





Module Four

Learning Objectives

By the end of this module, you will meet these learning objectives:

-  Employ unit testing best practices to verify and validate given requirements
-  Write unit tests to verify and validate code
-  Explain how appropriate testing is created and utilized using testing best practices
-  Defend a defined testing strategy

Module Overview

In the last module, you developed the first milestone for the mobile application. In Module Four, you will continue to expand on these concepts by developing the task service and task object. This week's deliverable will continue to reinforce the Module Three concepts of writing code and tests to verify and validate the given requirements. This week you will be developing a task service. This is a common approach to building complex systems to handle user requests. You will learn how to construct a service per the given requirements and provide tests that verify and validate those requirements. Please pay close attention to the requirements. This service will not require a database or have a user interface. Software testing is important for many reasons, such as reducing cost, eliminating defects, and minimizing customer dissatisfaction. As a professional developer, you will be expected to know how to write JUnit tests for the software artifacts that you develop. These assignments will help you build the necessary skills to make you successful in industry.

Module at a Glance

This is the recommended plan for completing the reading assignments and activities within the module. Additional information can be found in the module Resources section and on the module table of contents page.

- 1** Review the Module Four resources.
- 2** Submit the Module Four milestone.

3 Complete the Module Four journal.