

Lab TDD 2: Fixture Methods

Objectives

In this lab you will use the fixture methods

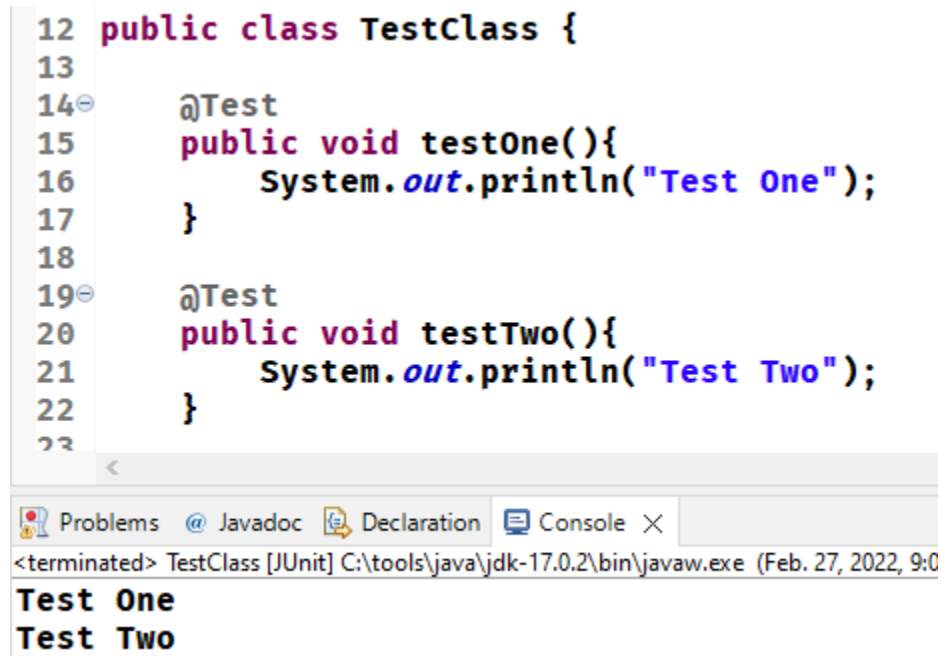
The lab continues from where TDD 1 lab left off

Instructions Project Setup

Step 1: Add a second test method

1. Create a copy of the testOne() method and rename it to testTwo() and have it print out an appropriate message

```
12 public class TestClass {
13
14     @Test
15     public void testOne(){
16         System.out.println("Test One");
17     }
18
19     @Test
20     public void testTwo(){
21         System.out.println("Test Two");
22     }
23 }
```



The screenshot shows an IDE window with a code editor and a console. The code editor displays the TestClass with two test methods: testOne() and testTwo(). The console shows the output of the test run, which is "Test One" followed by "Test Two".

Step 2: Implement fixtures

1. For each of the fixture stubs, implement an output method as shown on the next page

```

@BeforeClass
public static void setUpBeforeClass() throws Exception {
    System.out.println("---- Before Class method");
}

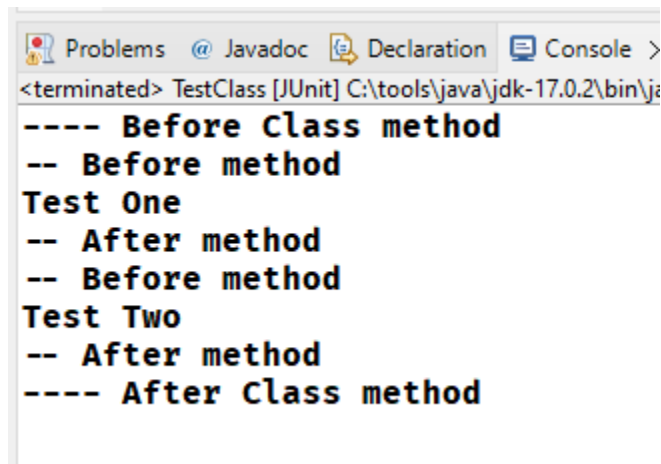
@AfterClass
public static void tearDownAfterClass() throws Exception {
    System.out.println("---- After Class method");
}

@Before
public void setUp() throws Exception {
    System.out.println("-- Before method");
}

@After
public void tearDown() throws Exception {
    System.out.println("-- After method");
}

```

2. Run your code as a test case and explain the output you see
3. It should look like the following



```

<terminated> TestClass [JUnit] C:\tools\java\jdk-17.0.2\bin\java.exe
---- Before Class method
-- Before method
Test One
-- After method
-- Before method
Test Two
-- After method
---- After Class method

```

Step 3: Set up a test CalcImp

1. Since the calculator is stateless, we can run all of the tests in a single instance of the implementation
2. Delete all the fixture methods except for the @BeforeClass method
3. Create a static class variable of type Calculator
4. Create an instance of CalcImp and assign it to the static variable in the @BeforeClass method.
5. Have the test method print out the address of the calculator

```
3+ import static org.junit.Assert.fail;
11
12 public class TestClass {
13     public static Calculator c;
14
15     @BeforeClass
16     public static void setUpBeforeClass() throws Exception {
17         TestClass.c = new CalcImp();
18     }
19
20     @Test
21     public void testOne() {
22         System.out.println("Using calculator instance " + TestClass.c);
23     }
24
```

<terminated> TestClass [JUnit] C:\tools\java\jdk-17.0.2\bin\javaw.exe (Feb. 27, 2022, 9:27:13 p.m. – 9:27:15 p.m.)
Using calculator instance calc.CalcImp@402a079c

Save your lab because the next lab picks up from here.