This action you learn the fundamentals of unit testing.

You learn about the characteristics of good unit tests that they should be small have a single responsibility and no logic.

They should not be too generic or too specific and they should be isolated meaning each test should run using a clean fresh state as if it's the only test in the world.

You learn about water tests and what not to test for specifically you learn that you should test the outcome of a function irrespective of how it's implemented and that you should not test language features or third party code.

We also learn a couple of basic techniques for writing clean and maintainable tests. We learn how to use the set up method to do all the initialization before or test methods and how to

write parameterize tests.

And finally you learned about two ways to write reliable and trustworthy tests you either use test driven development which is beyond the scope of this course or make a small change your production code that

should make the test fail.

If the test still passes that means test is not a trustworthy test that you can rely upon in the next section.

We've been looking at the core unit testing techniques you you'll learn how to test methods that return a string or a collection or throw an exception raised an event and other scenarios. So we see in the next section.