

# Unit Testing with C#

How to Effectively Test Web and Windows Applications

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# About Me

- 🔧 Started Front Range Systems to help organizations meet technology goals
- 🔧 Been developing professionally since 2000
- 🔧 Used .Net since Beta 2
- 🔧 When I'm not at my computer, you'll find me mountain biking or at our son's hockey games

## Connect

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# Overview

In this discussion you will learn:

- 🔗 Why Unit Test are valuable
- 🔗 What makes a good Unit Test
- 🔗 How to write Unit Tests
- 🔗 How to test Web Applications
- 🔗 How to test Windows Applications
- 🔗 We will touch on TDD, Mocks and Dependency Injection



# The Value of Unit Tests

- 🔗 Ensures decoupled design
- 🔗 Repeatable
- 🔗 Can be part of the build
- 🔗 Confidence to refactor / add features
- 🔗 Helps new developers get up to speed
- 🔗 Address critical pieces of the application
- 🔗 A good way to fix bugs
  - 🔗 Write a series of failing tests that will pass once the bug is fixed



# Good vs Bad Unit Tests

## Good

- 🚀 Only test one thing
- 🚀 Are fast
- 🚀 Idempotent
- 🚀 Triggered by a check in
- 🚀 Part of the Definition of Done

## Bad

- 🚀 Depends on external resources
  - 🚀 File system
  - 🚀 Web services
  - 🚀 Databases
- 🚀 Test more than one thing
- 🚀 Not up to date
- 🚀 Not run as part of a build



# Anatomy of a Unit Test

```
Test Attribute [TestMethod]  
Class Under Test MathServiceTest  
Method Divide  
Input or Conditions RandomNumbers  
Expected Result ReturnsQuotient()  
public void MathServiceTest_Divide_RandomNumbers_ReturnsQuotient()  
{  
    var first = Random.NextDecimal(1000);  
    var second = Random.NextDecimal(1000);  
    var expected = decimal.Divide(first, second);  
    var actual = ItemUnderTest.Divide(first, second);  
    Assert.That(actual, Is.EqualTo(expected));  
}
```

Arrange

Act

Assert



# Initialization and Cleanup

## MS Test and NUnit Equivalents

### MS Test

 TestClass

 ClassInitialize

 TestInitialize

 TestMethod

 TestCleanup

 ClassCleanup

### NUnit

 TestFixture

 OneTimeSetUp

 SetUp

 Test

 TearDown

 OneTimeTearDown

Per Test



# Viewing and Debugging Tests

Demo



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# Mocks and Dependency Injection

## Mocks

- 🔗 Removes any external dependencies
- 🔗 Those dependencies can be tested separately

## 🔗 Moq

## Dependency Injection

- 🔗 Specify mapping between class and interface

- 🔗 Handles object creation

## 🔗 Web

- 🔗 NinjectWebCommon.cs – line: 65

## 🔗 WPF

- 🔗 AppBootstrapper.cs – line: 25



# Testing Web Applications

 MVC

 Web API

 Ninject



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# Testing Web Applications

Demo



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# Testing Windows Applications

 MVVM

 Caliburn Micro

 Test the View Model

 Test the Model

 Test Converters, Behaviors, etc.



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# Testing Windows Applications

Demo



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# TDD – Test Driven Development

## Red

-  Write a failing test

## Green

-  Change the code to fix the test

## Refactor

-  How can I make this code better?

-  Simplify

-  Think like an Architect



# Test Driven Development

Demo



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# Resources

## Source Code and Slides

 <https://github.com/mattdixon/unit-testing>

## Dependency Injection

 Ninject – <http://www.ninject.org/>

## Mocking

 Moq – <https://github.com/moq/moq4>

## MVVM

 Caliburn Micro – <http://caliburnmicro.com/>

## Resharper

 <https://www.jetbrains.com/resharper/>

