I will make you a better C# developer 2018 edition Aspects of Testing

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Test Driven Debugging

Test Driven Debugging

- A bug in the wild is always an indication of two bugs
 - 1. The bug itself
 - 2. The bug in testing that allowed it to get into the wild
- Fix the second bug first
 - Write a failing test to reproduce the problem
- Fix the bug, prove it with a test

This is hard in an increasingly common set of problems that stem from configuration, bad dependencies, and other environment issues

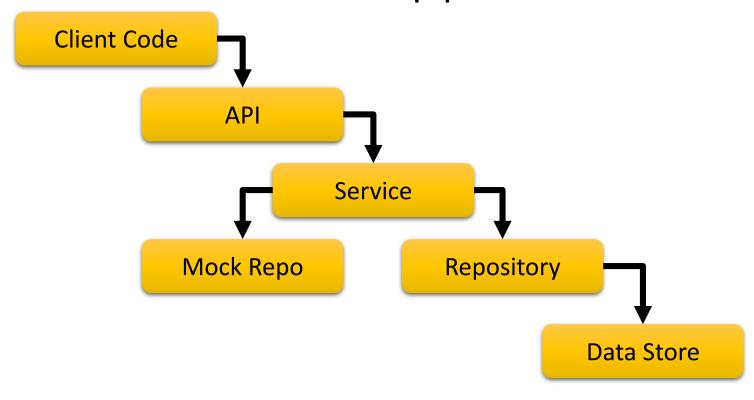
Legacy Code

- Michael Feather's Working Effectively with Legacy Code
 - Defines legacy code as "code not under test"
- Unit tests provide value as...
 - Regression (debugging)
 - Developers to know they are done (lots of short loop debugging during development)
 - Confirmation that everything's right in the dev workflow (build servers)
 - Quality, maybe
- Seams must be found or created to allow unit testing

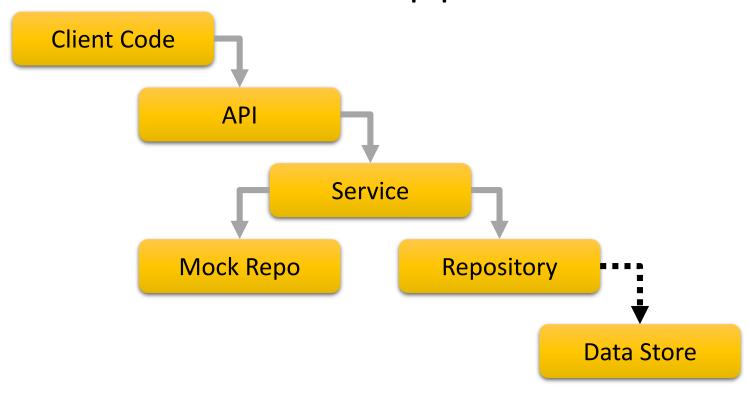
Seam

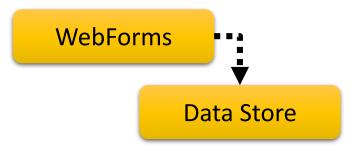
A seam is a place where you can alter behavior in your program without editing in that place.

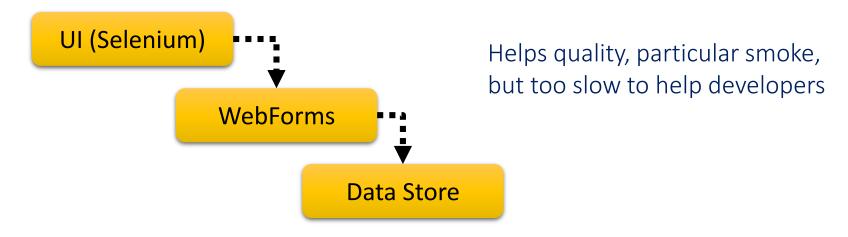
Seams in a Service Driven App

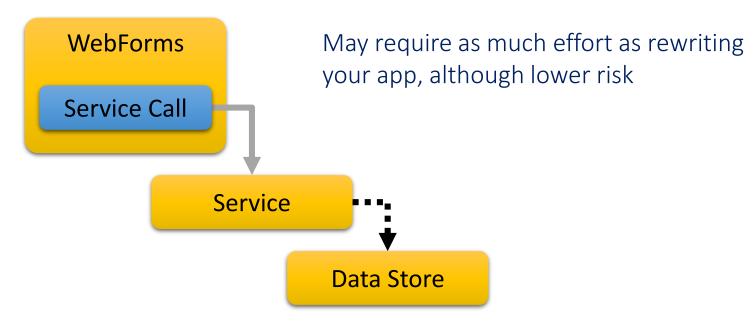


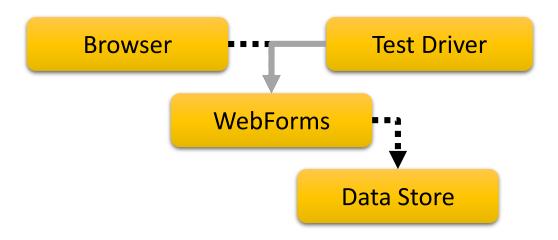
Seams in a Service Driven App









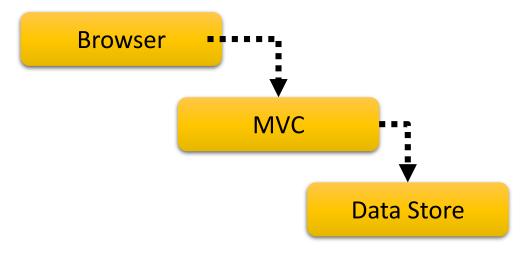


Sets up the WebForms environment and issues calls on the test behalf

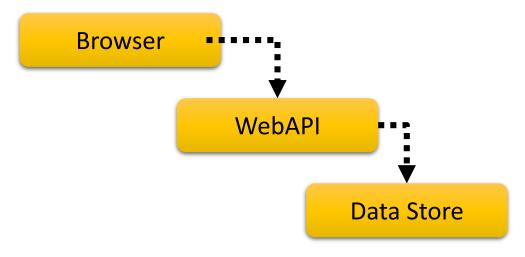
WebFormsTest https://github.com/csharpfritz/WebFormsTest/issues



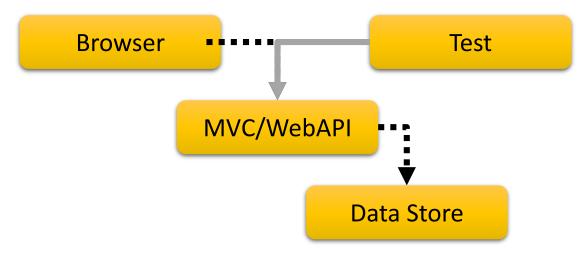
Legacy MVC App



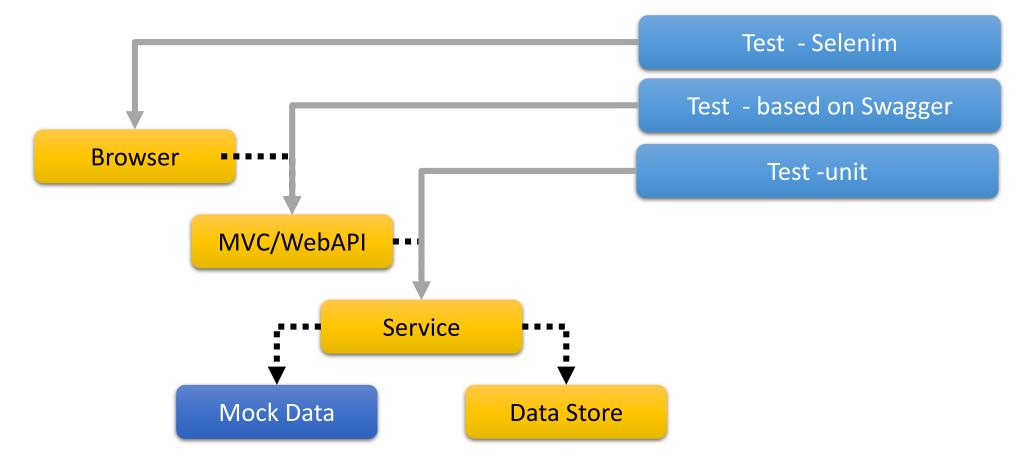
Legacy MVC App



Legacy MVC/WebAPI App

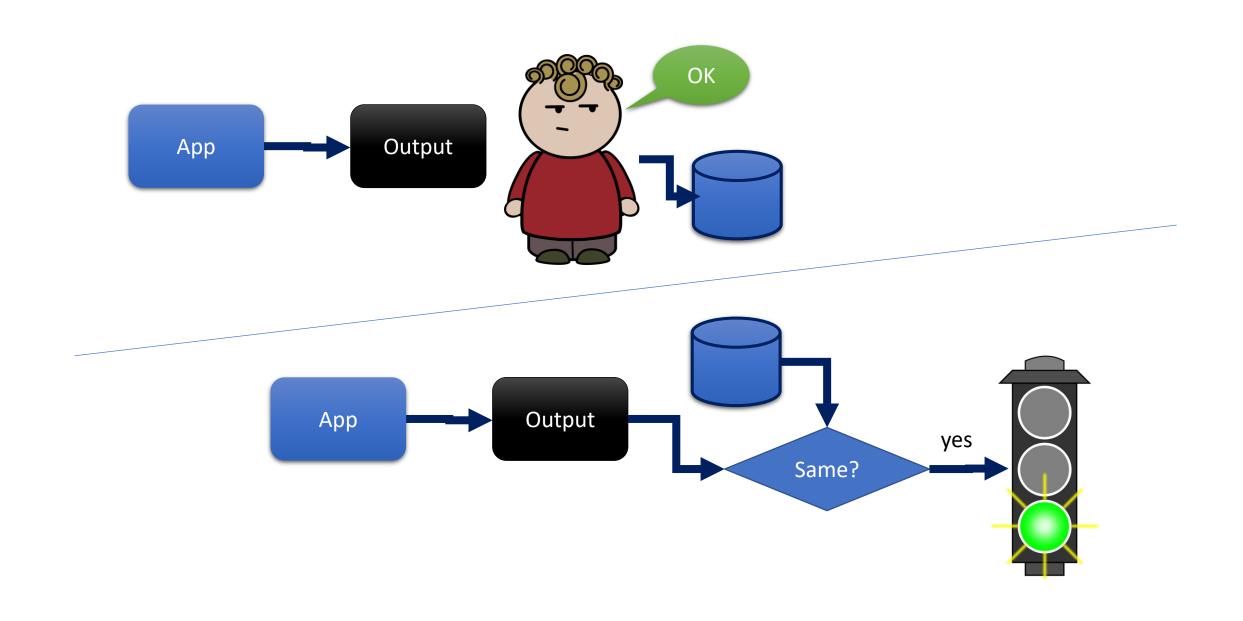


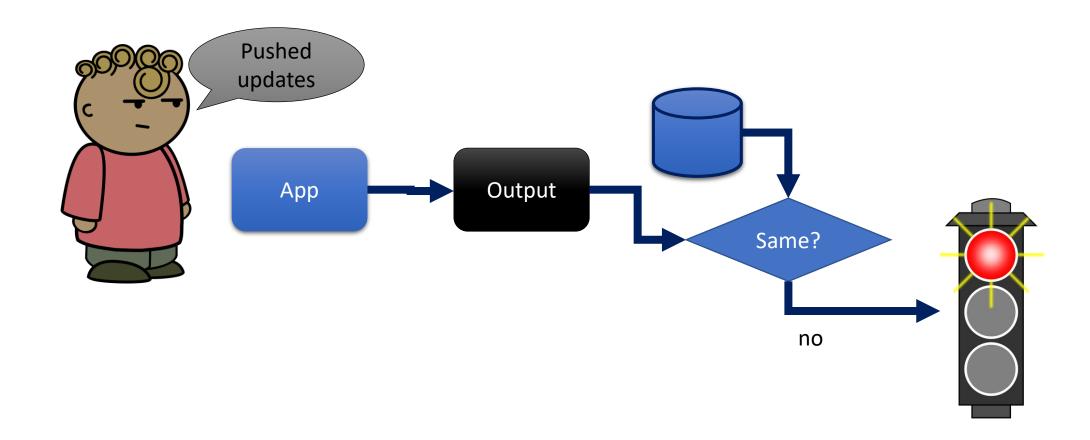
Testable MVC/WebAPI App

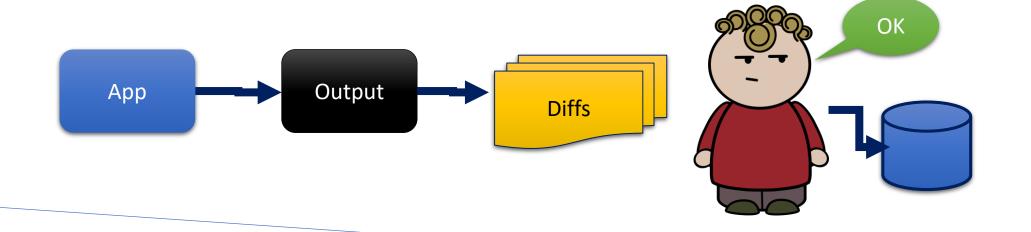


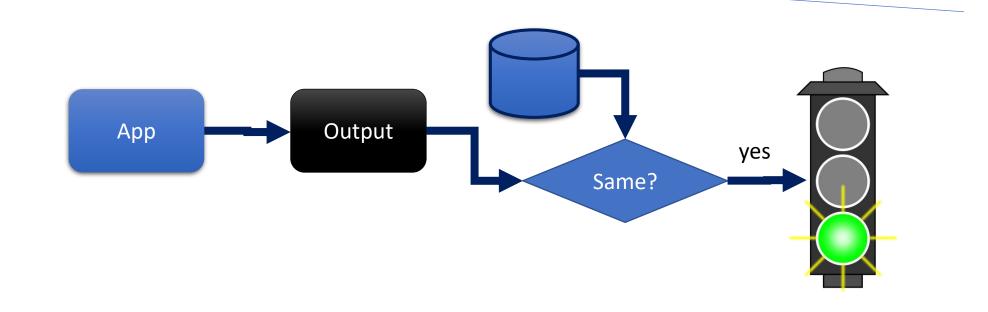
Approval Tests

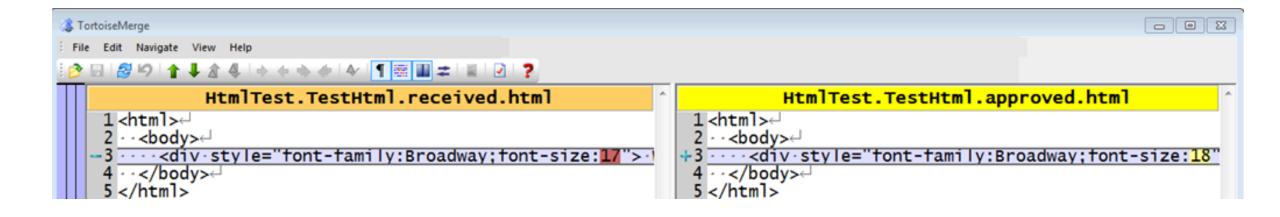
http://approvaltests.com/











http://blog.approvaltests.com/2011/12/using-reporters-in-approval-tests.html