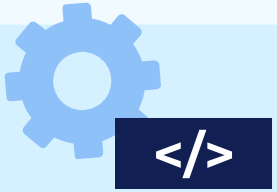
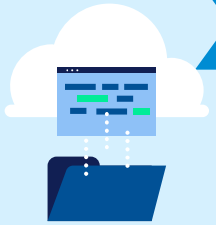


Unit Testing using C#

XUnit Framework



By Rehab Hesham

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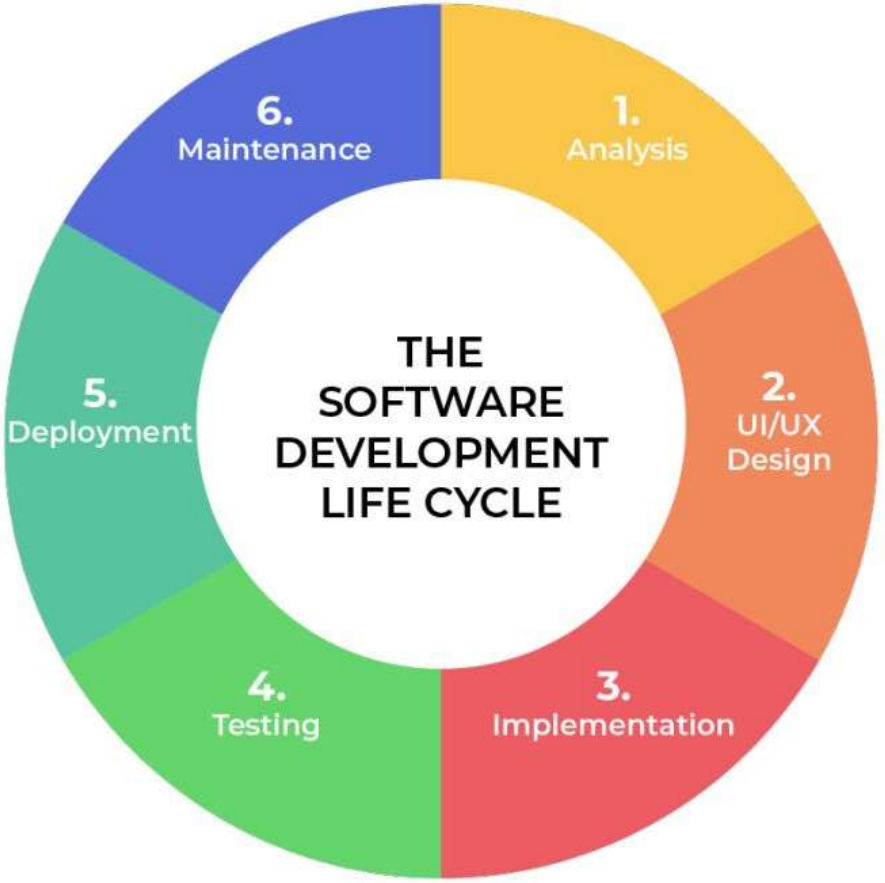
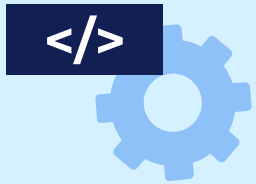
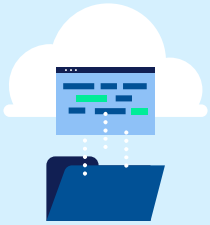
Software Development Life Cycle



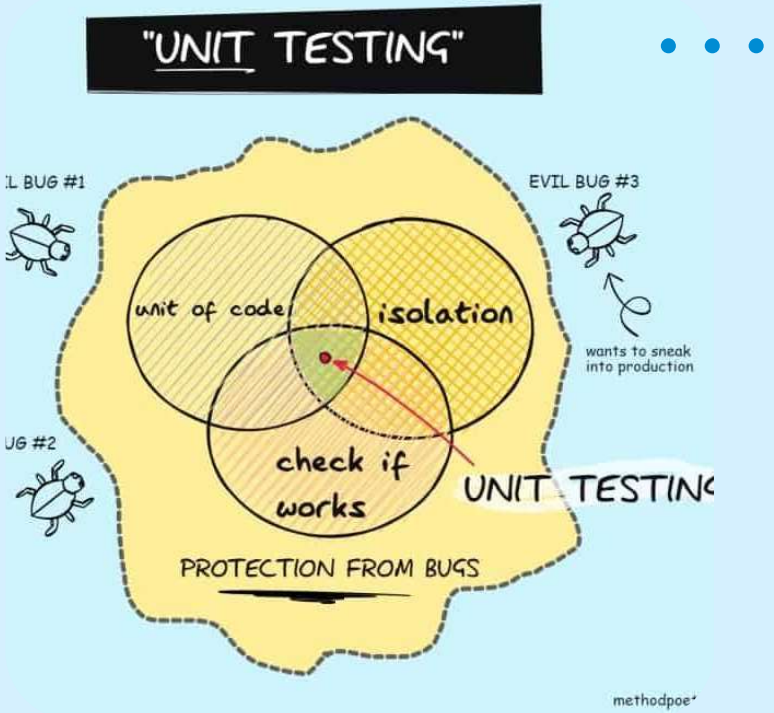


What is Unit Testing?



What is Unit Testing?

Unit testing is a process of verifying that individual units of code (methods, classes, etc.) work as intended. You can be confident that your code works as expected by writing unit tests and then running them as part of your build process.



TYPES OF SOFTWAR E TESTING

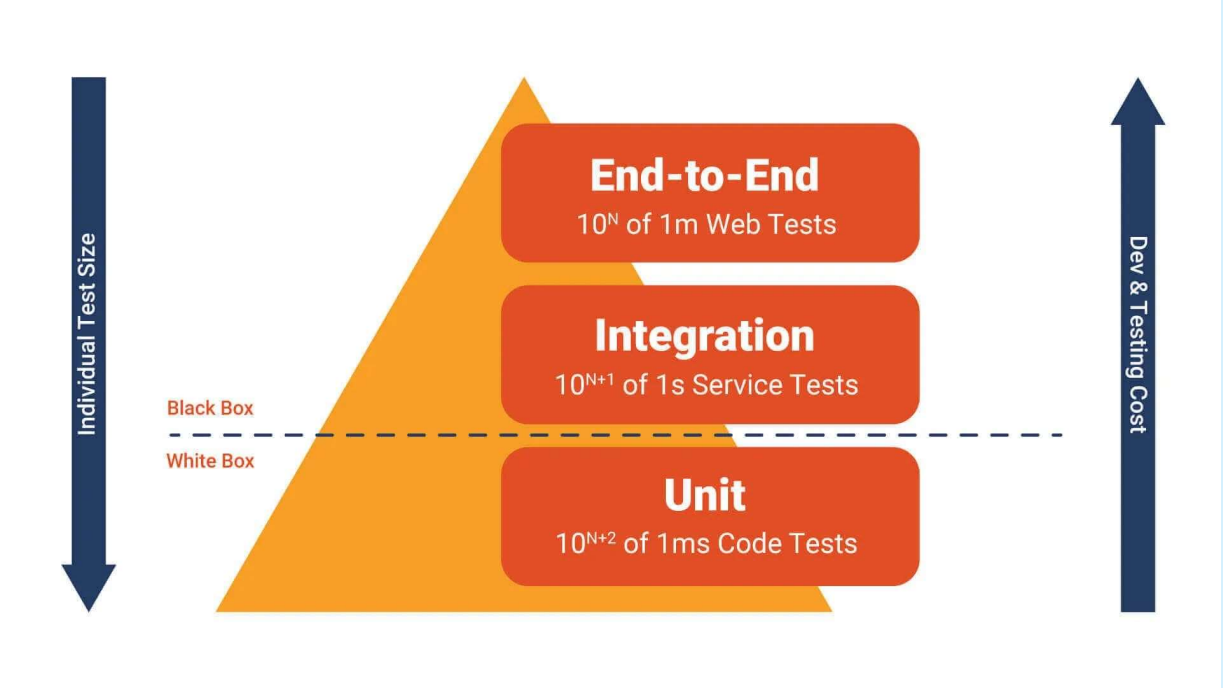
Unit Testing
Test specific function only. Test cases only are used.

Integration Testing
Test multiple behaviors together, test scenarios

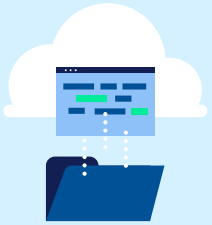
Acceptance Testing
Done by the client before delivering.

Test Pyramid

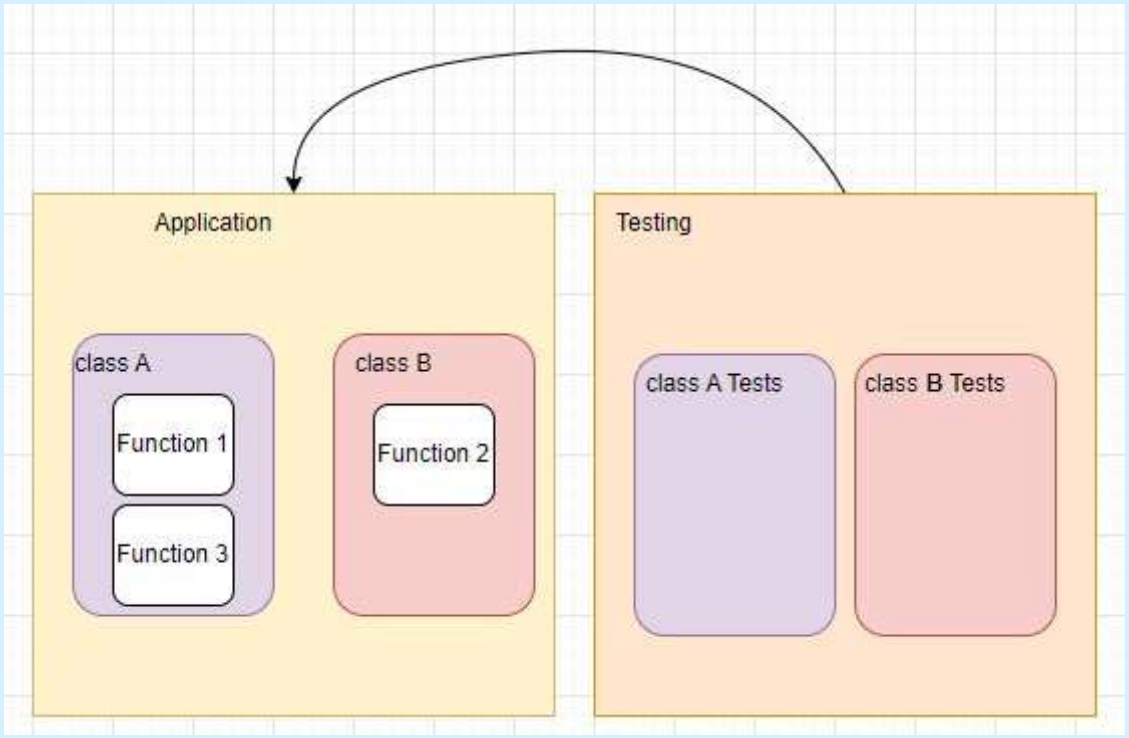
Test Pyramid

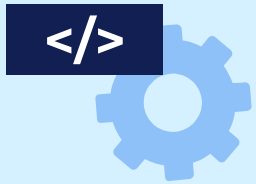


Testing is a Consumer

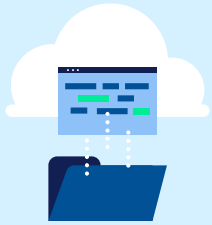


Testing is a Consumer





What is a unit testing framework ?



Unit Testing Framework

01

xUnit

It's open-source, and you can use it on any platform that supports .NET.

02

NUnit

It's open-source and has many features that make it easier to write unit tests.

03

MS Test

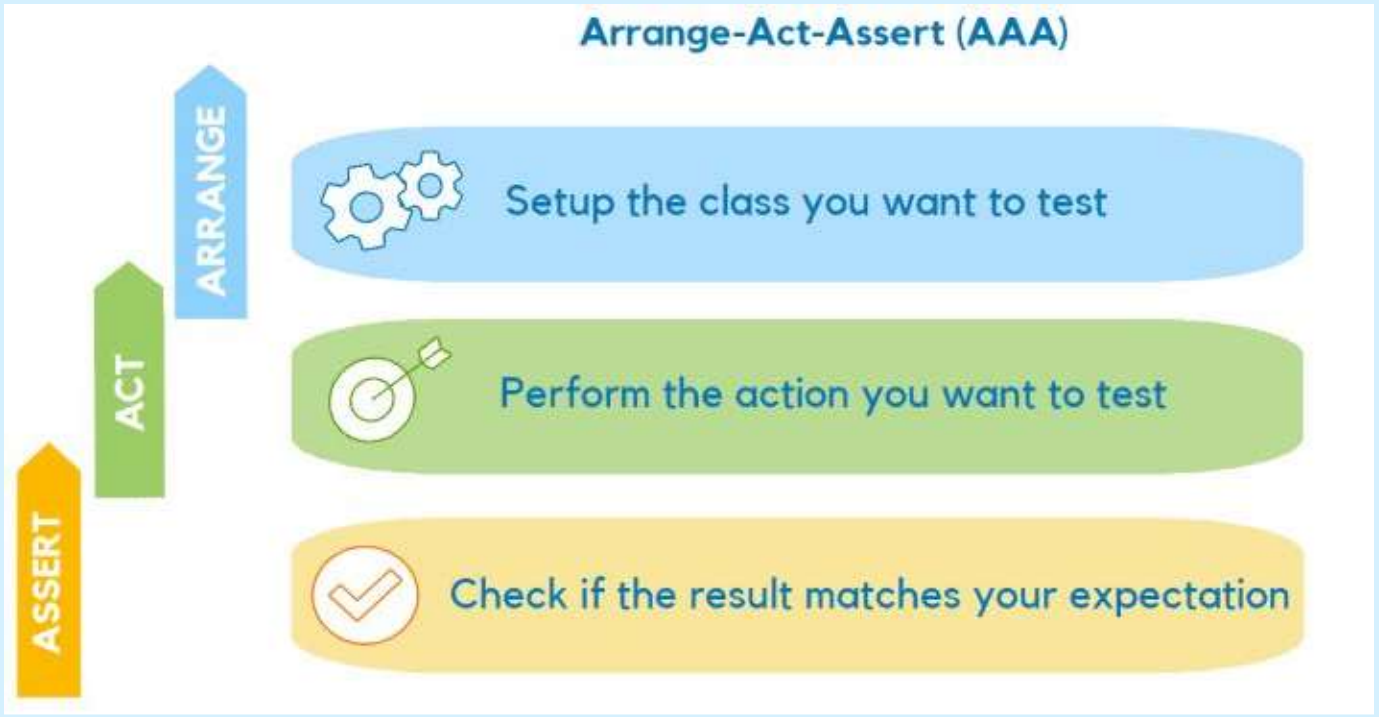
It's popular because it's easy to use and integrates well with Visual Studio.

Naming Convention

class
[className]Tests

Methods
[MethodName]_[caseUnderTest]_[ExpectedBehavior]

Structure of a unit test AAA



Rules of unit testing

- Test each function independently.
- It has one path (no If / else)
- Doesn’t depend on other functions.
- Avoid logic in tests
- Using clear convention (Naming testing pattern)

Boolean Assertions

Method
Assert.True(bool actual)
Assert.False(bool actual)

String Assertions

Method
Assert.Equal(expectedString, actualString);
Assert.EndsWith(expectedString, stringToCheck);
Assert.StartsWith(expectedString, stringToCheck);
Assert.Equal(expectedString, actualString, ignoreCase: true);
Assert.StartsWith(expectedString, stringToCheck, StringComparison.OrdinalIgnoreCase);

String Assertions

Method
var regEx = @"\A[A-Z0-9+_.-]+@[A-Z0-9.-]+\Z"; Assert.DoesNotMatch(regEx, "this is a text"); Assert.Matches(regEx, "this is a text");

Equality Assertions

Method
Assert.Equal<T>(T expected, T actual)
Assert.Equal<T>(T expected, T actual, int precision)
Assert.NotEqual<T>(T expected, T actual)

Numeric Assertions

Method
Assert.InRange<T>(T actual, T low, T high)
Assert.NotInRange<T>(T actual, T low, T high)

Reference Assertions

Method
Assert.Null(object object)
Assert.NotNull(object object)
Assert.Same(object expected, object actual)
Assert.NotSame(object expected, object actual)

Type Assertions

Method
Assert.IsAssignableFrom<T>(object obj)
Assert.IsType<T>(object obj)

Collection Assertions

Method
Assert.Empty(IEnumerable collection)
Assert.NotEmpty(IEnumerable collection)
Assert.Contains<T>(T expected, IEnumerable<T> collection)
Assert.DoesNotContain<T>(T expected, IEnumerable<T> collection)

Exception Assertions

Method
Assert.Throws(System.Exception expectedException, Action testCode)
Assert.Throws<T>(Action testCode) where T : System.Exception