

xUnit Intro

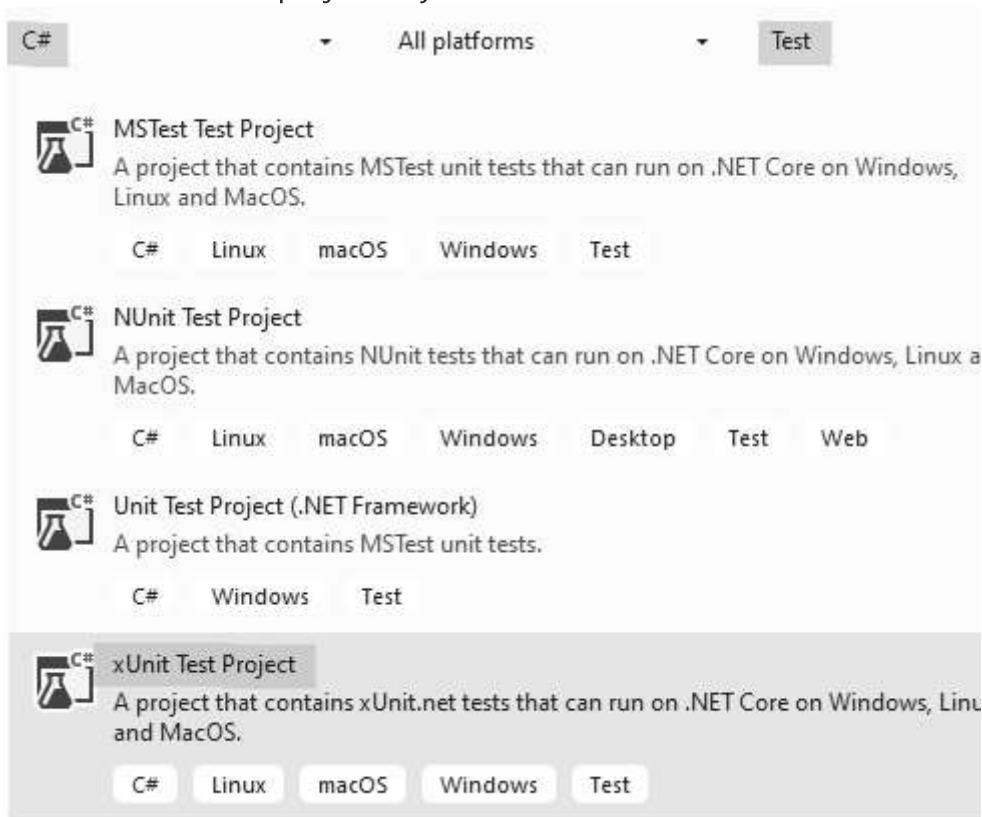
Overview

In this lab, we get started with xUnit.

Using TDD process, we will define some new capabilities in the *Employee* class.

Steps

- Create a new xUnit project in your solution



- Copy *Employee.cs* from the last project into this project
- Rename the initial file (*UnitTest1.cs*) to *EmployeeTest.cs* and change the class name to *EmployeeTest*

We want to define a new property in the *Employee* class

- Tenure - a read-only int property that calculates the number of years the employee has been employed

Update the *Pay()* method as follows:

- If the employee's tenure is ≥ 5 years, their pay is increased by 2% from their base salary
- Create the test first! For this scenario, a **Theory** is probably the best choice.

[Theory]

[InlineData(6, 100.0, 94.2)]

[InlineData(0, 100.0, 92.35)]

[InlineData(3, 200.0, 184.7)]

public void TestPay(int tenure, double sal, double pay)

{