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<sup>*</sup>
                                         Input or Conditions
                                                            Expected Result
U references | Matt Dixon | Class Under Test change
                                 Method
public void MathServiceTest Divide RandomNumbers ReturnsQuotient()
    var first = Random.NextDecimal(1000);
    var second = Random.NextDecimal(1000);
                                                             Arrange
    var expected = decimal.Divide(first, second);
                                                                   Act
    var actual = ItemUnderTest.Divide(first, second);
    Assert.That(actual, Is.EqualTo(expected));
                                                               Assert
```



Initialization and Cleanup

MS Test and NUnit Equivalents

MS Test
TestClass

ClassInitialize

TestInitialize

TestMethod

TestCleanup

ClassCleanup

NUnit

TestFixture

OneTimeSetUp

Per Test

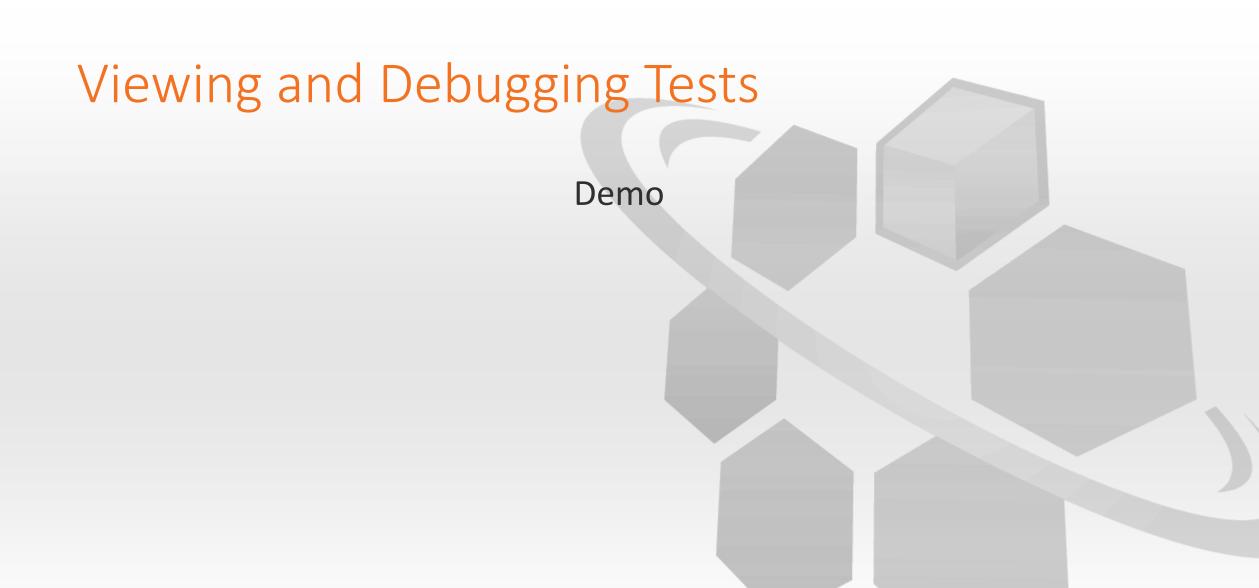
SetUp

Test

TestCleanup

OneTimeTearDown







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



Testing Web Applications Demo



Testing Windows Applications

- **MVVM**
 - Caliburn Micro
- Test the View Model
- Test the Model
- Test Converters, Behaviors, etc.



Testing Windows Applications Demo



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



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/

