



Bad Test, Good Test

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Claysnow Limited

Take an index card

What makes a unit test good or bad?

Write 3 'good' things on one side

Write 3 'bad' things on the other side

What is a unit test?

Understandable



Maintainable



Repeatable



Necessary



Granular



Fast



Properties of unit testing

Understandable

Maintainable

Repeatable

Necessary

Granular

Fast

Look back at your index card

For each of your ‘good’ things, which of the properties does it exhibit?

For each of your ‘bad’ things, which of the properties does it contravene?

Have I missed any?



**an example
would be handy
right about now**

Properties of unit testing

Understandable

Maintainable

Repeatable

Necessary

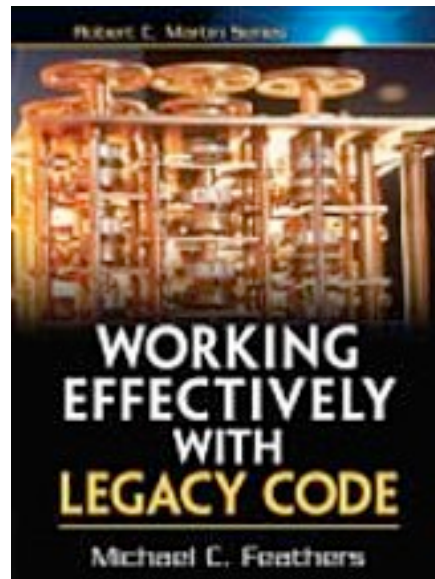
Granular

Fast

Unit tests are your executable
specification

Treat them with as much respect as
your production code

The Feather's definition of legacy code:



Code that has no tests



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