TDD Tips & Tricks

- Avoid unit tests for trivial getters/setters

- Don't test language builtins

- Use a standard variable name for your instance under test; e.g.,
  `testObj`

- Start with a testInitialize, that checks construction post-conditions

- Look very carefully at the dependencies and seams in your code - as
  you'll likely need to inject dependencies (Test doubles) so that your tests
  can run in isolation

Test Driven Development
Activity

Let's do a speed run together

https://imgs.xkcd.com/comics/random_number.png