

# Reducing Code Duplication and Increasing Test Readability

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# Overview



## Initial test code refactoring

### Creating custom asserts

- IsInRange
- NotNullOrWhiteSpace
- AllItemsNotNullOrWhitespace
- AllItemsSatisfy
- AtLeastOneItemSatisfies
- All

### Creating custom reusable test category attributes

### Creating and using custom test data source attributes



# Summary



## Initial test code refactoring

- PlayerCharacter sut;
- [TestInitialize]

## Created custom asserts

- this Assert assert
- this CollectionAssert collectionAssert
- this StringAssert stringAssert
- Assert.That.IsInRange(...)

## TestCategoryBaseAttribute

## ITestDataSource

[CsvDataSource("Damage.csv")]

