**LOUIE JAY A. CENIZA MARCH 19, 2024**

**UNIT TESTS (CHAPTER 9)**

**The Three Laws of TDD.** Is that they provide a systematic and disciplined approach to writing code iteratively while ensuring that the code is thoroughly tested. These laws emphasize the importance of writing tests before writing production code, ensuring that developers focus on the behavior and requirements of their code from the outset.

**Keeping Tests Clean.** As the name implies you need to clean your tests codes so that no problem will arise and can be maintainable, flexible and reusable through updating it. Test code is just as important as production code. It is not a second-class citizen. It requires thought, design, and care. It must be kept as clean as production code.

**Tests Enable the -ilities.** Without tests you lose the very important thing to your production to be flexible it will cause you every change to have a bugs or errors. When you have test, you do not fear making changes to your codebase.

**Clean Tests.** In this case it emphasizes the most important thing of unit testing is the readability, and it will be a clean test, and with the use of Domain-Specific Language it will become easier to test the API’s because it is an automated.

**F.I.R.S.T.** This is 5 rules that you need to practice when working on a unit testing, Fast- tests should be fast, Independent- tests should not depend on each other, Repeatable- tests should be repeatable in any environment, Self-Validating- the test should have Boolean output, Timely- the test should be written in a timely fashion.