Unit Testing in Go

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Wha..?

- Breaking code into pieces

- Series of simple tests → *Did I get what I expected?*
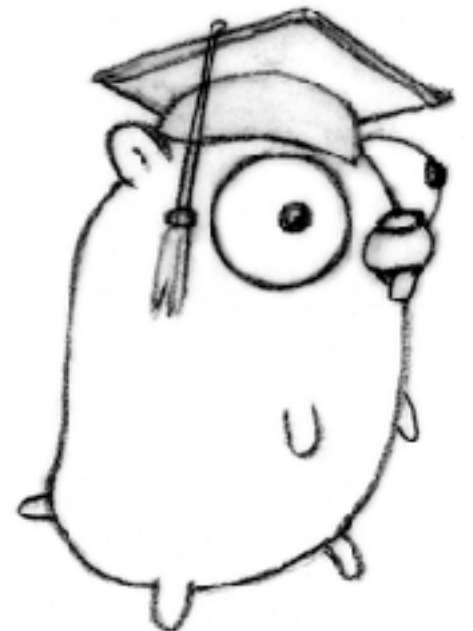
- Method of verification

Advantages

- Ensures a certain level of quality (*if done right*)

- Bundled into development process

- Catch problems sooner

- Encourages certain patterns → Dependency Injection

- Encapsulation

TTD?

- You *can*, you don't have to

- Requirements → Test cases → Functionality

- Tedious, but worth it

- Main advantage: Stops you from being stupid

In Go

- testing

- go test

- testify

- net/http/httptest

- Mock packages

- *_test.go

Now let's write some code

Thank you for your attention!