Unit Testing

(XCTest)

Why Test?

Provides confidence regarding general quality level of code
Allows for changing/refactoring parts of the application without worrying if the changes break functionality
Can allow for running code before everything is in place in more complex systems

Unit Tests

A test that exercises a small amount of code
Typically tests a single method and related private methods
Potentially multiple tests for a single method, depending on its complexity (i.e., different parameters / error conditions)
### XCTest

Tests written in a subclass of XCTestCase

Methods that will be run as tests must have names that begin with the prefix text, such as: `func testStuff()`

Can override setUp and tearDown methods to write common code that must be run before or after all tests in a given test case.

Can create helper functions that perform other common behavior, so long as their names don’t begin with the word test.

### Documentation

“Testing with Xcode”

“Using Unit Tests”