Faculty of Science, Engineering and Technology

Object Oriented Programming

Setting Up Unit Testing

Numerous tasks will ask you to implement unit testing. In this document we outline the basic procedures for installing and using unit testing in Visual Studio Community Edition.

NUnit

In this unit we officially support the nUnit framework for unit testing. This is available with Visual Studio across all platforms, but with some slight differences in installation which I will try and outline here. Note that Microsoft also provides its own unit testing framework with Visual Studio, which you are welcome to use. However, I provide here details only for nUnit.

On Canvas we have provided video tutorials on how to setup NUnit Testing in Visual Studio on Mac and Windows. Please watch the appropriate video for you to ensure you are ready to go

Instructions

1. Read the **Case Study Requirements** document. It outlines what you need to create.

   Note: As with any requirements document, you **should** have questions. It is important to understand what the user wants you to create before you start to design and implement a program — it is easy to build the wrong program. Post up questions to the unit's discussion board to clarify your questions.

2. Review the stages in the **Case Study Implementation Plan** document.

   Note: This is a **design** document, things may be missing or not fully thought through. You are likely to have questions or encounter issues. These should be discussed on the discussion board, the teaching staff can then guide your implementation.

   Tip: Contribute to the discussion and you can include those posts in your portfolio!

3. For this week aim to complete Iteration 1.

   Note: At this point there will not be a "program" as such, just a set of unit tests that help demonstrate that your solution is moving toward completion.

Once your tests are working correctly get a screenshot of the tests passing and submit them along with the code.