

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 first



```
int getRandomNumber()  
{  
    return 4; // chosen by fair dice roll.  
              // guaranteed to be random.  
}
```

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