

SD: Design Benefits of TDD: Part III

Total points 10/10

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✓ Options to get an object into a particular state for the purpose of testing *2/2
are:

- ☒ inject the necessary initial state ✓
- ☒ invoke a small series of methods to get the object into that state ✓
- ☐ don't write such a test
- ☐ do only manual testing

✓ Tests should help us create methods that have a__responsibility * 2/2

- ☐ large
- ☒ single ✓
- ☐ major
- ☐ marginal



✓ If an instance method internally depends on another method, say method *2/2
2:

- ☐ it's better not to unit test the first method
- ☒ we could override and mock the method 2 ✓

✓ After writing tests, if we don't have much useful code yet, we should: * 2/2

- ☒ write more tests that tease out the necessary code. ✓
- ☐ go ahead and write the necessary code, we can tease out the tests later

✓ Tests should help us create methods that focus on a__level of abstraction *2/2

- ☐ significant
- ☒ single ✓
- ☐ simplest
- ☐ slightest

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