TOPICS COVERED

1. Mocking

* Technique used in unit testing to create mock objects that simulate the behavior of real objects (like services, repositories, etc).
* Used to test the logic of a class without calling actual databases.
* Using pre-defined framework : moq

1. Logging

* log4net is a **logging library** for .Net
* Steps:
* Install package via nuget
* Create a .config file
* Initialize it in program.cs

1. Custom Exception Filter

* Creating a filter once to handle exceptions, and using it wherever required
* Automatically handles exception instead of try..catch block
* Using built-in class : ExceptionFilterAttribute

1. OAuth

* An authorization framework that allows apps to access user data from another service (like Google, Microsoft, etc) without asking for the user's password
* Using google’s OAuth2