txporter (/dashboard)

Courseware (/courses/BerkeleyX/CS169.1x/2013\_Spring/courseware)

Course Info (/courses/BerkeleyX/CS169.1x/2013\_Spring/info)

Syllabus (/courses/BerkeleyX/CS169.1x/2013\_Spring/syllabus/)

Textbook & VM (/courses/BerkeleyX/CS169.1x/2013\_Spring/textbook\_vm/)

Tutorials & Resources (/courses/BerkeleyX/CS169.1x/2013\_Spring/tutorials\_resources/)

Discussion (/courses/BerkeleyX/CS169.1x/2013\_Spring/discussion/forum)

Wiki (/courses/BerkeleyX/CS169.1x/2013\_Spring/course\_wiki)

Progress (/courses/BerkeleyX/CS169.1x/2013\_Spring/progress)

## L11P3: TDD

Which of these is **Poor** advice for TDD?

- Mock and stub early and often in unit tests
- Aim for high unit test coverage
- Sometimes it's OK to use stubs and mocks in integration tests
- Unit tests give you higher confidence of system correctness than integration tests

Check

**Show Answer** 

**Show Discussion** 

**New Post** 

Find Courses (/courses) About (/about)

Blog (http://blog.edx.org/)

Jobs (/jobs)

Contact (/contact)

(http://youtube.com/user/edxonline)



(https://plus.google.com/108235383044095082735)



(http://www.facebook.com/EdxOnline)



(https://twitter.com/edXOnline)