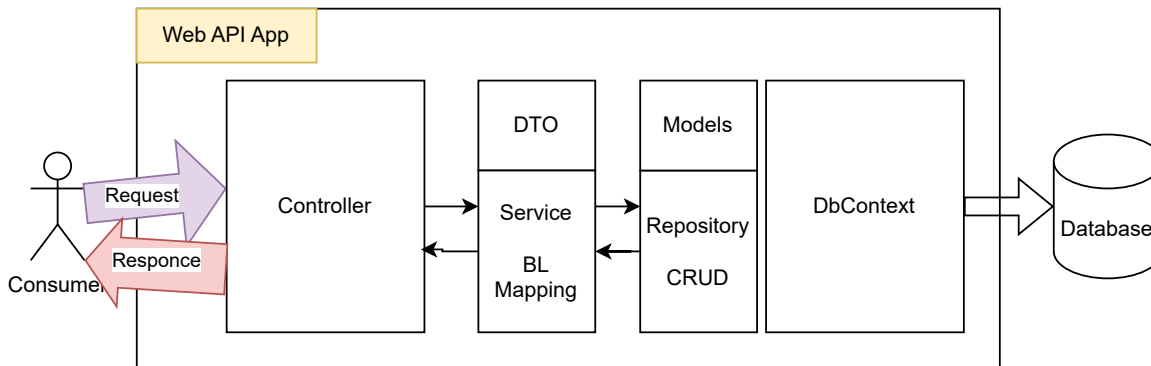


# Unit Testing



## Dependency

A dependency is an object that another object depends on.

## Dependency Injection

Dependency Injection (DI) is a software design pattern that allows us to develop loosely coupled code.

## Dependency Inversion Principle

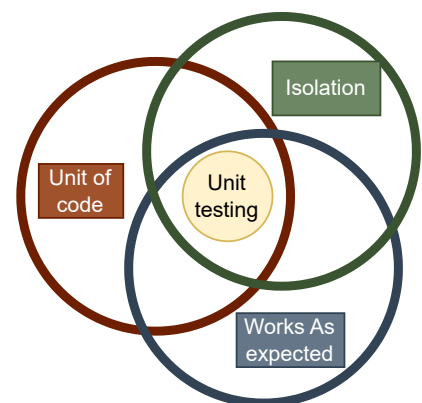
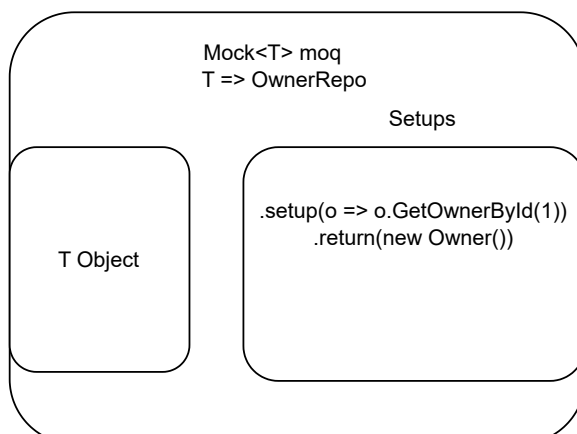
SOLID

Dependency Inversion Principle (DPI) promotes the decoupling of high-level modules from low-level modules by introducing abstractions.

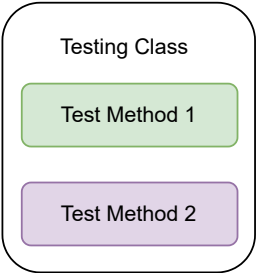
## Inversion of Control

inversion of control (IoC) is a design pattern in which custom-written portions of a computer program receive the flow of control from a generic framework.

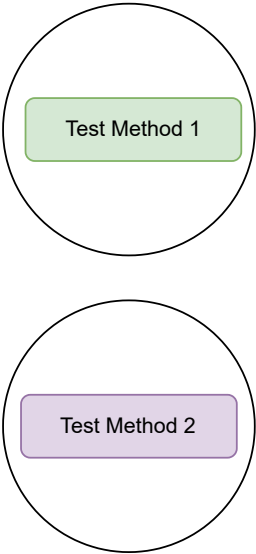
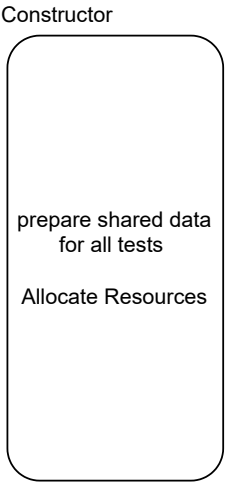
## Mocking



# Unit Testing Life Cycle



## Test Setup



## Test cleanup



**Lab**  
write all 7 test cases for buyCar Function using Mock of Dependencies