**Go unit testing**

Test your code during the development will expose the bugs

Gos built in function will makes easier to test as you go

It uses the go testing commands and go testing packages

//math.go

// This is a simple module file which will be our code

package math

// Add is our function that sums two integers

func Add(x, y int) (res int) {

    return x + y

}

//math\_test.go

//math\_test.go this is testing file and need to import testing module for this

package math

import "testing"

func TestAdd(t \*testing.T) {

    got := Add(4, 6)

    want := 10

    // want := 11 then it will gives error

    if got != want {

        t.Errorf("got %q, wanted %q", got, want)

    }

}

PS C:\Go\_WorkSpace\testingowithmath> go test

PASS

ok      \_/C\_/Go\_WorkSpace/testingowithmath      1.855s