Test-Driven iOS Development with Swift

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Three rules (Uncle Bob)

- You are not allowed to write any production code unless it is to pass a failing unit test
- You are not allowed to write any more of a unit test than is sufficient to fail; and compilation failures are failures
- You are not allowed to write any more production code than is sufficient to pass the one failing unit test

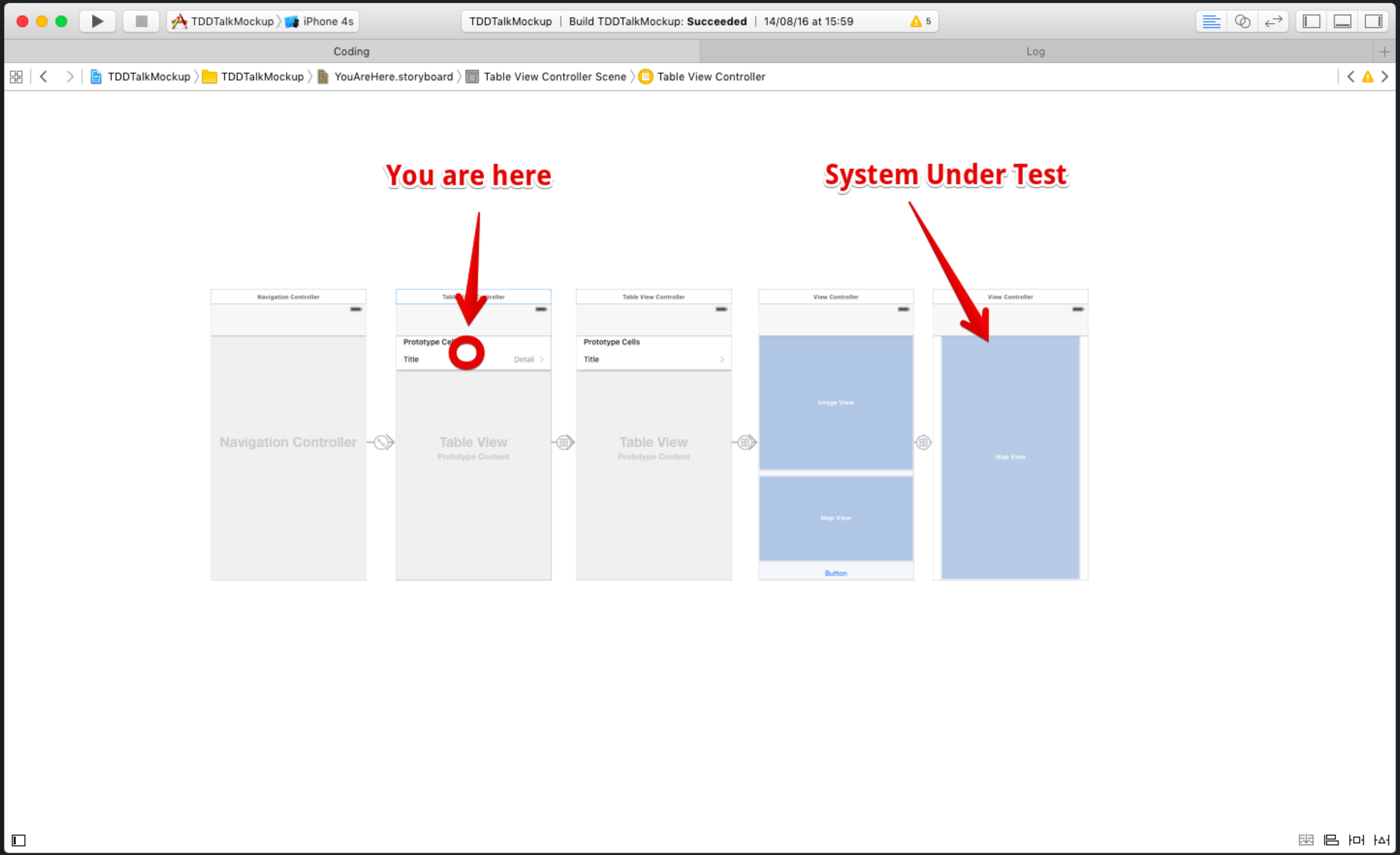
Red, Green, Refactor

Red: Write a failing test

Green: Write the simplest code that makes the test pass

Refactor: Improve the code without breaking the tests

Why Unit Tests?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You are here
System Under Test
Navigation Controller
Navigation Controller
Table View Controller
Prototype Cells
Title
Detail
Table View
Prototype Content
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Table View
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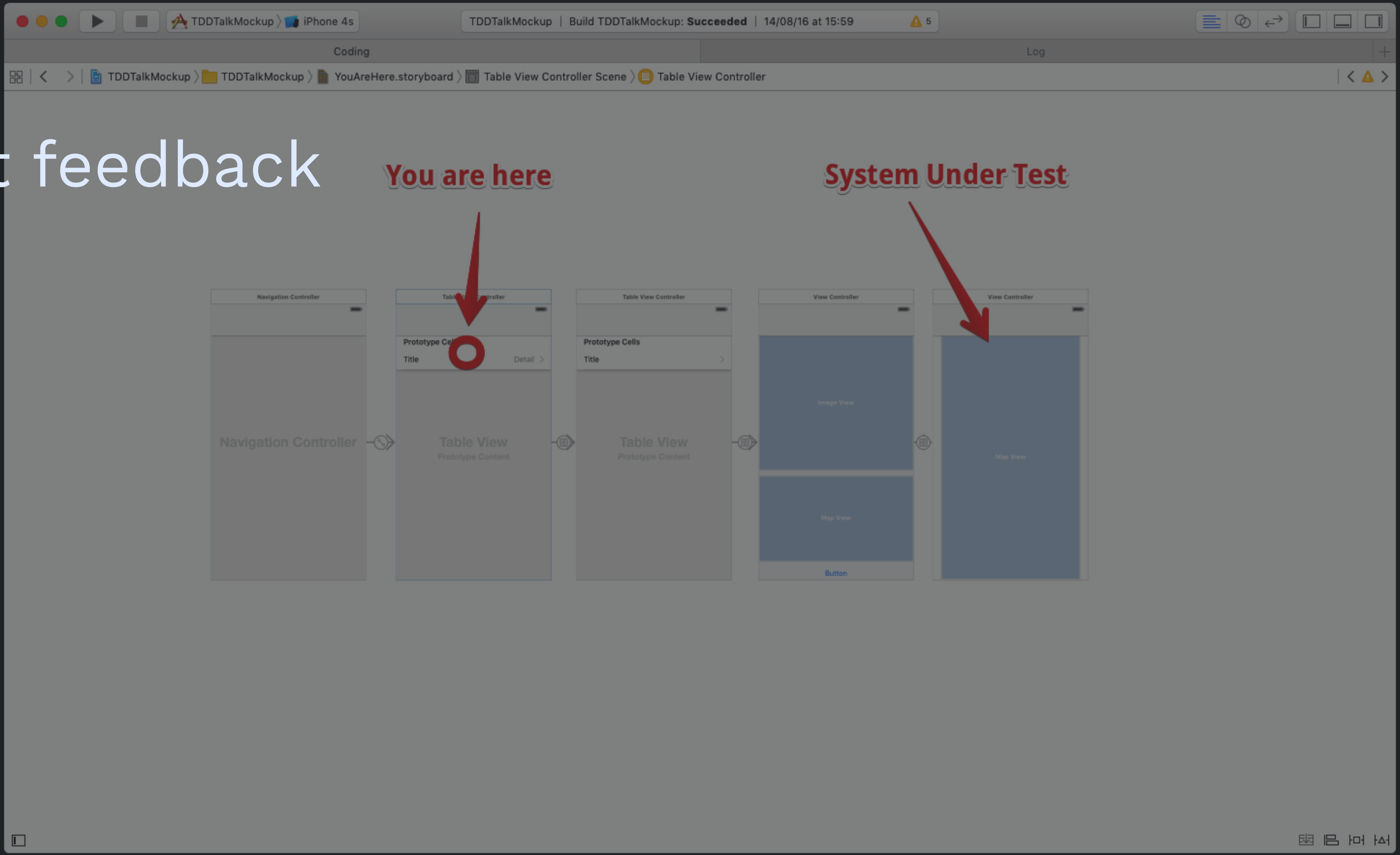
View Controller
Image View
Map View
Button
View Controller
Map View

Why Unit Tests?

— Fast feedback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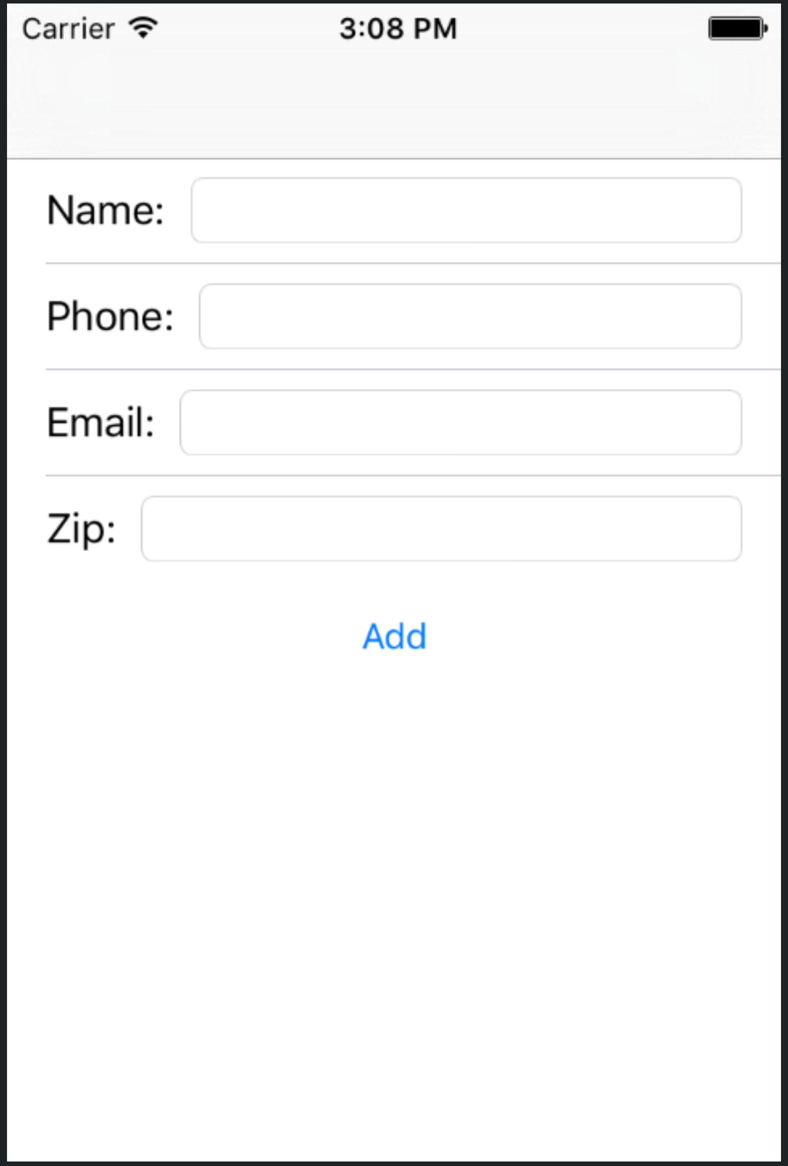
System Under Test
Navigation Controller
Table View
Table View



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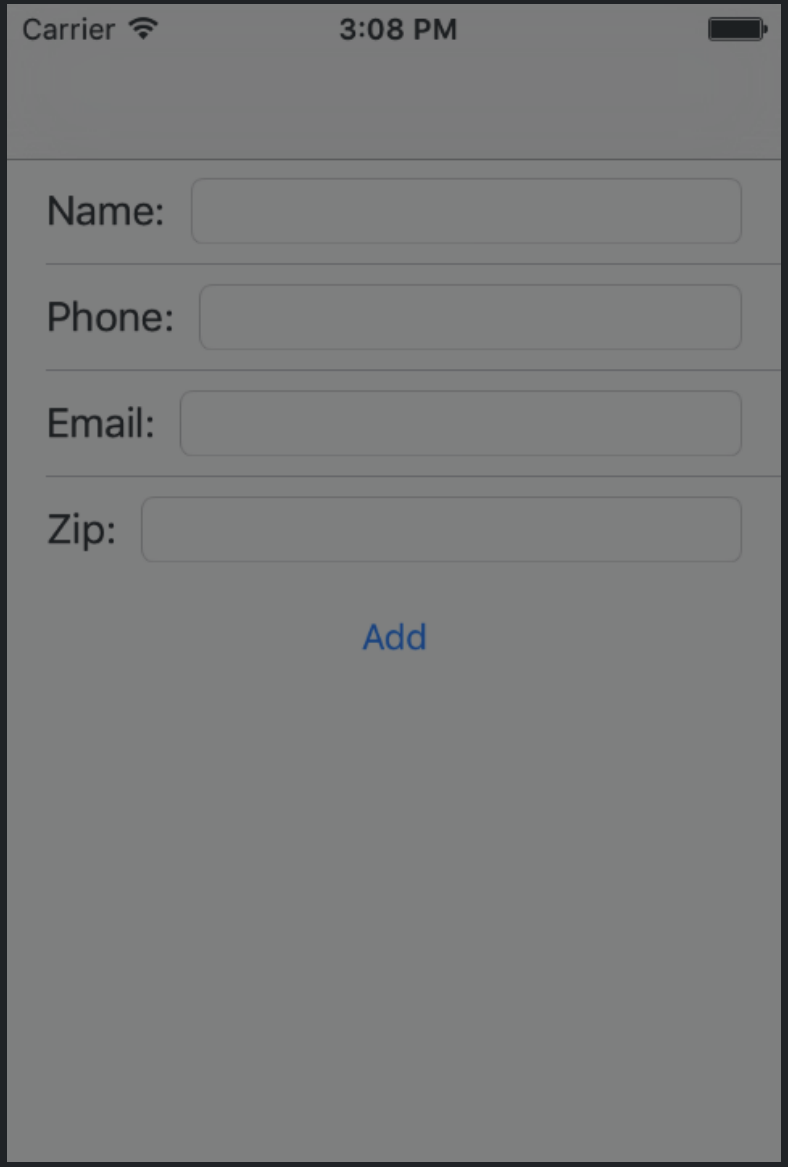
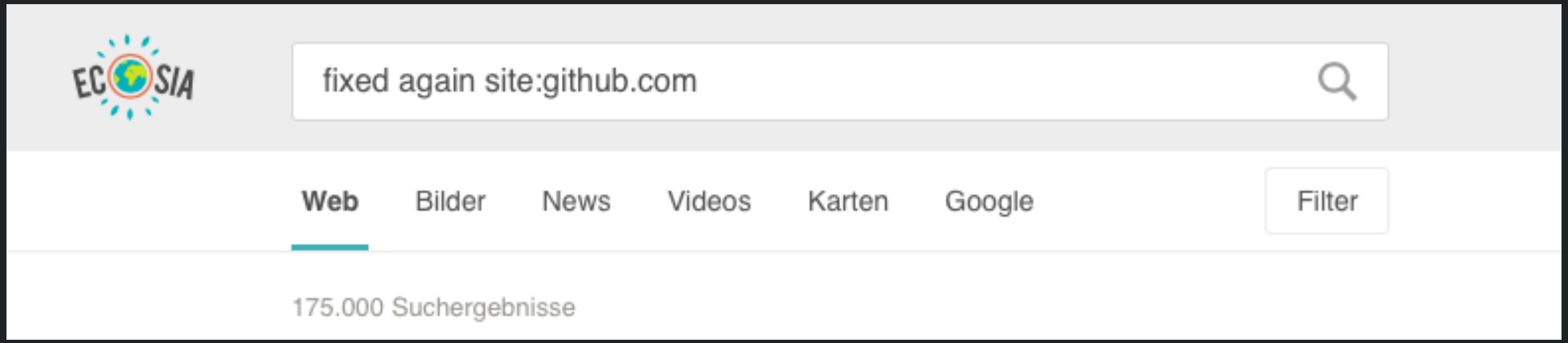
Why Unit Tests?

- Fast feedback
- Edge cases





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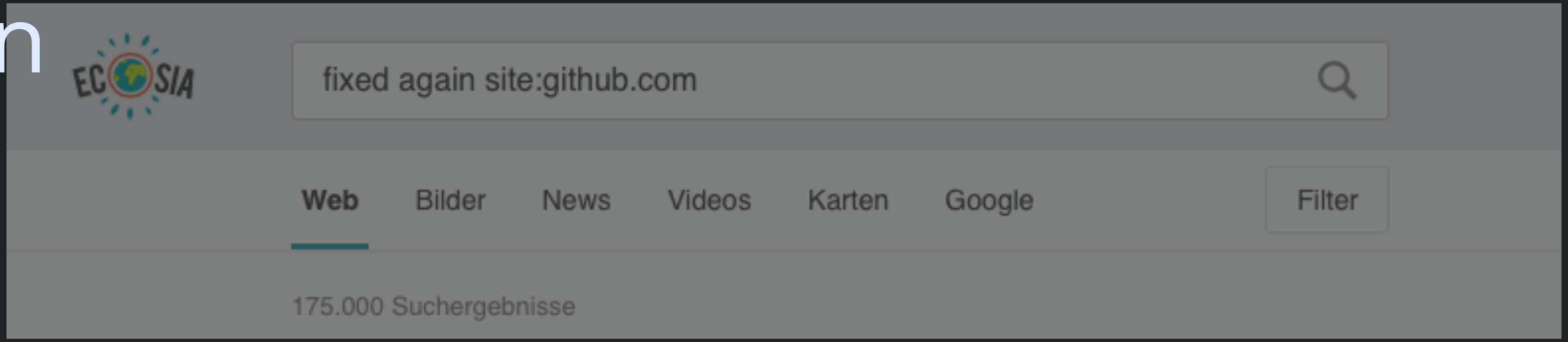
Why Unit Tests?

- Fast feedback
- Edge cases
- Regression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Why TDD?

Why TDD?

- Automatic testability
- Automatic modularity
- High test coverage
- Refactoring
- Living documentation

Keep in mind

Keep in mind

— No silver bullet
— Slower at first
— Training curve

🤓 Live Coding 🤓