Lab1.1 – Test với Unit trong Visual Studio
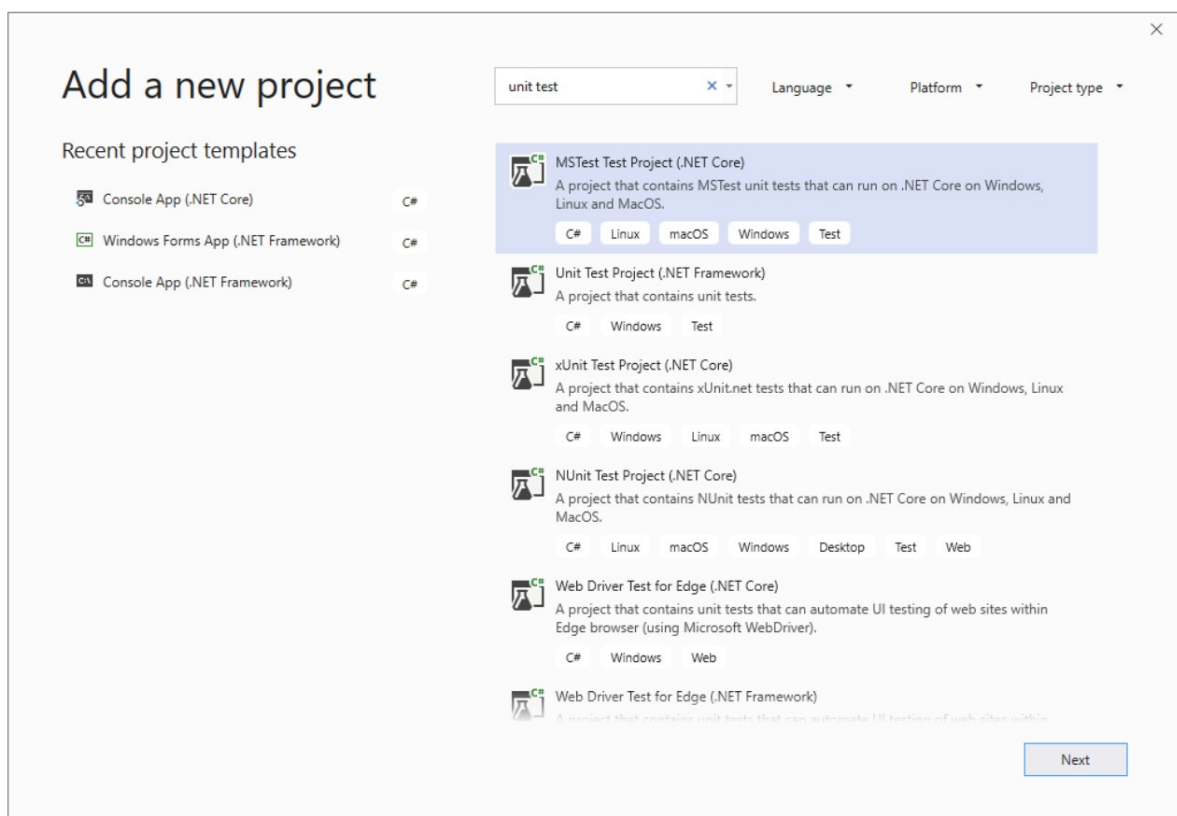B1 – Tạo Console Application và viết code như sau:

```
using System;

namespace HelloWorldCore
{
    public class Program
    {
        public static void Main()
        {
            Console.WriteLine("Hello World!");
        }

        public static void SayGoodbye()
        {
            Console.WriteLine("Goodbye!");
        }
    }
}
```
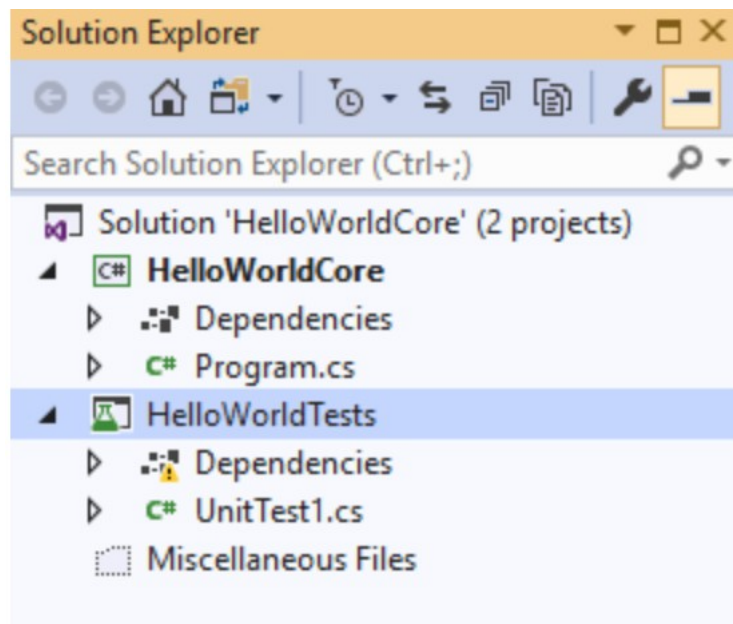
B2 – Tạo project unit test

B3 - right-clicking on References or Dependencies and then choosing Add Reference or Add Project Reference.

B4 – Viết Unit test

C#   Copy

```csharp
using Microsoft.VisualStudio.TestTools.UnitTesting;
using System.IO;
using System;

namespace HelloWorldTests
{
    [TestClass]
    public class UnitTest1
    {
        private const string Expected = "Hello World!";
        [TestMethod]
        public void TestMethod1()
        {
            using (var sw = new StringWriter())
            {
                Console.SetOut(sw);
                HelloWorld.Program.Main();

                var result = sw.ToString().Trim();
                Assert.AreEqual(Expected, result);
            }
        }
    }
}
```
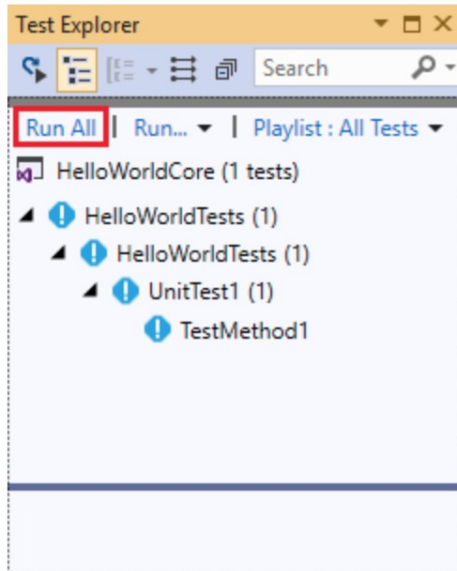
1. Open Test Explorer.

   To open Test Explorer, choose **Test** > **Test Explorer** from the top menu bar (or press **Ctrl** + **E**, **T**).

2. Run your unit tests by clicking **Run All** (or press **Ctrl** + **R**, **V**).

   After the tests have completed, a green check mark indicates that a test passed. A red "x" icon indicates that a test failed.