

How To Write Unit Tests (The Right Way)

Video

https://youtu.be/ald-WLZnvkw?si=-WXhg8NyRf9rG_OQ

Notes

- Unit tests are a way to check that a single branch of code work correctly
- Doesn't validate that an entire class works
 - It will test a unit of code within that class/test subject
- You are testing the behaviour
 - You are not testing if code was executed
 - This means that if the code is changed but the behaviour is the same, then the test will still be a pass
- Rewriting code to make it more 'testable' is fine
- Make test setup simple
- Test's aren't exempt from coding standards
- Write test data generators (`generateRandomString()`)
- Extract mock setup into factories
- Create Gherkin functions for setup
- Single assertion per test
 - More confidence in what behaviour works

- Test names can be more specific
- Keep unit tests isolated
 - Run alongside other unit tests
 - Can be run in random order
 - Should pass every single time
 - Flakey unit tests are not isolated
 - Use test flakes, doubles, and mocks