

brief contents

PART 1	GETTING STARTED	1
1	■ The basics of unit testing	3
2	■ A first unit test	19
PART 2	CORE TECHNIQUES	47
3	■ Using stubs to break dependencies	49
4	■ Interaction testing using mock objects	75
5	■ Isolation (mocking) frameworks	90
6	■ Digging deeper into isolation frameworks	109
PART 3	THE TEST CODE	123
7	■ Test hierarchies and organization	125
8	■ The pillars of good unit tests	151
PART 4	DESIGN AND PROCESS	187
9	■ Integrating unit testing into the organization	189
10	■ Working with legacy code	207
11	■ Design and testability	219

