

Controlling and Customizing Test Execution



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Overview



Categorizing tests

- Arbitrary category at test/class level
- Executing specific categories

Temporarily stopping a test from running

Outputting additional messages

Running additional code

- Before & after each test
- Before first test in a test class
- After last test in a test class
- Before and after a test assembly runs

Sharing objects between tests



Running Additional Code During the Test Execution Lifecycle



Summary



```
[TestCategory("Player Defaults")]
```

```
[Ignore("Temporarily disabled for  
refactoring")]
```

```
Console.WriteLine("...");
```

```
dotnet test -v n
```

Running additional code

- [TestInitialize] [TestCleanup]
- [ClassInitialize] [ClassCleanup]
- [AssemblyInitialize] [AssemblyCleanup]

Sharing objects between tests



Next:

Creating Data Driven Tests

