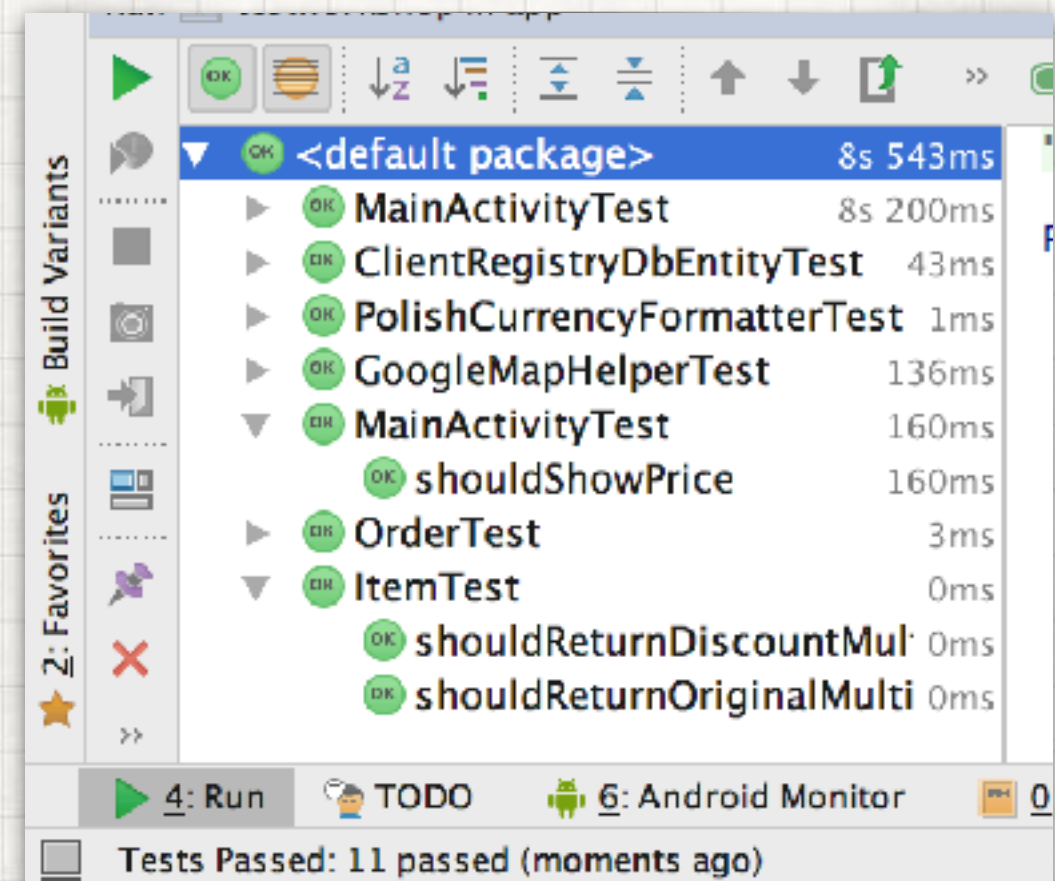


# UNIT TESTS

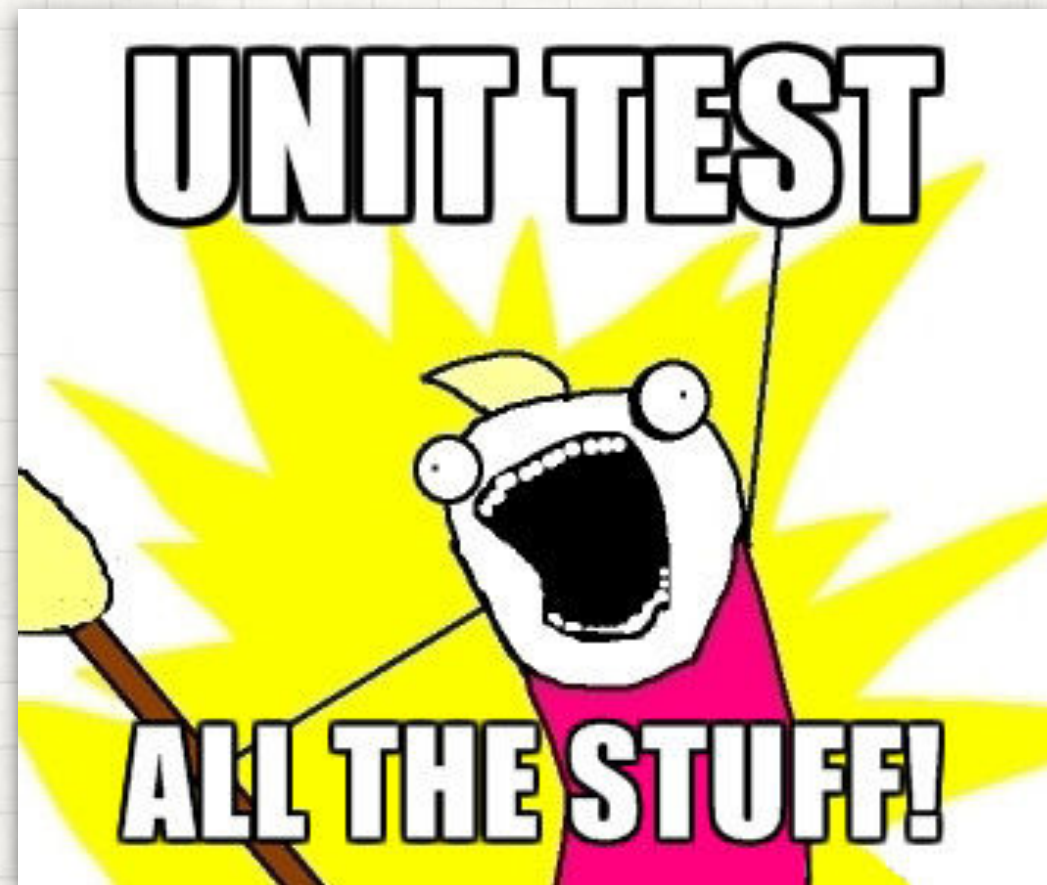
WAT ?

ADDITIONAL PIECES  
OF CODE WHICH  
RUN YOUR CLASSES  
AND METHODS  
AND SEE IF THEY  
WORK AS EXPECTED



# WHAT SHOULD UNITS TEST BE LIKE ?

- 1.SIMPLE
- 2.COMPREHENSIVE
- 3.FAST
- 4.ISOLATED  
(INDEPENDENT OF  
ENVIRONMENT, TIME,  
ORDER OF EXECUTION)





# WHO SHOULD MAKE SURE I TEST MY CODE ?

## 1. MY MANAGER ?

(HE CARES ABOUT WHAT I DO THE MOST)

## 2. MY COLLEAGUES ?

(THEY TRY TO PUT UP WITH MY CODING STYLE)

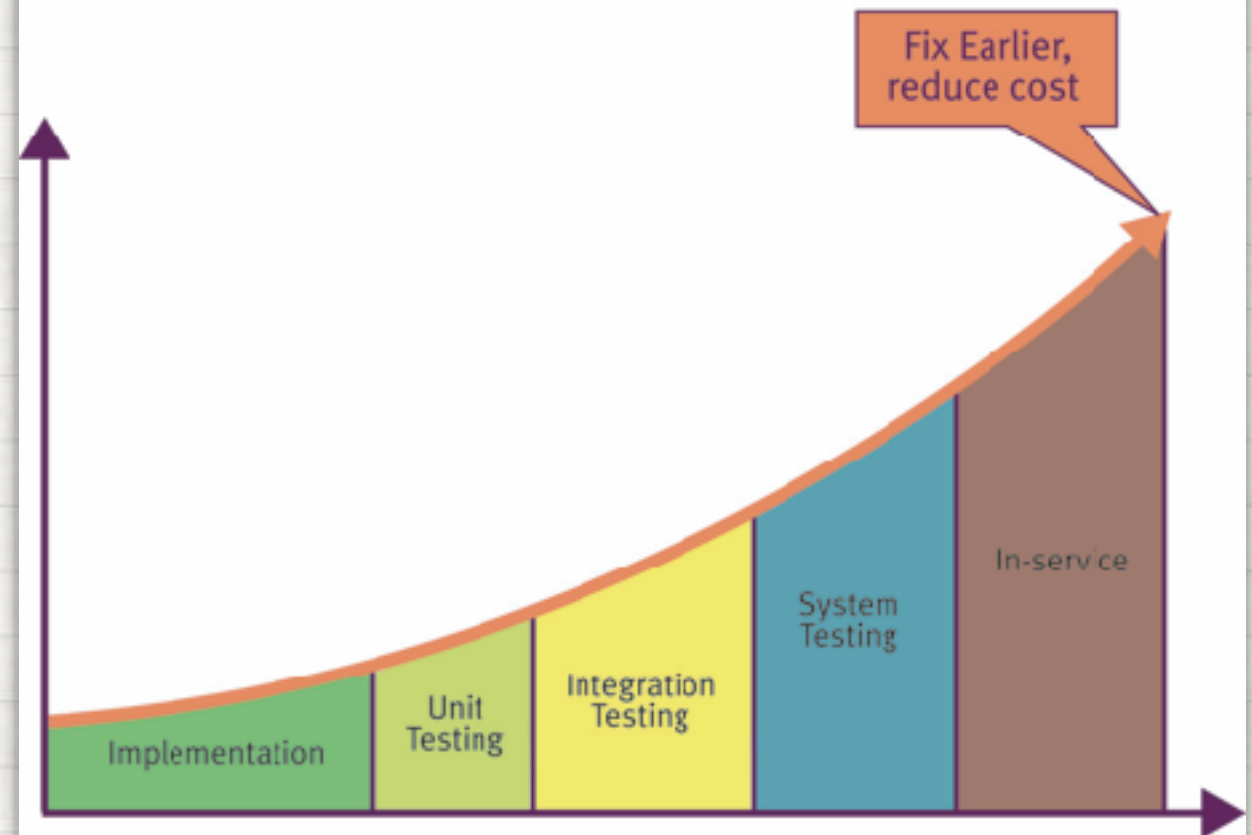
## 3. MY PARENTS ?

(DUH!)

## 4. ME ?

(TRUST ME I'M AN ENGINEER)

### The Cost of Defects



# WOW, WHERE DO WE START ?

*1.How do I test?*

*What do I test?*

*When is it enough?*

*2.How do I test framework specific things?*

*If I write anything in my unit tests is it okay?*

*3.Can I try TDD please?*

*Is it okay if I don't care about corner cases?*

*4.How do I test something asynchronous?*

*5.Someone wrote these tests and they break all the time, can I just remove them?*