## **Testing Training: Professional Unit Testing** (SBTST, 2 jours)

## Description

The course Professional Unit Testing (Testing Training) explore unit testing with Visual Studio .NET. The training begins with a discussion of Unit Testing concepts & terminology. The course also covers creating & executing unit tests, Mock objects & Test Doubles & discusses the pros and cons of each approach. Also included is an exploration of test isolation & decoupling.

## Tarifs

- Tarification: \$1,500/person
- Rabais de 10% lorsque vous inscrivez 3 personnes.

## Plan de cours

The Foundations of Unit Testing
Overview of Testing in an Agile Context
When is Unit Testing Valuable: Refactoring, Legacy Code and New Projects
What is Unit Testing?
When does Unit Testing Happen?
The Art of Effective Test Driven Development
Who does Unit Testing?
What are the Benefits of Unit Testing?
The Unit Test as Test Driver: Test Driven Development
What are the Tools of Unit Testing?
What is a Good Unit Test?
Creating a Unit Test
Creating a Visual Studio Unit Test Project
Setting Attributes for Unit Testing
About the Test Abstraction: Object, Class or Functional Unit
Working with Assert Statements
Creating Test Methods
Running Tests and Analyzing Results
Creating Reports
Creating Test Doubles
Overview of Available Techniques for Developing Test Doubles
When is it a Good Idea to Develop a Test Double?
Using Dummy Objects: Advantages and Disadvantages
Using Fake Objects: Advantages and Disadvantages
Using Stubs: Advantages and Disadvantages
Using Mock Objects: Advantages and Disadvantages
Practical Considerations
Isolation Concepts
What is Isolation? The Need for Decoupling
Advantages and Disadvantages of Isolation
What is a Collaborator?
Creating Fake and Dummy Objects
Creating and Using Stubs

Mock Based Unit Testing

Exploring the Need for Mock Objects

Isolation using Mock Objects

Choosing Mock Object Candidates

Implementing Mock Objects with Code

Implementing Mock Objects with NSubstitute, EasyMock or RhinoMock

Design Considerations in Choosing a Classical or a Mock Based Approach