Unit Testing is for Weenies.

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Important lessons learned from being a bullheaded developer...

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- * How do you know which part is broken when it breaks?

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- * How do you know which part is broken when it breaks?
- * How do you know that you know which part is broken?

```
$newThing = new Thing();
$newThing->doSomething();
$newThing->doSomething($else);
if ( $newThing->something == $else ) {
    echo "All done!"
}
```

* How can anyone ever repeat that test?

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- * What did it test, anyway?

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- * What did it test, anyway?
- * What do you have to show for the effort?

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- * Pon't Repeat Yourself.

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- * How many billable hours do we lose?
- * Pon't we make our own schedules?

How to Sell Your Boss on Unit Testing

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It's not me, it's the psycho I work for...

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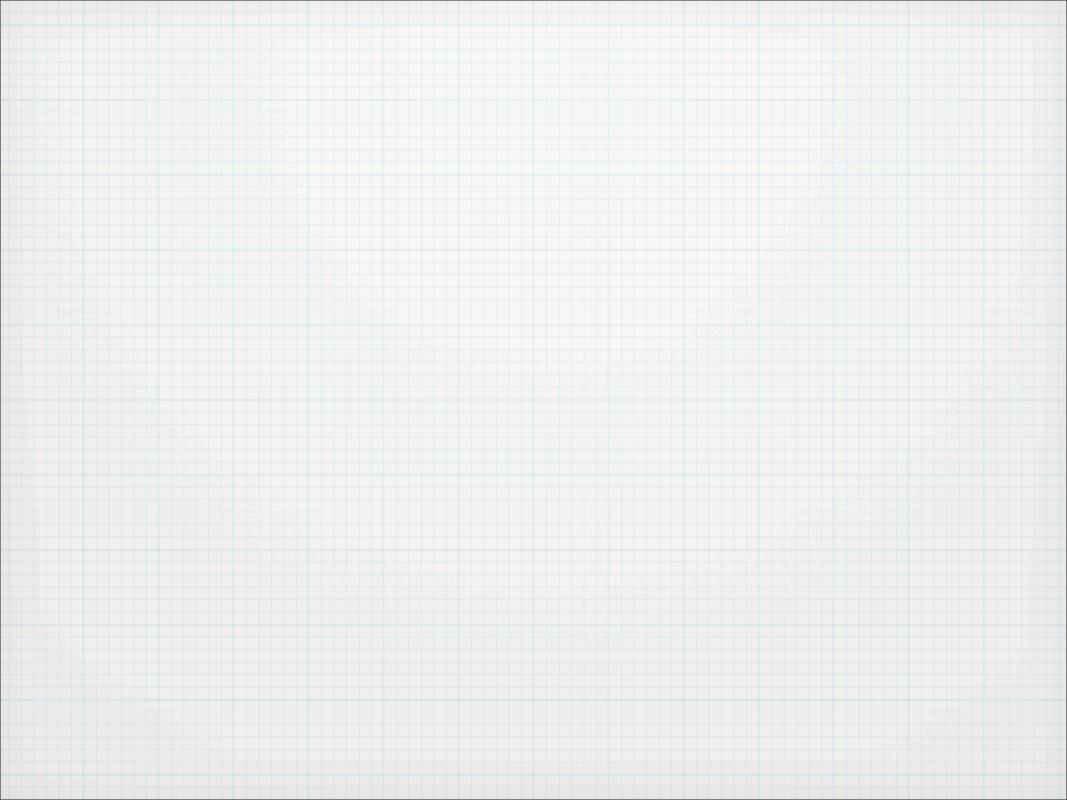
- * Testing adds value to work and products
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 - * Toyota makes Good Automobiles.
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- * Unit Testing is Quality Control.

Quality Control Testing MUST BE

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- * Rigorous, by testing everything,
- * Repeatable, via automated tests,
- * Producible upon demand,

Rigorous, repeatable, producible tests generate a more stable code base and a more accountable project.



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- * Spend less time on tail-end debugging and finding those bugs,
- * Expose logical flaws and assumptions that we all unintentionally build on,
- * Build dependencies that work since they're based on proven assumptions.

Topics to ask Google and Wikipedia about...

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- * JUnit The granddaddy of 'em all.
- * phpUnit My torture chamber of choice.
- * RSpec Unit Testing for Ruby.
- * Selenium Graphical Unit Testing.
- * Test-Driven Development Way of Life.

Piscussion!