# BEGINNING iOS UNIT & UI TESTING
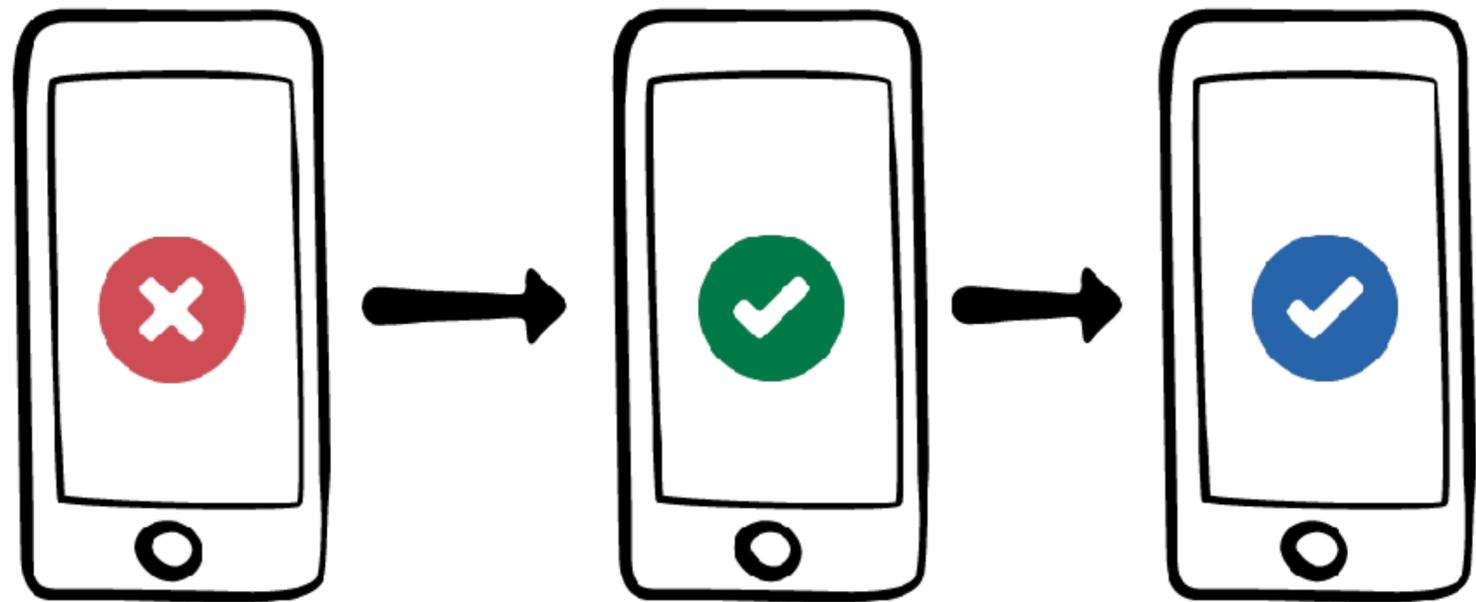
Part 1: Introduction

Course Outline

- Unit testing
- User interface testing
- Test-driven development
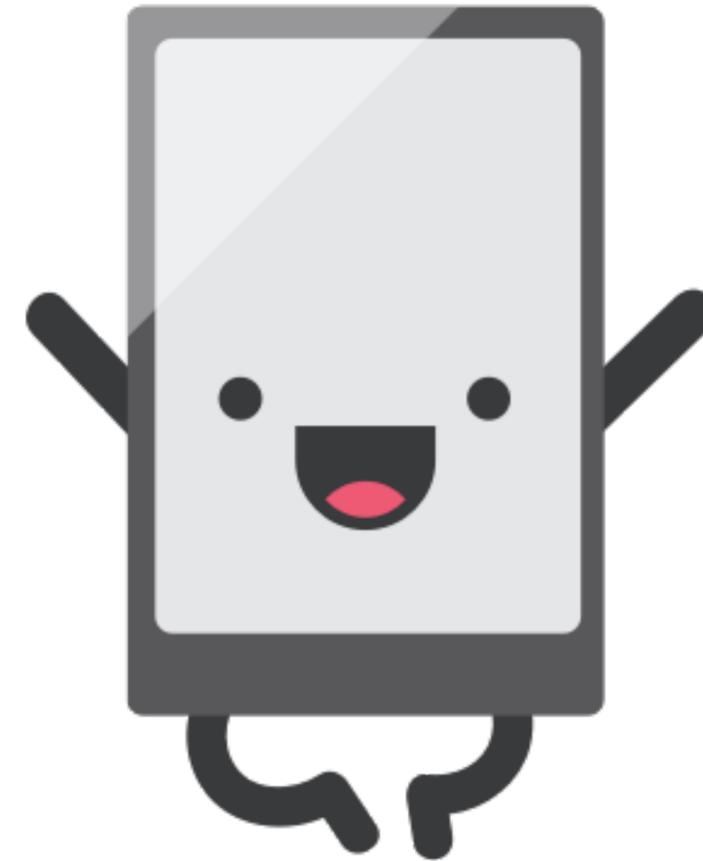
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Why Test?

- Prove code works
- Prevent bugs & regressions
- Think about interactions
- Write living documentation

- **Create maintainable code!**

Testing Requirements

- Testable code!
- Single responsibility
- Loosely coupled classes
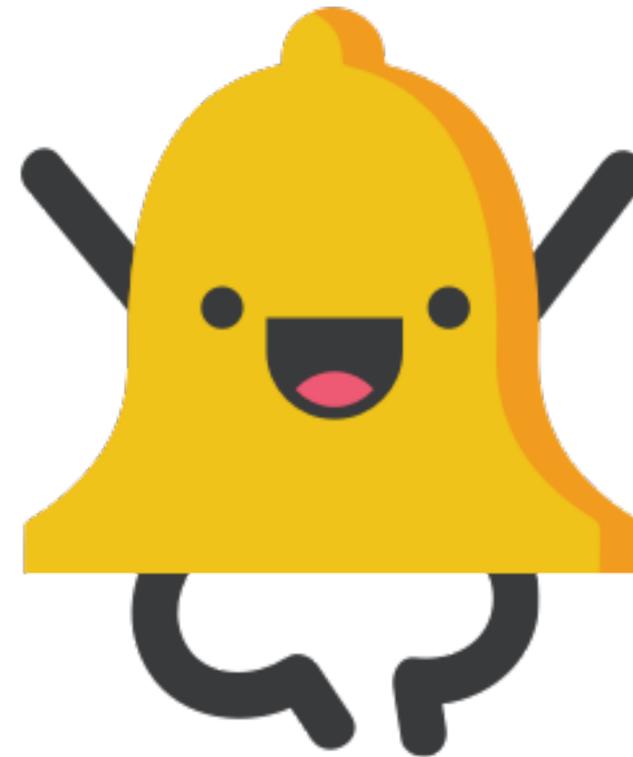
Unit Tests vs UI Tests

▶ Unit tests — test small, units of code

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▶ UI Tests — test user interface

SUCCESS!

Challenge Time!