

Unit Testing Things That Are Hard To Test

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<https://github.com/DavidCBerry13/unit-testing-hard-things/>



Why Do We Write Unit Tests



Make sure code is
working as intended



Helps us think about
failure scenarios



Automate as much of
testing as possible

This talk is about providing you different **options** to solve some of the harder to test scenarios in your code

What Are Things That Are Hard To Test

Static Methods

Legacy Code

File Operations

HTTP Calls

Database Calls

Resources

System.IO.Abstractions (Library)

<https://github.com/tathamoddie/System.IO.Abstractions>

Pose (Library)

<https://github.com/tonerdo/pose>

Mocking Sequences Revisited (Phil Haack Blog Post)

<https://haacked.com/archive/2010/11/24/moq-sequences-revisited.aspx/>

Thank You

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