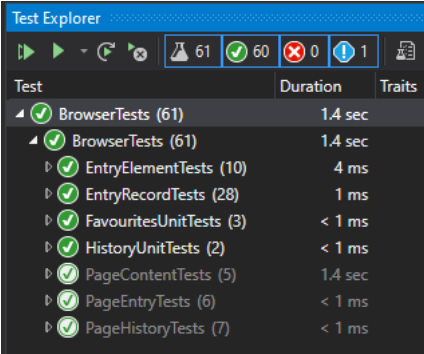


Because parts of this project were as much a learning exercise as an engineering one it took some experimenting with Windows Forms to build the proper mental model for how it all fits together, as a result writing unit tests was delayed until much later in development. This resulted in a program with numerous tight coupling issues between the model and the gui elements. Expanding the coverage of unit testing revealed many such issues, most (but not all) were resolved. There was a consistent issue with coupling the serializer class **Persistence** with the **Favourites** & **History** classes, this was resolved in an unsatisfactory manner by creating a separate static method to instantiate a testing version of these classes that are unlinked to the **Persistence** class. The unit testing also presented issues when testing methods with async void signatures, resolving this issue would take a significant amount of refactoring and would mainly serve the purpose of making those methods unit testable.



Test	Duration	Traits
BrowserTests (61)	1.4 sec	
BrowserTests (61)	1.4 sec	
EntryElementTests (10)	4 ms	
EntryRecordTests (28)	1 ms	
FavouritesUnitTests (3)	< 1 ms	
HistoryUnitTests (2)	< 1 ms	
PageContentTests (5)	1.4 sec	
PageEntryTests (6)	< 1 ms	
PageHistoryTests (7)	< 1 ms	

Figure 1: A summary of the number of tests for each class

The classes related to the history/favourite do have excellent test coverage (aside from interactions with **Persistence**), these classes were mostly engineered in a loosely coupled manner and as a result it was quite easy to write tests for them.