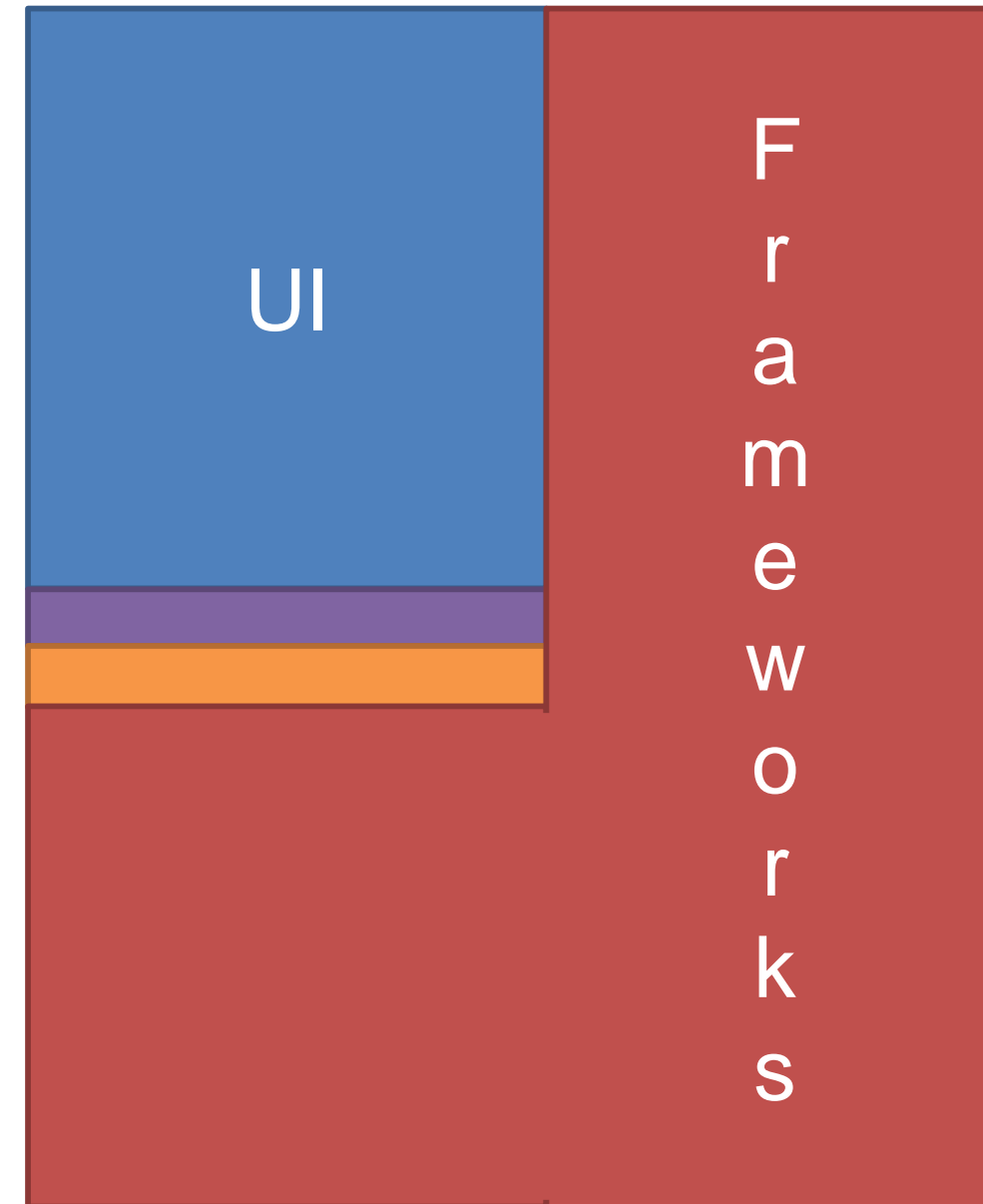
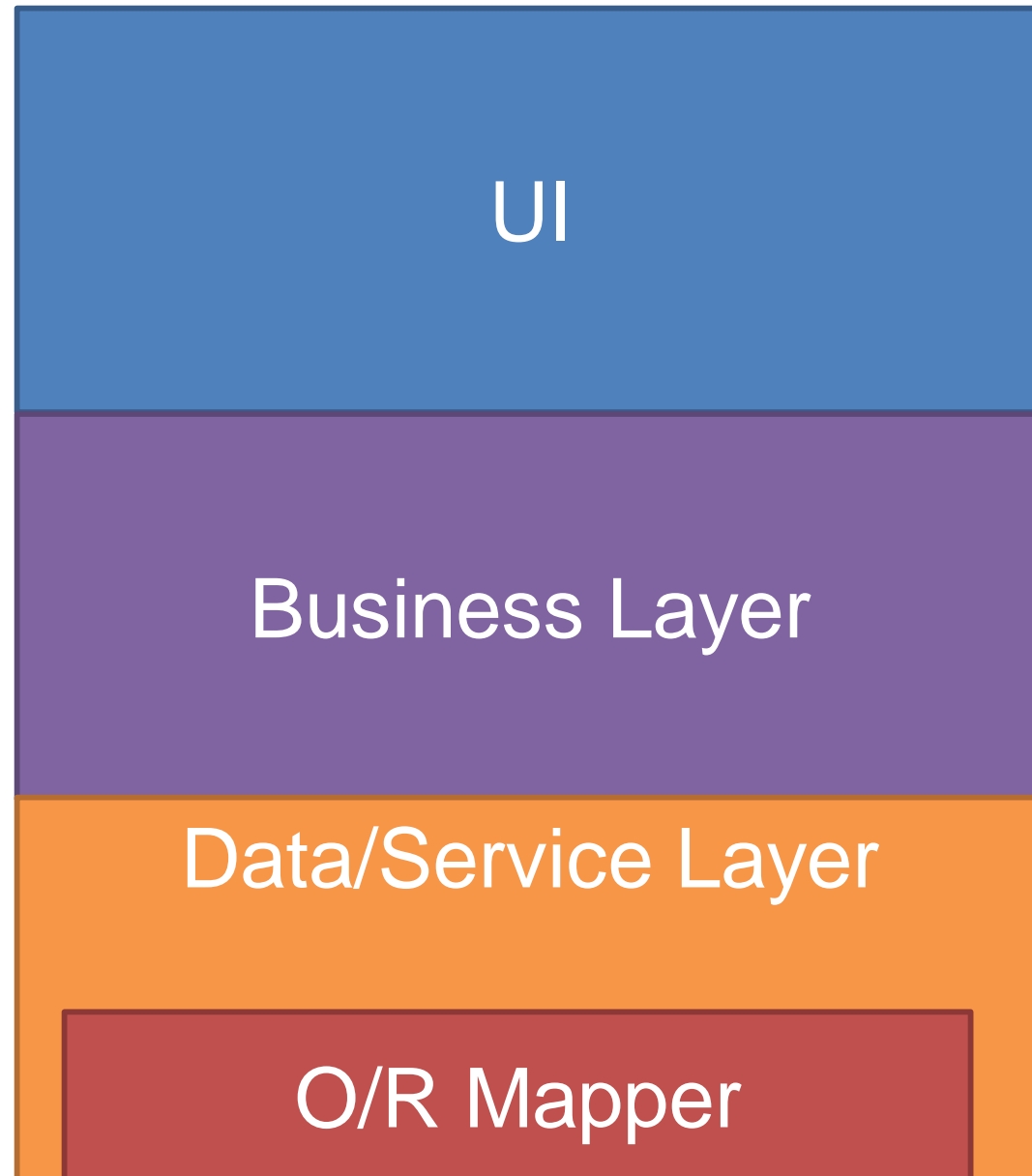


Unit Test vs. Component Test







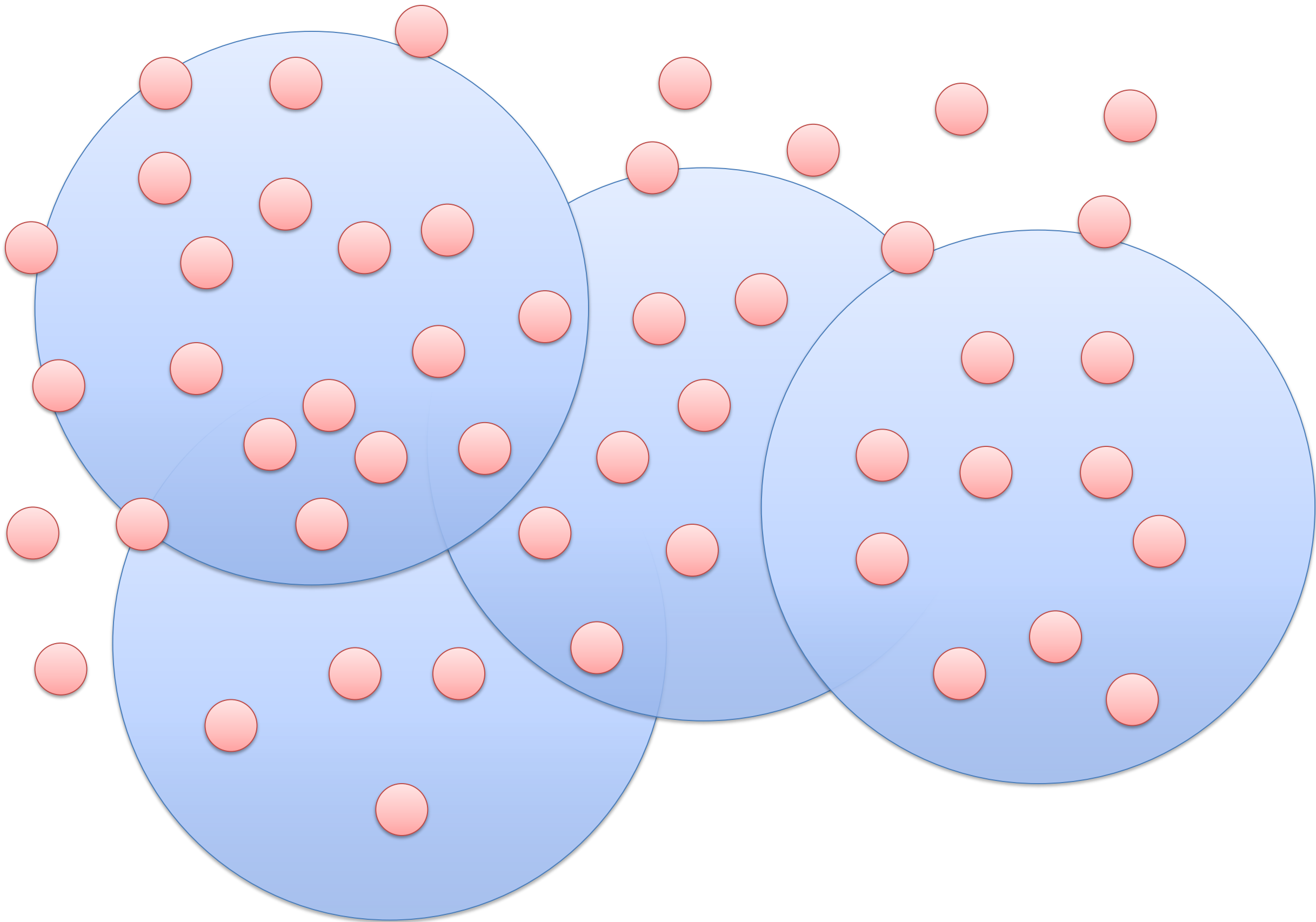
ISettingsManager



Interface

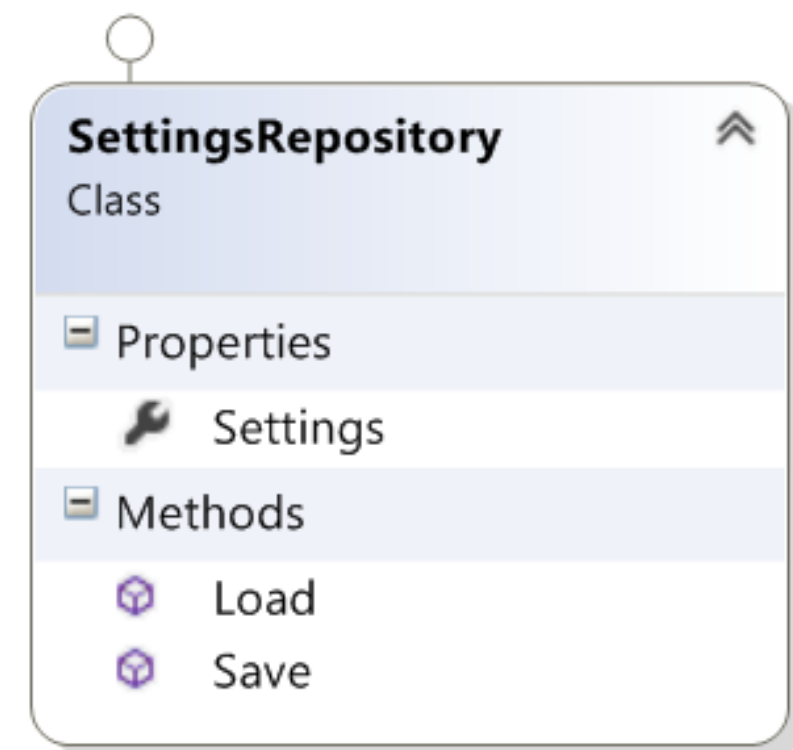
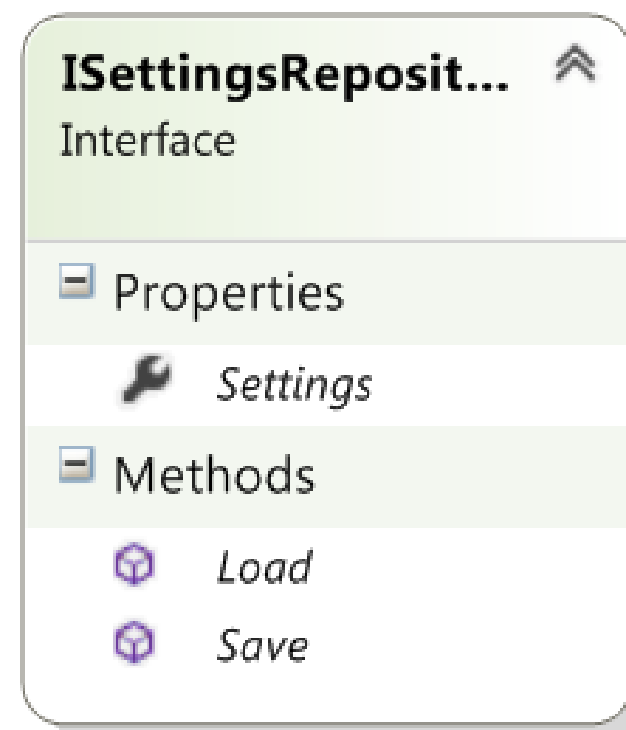
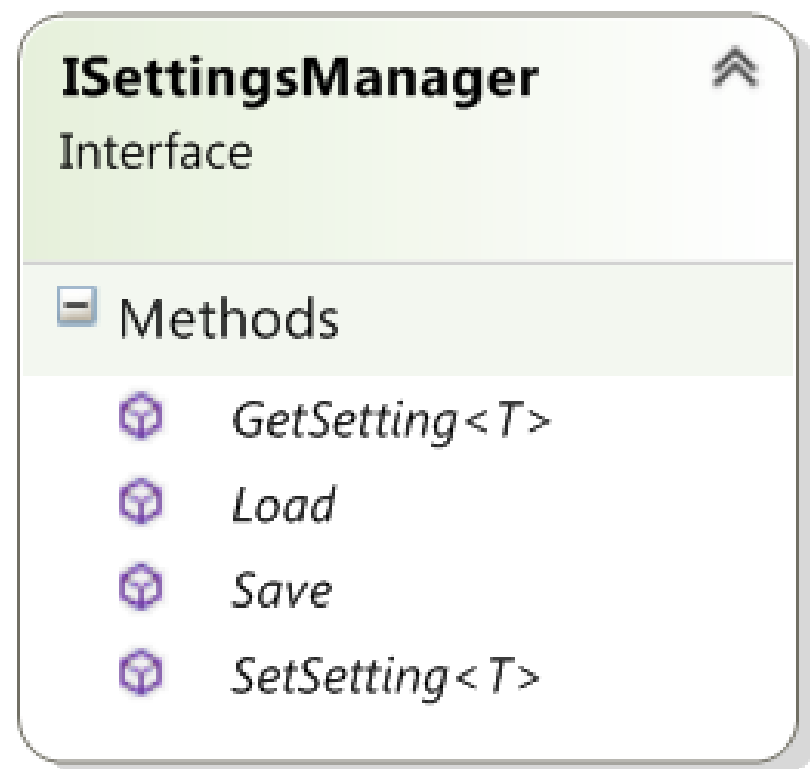
Methods

-  *GetSetting<T>*
-  *Load*
-  *Save*
-  *SetSetting<T>*

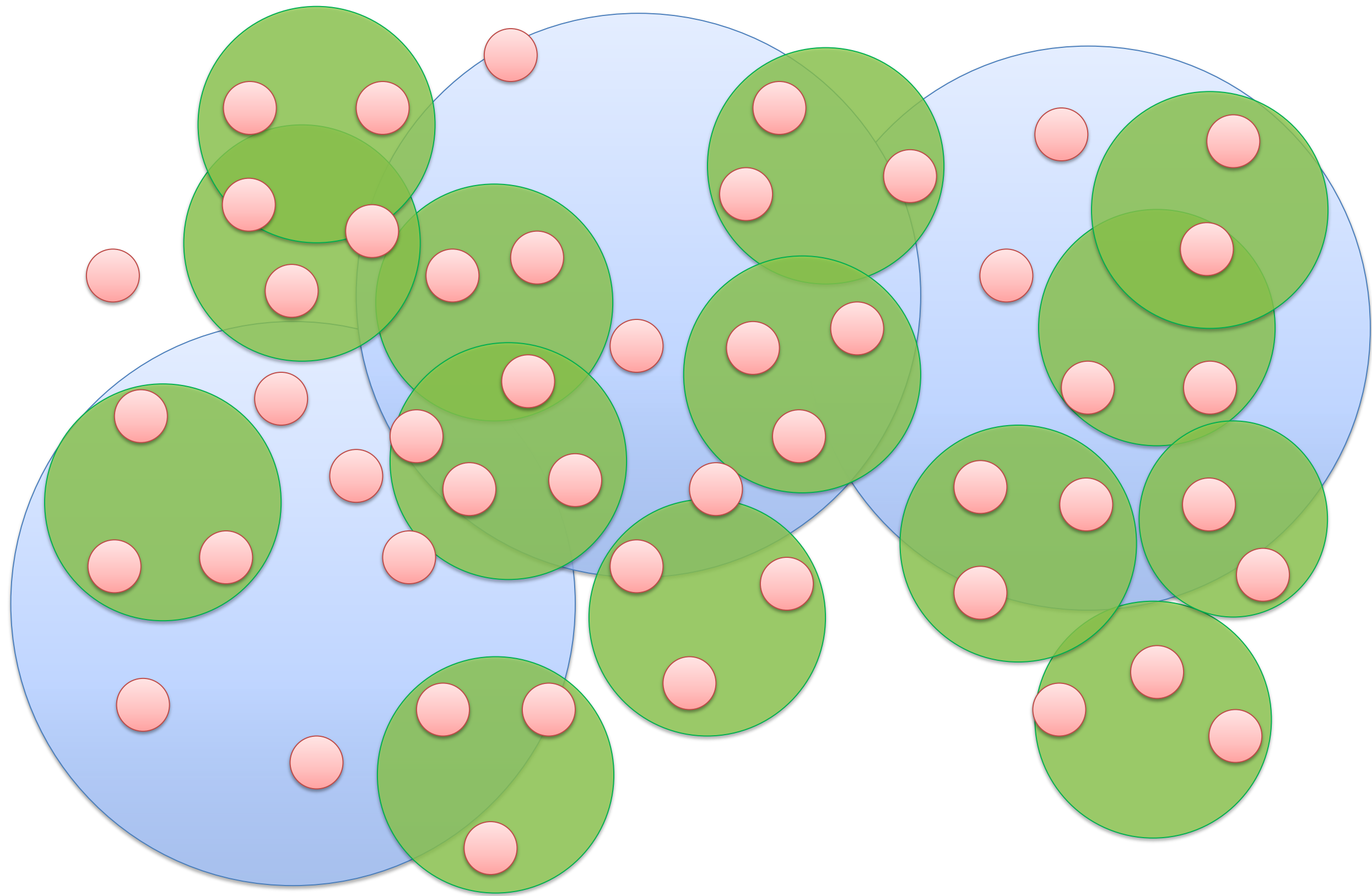


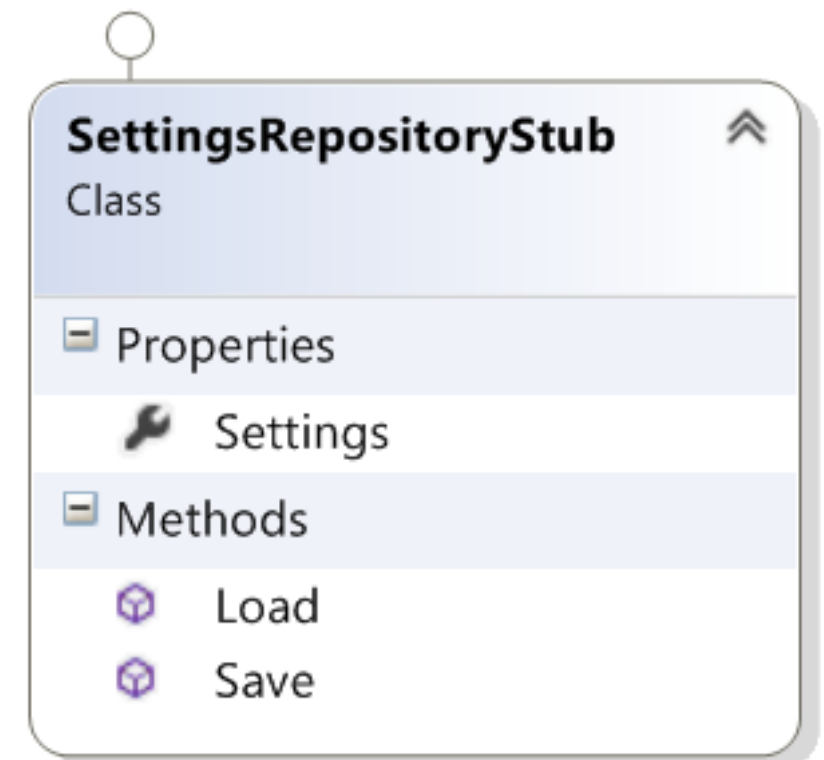
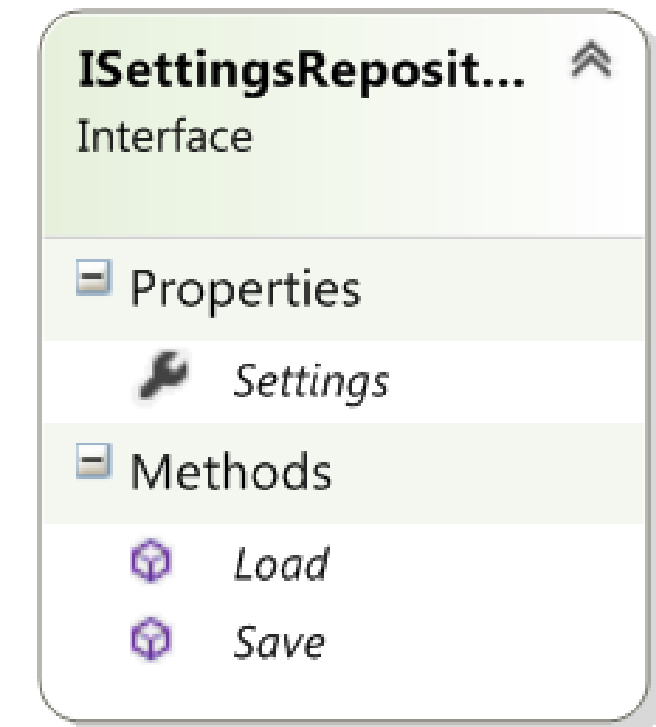
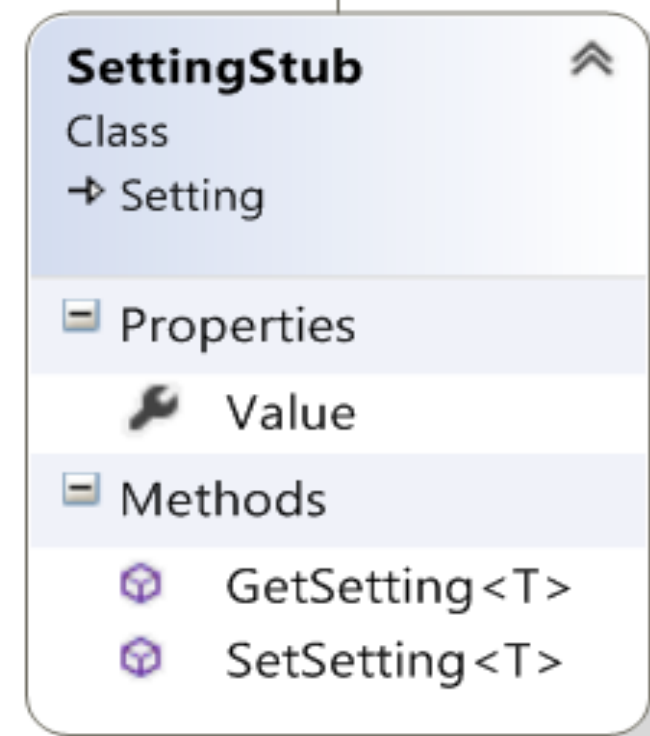
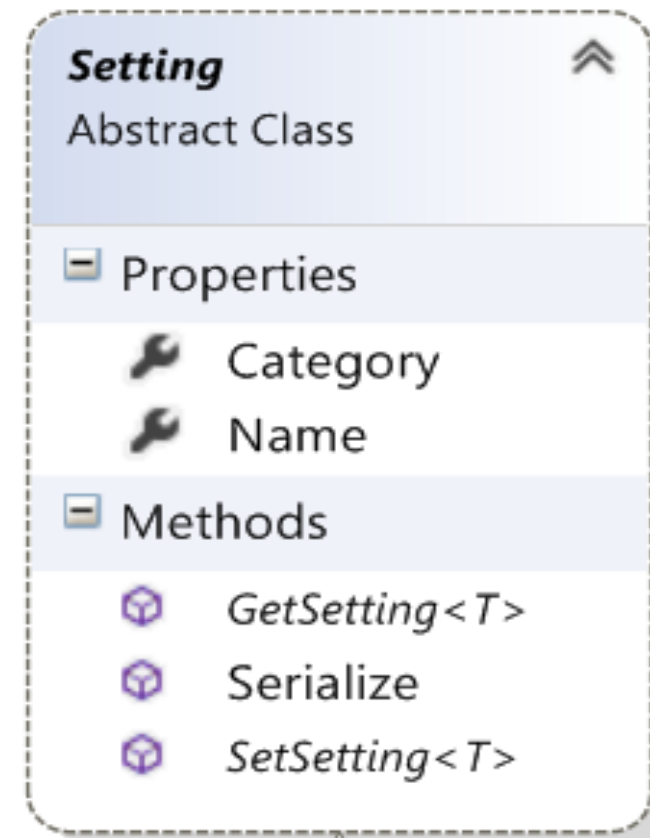
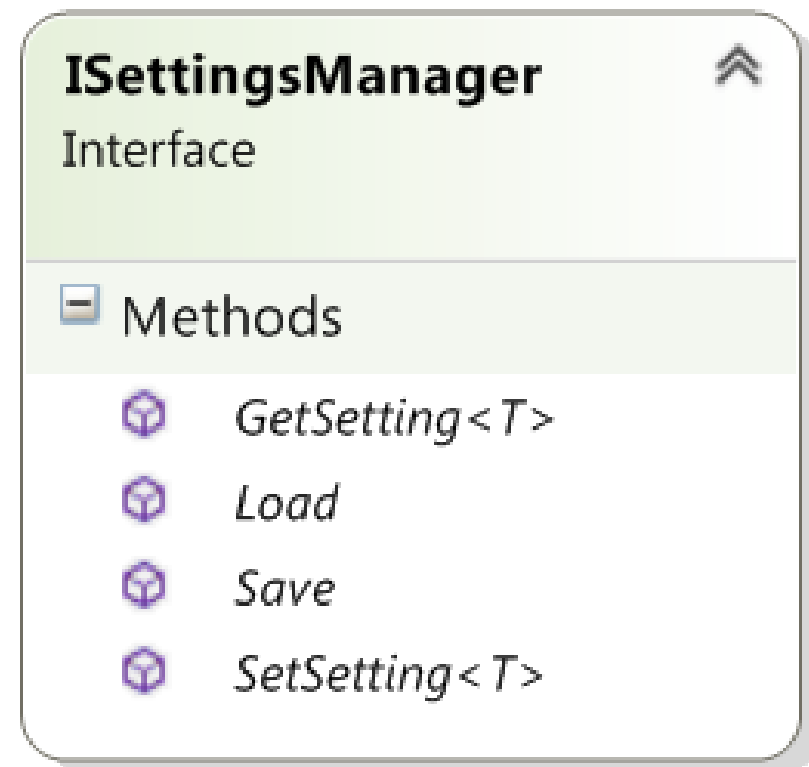
Unit Test

- Checks Code, written by us,
- without dependencies to code not written by us.



```
[TestMethod]
public void SettingOfType_String_ShallBeReadCorrectly()
{
}
}
```

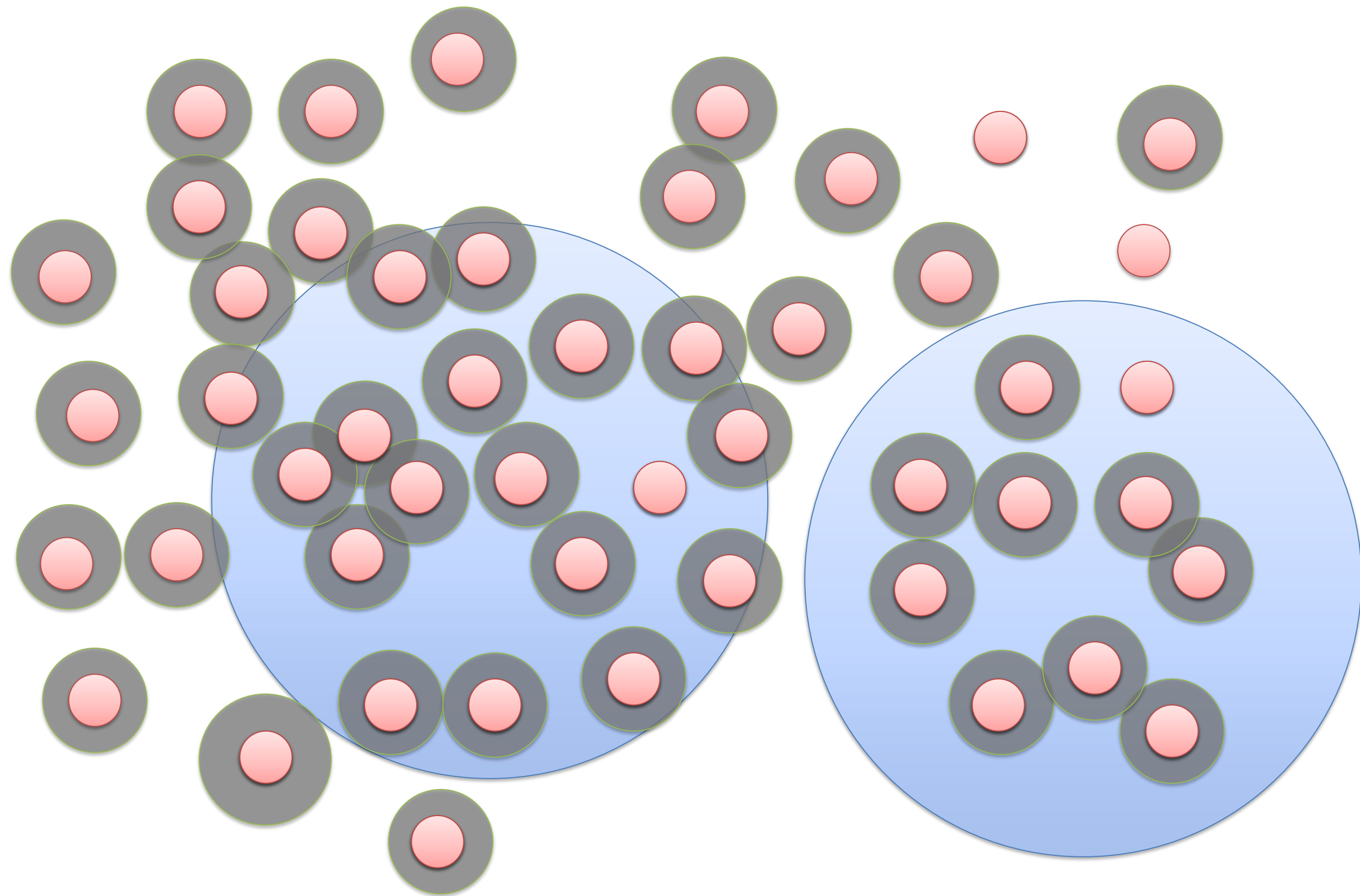




```
[TestMethod]
public void SettingOfType_String_ShallBeReadCorrectly()
{

}

}
```



Unit Test

- Checks Code, written by us,
- without dependencies to code not written by us.

Component Test

- Checks multiple classes written by us.
- Avoids external dependencies.

