

Advanced Unit Testing

DRY versus DAMP

Mark Seemann

<http://blog.ploeh.dk>



pluralsight
hardcore developer training

Outline

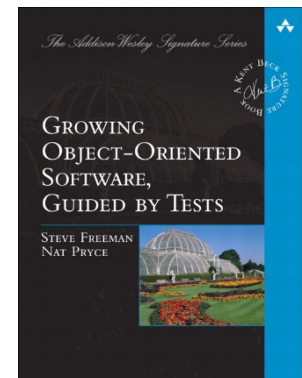
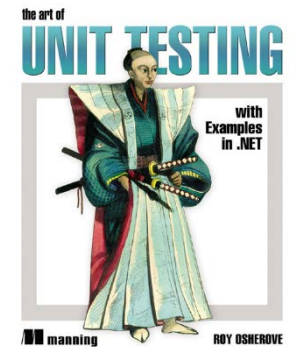
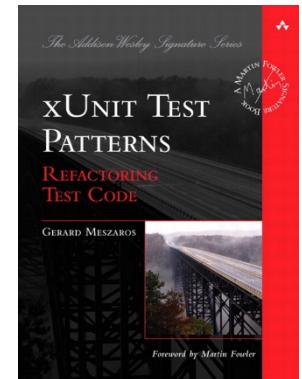


DRY
versus
DAMP

How to
make
tests your
friends

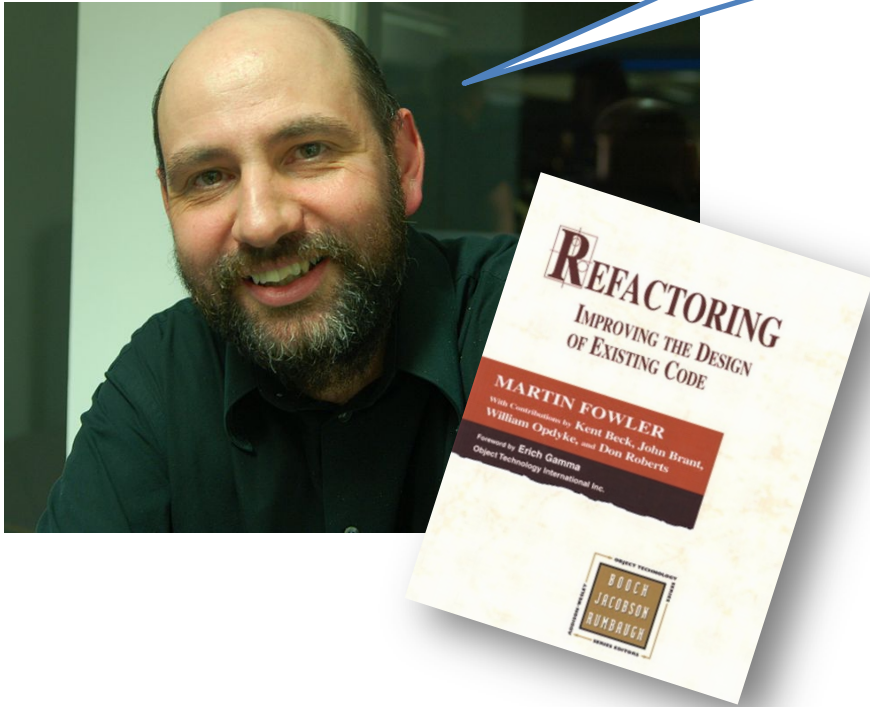
Prerequisites

- Prior experience with unit testing
- On Pluralsight
 - Outside-In Test-Driven Development
 - Test First Development - Part 1
 - Test First Development - Part 2
 - many more
- In writing
 - *xUnit Test Patterns*, Gerard Meszaros
 - *The Art of Unit Testing*, Roy Osherove
 - *Growing Object-Oriented Software, Guided by Tests*, Steve Freeman & Nat Pryce



Safety net!

Unit tests are a safety
net



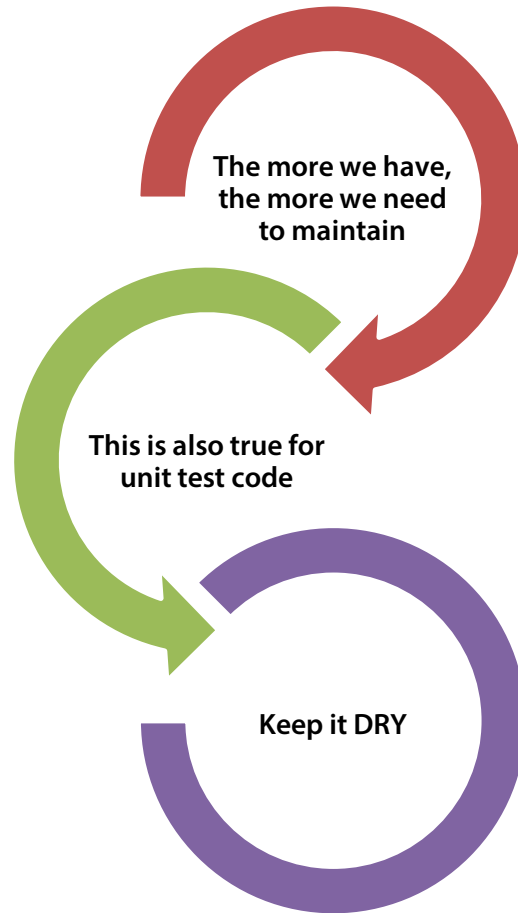
Safety net?

When I refactor, all my
tests break!

I've even tried TDD!



Code is a liability*



**D
R
Y**

Don't

R

Y

Don't

Repeat

Y

**Don't
Repeat
Yourself**

Demo



Tests which could
be more DRY

Blindly making them
DRY doesn't make
them easier to
maintain

Demo recap

**Initially, all tests
were self-
contained**

**The DRY tests
became**

**Coupled to their
containing class**

Less cohesive

**Harder to
understand**

**D
A
M
P**

Descriptive

A

M

P

Descriptive

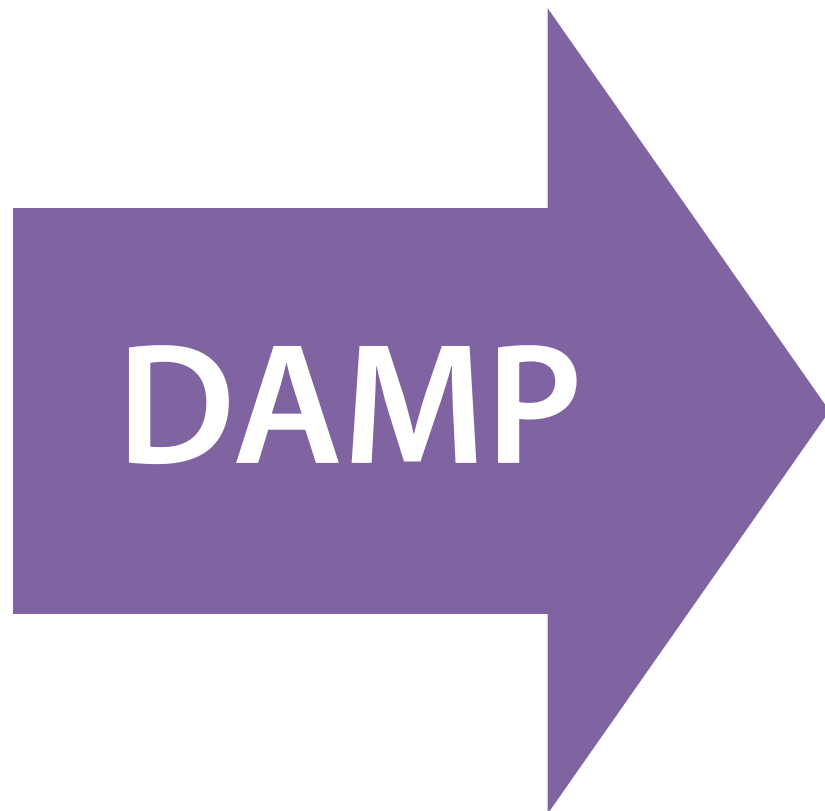
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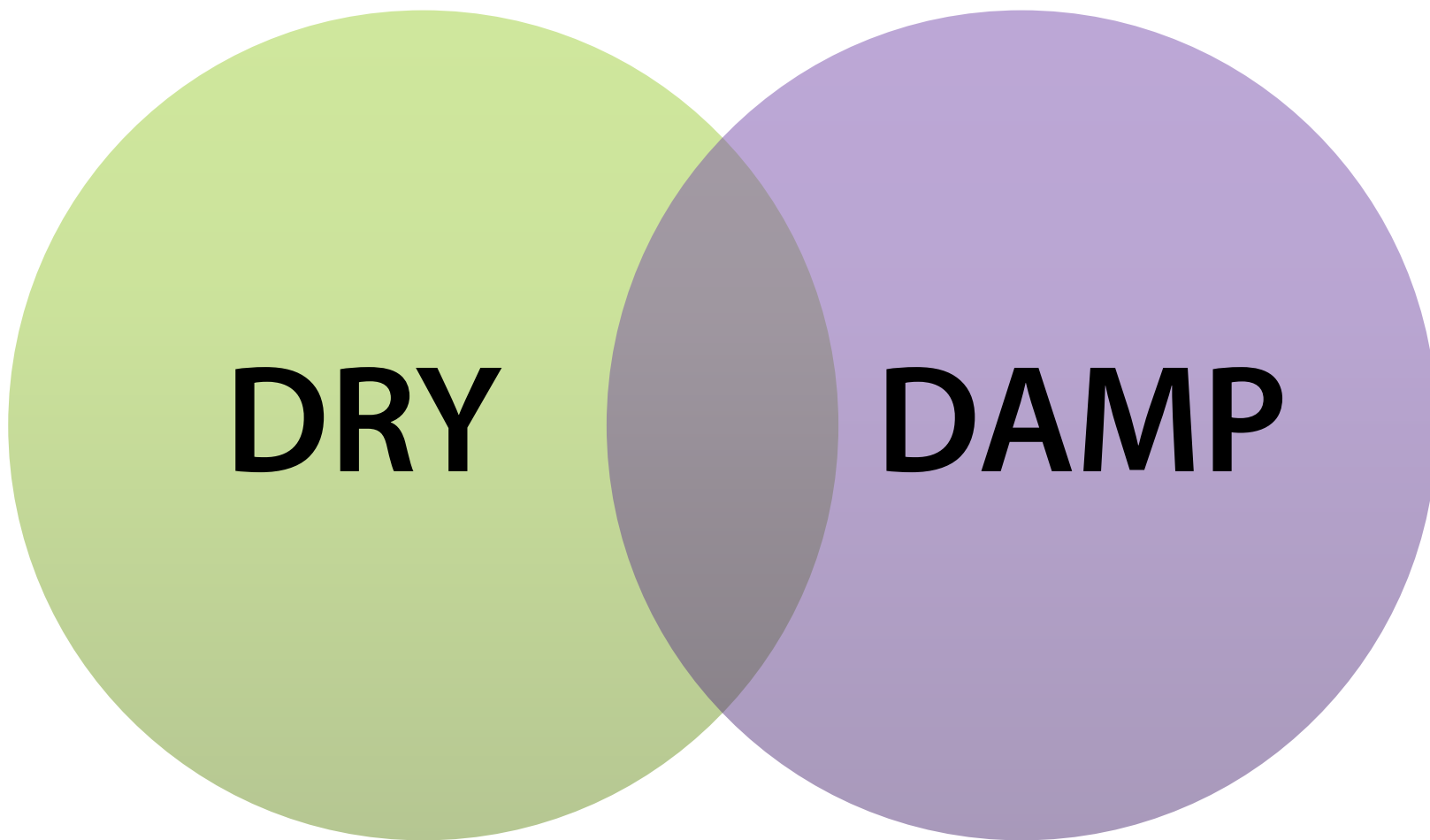
M

P

Descriptive
And
Meaningful
P

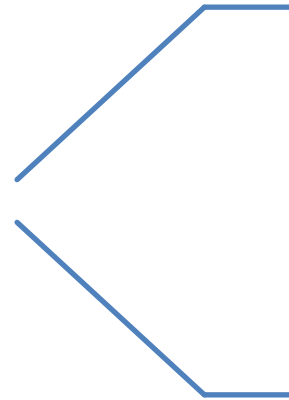
Descriptive
And
Meaningful
Phrases





Why do we test?

How do
you know
your code
works?



Review

Test

Why trust tests?

How do
you know
your test
is correct?

Review

See it fail

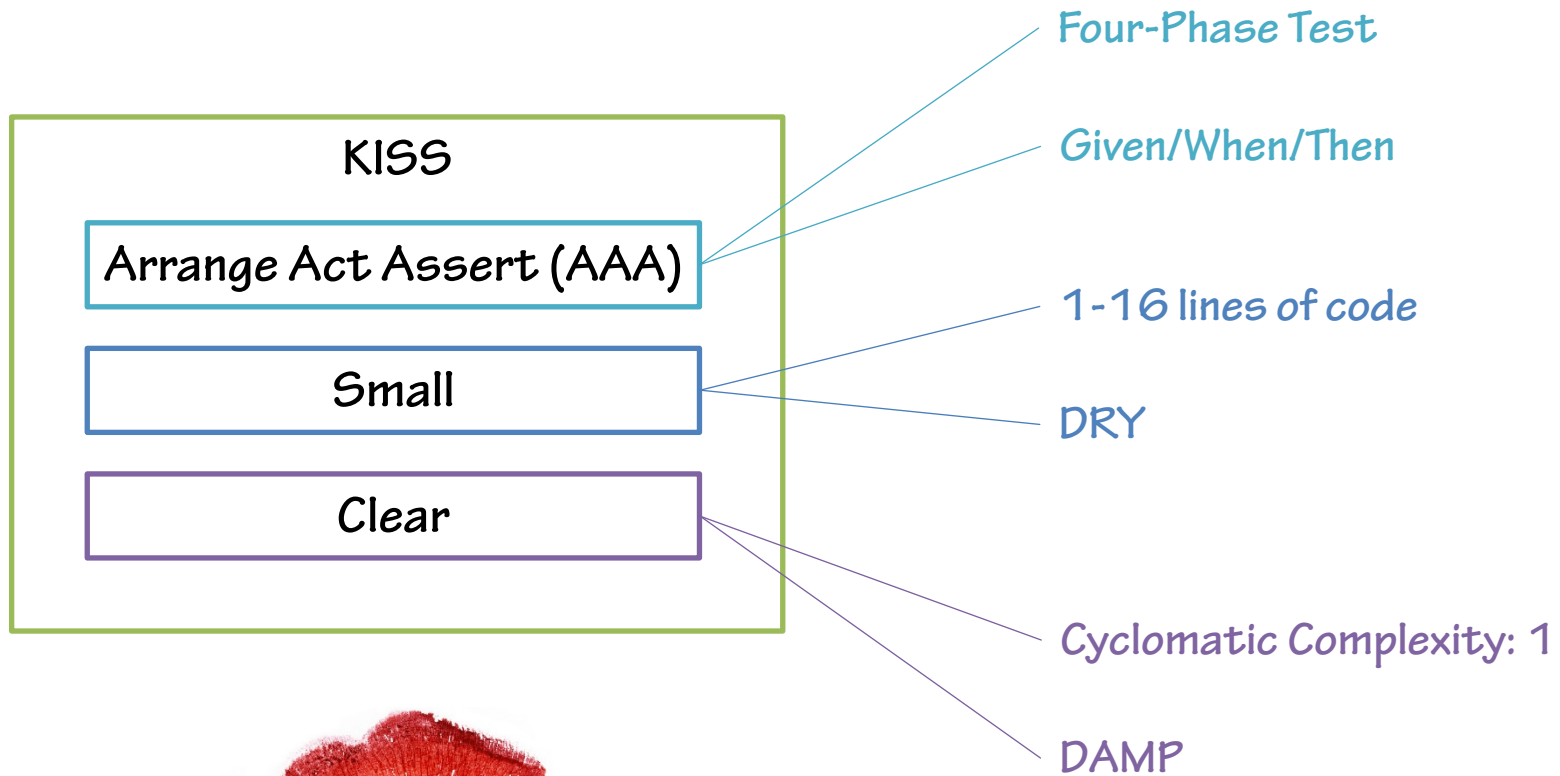


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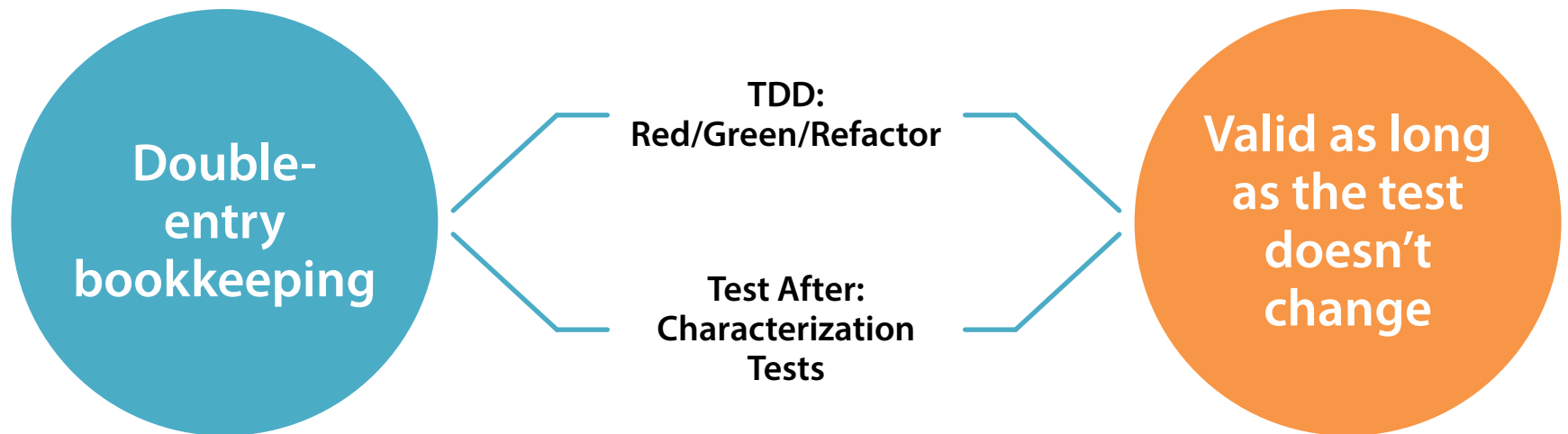


<http://commons.wikimedia.org/wiki/File:WatchmenBloodySmiley.png>

Readable tests



See tests fail



Summary

