

JUnit

# Agenda

- What is JUnit?
- Why use JUnit?
- Guidelines for using JUnit
- Good Unit Test
- Coding Convention

The logo for JUnit, featuring the word "JUnit" in a serif font. The "J" and "U" are green, and the "nit" is red.

# What is JUnit?

- Open source testing-framework
- Part of unit testing framework xUnit
- Writing and running tests in Java
- Automatic Unit-Tests
- Standard tool for TDD

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# Why use JUnit?

- Write and run repeatable tests
- Progress in a bar
- Run multiple tests concurrently
- Easy to correct bugs
- Can be easily integrated in:
  - Eclipse
  - IntelliJ IDEA
  - Ant
  - Maven

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# Guidelines for using JUnit

- Test before and after integration with other modules
- Test before and after refactoring
- Informative test names
- Test one thing per method
- Write test immediately



# Good Unit Tests

- Fast
- Isolated
- Succinct
- Easy to Understand
- Reliable

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# Coding Convention

- Name of test class must end with „Test“
- Name of the method must begin with „test“
- Return type of a test method must be void
- Test method must not throw any exception
- Test method must not have any parameter

The logo for JUnit, featuring the word "JUnit" in a stylized font. The "J" is green, the "U" is red, and the "nit" is a lighter red color.

# Demo

JUnit



# Sources

- <https://junit.org/junit5/docs/current/user-guide/>
- <https://manifesto.co.uk/unit-testing-best-practices-java/>