

Creating Anonymous Test Data and Objects with AutoFixture



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Overview



Creating anonymous strings

Creating anonymous numbers

Creating anonymous dates and times

Creating enums and GUIDs

Generating email addresses

Creating sequences of anonymous values

Creating anonymous instances of custom types

Creating complex anonymous object graphs

Creating objects with DataAnnotations



Use anonymous values only
when they don't have a specific
meaning to the SUT.



“For input where the value holds a particular meaning in the context of the SUT, you will still need to hand-pick values as always. E.g. if the input is expected to be an XML string conforming to a particular schema, a Guid string makes no sense”

Mark Seemann

<https://blog.ploeh.dk/2009/03/05/ConstrainedNon-Determinism/>



A given test must execute the same production code every time it is executed.

Anonymous values should not affect logical program flow.



Generating Anonymous Numbers

```
byte b = fixture.Create<byte>();  
double d = fixture.Create<double>();  
short s = fixture.Create<short>();  
long l = fixture.Create<long>();  
sbyte sb = fixture.Create<sbyte>();  
float f = fixture.Create<float>();  
ushort us = fixture.Create<ushort>();  
uint ui = fixture.Create<uint>();  
ulong ul = fixture.Create<ulong>();
```



Summary



```
fixture.Create("First_")
```

```
fixture.Create<decimal>()
```

```
fixture.Create<DateTime>()
```

```
fixture.Create<Guid>()
```

```
fixture.Create<EmailMessageType>()
```

```
fixture.Create<MailAddress>().Address
```

```
fixture.CreateMany<int>(6)
```

```
fixture.Create<EmailMessage>()
```

```
fixture.Create<Order>()
```

```
[StringLength(8)]
```



Up Next:

Customizing AutoFixture Object Creation

