

Property based testing in C++

How to write 1000s of tests in one sitting?

Patryk Małek

<https://github.com/pmalek>

Let's talk about tests

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TEST(AddTest, OnePlusMinus1Equals0){  
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TEST(AddTest, OnePlus0Equals1){  
    EXPECT_EQ(1, add(1,0));  
}
```

```
TEST(AddTest, OnePlusMinus1Equals0){  
    EXPECT_EQ(0, add(1,-1));  
}
```

```
TEST(AddTest, BigNumbersAreCorrectlyAdded){  
    EXPECT_EQ(186321, add(87556,98765));  
}
```

Let's talk about tests

What if the implementation looked like...

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... this

```
int add(int x, int y){  
    if( x == 7 ) return 1;  
    return x + y;  
}
```

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```
int add(int x, int y){  
    if( x == 7 ) return 1;  
    return x + y;  
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ehh ...

How do you define a good test?

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- Commutativity:

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Test: "result shouldn't depend on order of parameters"  
int x = random int  
int y = random int  
ASSERT(add(x,y) == add(y,x))
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- Identity:

```
Test: "adding 0 to any number yields the same number"  
int x = random int  
ASSERT(add(x,0) == x)
```

- Associativity:

```
Test: "result shouldn't depend on order of operations"  
int x = random int  
int y = random int  
int z = random int  
ASSERT(add(z,add(x,y)) == add(add(x,y),z))
```

<https://github.com/emil-e/rapidcheck> 

emil-e / rapidcheck

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Pulse

Graphs

QuickCheck clone for C++ with the goal of being simple to use with as little boilerplate as possible.

882 commits

14 branches

0 releases

4 contributors

BSD-2-Clause

README.md

RapidCheck build passing

RapidCheck is a C++ framework for property based testing inspired by QuickCheck and other similar frameworks. In property based testing, you state facts about your code that given certain precondition should always be true. RapidCheck then generates random test data to try and find a case for which the property doesn't hold. If such a case is found, RapidCheck tries to find the smallest case (for some definition of smallest) for which the property is still false and then displays this as a counterexample. For example, if the input is an integer, RapidCheck tries to find the smallest integer for which the property is false.

RapidCheck addition tests

Let's use RapidCheck with our examples:

```
#include <rapidcheck.h>

int main() {
    rc::check("result shouldn't depend on order of parameters",
        [](int x, int y){
            RC_ASSERT( add(x,y) == add(y,x) );
        });

    rc::check("adding 0 to any number yields the same number",
        [](int x){
            RC_ASSERT( add(x,0) == x);
        });

    rc::check("result shouldn't depend on order of operations",
        [](int x, int y, int z){
            RC_ASSERT( add(z, add(x,y)) == add(add(x,y), z));
        });
}
```

RapidCheck output

Output we might expect on failure:

```
Using configuration: seed=1313473344045799863

- result shouldn't depend on order of parameters
Falsifiable after 18 tests and 1 shrink

std::tuple<int, int>:
(7, 0)

/home/patryk/workspace/git/rapidcheck_cmaketest/src/main.cpp:43:
RC_ASSERT(add(x,y) == add(y,x))

Expands to:
1 == 7

- adding 0 to any number yields the same number
Falsifiable after 18 tests

std::tuple<int>:
(7)

/home/patryk/workspace/git/rapidcheck_cmaketest/src/main.cpp:48:
RC_ASSERT(add(x,0) == x)

Expands to:
1 == 7

...
```

After fixing our implementation like so:

```
int add(int x, int y){  
    return x + y;  
}
```

RapidCheck output

After fixing our implementation like so:

```
int add(int x, int y){  
    return x + y;  
}
```

All the tests pass:

```
Using configuration: seed=1912891779374620633  
  
- result shouldn't depend on order of parameters  
OK, passed 100 tests  
  
- adding 0 to any number yields the same number  
OK, passed 100 tests  
  
- result shouldn't depend on order of operations  
OK, passed 100 tests
```

RapidCheck configuration

RapidCheck has a lot of configuration options:

- `googletest/Boost.Test` integration

Google test integration

You can integrate RapidCheck with google test:

```
#include <gtest/gtest.h>
#include <rapidcheck.h>
#include <rapidcheck/gtest.h>

RC_GTEST_PROP(TestCase, inRange, (int first, int second))
{
    int x = *rc::gen::inRange(first, second);
    RC_ASSERT(x >= first);
    RC_ASSERT(x < second);
}

int main(int argc, char **argv)
{
    ::testing::InitGoogleTest(&argc, argv);
    return RUN_ALL_TESTS();
}
```

And you get familiar output:

```
[=====] Running 1 test from 1 test case.  
[-----] Global test environment set-up.  
[-----] 1 test from TestCase  
[ RUN      ] TestCase.inRange  
Using configuration: seed=4574822431460607532  
[      OK  ] TestCase.inRange (32 ms)  
[-----] 1 test from TestCase (33 ms total)  
  
[-----] Global test environment tear-down  
[=====] 1 test from 1 test case ran. (33 ms total)
```

RapidCheck configuration

RapidCheck has a lot of configuration options:

- googletest/Boost.Test integration
- "shrinking"

Suppose we have the following output:

```
Using configuration: seed=1313473344045799863
```

```
- all numbers in vector have desired value  
Falsifiable after 100 tests
```

```
std::vector<int>:  
[-2319, 12, -223584, -2071, 4383, -3727, -7431, -123897]
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Using configuration: seed=1313473344045799863  
  
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Is it clear what might be wrong with our implementation?

shrinking

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Is it clear what might be wrong with our implementation?

How about now?

```
Using configuration: seed=1313473344045799863  
  
- all numbers in vector have desired value  
Falsifiable after 18 tests and 1 shrink  
  
std::vector<int>:  
[0, 0, 0, 0, 100, 0, 0, 0]
```

shrinking

Suppose we have the following output:

```
Using configuration: seed=1313473344045799863  
  
- all numbers in vector have desired value  
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- all numbers in vector have desired value  
Falsifiable after 18 tests and 1 shrink  
  
std::vector<int>:  
[0, 0, 0, 0, 100, 0, 0, 0]
```

Implementation:

```
ASSERT(std::all_of(v.begin(), v.end(), [](int i){ return i<100; }));
```

RapidCheck configuration

RapidCheck has a lot of configuration options:

- `googletest/Boost.Test` integration
- "shrinking"
- **Reproducible failures/seed**

Reproducible failures

Each time you get a failure with **RapidCheck** you'll get a similar information in the end of console output:

```
Some of your RapidCheck properties had failures. To reproduce these, run with:  
RC_PARAMS="reproduce=C0SYkRWaudGIwACdvBSYulHIuVXbiVmcgkXalxGZzBCdoVGIZFWblBib11mYlJ3H+  
35MMG+Aw_h_d0DjhPA8f4fnzwY4DA_H+35MMG+AwDIIA0ADAAAAAEDchJXYtVGdLJ3cg8mckVmcgMGah52ZlBC  
ZvV2cudCdgEmZnV2Y0BCdoVGiyV2c1xGdf4fnzwY4DA_H+35MMG+Aw_h_d0DjhPA8f4fnzwY4DAPggAQDMAAAA  
AA"
```

You can reproduce a failed test (with seed that was used to run it) by running your test binary with **RC_PARAMS** environment variable.

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RapidCheck configuration

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- `googletest/Boost.Test` integration
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- Built in support for many STL types
- Configurable number of tests to run
- ... and many more

Think about your systems under test as fellow human beings

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Don't think about them in terms of input and output pairs

Conclusion

Think about your systems under test as fellow human beings

Don't think about them in terms of input and output pairs

Consider their properties and conditions that should hold

Examples available at:



https://github.com/pmalek/rapidcheck_codedive.git



E. Eriksson.

Generating test cases so you don't have to.

<https://labs.spotify.com/2015/06/25/rapid-check/>, 2015.



S. Wlaschin.

The lazy programmer's guide to writing 1000's of tests: An introduction to property based testing.

<https://skillsmatter.com/skillscasts/>

6432-the-lazy-programmers-guide-to-writing-1000s-of-tests-an-introduction-to-property-based-testing, 2015.

Questions?