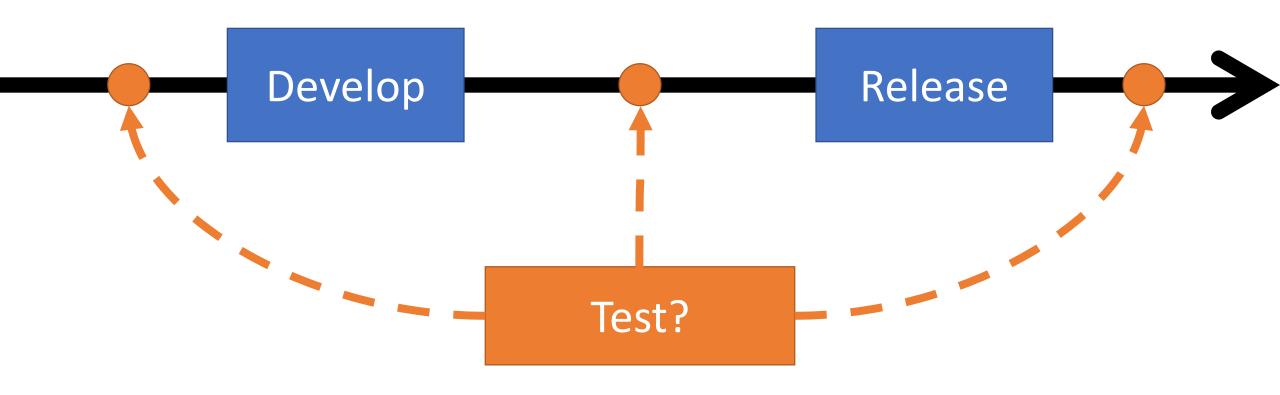
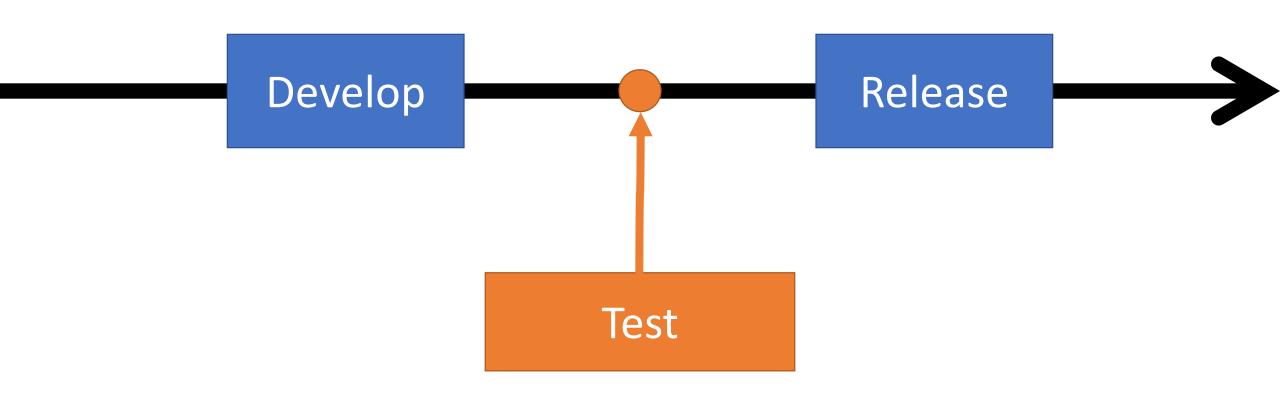
When to test?

# Product lifecycle



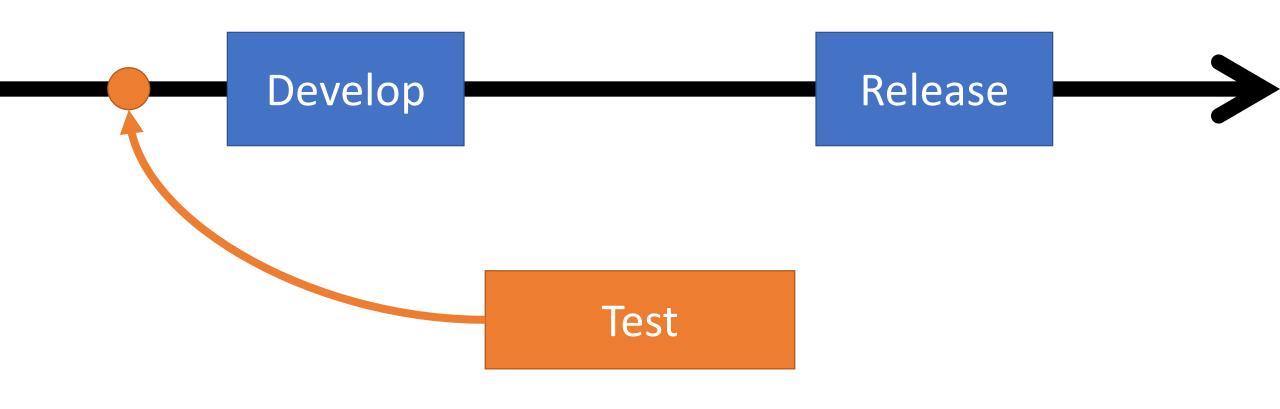


- Write code
- Write tests
- Fix code
- Yay?

- © Easiest option
- © Test when the code is ready
- © Choose when to stop

- Test the implementation only
- ⊗ Too late to fix design
- May not test at all

## Test-Driven Development ("TDD")



## Test-Driven Development

- Write **tests**
- Write code
- Fix code
- Yay?

### Test-Driven Development

- © Think before coding
- © Less debugging needed
- © Instant feedback when coding

#### Test-Driven Development

- Higher time investment
- Waste time if design changes a lot

"Users can withdraw money

from their bank account,

but only as much as they have."

"Can a bank account have a balance below 0?"

"No."

```
class Account {
}
```

```
void canWithdrawNothing() {
   Account account = new Account(100);
   assertThat(account.withdraw(0), is(0));
}
```

```
class Account {
  public Account(int balance) { }

int withdraw(int amount) { return -1; }
}
```

```
void canWithdrawLessThanBalance() {
   Account account = new Account(100);
   assertThat(account.withdraw(10), is(10));
   assertThat(account.balance(), is(90));
}
```

```
class Account {
  int balance() { return -1; }

  public Account(int balance) { }

  int withdraw(int amount) { return -1; }
}
```

```
void partialWithdrawIfBalanceTooLow() {
   Account account = new Account(10);
   assertThat(account.withdraw(20), is(10));
   assertThat(account.balance(), is(0));
}
```

- Test Results
  - AccountTests
    - partialWithdrawlfBalanceTooLow()
    - canWithdrawNothing()
    - canWithdrawLessThanBalance()
    - cannotlnitializeWithNegativeBalance()

```
private int balance;

public int balance() { return balance; }
```

```
public Account(int balance) {
   if (balance < 0) {
     throw new IllegalArgumentException();
   }

  this.balance = balance;
}</pre>
```

```
public int withdraw(int amount) {
     int result = Math. min(balance, amount);
     balance -= result;
     return result;
                 Test Results
                 AccountTests

✓ partialWithdrawlfBalanceTooLow()

                    canWithdrawNothing()
                    canWithdrawLessThanBalance()
                    cannotlnitializeWithNegativeBalance()
```

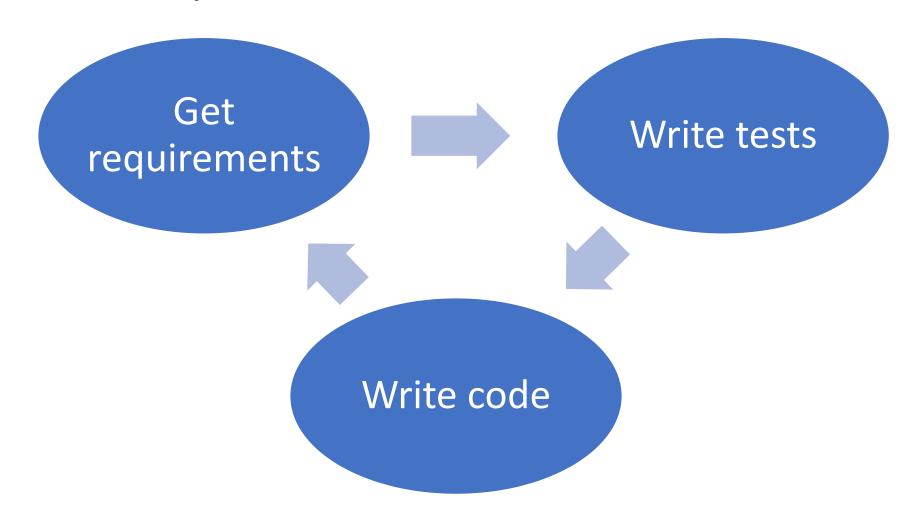
"We forgot!

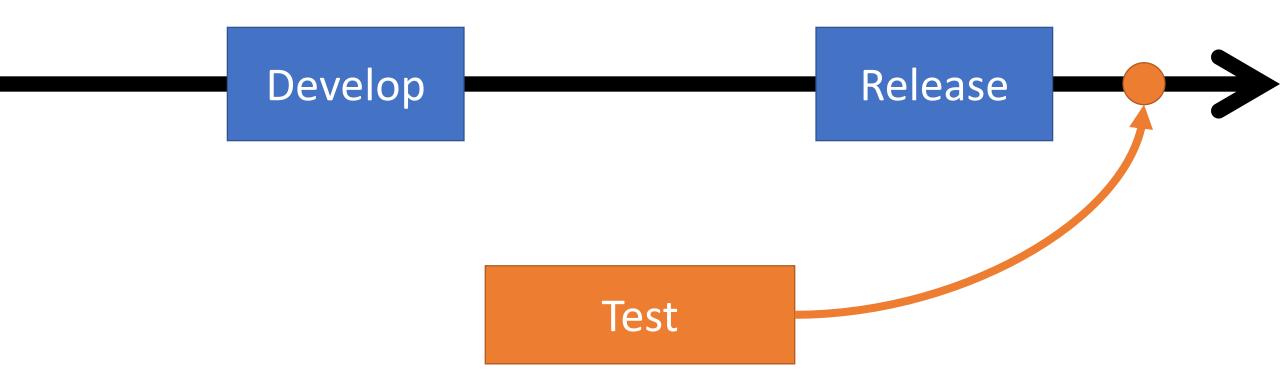
Accounts can be blocked.

Withdrawing from a blocked account

has no effect."

### TDD Recap



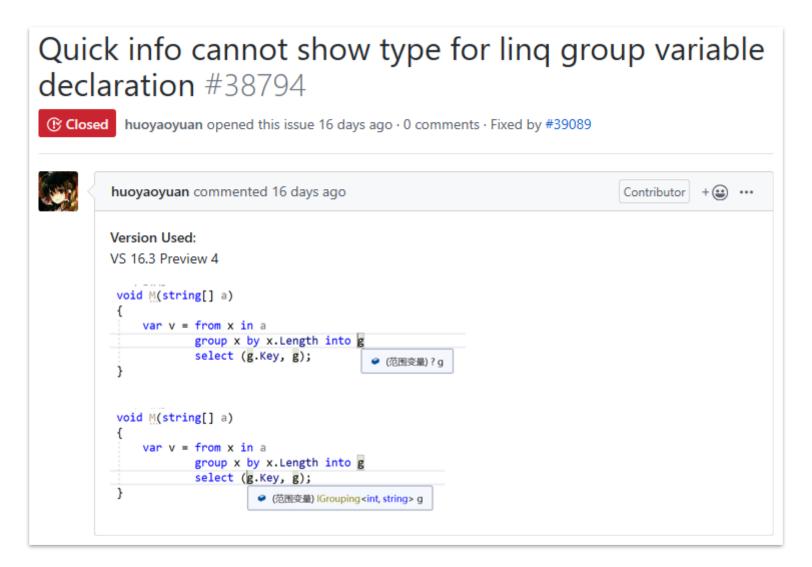


- You will have bugs
- How to deal with them?

- Reproduce the bug
- Fix the bug
- Confirm the fix works
- How?

- Reproduce the bug with a test
- Fix the bug
- Confirm the fix works by running the test

## Regression testing at Microsoft



# Regression testing at Microsoft

```
src/Compilers/CSharp/Test/Symbol/SymbolDisplay/SymbolDisplayTests.cs
      213
                   @@ -7762,5 +7762,44 @@ class C
7762
          7762
                                             SymbolDisplayPartKind.Punctuation,
7763
          7763
                                             SymbolDisplayPartKind.StructName);
7764
          7764
          7765
          7766
                                  [Fact]
          7767
                                  [WorkItem(38794, "https://github.com/dotnet/roslyn/issues/38794")]
          7768
                                  public void LingGroupVariableDeclaration()
          7769
                                       var source =
                                           letClause.Parent as OueryBodySyntax,
                                         JoinClauseSyntax joinClause when joinClause.Identifier == token =>
                                           joinClause.Parent as QueryBodySyntax,
                                         QueryContinuationSyntax continuation when continuation.Identifier == token =>
                                           continuation.Bodv.
                             258 +
                                         _ => null
```

## Regression testing at Microsoft

