Bringing It Together with Guidelines, Checklists, and Resources

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Are My Tests Effective?

- You trust them
- You maintain them
- You actually read them
- They don’t get in your way

Code Review Guidelines

Benefit of Guidelines

Common ground

Power of a checklist

Structure for improvement

Unit Testing Checklist

- ❑ Test name describes the scenario
- ❑ Contains arrange, act, assert
- ❑ Stays within one project layer
- ❑ Is a state, value, or interaction test
- ❑ Fakes all dependencies
- ❑ Mocks at most one dependency
- ❑ Favors the public API
- ❑ Asserts against one object
- ❑ Favors builder over setup methods

Resources

Google Testing Blog:

https://testing.googleblog.com/search/label/TotT

Suggested articles:

Don't Overuse Mocks

Testing State vs. Interactions

Prefer Testing Public APIs Over Implementation-Detail Classes

Test Behaviors not Methods

Effective Testing

Measuring Coverage

The Art of Unit Testing: with examples in C#
2nd Edition, by Roy Osherove

http://amzn.to/2elq1v6

http://artofunittesting.com/

My unit testing links:
http://osmy.in/UnitTestLinks

My code review guidelines:
http://osmy.in/UnitTestGuidelines

Summary

Context matters, opinions vary; strive for more effective unit tests

Team agreement and training is vital

Clear & simple tests, focused on riskiest code, that don’t inhibit refactoring