**StarLabs 2022 - Documentation**

***Bogus***

Bogus is fundamentally a C# port of faker. js and inspired by FluentValidation's syntax sugar. Bogus will help you load databases, UI and apps with fake data for your testing needs.

***Without Fluent Syntax***

You can use Bogus without a fluent setup. The examples below highlight three alternative ways to use Bogus without a fluent syntax setup.

1. Using the Faker facade.
2. Using DataSets directly.
3. Using Faker<T> inheritance.

***Determinism***

Determinism is a first class concept in **Bogus**. **Bogus** goes to great lengths so developers can generate the same sequence of data over multiple program executions. **Bogus** has two strategies of setting up deterministic behavior:

1. **Global Seed** determinism through the Randomizer.Seed **global static** property.

***Pros:*** Easy to get deterministic data setup quickly.

***Cons:*** Code changes can impact other data values. Not so good for unit tests.

1. **Local Seed** determinism through instance **properties** and **methods**. Specifically,
   * The Faker<T>.UseSeed(int) **method**.
   * The .Random **property** on the Faker facade and **DataSets**.

***Pros:*** Code changes can be isolated with minimal impact on determinism. Good for unit tests.

***Cons:*** Requires some forethought in design.