

Intro To Unit Testing

Phase	Desc
Analysis	Product Owner, Manager, Etc
Design	Ui / UX
Development	Front / Back Engineer
Testing	Solutions Architect
Deployment	Data Administration
Maintenance	Users, Testers Support Managers

What is Unit Testing

- Allows us to predict the behavior of units of code and prevents regression in most situations before it gets deployed
- Provides documentation that others can read and understand
- Much quicker than performing functional tests
- C# has excellent frameworks for unit testing

Rules For Unit Testing

Important

Arrange, Act, Assert

1. Have `[TestMethod]` Attribute
2. Have no params
3. Be a public method with the return method `void`

```
[TestMethod]
public void Test(){
    Assert.AreEqual(expectedVal, param1);
    Assert.IsTrue(param1);
    Assert.IsFalse(param1);
    Assert.IsNull(param1);
    Assert.ThrowsException<"/Exception"/>(() => val);
}
// Test if values are what is expected...
```

[More On Assert Class](#)