Laborator 2.3

Live unit testing

Live unit testing este o tehnologie care permite rularea testelor pe masura ce codul este scris/modificat. Facilitatea este disponibila incepand cu Visual Studio Enterprise 2017 versiunea 15.3+. Se permit astfel:

- Refactorizarea sau modificarea de cod se ruleaza automat toate testele influentate de modificarea de cod; se poate determina rapid daca modificarile aduse determina esuarea unor teste
- Indicare in timp real a elementelor de cod acoperite/neacoperite.

Facilitatea se activeaza prin: meniul Test->Live Unit Testing->Start. Din acelasi meniu se poate seta poza sau oprirea sesiunii de testare in timp real.

```
ConnectProductivityDemo - Microsoft Visual Studio
File Edit View Project Build Debug Team Tools Architecture Test Analyze Window Help
                                                                                                                                                     Sign in
 ○ - ○ 👸 - 😩 😭 🤊 - 🤆 - Debug - Any CPU
                                                      - ▶ Start - 🎜 🖟 🏗 🖫 🖫 🥦 🦎 🗎
                                                                                                                       Solution Explorer
                                                                               → ② TweetifyWorkouts()
                                                                                                                          40 日本 6-40 日本 0 4
       141
                           public List<string> TweetifyWorkouts()
                                                                                                                         Solution 'ConnectProductivityDemo' (3 projects)
      142
                               var listOfTweets = new List<string>();
                                                                                                                            ▶ • ■ References
       144
                               foreach (var workout in _workOuts)
                                                                                                                            b C* Extensions.cs
b C* Intensity.cs
       145
                                    var intensity = GetWorkoutIntensity(workout);
       146
                                                                                                                              y∆ packages.config
c* Trainer.cs
       147
                                    if (intensity == Intensity.Easy || intensity == Intensity.None)

    TrainerTests1
    ► Properties
    ■ References
       148
                                        listOfTweets.Add("Pumping iron at the gym!");
       149
       150
                                                                                                                              Packages.config
C* TrainerTests1.cs
       151
       153
                                        var buffer = 11:
                                                                                                                            ▶ Properties
▶ ■ References
▶ packages.config
▶ C* TrainerTests2.cs
       154
                                        var charRemaining = 140 - (workout.Miles.ToString().Length +
       155
                                                                       workout.Duration.Minutes.ToString().Lengt
       156
                                                                       - buffer;
                                        158
      159
       161
       162
```

Figura 1. Ecran rezultat in urma activarii facilitatii Live Unit Testing

Detalii: https://docs.microsoft.com/en-us/visualstudio/test/live-unit-testing-intro