Pragmatic Unit Testing in C++ (CppCon)
(by - Matt Hargett)

⇒ Unit testing is the most reliable route to a modular / OO design.

* ## What unit testing is

⇒ "A method by which <u>individual units</u> of source code are tested to determine if they are <u>fit for use</u>"

⇒ <u>Modularity</u> is a requirement for real unit tests.
  ↳ Separating interface from implementation.

* ## Optimize for readability

⇒ Tests are executable documentation.

⇒ They will be read many more # times than they are written.

(green)   (MocKitopp)

————————✕————————✕————