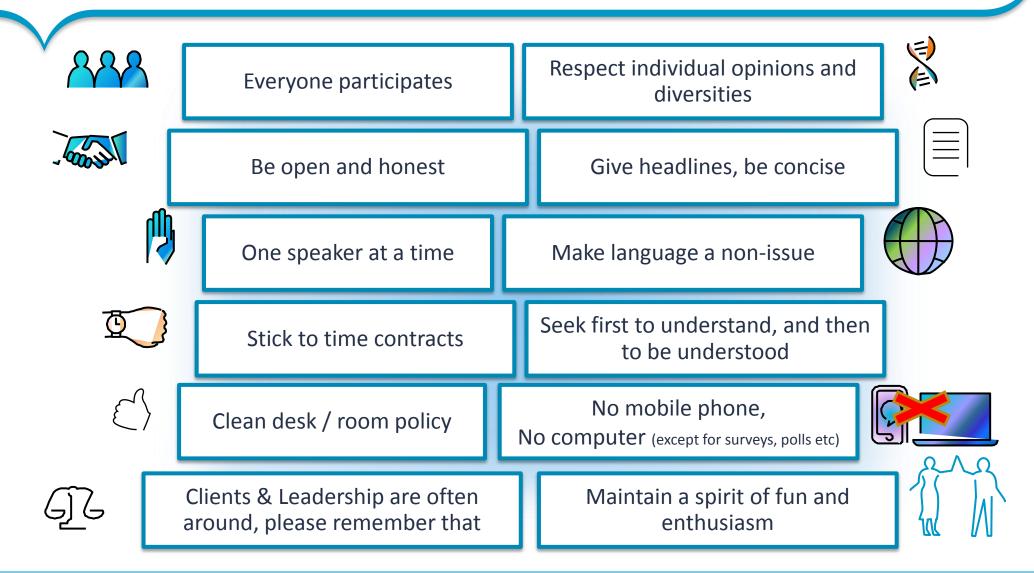


People matter, results count.

Ground Rules for Face-to-face Classrooms





Ground Rules for Virtual Classrooms

Participate actively in each session

Share experiences and best practices

Bring up challenges, ask questions

Discuss successes

Respond to whiteboards, polls, quizzes, chat boxes

Hang up if you need to take an urgent phone call, don't put this call on hold

Communicate professionally with others

Mute when you're not speaking

Wait for others to finish speaking before you speak

Each time you speak, state your name

Build on others' ideas and thoughts

Disagreeing is OK –with respect and courtesy

Be on time for each virtual session

As a best practice...be just a few minutes early!





Module at a Glance

Target Audience:

SME to provide the details required in the table.

| raiget Addienee. | |
|-------------------------|--------|
| Course Level: | Expert |
| Duration (in hours): | 8 hrs |
| Pre-requisites, if any: | Java |

Post-requisites, if any: Submit Session Feedback

Relevant Certifications: None





Introductions (for Virtual Classrooms)

Business Photo

SME to provide the photos and names of the facilitators.

Business Photo

Facilitator
Vijayalakshmi David

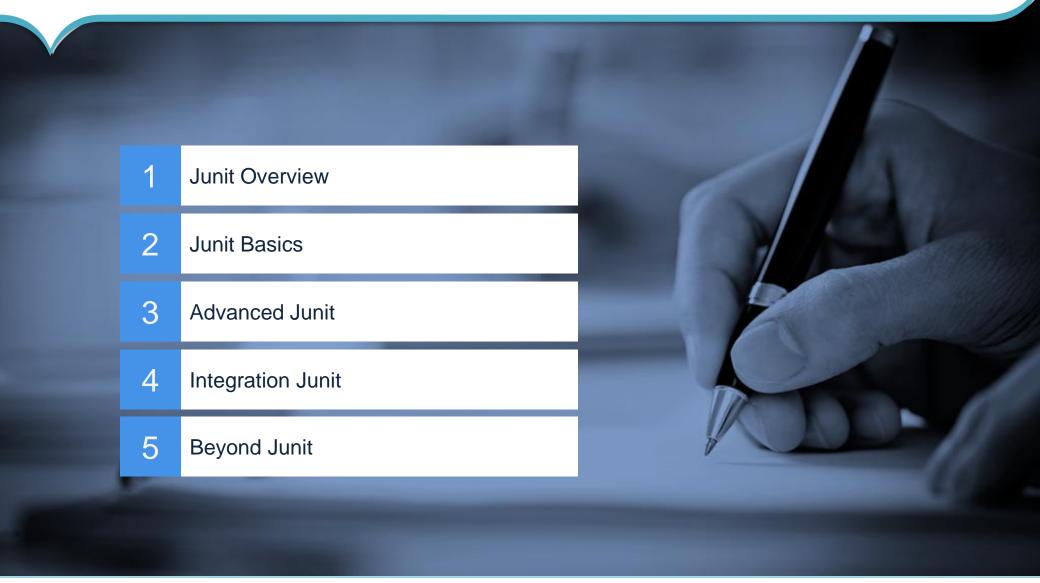
Sr Consultant

Moderator Name Role





Agenda





Module Objectives

Note to the SME: Please provide the module Objectives or validate the partially updated content



What you will learn

At the end of this module, you will learn:

What is Junit



What you will be able to do

At the end of this module, you be able to:

- Junit
- Annotations
- Mockito



What is Junit?

Junit Overview

- Manual Testing Automated Testing
- JUnit is a unit testing framework for the Java Programming Language.

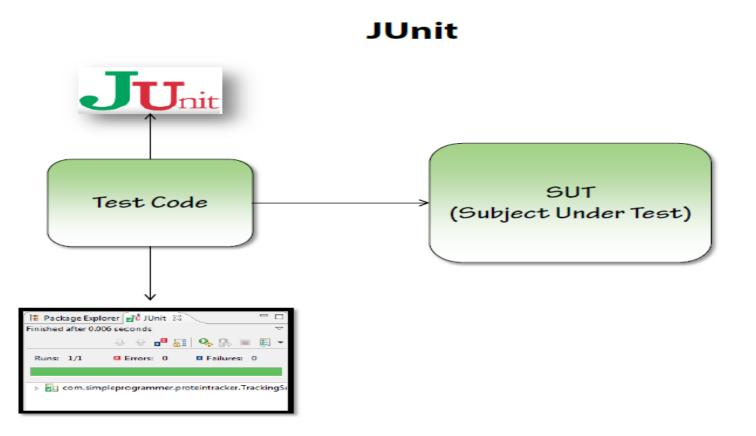


Features:

- open source framework
- Annotations
- Asserts
- Test setup and teardown
- Exception testing
- Test suites
- Parameterized testing
- Assumptions
- Rules
- Theories
- Integration with popular build systems
- Test Runners
- Simple and elegant

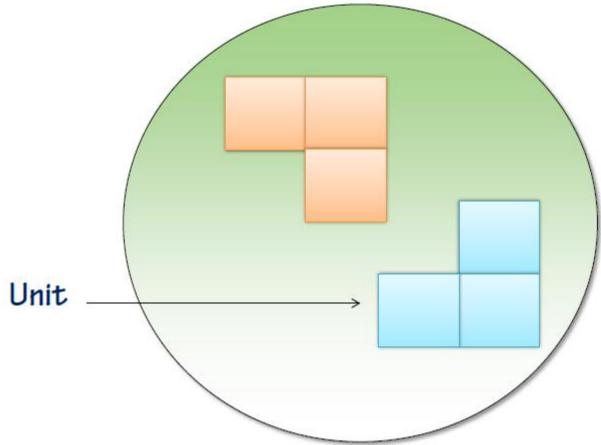


Unit TestCase:











History of Junit:

Introduced by "Kent Beck"

The origin of the elite fighting force known as "J Unit"

Creator of Sunit which led to Junit and all the derivatives thereof

1994 → Sunit

1997 → Junit

2000 → Junit.org

2002 → Eclipse supports

Junit still continues to evolve



Setting up Junit

Directly use from IDE (Eclipse)

Download the jars and manually include it in IDE.



JUnit Test Methods



Test Method



JUnit Annotations (Basic)

- @Test
- @Before setUp
- @After tearDown
- @BeforeClass
- @AfterClass
- @Ignore
- @Test(expected = Exception.class)
- @Test(timeout = 100)



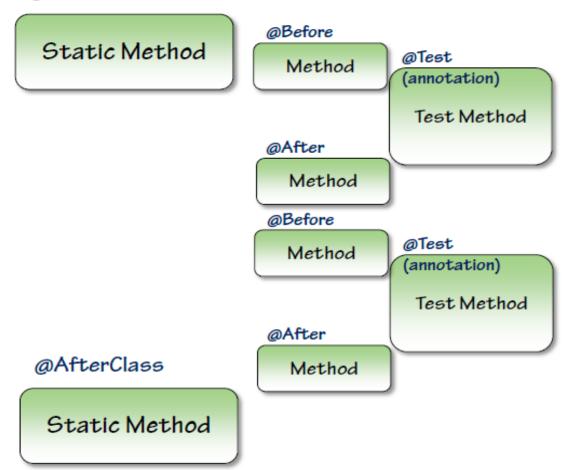
Testing Framework

Before And After: @Before @Test Method Test Method @After Method



BeforeClassand AfterClass

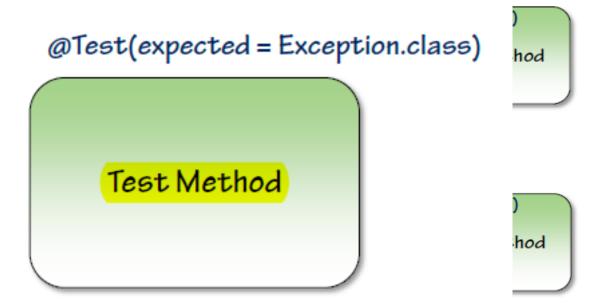
@BeforeClass





Exception Testing

@BeforeClass





Timeout

$$@Test(timeout = 100)$$

Test Method

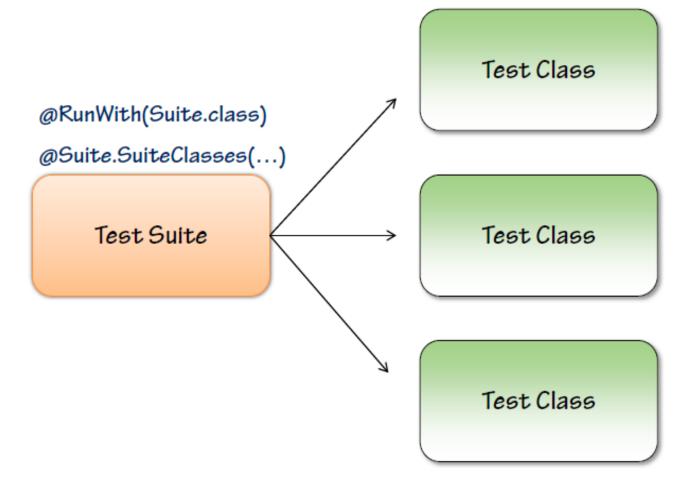


Assertions (Basic)

assertArrayEquals assertEquals assertTrue assertFalse assertNull assertNotNull assertSame assertNotSame fail

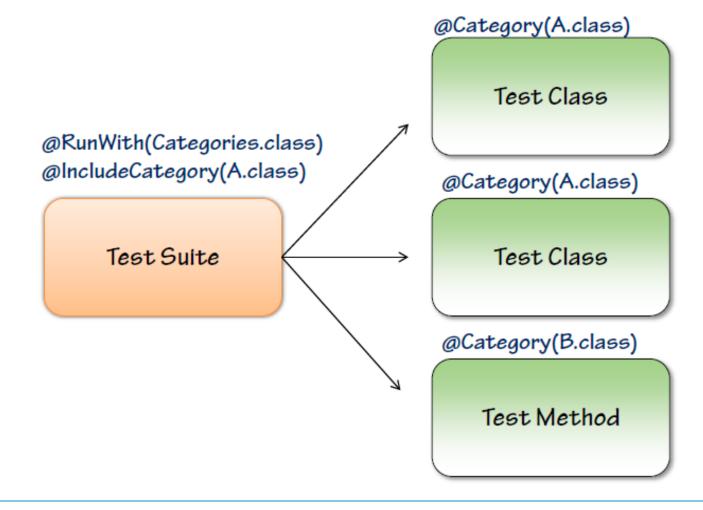


Test Suites



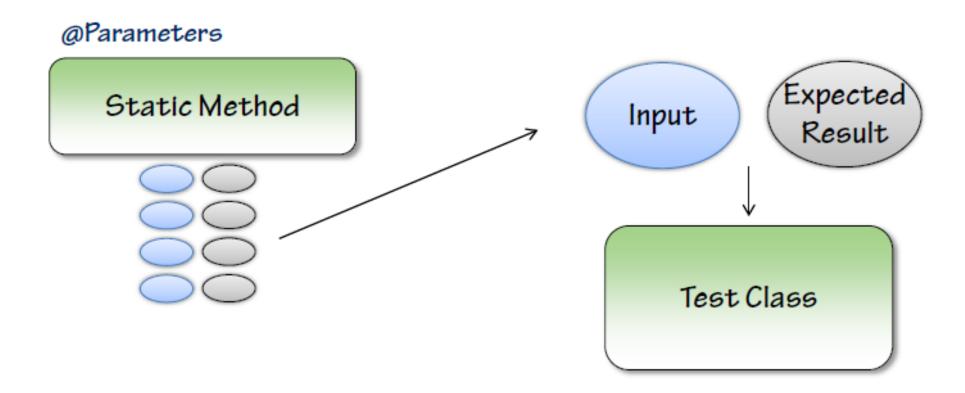


Categories

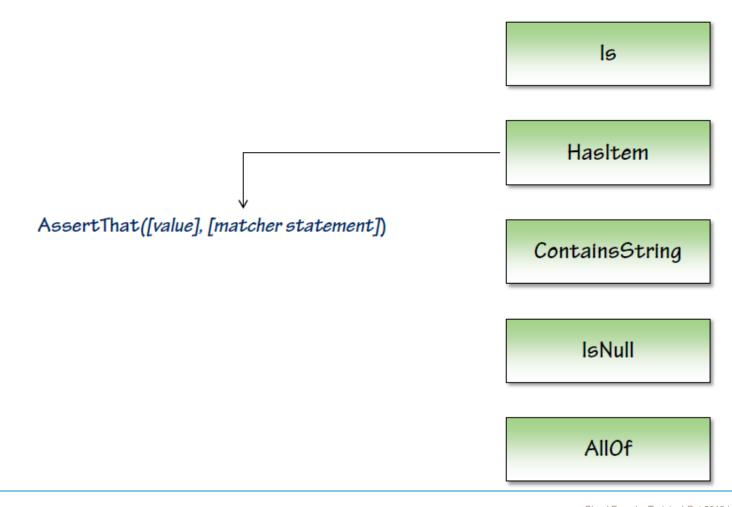




Parameterized Test Case

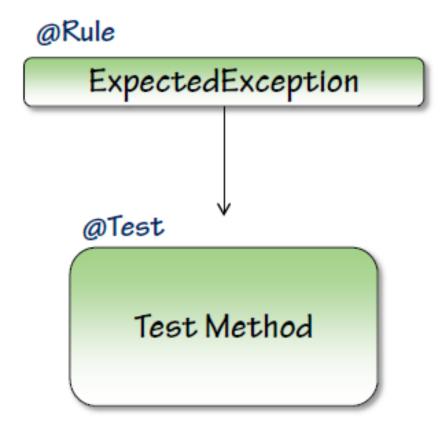


Advanced Assertions





Advanced Exception Testing



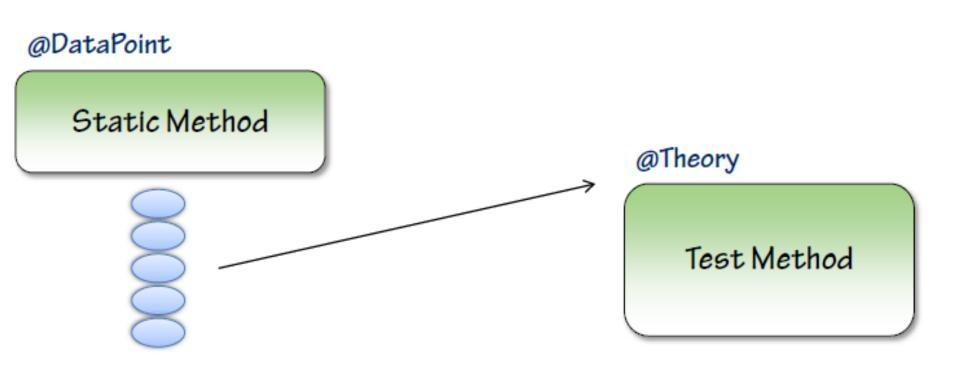


Rules - @ClassRule

- TemporaryFolder
- ExternalResource
- ErrorCollector
- Verifier
- TestWatcher
- TestName
- Timeout
- ExpectedException
- •RuleChain



Theories:



Integration Junit



Alternative Runners



- Console Runners
- Command Prompt Runners

Org.junit.core.JUnitCore class used to start the runners.

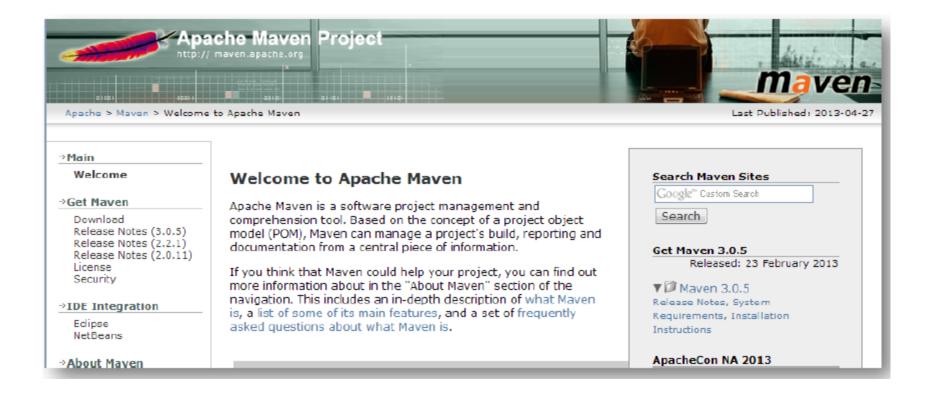


Junit And Ant





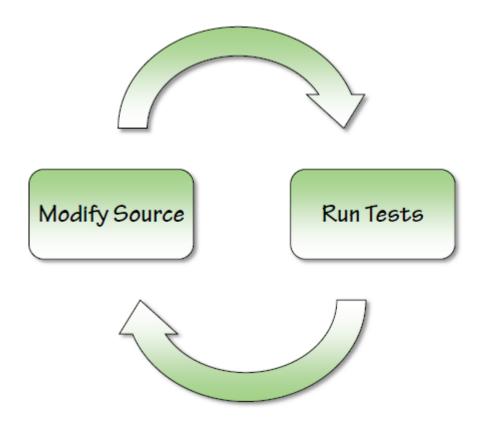
Junit And Maven





Eclemma - CodeCoverage

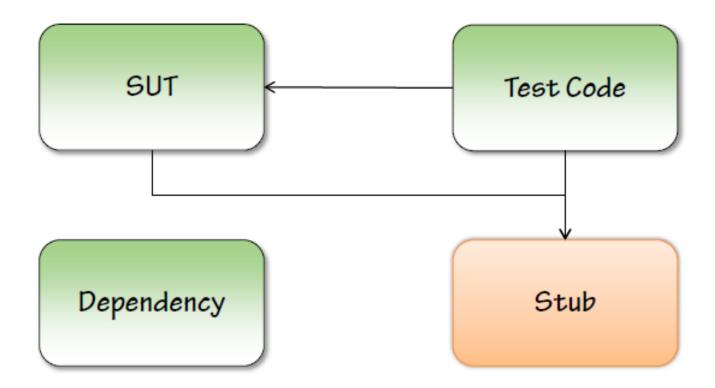






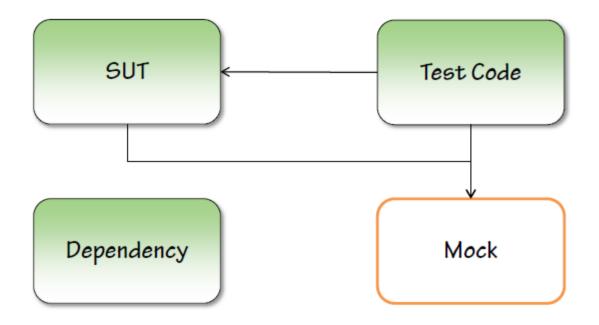
Dependencies

Stubs



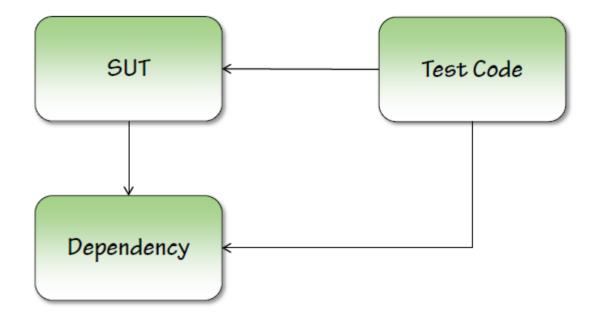


Mocks





Integration Testing





Summary

Junit Overview

Junit Basics

Advanced Junit

Beyond Junit



People matter, results count.

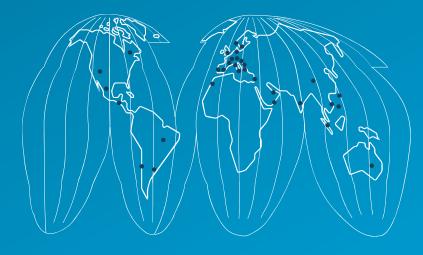


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