Alright, now let me give you an overview of how I have structured this course real quick. In the next section, you're going to learn the fundamentals of unit testing. In this section, we'll be looking at characteristics of good and trustworthy unit tests, we'll be looking at naming and organizing tests, writing some basic unit tests, as well as creating parameterized tests.

Once you master the fundamentals, then

we'll be looking at the core unit testing techniques. In this section,

in each lecture, I'm going to show you an example of a function to test.

Each function shows you a scenario that you see in a lot of real world applications.

The following section is all about exercises.

So in that section, I will give you three unit testing exercises,

and you will have a chance to put what you learned in the first two sections in practice. For each exercise, you can see my solution as well.

Now up to this point all our unit tests are for simple classes that don't have any external dependencies. But in the real world our code often talks to a database, a web service and so on. So section five is all about dealing with these external dependencies. In this section, you will learn about concepts such as dependency injection, and mocking.

The following section, again, is all about exercises.

So, we'll look at three examples of code that touches an external resource. And finally, the last two sections include more challenges and exercises. I will show you a snippet of source code, taken from a real project, and your job is to write all the necessary unit tests for that code. And of course, we're going to see my solution as well.