CustomerCommLib - Unit Testing

# MailSender.cs

using System.Net;

using System.Net.Mail;

namespace CustomerCommLib

{

public interface IMailSender

{

bool SendMail(string toAddress, string message);

}

public class MailSender : IMailSender

{

public bool SendMail(string toAddress, string message)

{

MailMessage mail = new MailMessage();

SmtpClient smtpServer = new SmtpClient("smtp.gmail.com");

mail.From = new MailAddress("your\_email\_address@gmail.com");

mail.To.Add(toAddress);

mail.Subject = "Test Mail";

mail.Body = message;

smtpServer.Port = 587;

smtpServer.Credentials = new NetworkCredential("username", "password");

smtpServer.EnableSsl = true;

// For real use: smtpServer.Send(mail);

return true;

}

}

public class CustomerComm

{

private IMailSender \_mailSender;

public CustomerComm(IMailSender mailSender)

{

\_mailSender = mailSender;

}

public bool SendMailToCustomer()

{

return \_mailSender.SendMail("cust123@abc.com", "Some Message");

}

}

# CustomerCommTests.cs

using NUnit.Framework;

using Moq;

using CustomerCommLib;

namespace CustomerComm.Tests

{

[TestFixture]

public class CustomerCommTests

{

private Mock<IMailSender> \_mockMailSender;

private CustomerCommLib.CustomerComm \_customerComm;

[SetUp]

public void Setup()

{

\_mockMailSender = new Mock<IMailSender>();

\_mockMailSender

.Setup(x => x.SendMail(It.IsAny<string>(), It.IsAny<string>()))

.Returns(true);

\_customerComm = new CustomerCommLib.CustomerComm(\_mockMailSender.Object);

}

[Test]

public void SendMailToCustomer\_ShouldReturnTrue()

{

var result = \_customerComm.SendMailToCustomer();

Assert.IsTrue(result);

}

}

}

1. **Test Output**

