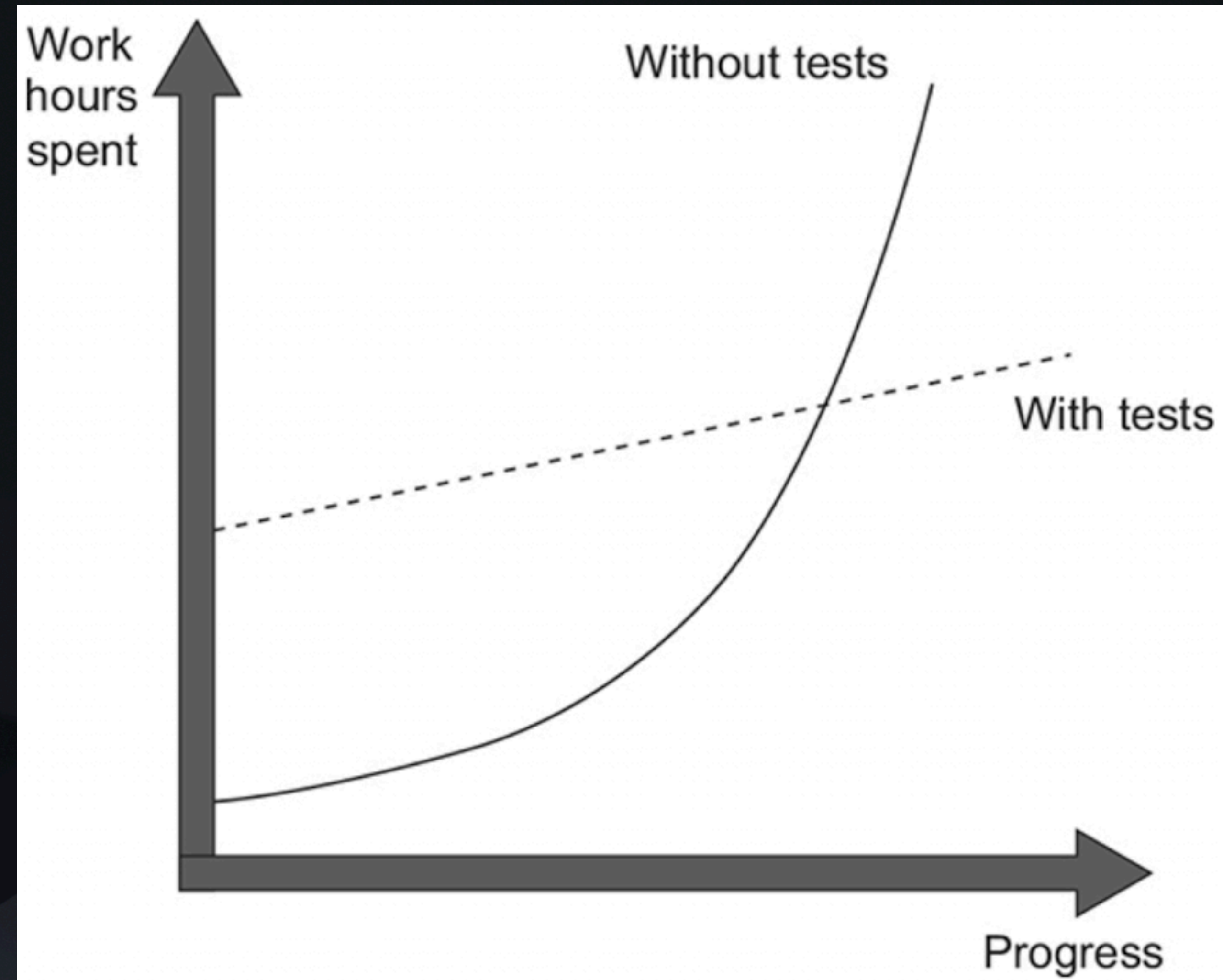


# The goal of unit testing

*“Enable sustainable growth of the software project”*

— K. Vladimir

Changes Breaks Everything  
*regression bugs*





# Code quality indication

Hard to test == poor quality  
Tight coupling

Easy to test != good quality

