# Testing and Implementing the Loading of Friends



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# Module Outline



Add an Event Aggregator and an OpenFriendEditViewEvent

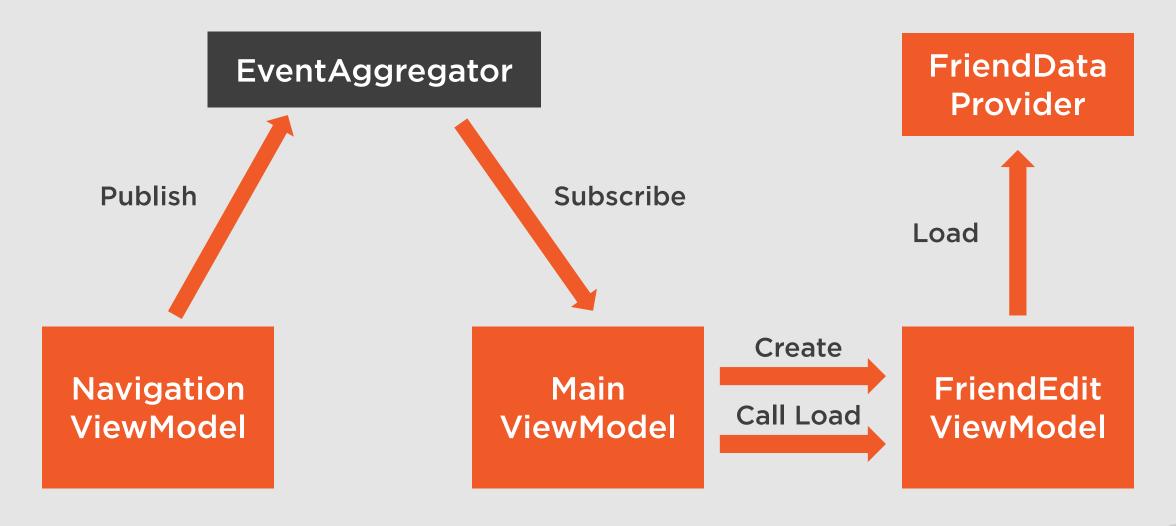
Publish the event and subscribe to it

Extend the ViewModels in FriendStorage

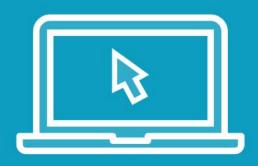
**Write Unit Tests** 



## Overview of Loading Friends in FriendStorage



### Demo

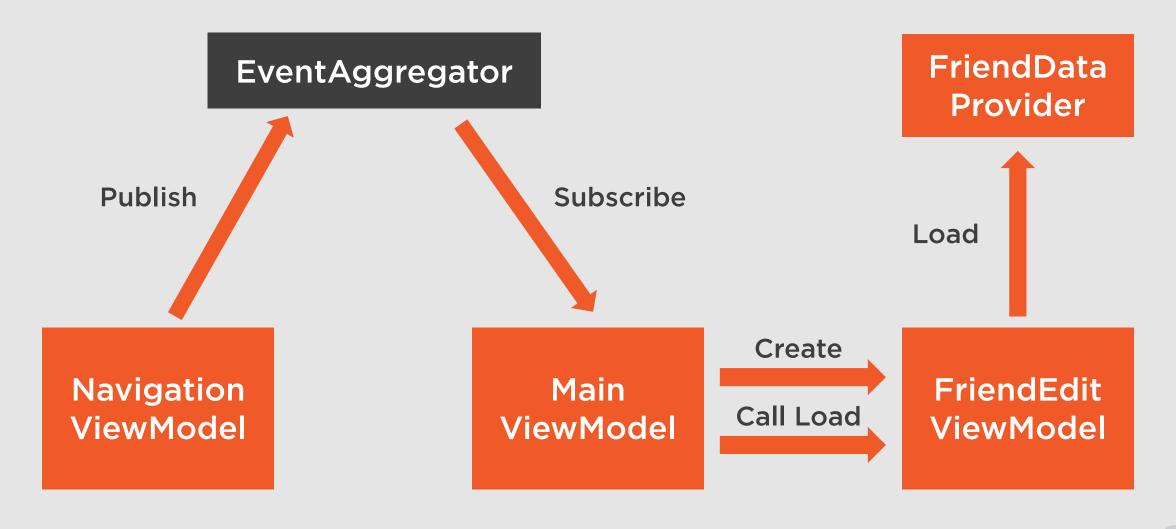


Create the OpenFriendEditViewEvent

Publish the event from the navigation of FriendStorage



# Open a Tab in the MainViewModel



#### Demo



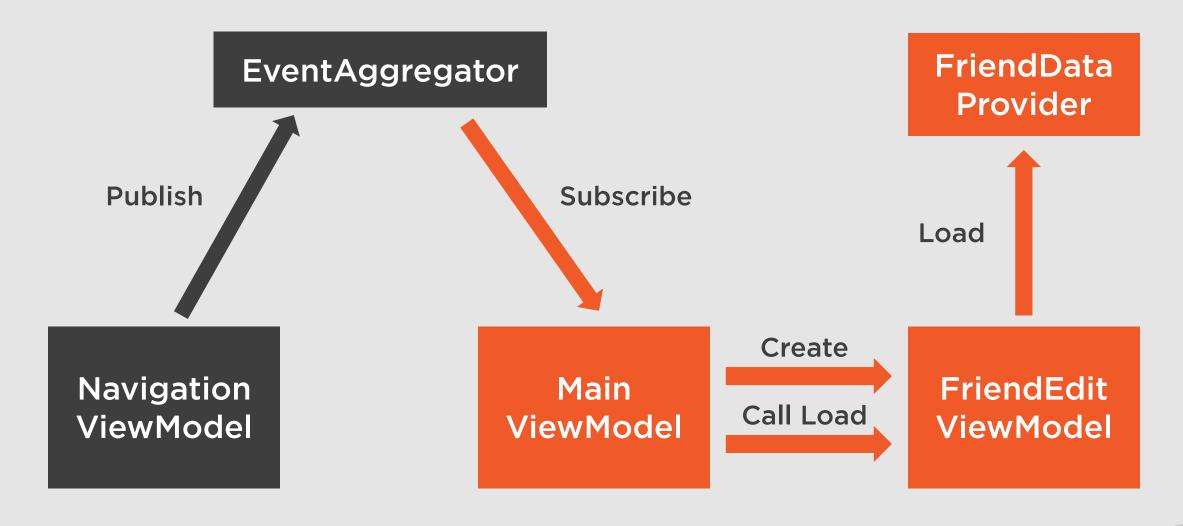
Open a tab in the MainViewModel

Open just one tab per Friend

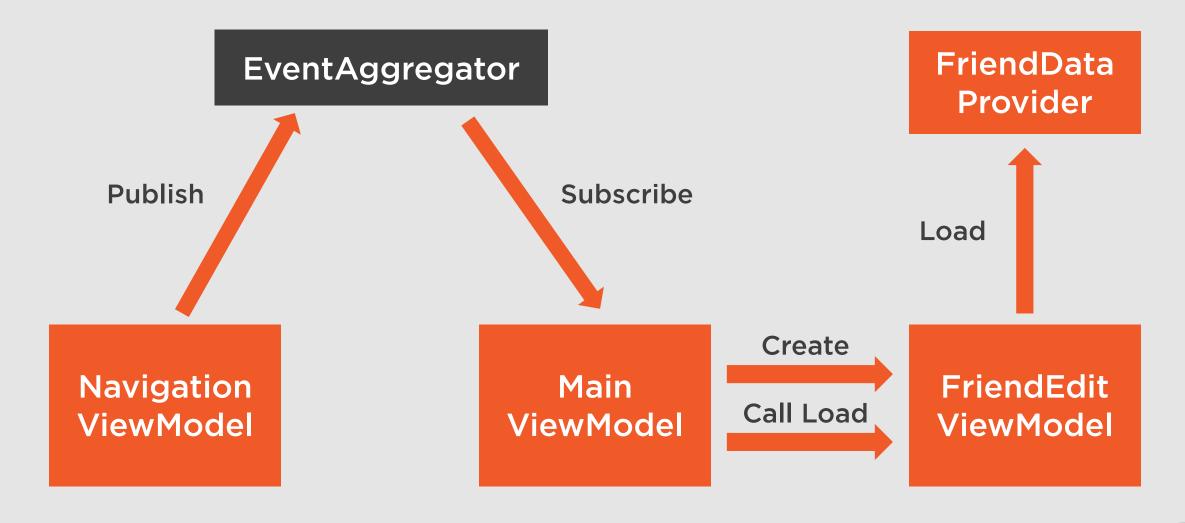
Test the PropertyChanged-event for the SelectedFriendEditViewModel-property



#### Load the Friend in the FriendEditViewModel



## Adjust Autofac and Run FriendStorage



## Summary



There was no need to run the application to build and test the logic

Tests allow you to focus on one part of your ViewModel

FriendStorage lacks some features like Save and Delete. Let's build these.

