

# Unit Testing in Go

@joewass

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# Who am I?

My name is Joe Wass.

I work at .

But that's not why I'm here.

It's important to have a few  
languages.

I like Go.

# folktunefinder



FolkTuneFinder is a search engine for folk tunes. If you're looking for a specific tune and you know the title or some of the melody, use the forms below.

Tweet 17

Like 220

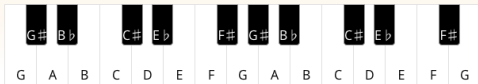
## Title Search

Search

Type in the title of a tune

## Melody Search

If you're looking for a tune and you know the melody, type in some notes from the start, at least 5.



delete

Search



## Your search results

Found **49** tunes.

Please note that as of 10th July, these results are produced by a new, experimental algorithm. If you have problems of queries, email [joe@folktunefinder.com](mailto:joe@folktunefinder.com)

If you're confused about the results, read [this blog entry](#) on [search results](#).

### The Blarney Pilgrim



### Blarney Pilgrim



### Blarney Pilgrim



### Miss Elphinston's Fancy



### Blarney Pilgrim, The



# folktunefinder

- Melody search engine
- ~ 200,000 tunes
- Front-end written in Django
- Back end written in ...

**Go**

/search/melody/?melody=62,64,62,62,64,67,69,67,69,71,72

```
{ "Results":  
  [{ "DocumentId":140033,"Weight":1,"Starts":0,"Ends":10,"Length":10}  
  , { "DocumentId":99793,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":134723,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":129001,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":66627,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":113602,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":140026,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":103364,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":140018,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":44703,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":56525,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":128913,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":56526,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":103279,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":140022,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":53663,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":176046,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":50481,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":74291,"Weight":1,"Starts":0,"Ends":10,"Length":10},  
  { "DocumentId":118021,"Weight":2,"Starts":1,"Ends":10,"Length":9}],  
  "NextPage":2,"PrevPage":-1,"TotalFound":49,"TrimAmount":0}
```

# MIDI Parser Library

`github.com/afandian/go-midi`

Not perfect but solves my problem.

Much easier to test than I expected.



# Writing Tests

included in your package, \*\_test.go  
each test is a function Test\*.

```
func TestParse16Bit(t *testing.T)
```

fail a test

```
t.Fatal("Got ", header, " expected MTrk")
```

# Running Tests

run tests with `go test`

```
$ go test  
PASS  
ok github.com/afandian/go-midi 0.010s
```

**The End**

# Interfaces

```
type MidiLexerCallback interface {  
    ...  
    NoteOn(channel uint8, pitch uint8, velocity uint8, time  
           uint32)  
    ...  
}
```

```
func NewMidiLexer(input io.ReadSeeker, callback  
MidiLexerCallback) *MidiLexer { ... }
```

```
type CountingLexerCallback struct {  
    noteOff int  
    ...  
}
```

```
func (cbk *CountingLexerCallback) NoteOff(channel uint8,  
pitch uint8, velocity uint8, time uint32) {  
    cbk.noteOff++  
    cbk.pitch = pitch  
    ...  
}
```

```
type MockReadSeeker struct {  
    data *[]byte  
    position int64  
}  
  
func (reader *MockReadSeeker) Read(p []byte) (n int, err  
error) {  
    ...  
    copy(p, (*reader.data)[reader.position:reader.position+  
        amount])  
    reader.position += amount  
    return int(amount), nil  
}
```

# No Nice Asserts

Not as feature-rich as Django / JUnit  
/ MJUnit / OJUnit.

You have to write your own asserts.  
Several times.

# No Polymorphism

```
func assertUint16sEqual(a uint16, b uint16, t *testing.T) {  
    if a != b {  
        t.Fatal(a, " != ", b)  
    }  
}
```

```
func assertInt16sEqual(a int16, b int16, t *testing.T) {  
    if a != b {  
        t.Fatal(a, " != ", b)  
    }  
}
```



# Tools

Code coverage

Run tests by regular expression

Parallel runs

Memory and CPU profiling

Timeouts

# The End (really)

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