

# PD-13.0 Testing

✓ (Initial value should be 100)

✓ (Initial value should not be 200)

✗ (Should trigger one fail)

✓ (Should trigger one pass)

# PD-13.1 Types of tests

- Requirements / Design review
- Incentive / token design – economics simulation
- Formal verification
- Functional Testing
- Unit tests (solidity & javascript)
- End to end tests
- Security test / audit
- Performance / load
- Compatibility browsers/wallets
- Smart contract interfaces
- Mutation testing / fuzzing
- Regression testing
- API testing
- State machine testing
- CRUD testing
- Audits

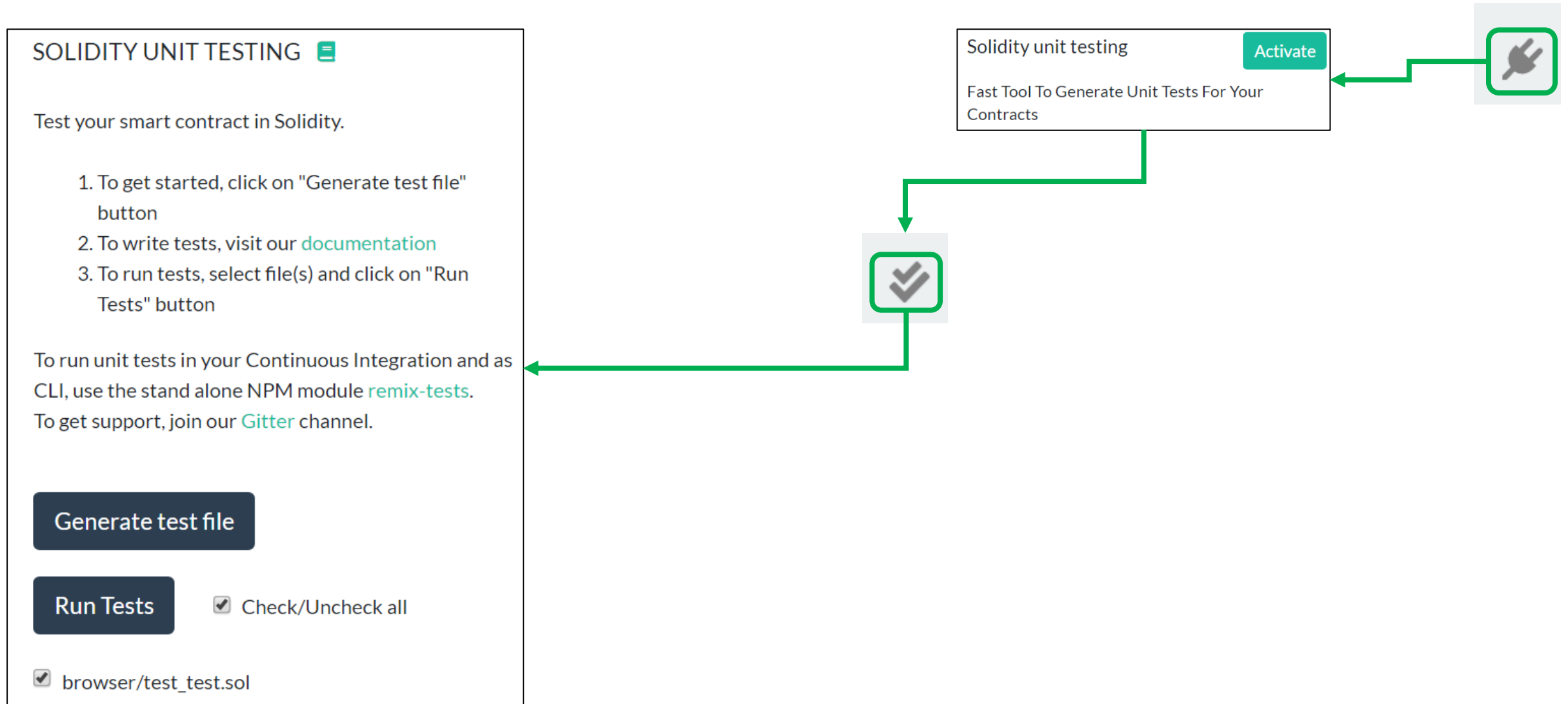
# PD-13.1 10 Tips to Writing Good Unit Tests

1. Make Them Short
2. Don't Repeat Yourself
3. Prefer Composition Over Inheritance
4. Make Them Fast
5. Make Them Deterministic
6. Don't Ignore Tests
7. Test Your Tests
8. Name Your Tests Well
9. One Logical Assertion Per Test
10. Design Your Tests

<https://dzone.com/articles/10-tips-to-writing-good-unit-tests>

[https://en.wikipedia.org/wiki/Composition\\_over\\_inheritance](https://en.wikipedia.org/wiki/Composition_over_inheritance)

# PD-13.2 Remix – unit tests



# PD-13.2 Remix test – example 1: SimpleStorage

```
1 pragma solidity >= 0.5.0 < 0.7.0;
2 contract SimpleStorage {
3     uint public storedData;
4
5     constructor() public {
6         storedData = 100;
7     }
8
9     function set(uint x) public {
10        storedData = x;
11    }
12
13    function get() public view returns (uint retVal) {
14        return storedData;
15    }
16
17 }
```

```
1 pragma solidity >= 0.5.0 < 0.7.0;
2 import "./simple_storage.sol";
3
4 contract MyTest {
5     SimpleStorage foo;
6
7     function beforeAll() public {
8         foo = new SimpleStorage();
9     }
10
11    function initialValueShouldBe100() public returns (bool) {
12        return Assert.equal(foo.get(), 100, "initial value is not correct");
13    }
14
15    function initialValueShouldNotBe200() public returns (bool) {
16        return Assert.notEqual(foo.get(), 200, "initial value is not correct");
17    }
18
19    function shouldTriggerOneFail() public {
20        Assert.equal(uint(1), uint(2), "uint test 1 fails");
21        Assert.notEqual(uint(1), uint(2), "uint test 2 passes");
22    }
23
24    function shouldTriggerOnePass() public {
25        Assert.equal(uint(1), uint(1), "uint test 3 passes");
26    }
27 }
```

Progress: 1 finished (of 1)

**FAIL MyTest**  
(browser/tests/simple\_storage\_test.sol)

- ✓ Initial value should be100
- ✓ Initial value should not be200
- ✗ Should trigger one fail  
Error Message:  
"uint test 1 fails"  
Assertion:  
Expected value should be **equal** to 2  
Received value:  
1  
Skipping the remaining tests of the function.
- ✓ Should trigger one pass

**Result for**  
browser/tests/simple\_storage\_test.sol  
Passing: 3  
Failing: 1  
Total time: 1.11s

<https://remix-ide.readthedocs.io/en/latest/unittesting.html>

[https://remix-ide.readthedocs.io/en/latest/assert\\_library.html](https://remix-ide.readthedocs.io/en/latest/assert_library.html)

[https://github.com/ethereum/remix-project/blob/master/libs/remix-tests/tests/examples\\_1/simple\\_storage\\_test.sol](https://github.com/ethereum/remix-project/blob/master/libs/remix-tests/tests/examples_1/simple_storage_test.sol)

# PD-13.2 Remix test – example 2: SimpleStorage

```
simple_storage_test.sol ✕
1 pragma solidity >= 0.5.0 < 0.7.0;
2 import "./simple_storage.sol";
3
4 contract MyTest {
5     SimpleStorage foo;
6     uint i = 0;
7
8     function beforeEach() public {
9         foo = new SimpleStorage();
10        if (i == 1) {
11            foo.set(200);
12        }
13        i += 1;
14    }
15
16    function initialValueShouldBe100() public returns (bool) {
17        return Assert.equal(foo.get(), 100,
18            "initial value is not correct");
19    }
20
21    function valueIsSet200() public returns (bool) {
22        return Assert.equal(foo.get(), 200,
23            "value is not correct after first execution");
24    }
25 }
```

Progress: 1 finished (of 1)

**PASS** MyTest

(browser/tests/simple\_storage2\_test.sol)

✓ Initial value should be100

✓ Value is set200

**Result for**

**browser/tests/simple\_storage2\_test.sol**

Passing: 2

Total time: 0.62s

# PD-13.2 Remix test: Assert Library

```
Assert.equal(string("a"), "a");  
// OK  
Assert.equal(uint(100), 100);  
// OK  
foo.set(200)  
Assert.equal(foo.get(), 200);  
// OK  
Assert.equal(foo.get(), 100, "value should be 200");  
// error: value should be 200
```

```
Assert.notEqual(string("a"), "b");  
// OK  
foo.set(200)  
Assert.notEqual(foo.get(), 200, "value should not be 200");  
// error: value should not be 200
```

```
Assert.lessThan(int(-2), int(-1));  
// OK  
Assert.lessThan(int(2), int(1), "2 is not lesser than 1");  
// error: 2 is not greater than 1
```

```
Assert.greaterThan(uint(2), uint(1));  
// OK  
Assert.greaterThan(uint(-2), uint(1));  
// OK  
Assert.greaterThan(int(2), int(1));  
// OK  
Assert.greaterThan(int(-2), int(-1), "-2 is not greater than -1");  
// error: -2 is not greater than -1
```

```
Assert.ok(true);  
// OK  
Assert.ok(false, "it's false");  
// error: it's false
```

# PD-13.3 Remix generate testfile

Remix - Ethereum IDE

remix.ethereum.org/#optimize=false&runs=200&evmVersion=null&version=soljson-v0.5.17+commit.d19bba13.js

SOLIDITY UNIT TESTING

Test your smart contract in Solidity.

Select directory to load and generate test files.

Test directory:

browser/tests

Generate How to use...

Run Stop

Select all

browser/tests/Mapping\_test.sol

```
1 pragma solidity >=0.4.22 <0.8.0;
2 import "remix_tests.sol"; // this import is automatically injected by Remix.
3 import "remix_accounts.sol";
4 import "../Mapping.sol";
5
6 // File name has to end with '_test.sol', this file can contain more than one testSuite contract
7 contract testSuite {
8
9     /// 'beforeAll' runs before all other tests
10    /// More special functions are: 'beforeEach', 'beforeAll', 'afterEach' & 'afterAll'
11    function beforeAll() public {
12        // Here should instantiate tested contract
13        Assert.equal(uint(1), uint(1), "1 should be equal to 1");
14    }
15
16    function checkSuccess() public {
17        // Use 'Assert' to test the contract,
18        // See documentation: https://remix-ide.readthedocs.io/en/latest/assert_library.html
19        Assert.equal(uint(2), uint(2), "2 should be equal to 2");
20        Assert.notEqual(uint(2), uint(3), "2 should not be equal to 3");
21    }
22
23    function checkSuccess2() public pure returns (bool) {
24        // Use the return value (true or false) to test the contract
25        return true;
26    }
27
28    function checkFailure() public {
29        Assert.equal(uint(1), uint(2), "1 is not equal to 2");
30    }
31
32    /// Custom Transaction Context
33    /// See more: https://remix-ide.readthedocs.io/en/latest/unittesting.html#customization
34    /// #sender: account-1
35    /// #value: 100
36    function checkSenderAndValue() public payable {
37        // account index varies 0-9, value is in wei
38        Assert.equal(msg.sender, TestsAccounts.getAccount(1), "Invalid sender");
39        Assert.equal(msg.value, 100, "Invalid value");
40    }
41 }
42
```

0  listen on network Search with transaction hash or address

MetaMask: MetaMask will soon stop reloading pages on network change. For more information, see: <https://docs.metamask.io/guide/ethereum-provider.html#ethereum-autorefreshonnetworkchange> Set 'ethereum.autoRefreshOnNetworkChange' to 'false' to silence this warning.

Progress: 1 finished (of 1)

**FAIL** testSuite

(browser/tests/Mapping\_test.sol)

✓ Before all

✓ Check success

✓ Check success2

**X** Check failure

Error Message:

"1 is not equal to 2"

Assertion:

Expected value should be **equal** to 2

Received value:

1

Skipping the remaining tests of the function.

✓ Check sender and value

**Result for**

**browser/tests/Mapping\_test.sol**

Passing: 4

Failing: 1

Total time: 1.29s



# PD-13.4 Remix: test Mapping.sol

```
Mapping.sol x
1 // SPDX-License-Identifier: MIT
2 pragma solidity ^0.7.0;
3
4 contract RegisterParticipants {
5     mapping(address => bool) public MapParticipant;
6     address[] public ListParticipant;
7     mapping(address => uint) public IndexInList;
8     address public owner;
9     ....
10    constructor() {
11        ListParticipant.push(address(0)); // "use" address 0, to make tests easier
12        owner=msg.sender;
13    }
14    function Participate(bool Join) public {
15        MapParticipant[msg.sender]=Join;
16        uint i=IndexInList[msg.sender];
17
18        if (i > 0) { // Delete previous participation entry
19            ListParticipant[i] = ListParticipant[ListParticipant.length-1]; // switch
20            IndexInList[msg.sender]=0;
21            IndexInList[ListParticipant[i]]=i;
22            ListParticipant.pop();
23        }
24        if (Join) {
25            ListParticipant.push(msg.sender);
26            IndexInList[msg.sender]=ListParticipant.length-1;
27        }
28    }
29    function NrOfParticipants() public view returns (uint) {
30        return ListParticipant.length-1;
31    }
32 }
```

# PD-13.4 Remix: Mapping\_test.sol

```
Mapping_test.sol x
1  pragma solidity ^0.7.0;
2  import "remix_tests.sol"; // this import is automatically injected by Remix.
3  import "remix_accounts.sol";
4  import "../Mapping.sol";
5
6  contract TestRegisterParticipants {
7      RegisterParticipants RP;
8
9      function beforeEach() public { // Re-init before each test
10         RP = new RegisterParticipants();
11         Assert.equal(RP.NrOfParticipants(), 0, "NrOfParticipants should be 0 initially");
12         Assert.equal(RP.ListParticipant(0), address(0), "ListParticipant(0) should be 0");
13     }
14     function AddParticipant() public {
15         RP.Participate(true); // address(this) => msg.sender
16         Assert.equal(RP.MapParticipant(address(this)), true, "Should be in map");
17         Assert.equal(RP.NrOfParticipants(), 1, "NrOfParticipants should be 1 now");
18         Assert.equal(RP.ListParticipant(1), address(this), "ListParticipant(1) should be address(this)");
19         Assert.equal(RP.IndexInList(address(this)), 1, "Index should be 1");
20     }
21     function RemoveParticipant() public {
22         RP.Participate(false);
23         Assert.equal(RP.NrOfParticipants(), 0, "NrOfParticipants should be 0");
24     }
25     function AddAndRemoveOneParticipant() public {
26         AddParticipant();
27         RemoveParticipant();
28     }
29 }
```

Progress: 1 finished (of 1)

**PASS** TestRegisterParticipants

(browser/tests/Mapping\_test.sol)

✓ Before each

✓ Add participant

✓ Before each

✓ Remove participant

✓ Before each

✓ Add and remove one participant

**Result for**  
browser/tests/Mapping\_test.sol

Passing: 6

Total time: 4.64s

# PD-13.5 Remix try and catch

```
SafeMath_test.sol x
1 pragma solidity ^0.7.0;
2 import "remix_tests.sol";
3 import "sub.sol";
4
5 contract Test {
6     SafeMathProxy safemathproxy;
7     function beforeAll() public {
8         safemathproxy = new SafeMathProxy();
9     }
10    function safeSubtractShouldRevert() public returns (bool) {
11        try safemathproxy.sub(0, 1) returns (uint256 res) {
12            Assert.ok(false, "Should revert");
13        } catch Error(string memory reason) {
14            Assert.equal(reason, "a should be larger or equal to b", "Should revert");
15        }
16    }
17    function safeSubtractShouldNotRevert() public returns (bool) {
18        try safemathproxy.sub(3, 2) returns (uint256 res) {
19            Assert.equal(res, 1, "Should be 1");
20        } catch Error(string memory reason) {
21            Assert.ok(false, "Should not revert");
22        }
23    }
24 }
```

```
sub.sol x
1 pragma solidity ^0.7.0;
2
3 library SafeMathSubLib {
4     function sub(uint256 _a, uint256 _b) internal pure returns (uint256) {
5         require(_b <= _a, "a should be larger or equal to b");
6         uint256 c = _a - _b;
7         return c;
8     }
9 }
10
11 contract SafeMathProxy { // Need external function for try/catch
12     function sub(uint256 _a, uint256 _b) external pure returns (uint256) {
13         return SafeMathSubLib.sub(_a, _b);
14     }
15 }
```

Progress: 1 finished (of 1)

PASS Test

(browser/tests/SafeMath\_test.sol)

✓ Safe subtract should revert

✓ Safe subtract should not revert

Result for

browser/tests/SafeMath\_test.sol

Passing: 2

Total time: 0.69s

# PD-13.6 Truffle tests - Solidity

## Solidity

`Assert.equal(x, y, "error");`

`Assert.balanceEqual(x, y, message)`  
`Assert.balanceIsNotZero(x, message)`  
`Assert.balanceIsZero(x, message)`  
`Assert.balanceNotEqual(x, y, message)`  
`Assert.equal(x, y, message)`  
`Assert.fail(message)`  
`Assert.isAbove(x, y, message)`  
`Assert.isAtLeast(x, y, message)`  
`Assert.isAtMost(x, y, message)`  
`Assert.isBelow(x, y, message)`  
`Assert.isEmpty(x, message)`  
`Assert.isFalse(x, message)`  
`Assert.isNotEmpty(x, message)`  
`Assert.isNotZero(x, message)`  
`Assert.isTrue(x, message)`  
`Assert.isZero(x, message)`  
`Assert.lengthEqual(x, y, message)`  
`Assert.lengthNotEqual(x, y, message)`  
`Assert.notEqual(x, y, message)`

<https://www.trufflesuite.com/docs/truffle/testing/writing-tests-in-solidity>

<https://github.com/trufflesuite/truffle/blob/develop/packages/resolver/solidity/Assert.sol>

# PD-13.6 Solidity: before / after hooks

`beforeAll`, `beforeEach`, `afterAll` and `afterEach`

```
import "truffle/Assert.sol";

contract TestHooks {
  uint someValue;

  function beforeEach() {
    someValue = 5;
  }

  function beforeEachAgain() {
    someValue += 1;
  }

  function testSomeValueIsSix() {
    uint expected = 6;

    Assert.equal(someValue, expected, "someValue should have been 6");
  }
}
```

# PD-13.6 Truffle tests: MetaCoin.sol

```
MetaCoin.sol x
1  pragma solidity >=0.4.25 <0.6.0;
2
3  import "./ConvertLib.sol";
4  // This is just a simple example of a coin-like contract.
5  // It is not standards compatible and cannot be expected to talk to other
6  // coin/token contracts. If you want to create a standards-compliant
7  // token, see: https://github.com/ConsenSys/Tokens. Cheers!
8
9  contract MetaCoin {
10     mapping (address => uint) balances;
11     event Transfer(address indexed _from, address indexed _to, uint256 _value);
12     constructor() public {
13         balances[tx.origin] = 10000;
14     }
15     function sendCoin(address receiver, uint amount) public returns(bool sufficient) {
16         if (balances[msg.sender] < amount) return false;
17         balances[msg.sender] -= amount;
18         balances[receiver] += amount;
19         emit Transfer(msg.sender, receiver, amount);
20         return true;
21     }
22     function getBalanceInEth(address addr) public view returns(uint) {
23         return ConvertLib.convert(getBalance(addr),2);
24     }
25     function getBalance(address addr) public view returns(uint) {
26         return balances[addr];
27     }
28 }
```

# PD-13.6 Truffle - solidity test

```
TestMetaCoin.sol x
1  pragma solidity >=0.4.25 <0.6.0;
2
3  import "truffle/Assert.sol";
4  import "truffle/DeployedAddresses.sol";
5  import "../contracts/MetaCoin.sol";
6
7  contract TestMetaCoin {
8
9      function testInitialBalanceUsingDeployedContract() public {
10         MetaCoin meta = MetaCoin(DeployedAddresses.MetaCoin());
11
12         uint expected = 10000;
13
14         Assert.equal(meta.getBalance(tx.origin), expected, "Owner should have 10000 MetaCoin initially");
15     }
16     function testInitialBalanceWithNewMetaCoin() public {
17         MetaCoin meta = new MetaCoin();
18
19         uint expected = 10000;
20
21         Assert.equal(meta.getBalance(tx.origin), expected, "Owner should have 10000 MetaCoin initially");
22     }
23 }
```

# PD-13.6 Testresult TestMetaCoin.sol



```
>truffle test test\TestMetaCoin.sol
Using network 'development'.
```

```
Compiling your contracts...
```

```
=====
> Compiling .\contracts\ConvertLib.sol
> Compiling .\contracts\MetaCoin.sol
> Compiling .\contracts\Migrations.sol
> Compiling .\contracts\ConvertLib.sol
> Compiling .\contracts\MetaCoin.sol
> Compiling .\test\TestMetaCoin.sol
```

```
TestMetaCoin
```

```
✓ testInitialBalanceUsingDeployedContract (211ms)
✓ testInitialBalanceWithNewMetaCoin (208ms)
```

```
2 passing (14s)
```

```
>tree /f
LICENSE
truffle-config.js
├── build
│   └── contracts
│       ├── ConvertLib.json
│       ├── MetaCoin.json
│       └── Migrations.json
├── contracts
│   ├── ConvertLib.sol
│   ├── MetaCoin.sol
│   └── Migrations.sol
├── migrations
│   ├── 1_initial_migration.js
│   └── 2_deploy_contracts.js
└── test
    ├── metacoin.js
    └── TestMetaCoin.sol
```



# PD-13.7 Truffle tests - Javascript

When we call `setValue()`, this creates a transaction. From Javascript:

```
const result = await instance.setValue(5);
```

We can call `setValue()` without creating a transaction by explicitly using `.call`:

```
const value = await instance.setValue.call(5);
```

## Javascript

```
it('should ...', async () => {  
  assert.equal(x, y, "error");  
});
```

```
assert.equal(x, y, message)  
assert.notEqual(x, y, message)  
....
```

<https://www.trufflesuite.com/docs/truffle/reference/contract-abstractions#contract-abstraction-api>

<https://www.trufflesuite.com/docs/truffle/reference/contract-abstractions#contract-instance-api>

<https://mochajs.org/>

<https://www.chaijs.com>

<https://www.trufflesuite.com/docs/truffle/testing/writing-tests-in-javascript>

# PD-13.7 Truffle tests Javascript

```
metacoins.js
1  const MetaCoin = artifacts.require("MetaCoin");
2
3  contract('MetaCoin', (accounts) => {
4    it('should put 10000 MetaCoin in the first account', async () => {
5      const metaCoinInstance = await MetaCoin.deployed();
6      const balance = await metaCoinInstance.getBalance.call(accounts[0]);
7      assert.equal(balance.valueOf(), 10000, "10000 wasn't in the first account");
8    });
9    it('should call a function that depends on a linked library', async () => {
10     const metaCoinInstance = await MetaCoin.deployed();
11     const metaCoinBalance = (await metaCoinInstance.getBalance.call(accounts[0])).toNumber();
12     const metaCoinEthBalance = (await metaCoinInstance.getBalanceInEth.call(accounts[0])).toNumber();
13     assert.equal(metaCoinEthBalance, 2 * metaCoinBalance, 'Library function returned unexpected function, linkage may be broken');
14   });
15   it('should send coin correctly', async () => {
16     const metaCoinInstance = await MetaCoin.deployed();
17     // Setup 2 accounts.
18     const accountOne = accounts[0];
19     const accountTwo = accounts[1];
20     // Get initial balances of first and second account.
21     const accountOneStartingBalance = (await metaCoinInstance.getBalance.call(accountOne)).toNumber();
22     const accountTwoStartingBalance = (await metaCoinInstance.getBalance.call(accountTwo)).toNumber();
23     // Make transaction from first account to second.
24     const amount = 10;
25     await metaCoinInstance.sendCoin(accountTwo, amount, { from: accountOne });
26     // Get balances of first and second account after the transactions.
27     const accountOneEndingBalance = (await metaCoinInstance.getBalance.call(accountOne)).toNumber();
28     const accountTwoEndingBalance = (await metaCoinInstance.getBalance.call(accountTwo)).toNumber();
29     assert.equal(accountOneEndingBalance, accountOneStartingBalance - amount, "Amount wasn't correctly taken from the sender");
30     assert.equal(accountTwoEndingBalance, accountTwoStartingBalance + amount, "Amount wasn't correctly sent to the receiver");
31   });
32 });
```

<https://www.trufflesuite.com/docs/truffle/testing/writing-tests-in-javascript>

[https://github.com/web3examples/ethereum/tree/master/test\\_examples/truffle\\_test/test](https://github.com/web3examples/ethereum/tree/master/test_examples/truffle_test/test)

# PD-13.7 Testresult metacoin.js



```
>truffle test test\metacoin.js
```

Using network 'development'.

Compiling your contracts...

```
=====
```

```
> Compiling .\contracts\ConvertLib.sol
```

```
> Compiling .\contracts\MetaCoin.sol
```

```
> Compiling .\contracts\Migrations.sol
```

```
> Compiling .\contracts\ConvertLib.sol
```

Contract: MetaCoin

✓ should put 10000 MetaCoin in the first account (80ms)

✓ should call a Assert.that depends on a linked library (133ms)

✓ should send coin correctly (621ms)

3 passing (1s)

```
>tree /f
|
|-- LICENSE
|
|-- truffle-config.js
|
|-- build
|   |-- contracts
|   |   |-- ConvertLib.json
|   |   |-- MetaCoin.json
|   |   |-- Migrations.json
|   |
|   |-- contracts
|   |   |-- ConvertLib.sol
|   |   |-- MetaCoin.sol
|   |   |-- Migrations.sol
|   |
|   |-- migrations
|   |   |-- 1_initial_migration.js
|   |   |-- 2_deploy_contracts.js
|   |
|   |-- test
|   |   |-- metacoin.js
|   |   |-- TestMetaCoin.sol
```

# PD-13.7 Extra functions / test events

- `truffleAssert.eventEmitted(...)`
- `truffleAssert.eventNotEmitted(...)`

# PD-13.7 Testresult both tests

## >truffle test

Using network 'development'.

Compiling your contracts...

=====

- > Compiling .\contracts\ConvertLib.sol
- > Compiling .\contracts\MetaCoin.sol
- > Compiling .\contracts\Migrations.sol
- > Compiling .\contracts\ConvertLib.sol
- > Compiling .\contracts\MetaCoin.sol
- > Compiling .\test\TestMetaCoin.sol

### TestMetaCoin

- ✓ testInitialBalanceUsingDeployedContract (170ms)
- ✓ testInitialBalanceWithNewMetaCoin (134ms)

### Contract: MetaCoin

- ✓ should put 10000 MetaCoin in the first account (78ms)
- ✓ should call a Assert.that depends on a linked library (132ms)
- ✓ should send coin correctly (603ms)

5 passing (15s)

```
>tree /f
  LICENSE
  truffle-config.js
  build
  |   contracts
  |   |   ConvertLib.json
  |   |   MetaCoin.json
  |   |   Migrations.json
  |   contracts
  |   |   ConvertLib.sol
  |   |   MetaCoin.sol
  |   |   Migrations.sol
  |   migrations
  |   |   1_initial_migration.js
  |   |   2_deploy_contracts.js
  |   test
  |   |   metacoin.js
  |   |   TestMetaCoin.sol
```

