

## Kristiyan Velkov - RULES FOR UNIT TESTING

1. Minimize logic out of tests (**What the test will cover?**)
2. Test one thing at a time
3. Group tests in **describe()**
4. **it()** for every new test.
5. Name Your Tests Well ( the good test will start with keyword “should”). Tell a story ?
6. Add metadata for each test like :  
**[Method], [Property], [Input], [Output], [Pipe]** etc. - This will improve the readability of your tests.
7. AAA
  - a. **Arrange** – setup the testing objects and prepare the prerequisites for your test.
  - b. **Act** – perform the actual work of the test.
  - c. **Assert** – verify the result.
8. Use **afterEach(), beforeEach(), afterAll(), beforeAll()** to structure your test
9. Promotes the removal of duplication in the code
10. Isolate change to those parts of the system that must change the original code.
11. Repeat yourself if necessary to make it easier to read.
12. Tests should be **Readable**
13. Don't test already tested things like Angular, React JS, etc
14. Tell a story
  - a. You need to spend only 5 seconds to know how the test work and what is expected
  - b. Unit tests can act as documentation.
  - c. You shouldn't need to look around much to understand the test

