

# Customizing Object Creation



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# Overview



Customizing individual Fixture instances

Customizing individual object creation

AutoFixture pipeline overview

Customizing the AutoFixture pipeline

# Customizing Individual Fixture Instances

Creating anonymous data with errors

Setting fixture values of primitive types

Setting fixture values of custom types



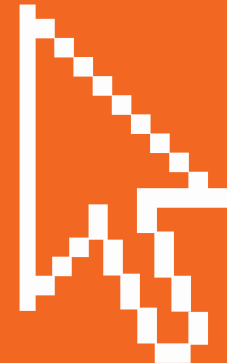
# Customizing Individual Object Creation

Build() method

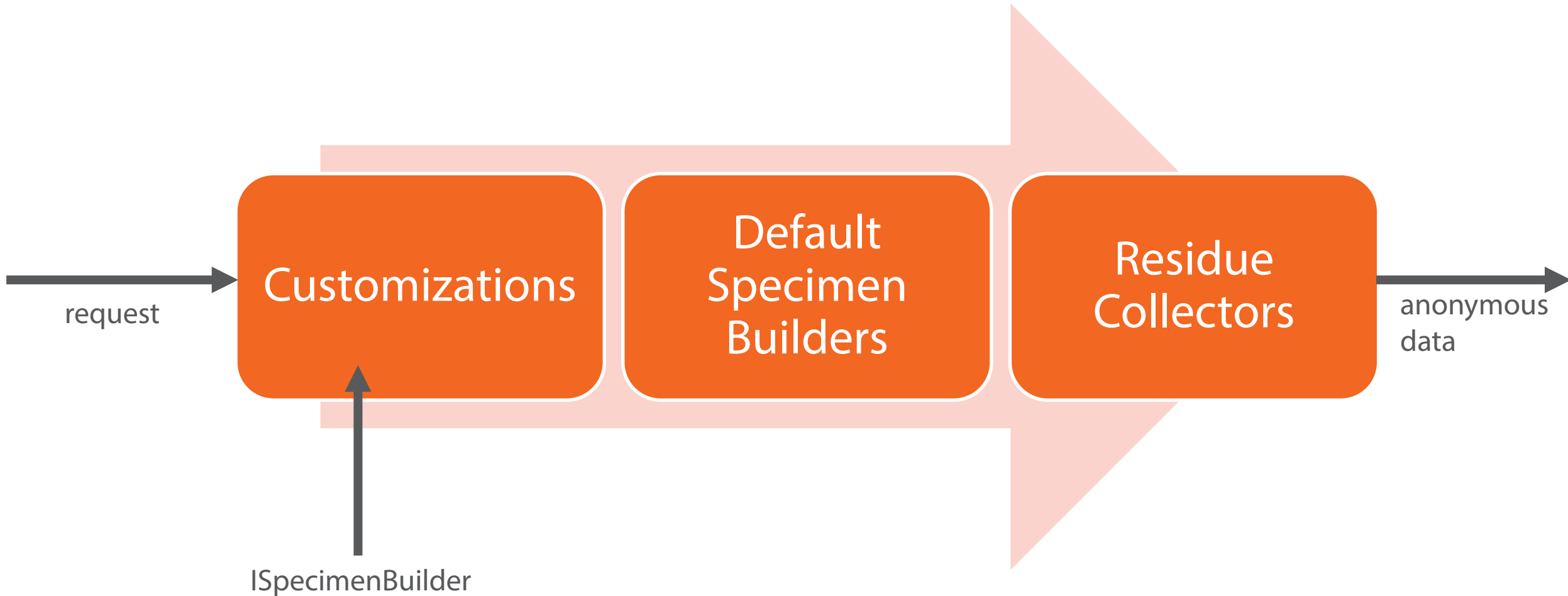
Omitting specific properties

Omitting all properties

Performing actions with Do()



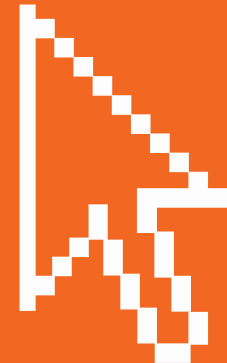
# AutoFixture Pipeline Overview



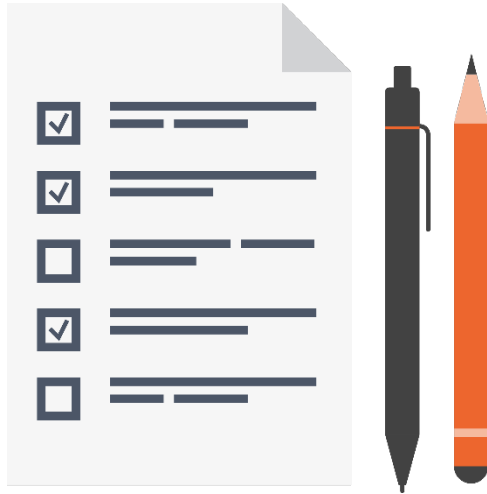
# Customizing the AutoFixture Pipeline

Custom ISpecimenBuilder

fixture.Customizations.Add() method



# Summary



`fixture.Inject("LHR")`

`fixture.Build<FlightDetails>()`

AutoFixture Pipeline

ISpecimenBuilder

`fixture.Customizations.Add()`

Next:

# Writing Less Test Code and Improving Test Maintenance