```
namespace Core.Tests;
    using Xunit;
    using Microsoft. Visual Studio. Test Tools. Unit Testing;
    using Core;
    using Orders;
    public class AddNewOrderTest
                        1. Stworzenie testu jednostkowego
        [TestMethod]
        [Priority(3)]
        [Owner("Karol Borecki")]
        [TestCategory("AddNewOrder")]
         [Description("AddNewOrder should add new order to the shop data")]
        public void AddNewOrder_ForValidNewOrderData_ResultsInNewOrderBeingAdded()
            // arrange
            var shopData = new ShopData();
            var newOrder = new Order("order id", "client id", new Product("product id", "product name", 10, 10), OrderState.New);
            // act
            shopData.AddNewOrder(newOrder);
            // assert
            var addedOrder = shopData.GetOrder("order id");
            Assert.Equal(newOrder.GetID(), addedOrder.GetID());
            Assert.Equal(newOrder.GetClientID(), addedOrder.GetClientID());
            Assert.Equal(newOrder.GetProduct().GetID(), addedOrder.GetProduct().GetID());
            Assert.Equal(OrderState.Approved, addedOrder.GetState());
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```

```
tests > Core.Tests > C# PlaceNewOrderTest.cs > 4 PlaceNewOrderTest
      namespace Core.Tests;
      using Xunit;
      using Microsoft.VisualStudio.TestTools.UnitTesting;
      using Core;
      public class PlaceNewOrderTest
          [TestMethod]
          [Priority(3)]
          [Owner("Karol Borecki")]
          [TestCategory("PlaceNewOrder")]
          [Description("PlaceNewOrder should add new order to the shop data")]
          public void PlaceNewOrder_ForValidData_ResultsInOrderAdding()
                                                                      6. Mokowanie obiektów
              var shopDataMock = new Mock<IShopData>();
              shopDataMock.Setup(x => x.GetProduct(It.IsAny<string>())).Returns(new Product("productID", "productName", 1, 1));
              shopDataMock.Setup(x => x.GetClient(It.IsAny<string>())).Returns(new Client("clientID", "clientName", "clientAddress"));
              var shop = new Shop(shopDataMock.Object);
              shop.PlaceNewOrder("clientID", "productID", 1);
              shopDataMock.Verify(x => x.AddOrder(It.IsAny<IClient>(), It.IsAny<IProduct>(), It.IsAny<int>()), Times.Once);
              shop.Verify(x => x.UpdateProduct(It.IsAny<IProduct>(), It.IsAny<int>()), Times.Once);
              shop.GetOrders().Count.Should().Be(1);
          [TestMethod]
          [Priority(2)]
                                                      3. Testowanie sytuacji gdy rzucany jest błąd
          [Owner("Karol Borecki")]
          [TestCategory("PlaceNewOrder")]
          [Description("PlaceNewOrder should throw exception if product quantity is not enough")]
          [ExpectedException(typeof(ArgumentException))]
          public void PlaceNewOrder_ForFaultyProductID_ResultsInException()
              var shopDataMock = new Mock<IShopData>();
              shopDataMock.Setup(x => x.GetProduct(It.IsAny<string>())).Returns(null);
              var shop = new Shop(shopDataMock.Object);
              shop.PlaceNewOrder("clientID", "productID", 1);
          [TestMethod]
          [Priority(2)]
                                                     11. Tworzenie scenariusza pozytywnego i negatywnego
          [Owner("Karol Borecki")]
          [TestCategory("PlaceNewOrder")]
          [Description("PlaceNewOrder should throw exception if product quantity is not enough")]
          [ExpectedException(typeof(ArgumentException))]
          public void PlaceNewOrder_ForFaultyClientID_ResultsInException()
              var shopDataMock = new Mock<IShopData>();
              shopDataMock.Setup(x => x.GetClient(It.IsAny<string>())).Returns(null);
              var shop = new Shop(shopDataMock.Object);
              shop.PlaceNewOrder("clientID", "productID", 1);
```

```
tests > Core.Tests > 🚅 UpdateOrderStatusTest.cs > 😭 UpdateOrderStatusTest > 🕤 UpadteOrderStatus_ForValidOrerID_ResultsInUpdatingAnOrder
      namespace Core.Tests;
      using Xunit;
      using Microsoft. Visual Studio. Test Tools. Unit Testing;
      using Core;
      public class UpdateOrderStatusTest
          [TestMethod]
          [Owner("Karol Borecki")]
          [TestCategory("UpdateOrderStatus")]
          [Description("UpdateOrderStatus should update order in the shop data")]
          [InlineData(OrderState.Pending)]
                                                    Prosta parametryzacja testów
          [InlineData(OrderState.Completed)]
          [InlineData(OrderState.Cancelled)]
          public void UpadteOrderStatus_ForValidOrerID_ResultsInUpdatingAnOrder(OrderState state)
              var shopDataMock = new Mock<IShopData>();
              .Setup(x => x.GetOrder(It.IsAny<string>()))
              .Returns(
                  new Order("orderID", new Client("clientID", "clientName", "clientAddress"),
                  new Product("productID", "productName", 1, 1),
                  OrderState.New));
              .Setup(x => x.UpdateOrder(It.IsAny<IOrder>(), It.IsAny<OrderState>()))
              .Callback((IOrder order) => {
                                             7. Mokowanie metody nie zwracającej danych
                  order.SetState(state);
              }).Verifiable();;
              var shop = new Shop(shopDataMock.Object);
              shop.UpdateOrderStatus("orderID", state);
              shop.GetOrder("orderID").GetState().Should().Be(state); 5. Polepszenie czytelności testu
          [TestMethod]
          [Priority(2)]
          [Owner("Karol Borecki")]
          [TestCategory("UpdateOrderStatus")]
          [Description("UpdateOrderStatus to other than approved should throw exception if order is new")]
          [ExpectedException(typeof(ArgumentException))]
          [InlineData(OrderState.Pending)]
          [InlineData(OrderState.Completed)]
          [InlineData(OrderState.Cancelled)]
          public void UpadteOrderStatus_ForNotAcceptedOrder_ToPendding_ResultsInException(OrderState state)
              var shopDataMock = new Mock<IShopData>();
              .Setup(x => x.GetOrder(It.IsAny<string>()))
                  new Order("orderID", new Client("clientID", "clientName", "clientAddress"),
                  new Product("productID", "productName", 1, 1),
                  OrderState.New));
              var shop = new Shop(shopDataMock.Object);
                                                                                                                   ~/Desktop/
                                                                                                                   MetodyWytwarzaniaOprogramowania/LAB2/
                                                                                                                   tests · Contains emphasized items
              shop.UpdateOrderStatus("orderID", state);
```

```
tests > Core.Tests > C# UpdateOrderTest.cs > 😭 UpdateOrderStatusTest > 🕤 UpdateOrder_ForGivenOrderData_ResultsInCorrectOrderUpdate
      namespace Core.Tests:
  3 ∨ using Xunit;
      using Microsoft. Visual Studio. Test Tools. Unit Testing;
      using Core;
  7 v public class UpdateOrderStatusTest
          public TestContext TestContext { get; set; }
                                                        8. Parametryzacja testów złożonymi obiektami
          public static IEnumerable<object[]> Orders
                  yield return new object[] { new Order("order1", "client1", new Product("product1", "product1", 10, 20), OrderState.New) };
                  yield return new object[] { new Order("order2", "client2", new Product("product2", "product2", 2, 54), OrderState.New) };
          [TestMethod]
          [Priority(3)]
          [Owner("Karol Borecki")]
          [TestCategory("UpdateOrder")]
           [Description("UpdateOrder should update order in the shop data")]
          [MemberData(nameof(Orders))]
                                         4. Testowanie złożonych obiektów
          public void UpadteOrder_ForGivenOrderData_ResultsInCorrectOrderUpdate(Order order)
                                                                    10. Logowanie podczas testowania
              TestContext.WriteLine("Order: {0}", order.GetID());
               var shopDataMock = new Mock<IShopData>();
              shopDataMock.Setup(x => x.ContainsOrder(It.IsAny<string>())).Returns(true);
              shopDataMock.UpdateOrder(order);
              // assert
              shopDataMock.GetOrder("orderID").GetState().Should().Be(order.GetState());
              shopDataMock.GetOrder("orderID").GetQuantity().Should().Be(order.GetQuantity());
              shopDataMock.GetOrder("orderID").GetProduct().GetID().Should().Be(order.GetProduct().GetID());
```

```
using Xunit;
using Math.Services;
namespace Math.UnitTests.Services
    public class MathService_IsPrimeShould
        [Fact]
        public void IsPrime_InputIs1_ReturnFalse()
            // arrange
            var mathService = new MathService();
            bool result = mathService.IsPrime(1);
            // assert
            Assert.False(result, "1 should not be prime");
        [Theory]
        [InlineData(1, false)]
        [InlineData(2, true)]
         public void IsDivideableBy2_ForGivenNumber_ReturnsCorrect(int number, bool correctResult)
            // arrange
            var mathService = new MathService();
            bool result = mathService.IsDivideableBy2(number);
            // assert
            Assert.Equal(correctResult, result);
```

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```
tests > Orders.Tests > Data > ( ) OrderData.json > [ ] order > ( ) 0 > # quantity
       {
                             Plik json do podpunktu 9
            "order":
                    "product": {
                        "id": "product1",
                        "name": "Product 1",
                        "price": 100,
                        "quantity": 5
                    },
                    "quantity": 2
 13
                    "id": "order2",
                    "clientID": "Order 2",
                    "product": {
                        "id": "product2",
                        "name": "Product 2",
                        "price": 63,
                        "quantity": 35
                   },
                    "quantity": 6
                    "id": "order3",
                    "product": {
                        "price": 100,
                    },
                    "quantity": 14
```

```
tests > Orders.Tests > C# ConstructorTest.cs > 😘 ConstructorTest > 😚 ConstructingOrder_ForValidDataWithoutStateParameter_ResultsInNewOrderBeeingConstructed
      namespace Orders.Tests:
      using Xunit;
      using Microsoft. Visual Studio. TestTools. UnitTesting;
      using Orders;
      public class ConstructorTest
          private const string order json path = "Data/OrderData.json";
                                                                         9. Parametryzacja testu danymi z pliku
          public static IEnumerable<object[]> ValidOrderTestData()
              var filePath = Path.Combine(AppDomain.CurrentDomain.BaseDirectory, order_json_path);
              var json = File.ReadAllText(filePath);
              var jobject = JObject.Parse(json);
              var orders = jobject["order"]?.ToObject<IEnumerable<Order>>();
              foreach (var order in orders ?? Enumerable.Empty<Order>())
                  yield return new[] { user };
          [TestMethod]
          [Priority(1)]
          [Owner("Karol Borecki")]
          [TestCategory("Order")]
          [Description("Order should be constructed with valid data")]
           [MemberData(nameof(ValidOrderTestData))]
          public void ConstructingOrder_ForValidDataWithoutStateParameter_ResultsInNewOrderBeeingConstructed(Order order)
              string id = order.GetID();
              string clientID = order.GetClientID();
              IProduct product = order.GetProduct();
              var newOrder = new Order(id, clientID, product);
              Assert.Equal(id, newOrder.GetID());
              Assert.Equal(clientID, newOrder.GetClientID());
              Assert.Equal(product.GetID(), newOrder.GetProduct().GetID());
              Assert.Equal(state, OrderState.New);
                 Kod dostępny na Github: https://github.com/KarolBorecki/MetodyWytwarzaniaOprogramow
```