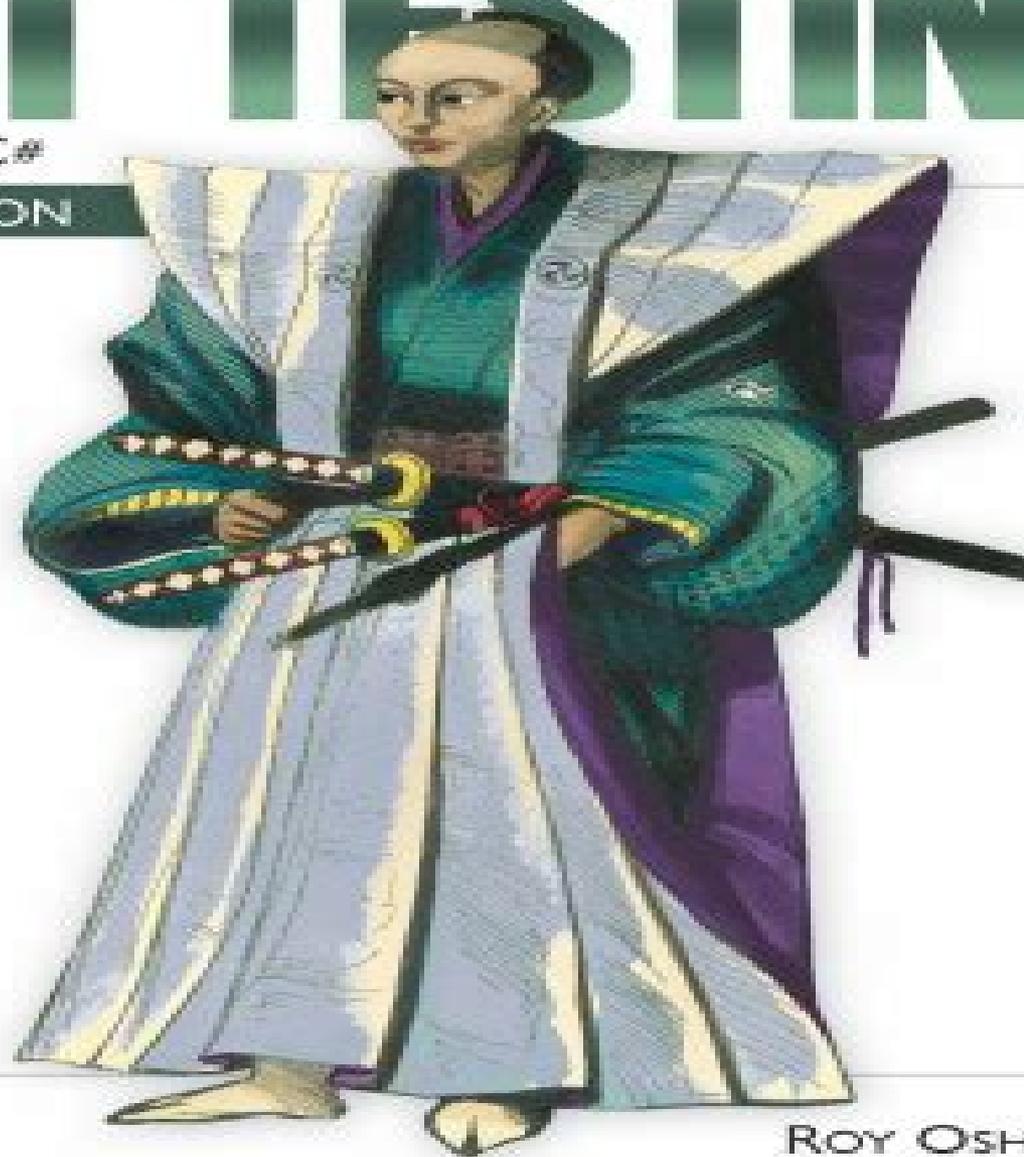


the art of

UNIT TESTING

with examples in C#

SECOND EDITION



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The Art Of Unit Testing Second Edition

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The Art Of Unit Testing Second Edition:

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more complicated subjects like mocks and stubs while learning to use isolation mocking frameworks like Moq FakeItEasy and Typemock Isolator You'll explore test patterns and organization refactor code applications and learn how to test untestable code Along the way you'll learn about integration testing and techniques for testing with databases The examples in the book use C# but will benefit anyone using a statically typed language such as Java or C# What's Inside Create readable maintainable trustworthy tests Fakes stubs mock objects and isolation mocking frameworks Simple dependency injection techniques Refactoring legacy code About the Author Roy Osherove has been coding for over 15 years and he consults and trains teams worldwide on the gentle art of unit testing and test driven development His blog is at ArtOfUnitTesting.com

The Art of Unit Testing, Third Edition Roy Osherove, 2024-03-26 Unit testing is more than just a collection of tools and practices it's a state of mind This bestseller reveals the master's secrets for delivering robust maintainable and trustworthy code Thousands of developers have learned to hone their code quality under the tutelage of The Art of Unit Testing This revised third edition updates an international bestseller to reflect modern development tools and practices as well as to cover JavaScript Inside The Art of Unit Testing Third Edition you will learn how to Create readable maintainable and trustworthy tests Work with fakes stubs mock objects and isolation frameworks Apply simple dependency injection techniques Refactor legacy code with confidence Test both frontend and backend code Effective unit tests streamline your software development process and ensure you deliver consistent high quality code every time With practical examples in JavaScript and Node.js this hands on guide takes you from your very first unit tests all the way to comprehensive test suites naming standards and refactoring techniques You'll explore test patterns and organization working with legacy code and even untestable code The many tool agnostic examples are presented in JavaScript and carefully designed so that they apply to code written in any language About the technology The art of unit testing is more than just learning the right collection of tools and practices It's about understanding what makes great tests tick finding the right strategy for each unique situation and knowing what to do when the testing process gets messy This book delivers insights and advice that will transform the way you test your software About the book The Art of Unit Testing Third Edition shows you how to create readable and maintainable tests It goes well beyond basic test creation into organization wide test strategies troubleshooting working with legacy code and merciless refactoring You'll love the practical examples and familiar scenarios that make testing come alive as you read This third edition has been updated with techniques specific to object oriented functional and modular coding styles The examples use JavaScript What's inside Deciding on test types and strategies Test Entry Exit Points Refactoring legacy code Fakes stubs mock objects and isolation frameworks Object Oriented Functional and Modular testing styles About the reader Examples use JavaScript TypeScript and Node.js About the author Roy Osherove is an internationally recognized expert in unit testing and agile software methodology Vladimir Khorikov is the author of Manning's Unit Testing Principles Practices and Patterns a Pluralsight author and a Microsoft MVP

Table of Contents PART 1 1 The basics of unit testing 2 A first unit test PART 2 3

Breaking dependencies with stubs 4 Interaction testing using mock objects 5 Isolation frameworks 6 Unit testing asynchronous code PART 3 7 Trustworthy tests 8 Maintainability PART 4 9 Readability 10 Developing a testing strategy 11 Integrating unit testing into the organization 12 Working with legacy code Appendix Monkey patching functions and modules

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Each chapter starts with a set of objectives with the prospective of targeting to achieve rather than leaving the student directionless and ends with a list of key terms referring to certain abstract concepts for better and crisp communication alongwith a list of references to enable the user to find in depth information

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Table of Contents The Art Of Unit Testing Second Edition

1. Understanding the eBook The Art Of Unit Testing Second Edition
 - The Rise of Digital Reading The Art Of Unit Testing Second Edition
 - Advantages of eBooks Over Traditional Books
2. Identifying The Art Of Unit Testing Second Edition
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an The Art Of Unit Testing Second Edition
 - User-Friendly Interface
4. Exploring eBook Recommendations from The Art Of Unit Testing Second Edition
 - Personalized Recommendations
 - The Art Of Unit Testing Second Edition User Reviews and Ratings
 - The Art Of Unit Testing Second Edition and Bestseller Lists
5. Accessing The Art Of Unit Testing Second Edition Free and Paid eBooks
 - The Art Of Unit Testing Second Edition Public Domain eBooks
 - The Art Of Unit Testing Second Edition eBook Subscription Services
 - The Art Of Unit Testing Second Edition Budget-Friendly Options

6. Navigating The Art Of Unit Testing Second Edition eBook Formats
 - ePub, PDF, MOBI, and More
 - The Art Of Unit Testing Second Edition Compatibility with Devices
 - The Art Of Unit Testing Second Edition Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of The Art Of Unit Testing Second Edition
 - Highlighting and Note-Taking The Art Of Unit Testing Second Edition
 - Interactive Elements The Art Of Unit Testing Second Edition
8. Staying Engaged with The Art Of Unit Testing Second Edition
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers The Art Of Unit Testing Second Edition
9. Balancing eBooks and Physical Books The Art Of Unit Testing Second Edition
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection The Art Of Unit Testing Second Edition
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine The Art Of Unit Testing Second Edition
 - Setting Reading Goals The Art Of Unit Testing Second Edition
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of The Art Of Unit Testing Second Edition
 - Fact-Checking eBook Content of The Art Of Unit Testing Second Edition
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
 - Integration of Multimedia Elements

- Interactive and Gamified eBooks

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