

## ChiliProject - Feature # 854: Sample plugin doesn't contain tests

<b>Status:</b>	Open	<b>Priority:</b>	Normal
<b>Author:</b>	Enrique Garc�a Cota	<b>Category:</b>	Documentation
<b>Created:</b>	2012-02-01	<b>Assignee:</b>	
<b>Updated:</b>	2012-03-21	<b>Due date:</b>	
<b>Remote issue URL:</b>			
<b>Affected version:</b>			
<b>Description:</b>			
<p>One of the problems I'm finding with Redmine/Chiliproject is that implementing a plugin using TDD seems like an obscure black art. The tutorials online I found (including the "Redmine Plugin Tutorial":<a href="http://www.redmine.org/projects/redmine/wiki/Plugin_Tutorial">http://www.redmine.org/projects/redmine/wiki/Plugin_Tutorial</a> and its "empty Chiliproject Equivalent":<a href="https://www.chiliproject.org/projects/chiliproject/wiki/Plugin_Development">https://www.chiliproject.org/projects/chiliproject/wiki/Plugin_Development</a>) don't mention tests at all; they pretty much encourage cowboy development.</p> <p>I have tried to run tests on several plugins I found, but I soon hit problems:</p> <ul style="list-style-type: none"><li>* There doesn't seem to be a standardized way of specifying dependencies in plugins. I had to hit errors "as I went". That was ok 3 years ago, but with rvm, bundler &amp; company, even ruby 1.8.x, we have ways to cope with that. Am I missing something on that regard?</li><li>* I don't think the "general and recommended strategy" for making tests in plugins is written in any place. Some of the plugins I found seemed to require to be "embedded into a host redmine app" in order to work. Is that the case for all plugins?</li></ul> <p>I'm sorry if I sound a bit frustrated. I spent 3 hours yesterday just trying to make "Redmine Join Project":<a href="https://github.com/edavis10/redmine_join_project">https://github.com/edavis10/redmine_join_project</a> to run its tests correctly, but I couldn't manage to make them run.</p> <p>I think having an opinionated and exemplary test configuration in the Sample Plugin would help and encourage plugin devs to write better code. And would also help detecting incompatibilities/etc much easier.</p> <p>Is there a recommended plugin with easy-to-run and complete tests out there that I can "spy" on? Maybe I can prepare a pull request for the sample project myself.</p>			

### Associated revisions

**2008-11-11 04:07 pm - Jean-Philippe Lang**

Adds permissions to let users edit and/or delete their messages (#854, patch by Markus Knittig with slight changes).

git-svn-id: svn+ssh://rubyforge.org/var/svn/redmine/trunk@2019 e93f8b46-1217-0410-a6f0-8f06a7374b81

### History

**2012-02-27 07:03 am - Eric Davis**

- Assignee deleted (Eric Davis)

- Category set to Documentation

Enrique Garc a Cota wrote:

> I think having an opinionated and exemplary test configuration in the Sample Plugin would help and encourage plugin devs to write better code. And would also help detecting incompatibilities/etc much easier.

Agreed.

> Is there a recommended plugin with easy-to-run and complete tests out there that I can "spy" on? Maybe I can prepare a pull request for the sample project myself.

Most of my plugins have tests. Try checking my GitHub for the most recently updated plugin. A few tips:

- \* Any of my plugins that have a `@spec/` directory will not have working tests. Those were early plugins that used RSpec which proved to be more trouble than it was worth. More recent plugins have a `@test/` directory.
- \* Any of my plugins prefixed with "chiliproject" are more current.
- \* Any of my plugins with a `@Gemfile` in the root of the plugin are compatible with ChiliProject 2.x.
- \* Install the plugin and then in \*ChiliProjects root\* run `@bundle install`. This will pick up the plugin `@Gemfile`.
- \* To run the tests, make sure you run them in the \*plugins root\*. You might need to install my helper gem `@redmine_plugin_support`. Running `@rake test` should be all you need to do.

I just looked for you and my "message bar plugin":[https://github.com/edavis10/chiliproject\\_message\\_bar](https://github.com/edavis10/chiliproject_message_bar) is a simple, current, and tested plugin with no extra dependencies. If you can get the tests running and passing for it, you can move onto the more complex plugins.

#### 2012-03-21 09:01 pm - Jan Vinas

I am looking into plugins TDD too but without any luck. Maybe there is something different in the development version of ChiliProject (running from master). Or it's because I am using Ruby 1.9.

Here's what I did:

- \* Cloned Eric's Message Bar to vendor/plugins; works fine in the development installation
- \* Installed `@redmine_plugin_support` gem
- \* Removed `@:metrics` from plugin.tasks in plugin's Rakefile; that's because of `@metric_fu` depends on `@rcov` which is MRI 1.8-only.
- \* Ran `@rake test` from plugin's directory - fails with rather cryptic error `@`require': can't convert Array into String (TypeError)` "see the full trace":<http://hastebin.com/sudifigulo.txt>
- \* `@rake test` from the vendor/plugins directory runs the whole test suite; `@rake test:engines:all` (as recommended on the aforementioned Redmine's Plugin Tutorial) seems to run the plugin's test suite which fails with the same error.

Am I doing something wrong? Maybe this is a problem of this one specific plugin, on the other hand, this plugin would be a great example if the test was working.

#### 2012-03-21 10:21 pm - Jan Vinas

Alright, it seems that source of the problem was this line in plugin's test\_helper

```
<pre>Engines::Testing.set_fixture_path
</pre>
```

Since this plugin doesn't use fixtures, I've fixed the test suite by commenting out the offending line. However there's a bug in `Engines::Testing` which adds an array to a `@$LOAD_PATH` causing require to fail. I'll open a separate issue for this.