO class builder (if applicable)

- Like Class::Generate, Class::MethodMaker, Class::Accessor, etc.
- Or even Class::Std for an inside-out implementation





Testing for dummies ¹

- Test = confront intention & implementation
 - Using techniques ("directed" or "constrained random" tests)
 - And a reference model (OK ~ no ≠ vs reference)

Intention

- Written in a specification, a test plan, etc.
- When these documents are available indeed!
- Not-so-formal stuff for they are meant to be read by humans
- So obviously prone to interpretation

Implementation

- Code (+ documentation)
- \times Split by units (modules = Σ functions)





Testing for dummies ²

- * Test-driven development (TDD)
 - Variable variable
 - * Acceptance tests (i.e., what the customer has paid for)
- **Test suite** ≈ executable specification
 - Somehow more formal (or somehow less informal;^)
 - "Old tests don't die, they just become non-regression tests!"
 chromatic & Michael G Schwern
- But a passed test does not mean a lot!
 - It should even be frustrating ("OK? So what?") for a tester!
- To put it (again) the blunt way...
 - * "Program testing can be used very efficiently to show the presence of bugs, but never to show their absence."





Testing for dummies ³

Tester should ask 2 fundamental questions

- "Is this correct?"
- "Am I finished?"

"Is this correct?"

- Are all suite tests 100% OK?
- * TAP protocol's role via Test::More + Test::Harness modules
- With SKIP/TODO TAP concepts, it's a closed-answer Q (i.e., 100%)

"Am I finished?"

- Did my tests actually stressed all my lines of code?
- Code coverage concept (associated with metrics)
- Falls into Devel::Cover module's domain
- But... do my code lines really implement meant functionality?





Testing for dummies ⁴

✓ Code coverage ≠ functional coverage

It's actually very tempting to pretend latter is equivalent to former

Code coverage

- A given code might be 100% covered, yet...
- It could miss the part that does implement meant functionality!

Functional coverage

- * A better answer to the "am I done?" question
- Linked to all possible input combinations of a function (cf CRT)

Damned! How do I measure FC in Perl?

- It is possible with recent HDVL like SystemVerilog
- It is listed in TODOes of Test::LectroTest module





Testing for dummies ⁵

Code coverage ≠ functional coverage

The trivial following counter-example

```
=head2 foo

Returns 'foo' to 'bar' and 'gabuzomeu' to 'baz'. Returns undef else.
=cut

sub foo {
    my $s = shift;
    return 'gabuzomeu' if $s eq 'baz';
    undef;
}

use Test::More tests => 2;
is ( foo( 'baz' ), 'gabuzomeu', "returns 'gabuzomeu' if 'baz'" );
is ( foo( 'foo' ), undef, "returns undef if unknown input" );
```

Reaches 100% CC... but does not implement foo ('bar') = 'foo'!

```
File stmt bran cond sub pod time total t_foo.t 100.0 100.0 n/a 100.0 n/a 100.0 100.0 Total 100.0 100.0 n/a 100.0 n/a 100.0 100.0
```





Unit tests

```
use strict;
use warnings;
                                                  lib/Foo.pm
use Test::More:
                   package Foo;
                   use Carp::Assert::More;
plan(tests=>N);
                   # ...
use_ok('Foo');
                   =head2 bar
# ...
                     bar (baz)
                                              Test::More
is deeply(
                   Rince baz.
                                              is(), is_deeply(), ...
  bar
         ($baz),
                   =cut
  refbar ($baz),
  'baz au bar'
                   sub bar {
); stimulus•
                     my $baz = shift;
                                                             TAP:
                     assert_nonblank $baz;
                                                             OK, !OK
# ...
                                                             SKIP /
                                                             TODO
t/13-bar.t
                                                reference model
```





TAP protocol ¹

"Test Anything Protocol"

- Separation between result flow and results interpreter
- Designed by Perl folks but actually language-agnostic

The function to test is seen as a black-box

- Test program only has to supply the interpreter with a TAP flow
- Using ad'hoc toolbox (a module of course)
- For example, Test::More module (plan(), use_ok(), is(), etc.)

Number of tests to perform is declared first

- * Test "plan" (a bit shallow IMHO vs overkill? IEEE Std 829)
- ▼ Test is failed if M actual tests ≠ N expected tests
- Since any item may crash the whole test sequence before the end





TAP protocol²

* Test "plan"

* 1..N (todo X Y)?

* Tests

```
⋆ ok X - description
```

* not ok X - description

```
* ok Y # SKIP why
```

* not ok Y # TODO why

x SKIP

Skip test because of an external factor (missing module, OS, etc.)

TODO

Not yet implemented functionality (might nevertheless be OK)





TAP protocol ³

- * Cf Test::Tutorial talk
 - TAP and much, much more by chromatic & Michael G Schwern
- A few TAP interpreters
 - * Test::Harness
 - * Test::TAP::Model (IM built upon TAP flow -> Test::TAP::HTMLMatrix)
- More about this topic...
 - Specification within TAP module
 - Wikipedia entry: Test_Anything_Protocol
 - Curtis "Ovid" Poe's talk: "TAP::Parser Will Be Test::Harness 3.0"
 - chromatic's article: "An Introduction to Testing"
 - Web site: http://testanything.org/





Test::Harness

make test

```
% make test
              PERL DL NONLAZY=1 /usr/local/bin/perl "-MExtUtils::Command::MM" \
                "-e" "test harness(0, 'blib/lib', 'blib/arch')" t/*.t
              t/00-load.....ok 2/6\# Testing SOCK v1.0.2, \
                                                                                 ····Traceability
                                                  Perl 5.008007, /usr/local/bin/perl
              t/00-load.....ok
              t/01-rip fmxml.....ok
              t/02-rip fmxml again....ok
              t/03-rip register bit fields.....ok
              t/04-parse fmxml datasheet.....ok
Functional
            ► t/05-rip fmxml table.....ok
  tests
              t/06-evaluate.....ok
              t/07-scavenge full description....ok
              t/08-spirit version.....ok
              t/09-frontend tools....ok
              t/boilerplate....ok
   POD

    t/pod-coverage.....ok

  tests
              t/pod....ok
              All tests successful.
 Synthesis -----
              Files=13, Tests=141, 40 wallclock secs (20.52 \text{ cusr} + 1.12 \text{ csys} = 21.64 \text{ CPU})
```





TAP matrix ¹

- A synthetic representation of test suite results
 - Handy since test population is most likely to grow a lot, isn't it?
- Through a dedicated interpreter
 - * Test::TAP::Model::Visual module
 - This interpreter analyzes TAP flow to build a TTM IM
 - TTM IM is in turn translated into HTML (Test::TAP::HTMLMatrix)

Very easy to use

```
use Test::TAP::Model::Visual;
use Test::TAP::HTMLMatrix;

$ttm = Test::TAP::Model::Visual->new_with_tests( <t/*.t> );
$v = Test::TAP::HTMLMatrix->new( $ttm );

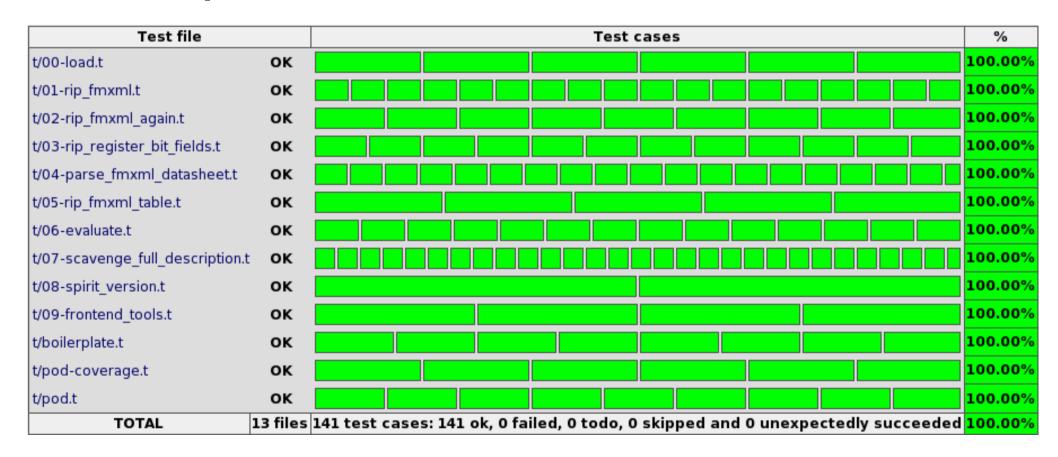
open FH, "> matrice.html";
print FH $v->html;
```





TAP matrix ²

Our previous make test now looks like

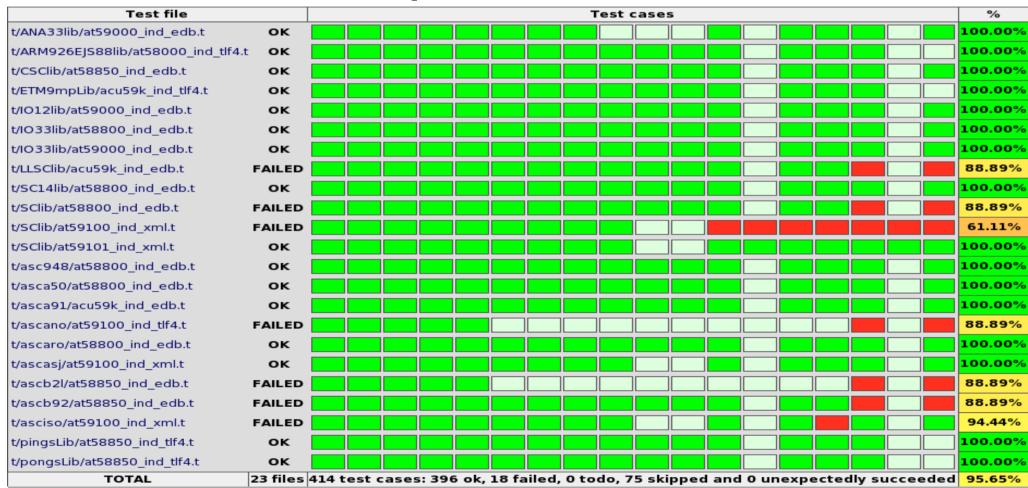






TAP matrix ³

Yet another example: data transformation







Code coverage ¹

Simply load Devel::Cover module during test

- * Beware! Increases CPU load!
- * % cover -delete
 - % HARNESS PERL SWITCHES=-MDevel::Cover make test
 - % cover -report html

Coverage Summary

Database: /data/141/users/xavier/dev/SOCK/SOCK/cover_db

file	stmt	bran	cond	sub	pod	time	total
blib/lib/SOCK.pm	100.0	n/a	n/a	100.0	n/a	0.0	100.0
blib/lib/SOCK/BOT.pm	87.0	81.9	68.4	90.6	100.0	31.3	87.0
blib/lib/SOCK/DOM.pm	100.0	70.8	100.0	100.0	100.0	42.4	96.0
blib/lib/SOCK/DOM/Component.pm	94.8	81.8	64.7	100.0	100.0	6.1	91.8
blib/lib/SOCK/MJD.pm	100.0	n/a	n/a	100.0	100.0	0.1	100.0
blib/lib/SOCK/NRT.pm	100.0	100.0	n/a	100.0	100.0	20.1	100.0
Total	93.2	81.0	68.4	96.1	100.0	100.0	91.3





Code coverage ²

Statements

Were all instructions executed?

* Branches

Checks conditional branches alternatives (if, ?:)

Conditions

Checks logical expressions possibilities

Subroutines

Were all functions called?

POD

Usage of POD::Coverage module





Documentation

- * Tested & covered code is not so bad, but...
 - Documented code is way better!
- Documentation is written in POD ("Plain Old Doc")
 - Its syntax should be checked with Test::POD module
 - via t/pod.t test (created by Module::Starter module)

POD coverage

- Measured by Test::POD::Coverage module
- Verifies that every function has an associated POD documentation
- Practically speaking, "only" checks for

```
* =item foo ... =cut
* =head foo ... =cut
```

via t/pod-coverage.t test (created by Module::Starter module)





Kwalitee

For a more exhaustive definition see CPANTS site

- "CPAN Testing Service" http://cpants.perl.org/kwalitee.html
- Defines Kwalitee metrics ("ALPHA Hic sunt dracones!")

Reckon Kwalitee metrics w/ Test::Kwalitee module

Simply add t/kwalitee.t test to test suite:

```
eval { require Test::Kwalitee };
exit if $@;
Test::Kwalitee->import;
ok 1 - extractable
ok 2 - has readme
ok 3 - has manifest
ok 4 - has meta yml
ok 5 - has buildtool
ok 6 - has changelog
ok 7 - no symlinks
ok 8 - has tests
ok 9 - proper libs
ok 10 - no pod errors
ok 11 - use strict
ok 12 - has test pod
ok 13 - has test pod coverage
```





Assertions

Describe working hypothesis of a function

- Its limits, what it does not know how to handle at all
- Better crash the whole program as soon as possible...
- Rather than let it wildly go into an unpredicted direction!
- A crash because of an assertion is often easier to solve
- * "Dead programs tell no lies!"
 - Hunt & Thomas in The Pragmatic Programmer

Assertions from Carp::Assert::More module

- * Simple.....assert_ + (is, isnt, like, defined, nonblank)
- * Numerical..... assert_ + (integer, nonzero, positive, ...)
- * Reference...assert_ + (isa, nonempty, nonref, hashref, listref)
- * Array/hash.....assert_ + (in, exists, lacks)





Test::LectroTest 1

* Traditional tests are so-called "directed"

- Sequences of stimuli and comparisons to expected values
- But we cannot possibly think about everything (# of combinations)

An alternative is "Constrained Random Testing"

Let the machine do the dirty job instead, (pseudo-)randomly

Vsing Test::LectroTest module

- Stick a type to each function parameter (argh! types in Perl?)
- Add constraints to parameters (~ restrain to sub-ensembles)
- Do N iterations, measure FC, tweak constraints, goto 0

Not yet used in production but it's cooking!

Alter-ego in hardware verification world is (coded in SystemVerilog)





Test::LectroTest²

The following code

Proves that foo ('bar') ≠ 'foo'

```
# Failed test 'property 'every possible foo input' falsified in 4 attempts'
# in lt_foo.t at line 30.
# got: undef
# expected: 'foo'
# Counterexample:
# $s = "bar";
```

FC ≈ statistics over sets of input values





Refactoring 101

Refactor early, refactor often

- Restlessly fight ever-growing entropy
- Due to bug fixes, new features or... "clever tricks"!
- Test suite should ensure nothing got broken in the process (see FC)

Beware! Only on development branch!

Production branch should remain untouched unless proven buggy

Beware! Neither add any feature nor fix any bug!

- Only make the code more concise/readable/testable... elegant!
- KISS principle: "Simplicity is pre-requisite for reliability." EWD498
- Commit by small changeset increments (easier to trace/rollback)

Refactoring 102...





Non-executive summary...

A priori

- Read, learn and do not hesitate to ask questions (then evolve; ^)
- Use field-proven tools (SCM, RT, editors, etc.)
- * Have "good" practices
- Do not reinvent the wheel
- Write tests (and even documentation if you dare!) first

A posteriori

- Use TAP test protocol and one of it's dedicated interpreters
- Analyze code coverage (≠ FC!) ratios and POD coverage ratios
- Insert assertions into your code
- Generate synthetic test reports
- Even let the machine do the dirty work instead with CRT!





Social engineering

- Like a lot of human activities...
 - There is technique and there is commitment
- * Technique
 - I've been ranting about this for 40 (darn long isn't it?) minutes
 - And this is far from being exhaustive!

Commitment

- Without motivation, no Kwalitee!
- This is a path (to follow) rather than a destination (to reach)
- One last quote as a conclusion...
 - * "At that time (1909) the chief engineer was almost always the chief test pilot as well. That had the fortunate result of eliminating poor engineering early in aviation." Igor Sikorsky





Questions?







On the web...

- Hoplites just want to have fun...
 - * Kwalitee: http://qa.perl.org/phalanx/kwalitee.html
- Modules CPAN
 - Module::Starter, Module::Starter::PBP
 - * Carp::Assert, Carp::Assert::More
 - * Devel::Cover
 - * Test::More, Test::Harness
 - * Test::POD, Test::POD-Coverage
 - * Test::TAP::Model, Test::TAP::HTMLMatrix
 - * Test::LectroTest
- x Talks
 - Test::Tutorial, Devel::Cover & Test::LectroTest