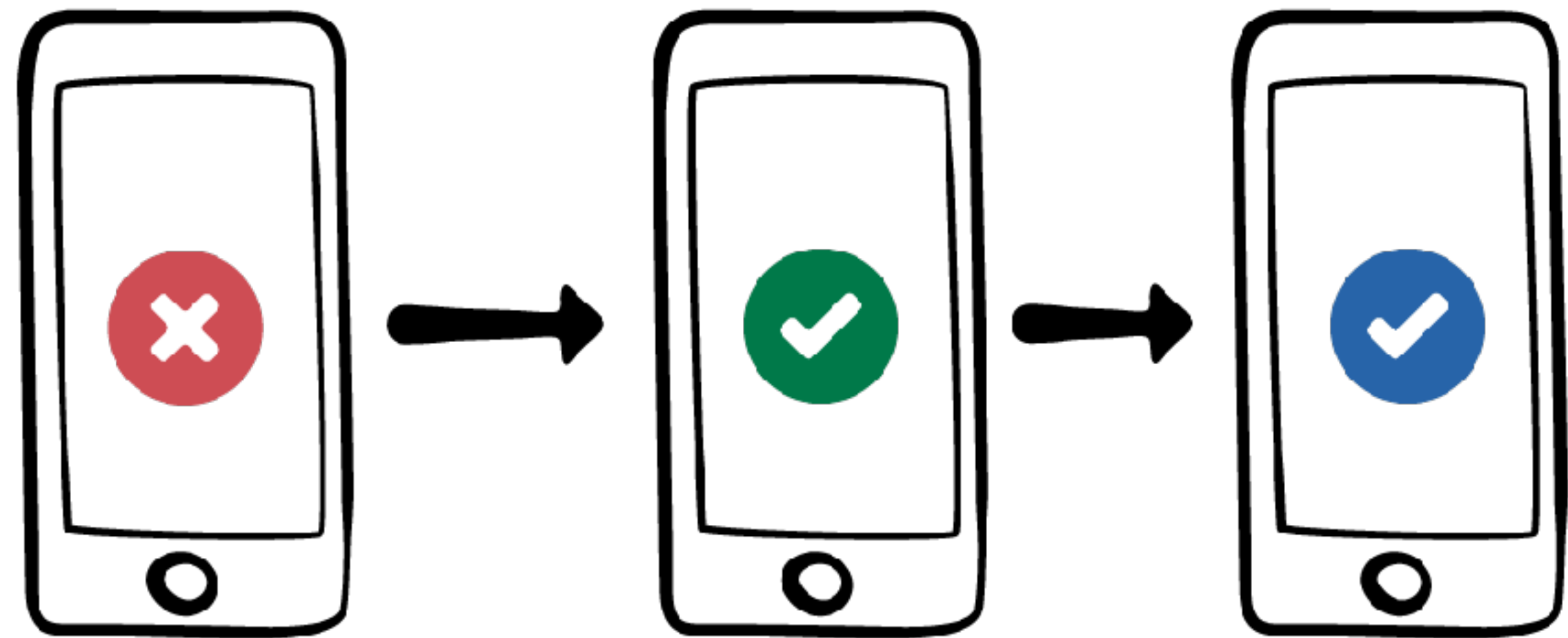


# BEGINNING iOS UNIT & UI TESTING



PART 4: PERFORMANCE & COVERAGE

# MEASURE BLOCK

---

- ▶ Timed blocks of code
- ▶ Averaged over many cycles
- ▶ Compared against known baseline

Performance Test



# CODE COVERAGE

```
/// Stores the current favorite pancake house.  
/// The one you set _must_ already be in the collection.  
public var favorite: PancakeHouse? {  
    get {  
        return _favorite  
    }  
    set {  
        guard let newValue = newValue, _pancakeHouses.contains(newValue) else {  
            _favorite = nil  
            return  
        }  
        _favorite = newValue  
    }  
}
```

covered by tests

not covered by tests



# DEMO

---

- ⚙️ Activate code coverage
- ⚙️ View test report navigator
- ⚙️ Write a performance test



# CHALLENGE TIME!

---

- ⚙️ Close the code coverage gap
- ⚙️ Add test to handle an expected error thrown

