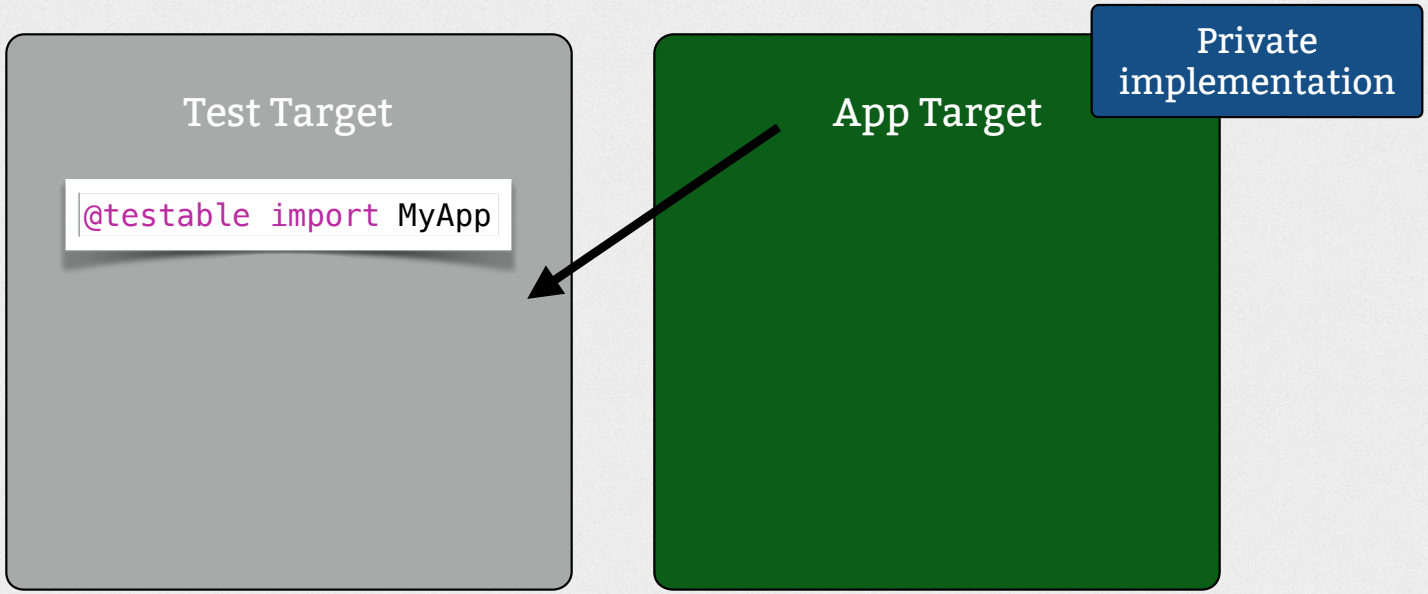
Testing in iOS

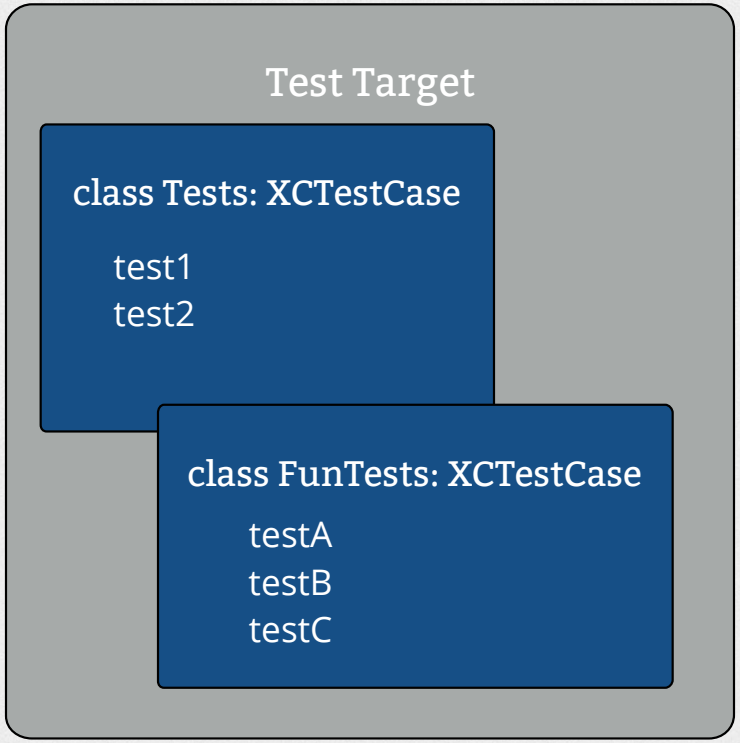
Unit Testing Basics

raywenderlich.com

Test Methods



Test Target


Test Target
class Tests: XCTestCase
test1
test2
class FunTests: XCTestCase
testA
testB
testC

Test Target

1. setUp()
2. testStuff()
3. tearDown()

(repeat for each test)

class Tests: XCTestCase

testStuff()
testThings()
notATest()

Assertions

```
let result = reticulateSplines()
XCTAssert(result > 42)
```

checking for a **true** condition

Demo

- Add new test target
- @testable import
- Add an initial test!

Challenge Time!

- More tests!
- More assertions!