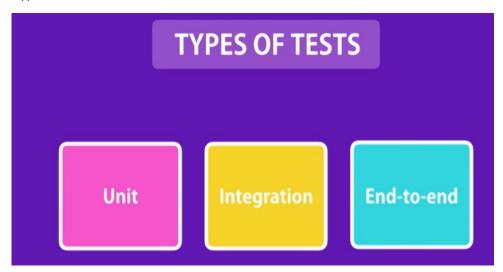
Type of tests



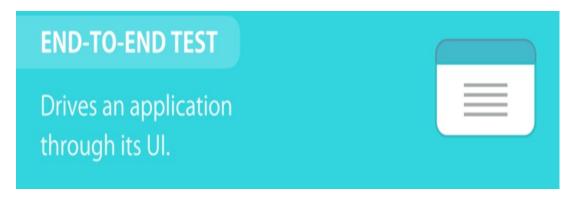
Unit tests



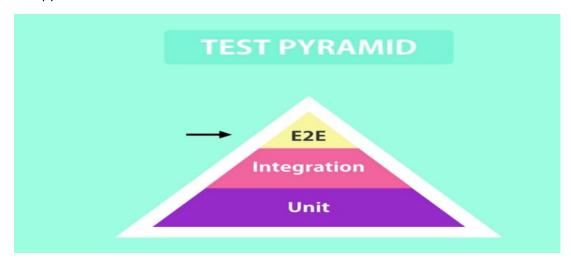
Integration tests



• End to end tests



Test pyramid



• Test method:

```
[Test]
public void MethodName_Scenario_ExpectedResult()
{
    // Arrange
    // Act
    // Assert
}
```

Unit test "Golden Rules



What to test:

For "Qeury" methods, method returning a value.

Test the returned value of all execution paths.

o For "Command" methods, methods make changes in a system.

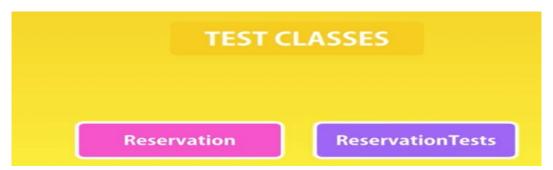
Test the outcome of the method.

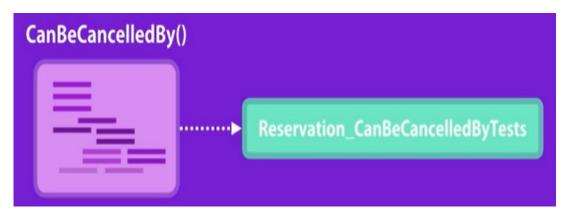
Naming convention

Projects



Classes





Methods

TEST METHODS

[MethodName]_[Scenario]_[ExpectedBehaviour]

Testing core techniques

Testing methods that return a value

Testing void methods

Testing methods that throw an exception

Testing method that raise an event

Testing private methods

Mocks

Use mocks for removing external resources from unit tests