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**TESTING AND READABILITY (CHAPTER 14)**

**Make Tests Easy to Read and Maintain.** The importance of writing clear and readable test code. Well-written tests serve as documentation for how the real code behaves, helping other developers understand its functionality and usage.

**Making This Test More Readable.** In this lesson it talks about the importance of making test code as readable and understandable as the production code it tests.

**Making Error Messages Readable.** It says that you need to find a way to make your error message readable so that it would be less consuming to find where the error is originating, also it said that there are libraries that will help you with it you just need to find it.

**Choosing Good Test Inputs.**  It says that if you want a good test output you need to have a good test input too, it's crucial to choose inputs that thoroughly exercise the code's functionality while also being simple and easy to understand.

**Naming Test Functions.** You need to make sure that when naming test functions, you need a naming convention e to describe details about the test and be consistent of the names so that it won’t confuse the other readers.

**Test-Friendly Development.** this lesson is to encourage developers to write code with testing in mind from the outset. By doing so, the code naturally becomes more modular, encapsulated, and well-structured, which in turn leads to better overall code quality and easier maintenance.

**Going Too Far.** This lesson wants to tell you that don’t sacrifice the readability, maintainability and other parts of your code just to get the 100% coverage.