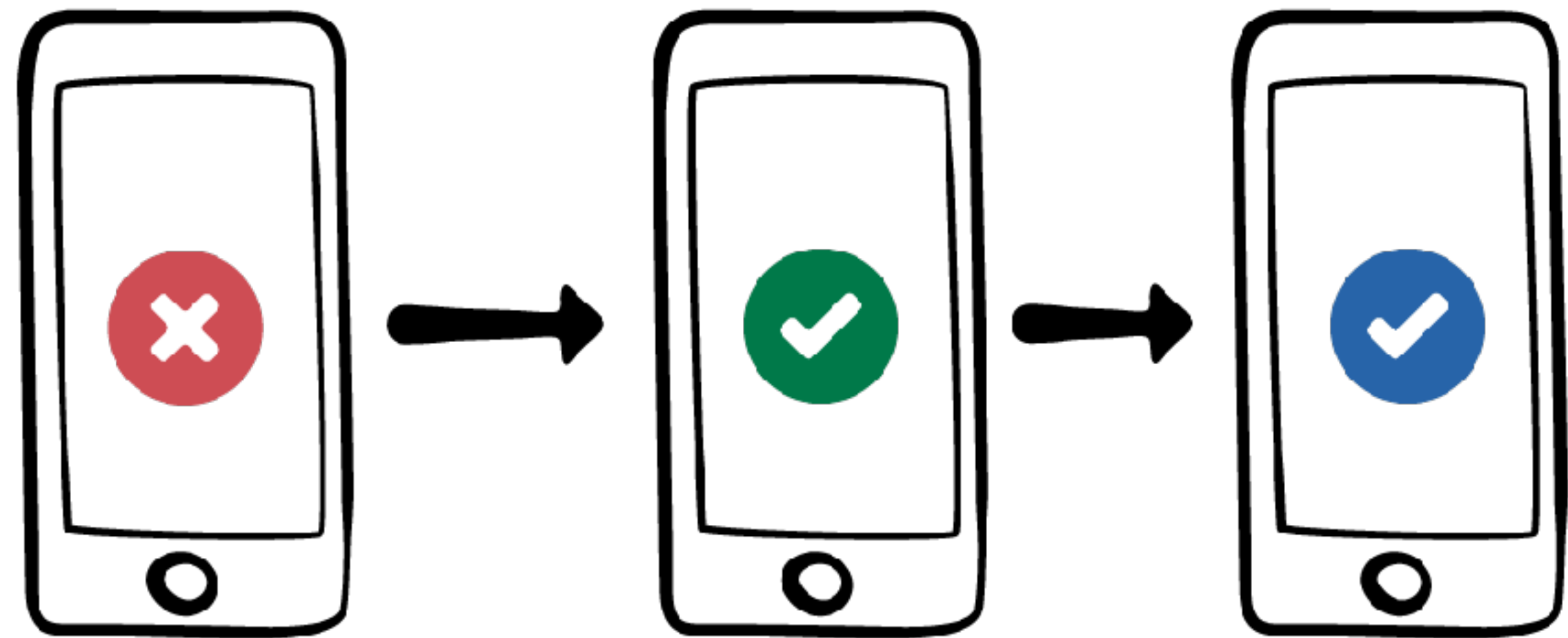
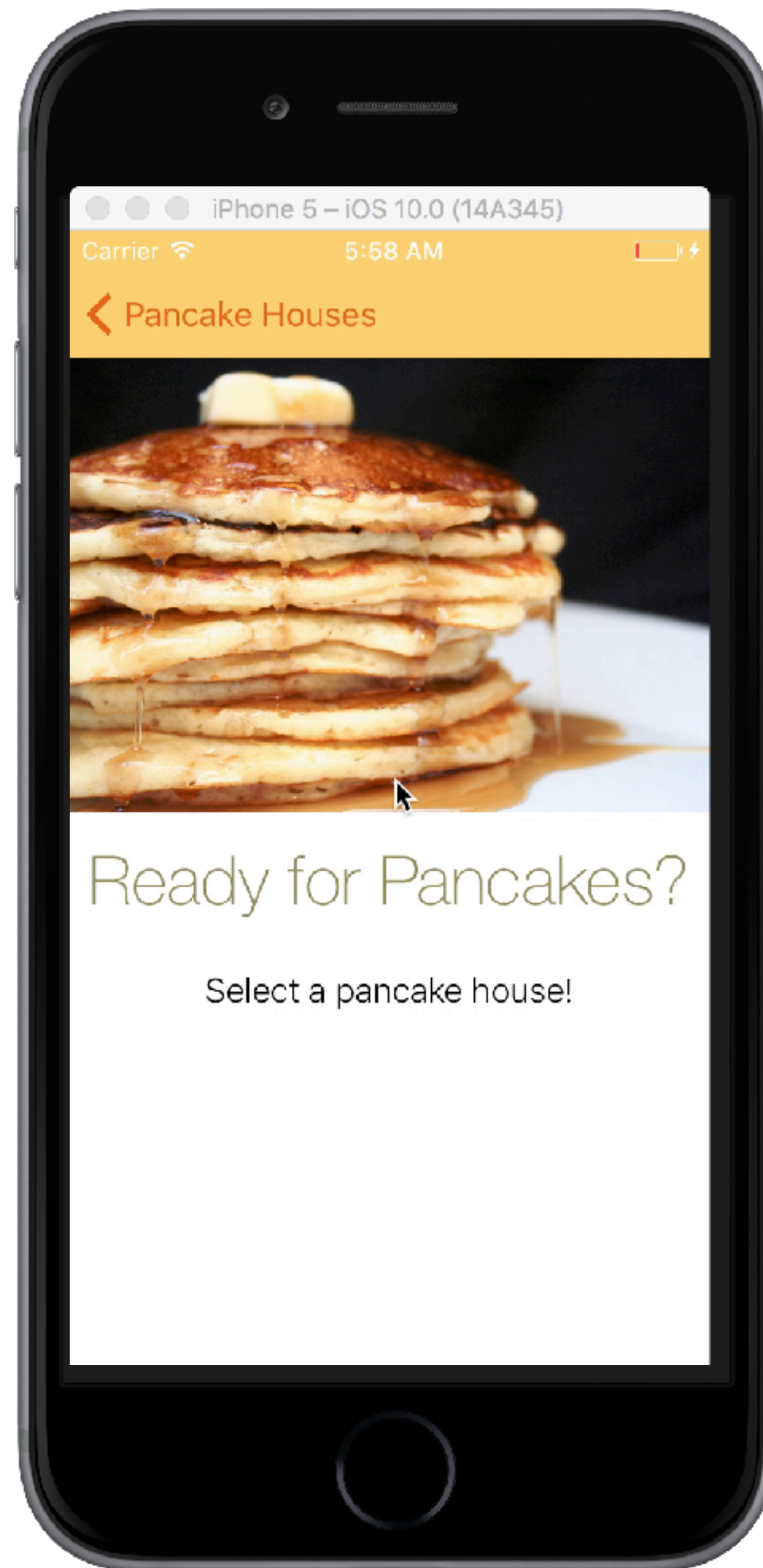


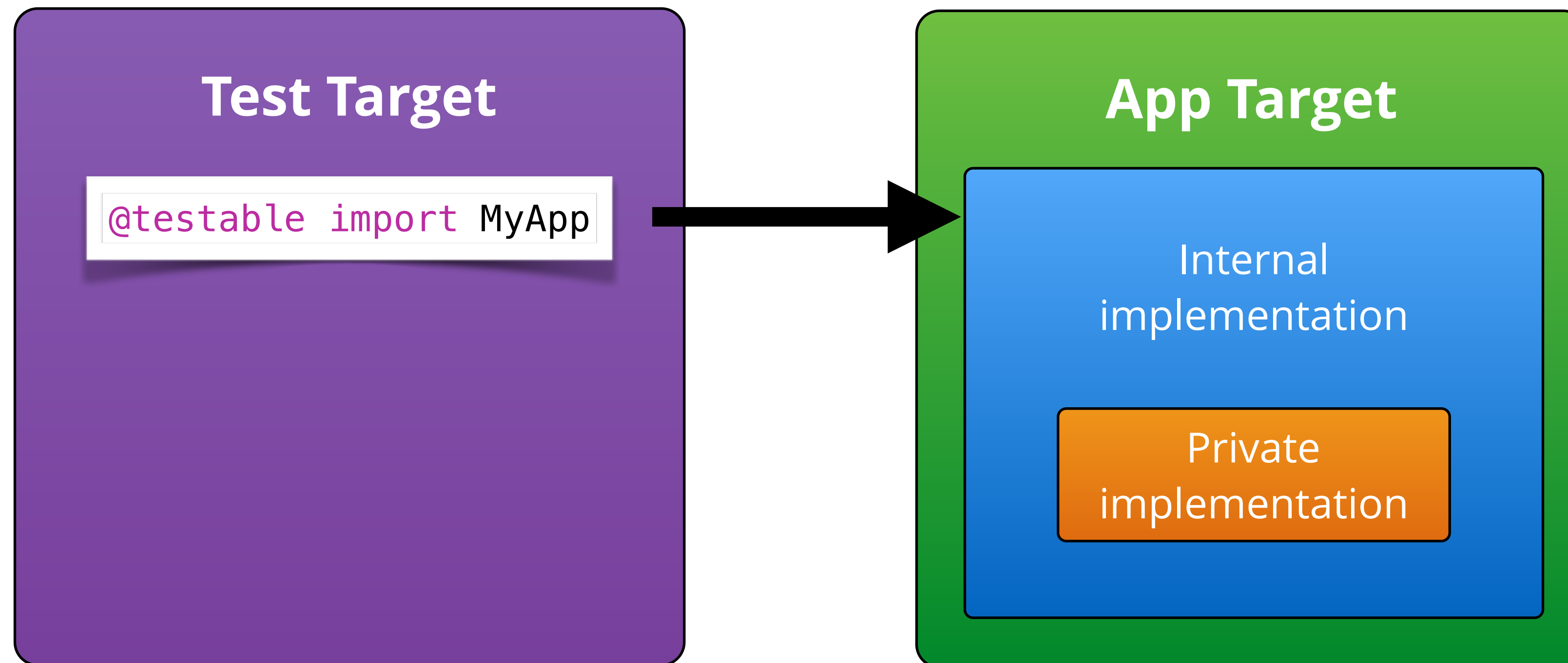
BEGINNING iOS UNIT & UI TESTING



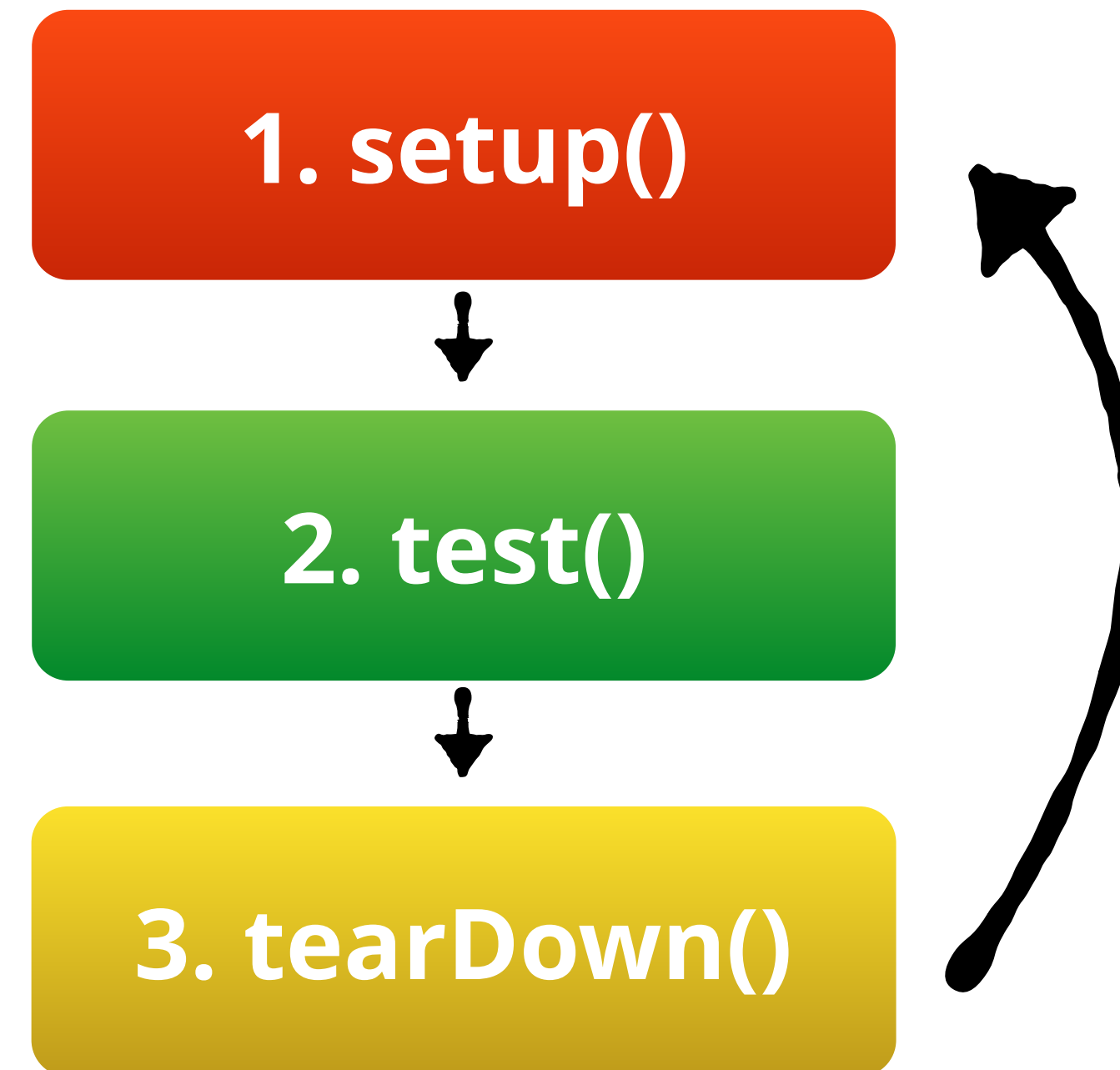
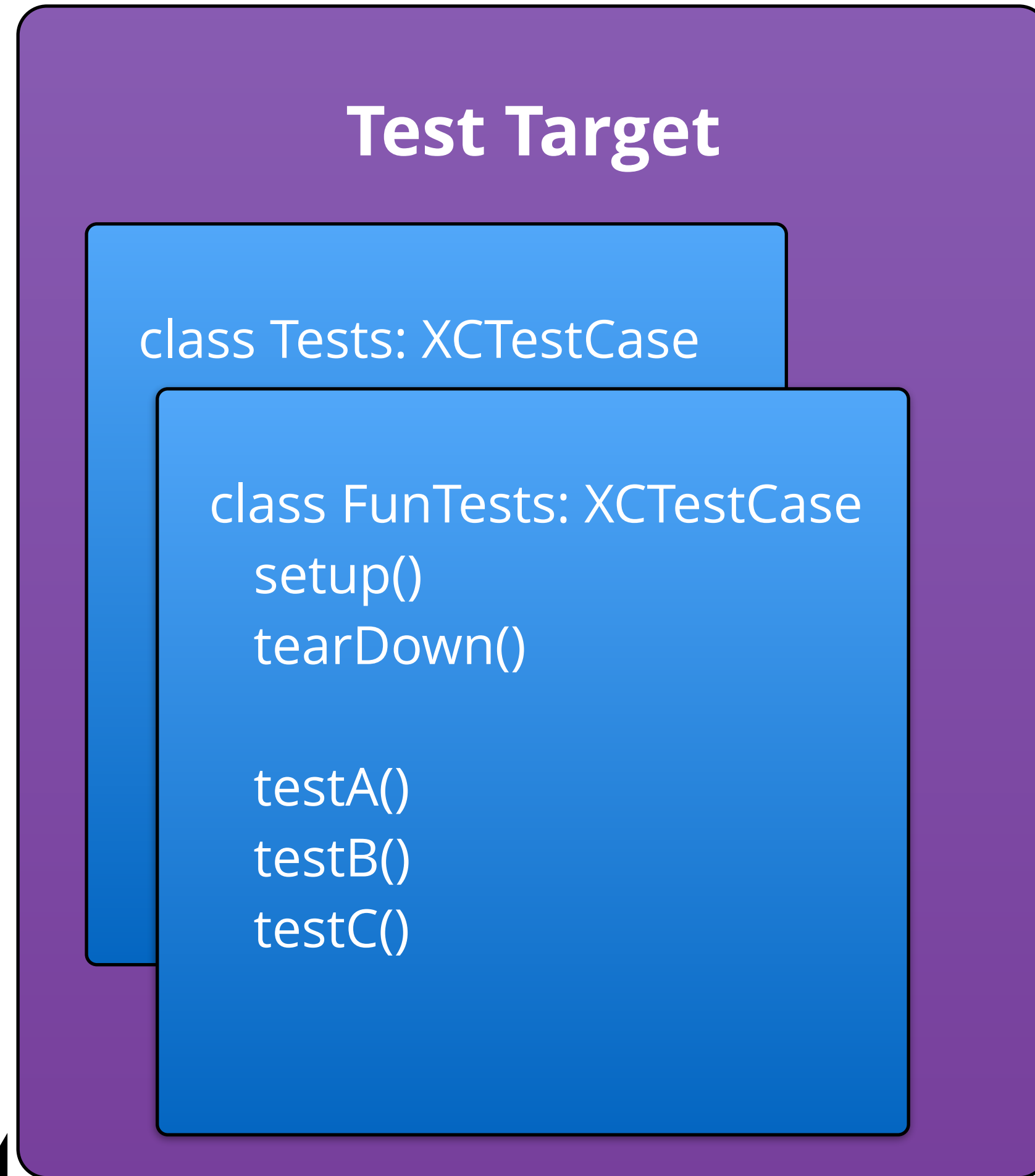
PART 2: TEST BASICS



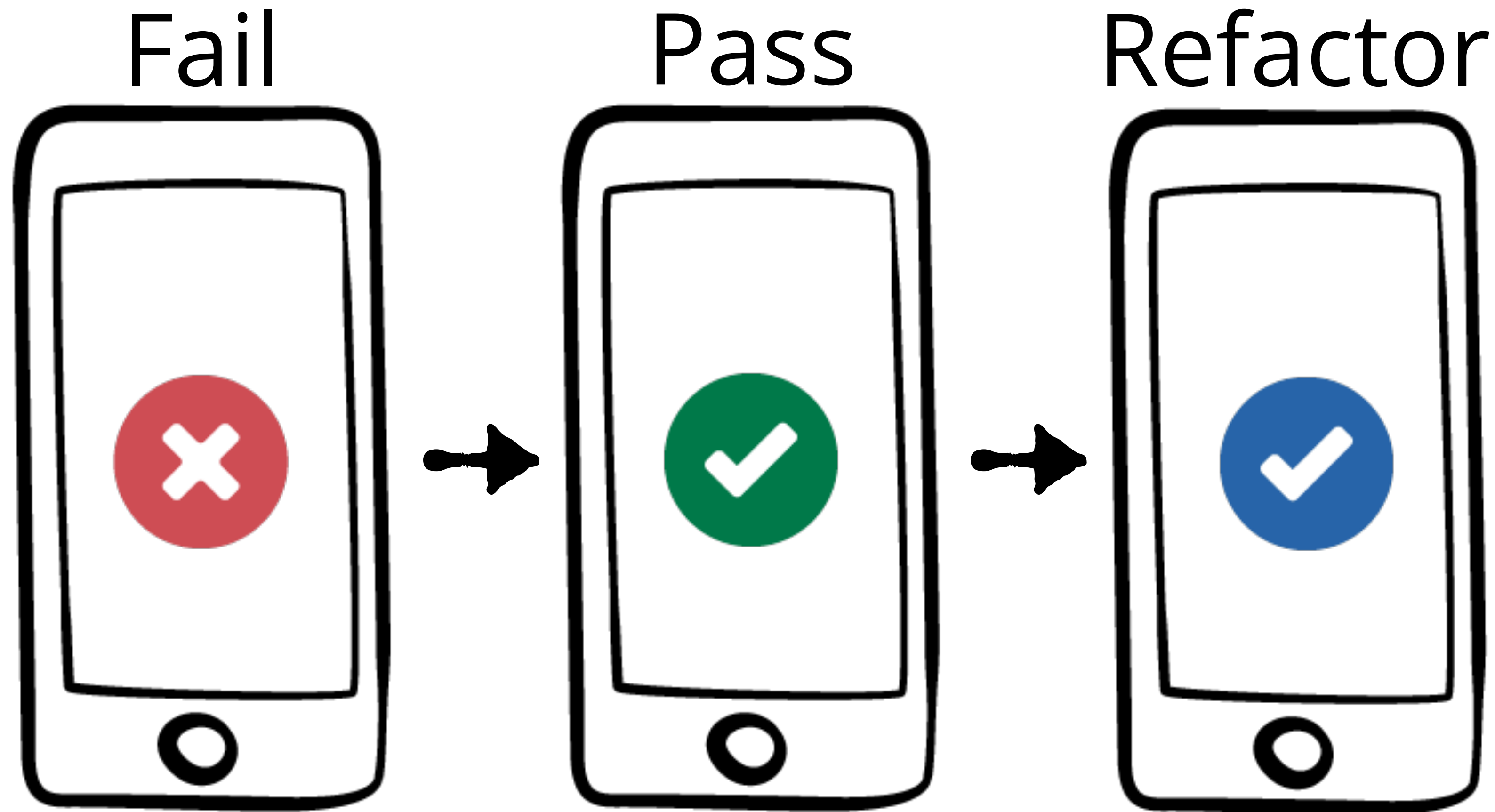
APP & TEST TARGETS



TEST TARGET



USEFUL TESTS



Red-Green-Refactor Cycle

DEMO

- ⚙ Add a new test target
- ⚙ Use @testable import
- ⚙ Write initial tests!



CHALLENGE TIME!

- ⚙ 3 basic parts of a unit test:
 - *Given, When, and Then*
- ⚙ Write more tests!
 - Add a pancake house
 - Remove a pancake house

