

UNIT TESTS

• Single unit of behavior (a class or a method/function)

• Fast

• Never touch the file system

• Never talk to a database

• Never use the network

class/package

Michael Feathers, Working Effectively with Legacy Code, chapter 2

UNIT TESTS

- Single **unit** of behavior (a class or a method/function)
- Fast
- Never touch the file system
- Never talk to a database
- Never use the network

class/package

INTEGRATION TESTS