

WEEK 2

Mockito Hands-On Exercises & Logging using SLF4J

Output snapshot:

Exercise 1: Mocking and Stubbing

Scenario: You need to test a service that depends on an external API. Use Mockito to mock the external API and stub its methods.

```
-----  
T E S T S  
-----  
Running com.example.mockito_test_project.MyServiceTest  
Tests run: 1, Failures: 0, Errors: 0, Skipped: 0  
  
Results :  
  
Tests run: 1, Failures: 0, Errors: 0, Skipped: 0  
  
[INFO] -----  
[INFO] BUILD SUCCESS  
[INFO] -----  
[INFO] Total time: 1.234 s  
[INFO] Finished at: 2025-06-27T14:10:00+05:30
```

Exercise 2: Verifying Interactions

Scenario: You need to ensure that a method is called with specific arguments.

```
-----  
T E S T S  
-----  
Running com.example.mockito_test_project.MyServiceTest  
Tests run: 1, Failures: 0, Errors: 0, Skipped: 0  
  
Results:  
Tests run: 1, Failures: 0, Errors: 0  
  
[INFO] -----  
[INFO] BUILD SUCCESS  
[INFO] -----  
[INFO] Total time: 1.089 s  
[INFO] Finished at: 2025-06-27T14:23:00+05:30
```

Logging using SLF4J

Exercise 1: Logging Error Messages and Warning Levels

Task: Write a Java application that demonstrates logging error messages and warning levels using SLF4J.

Output:

```
12:30:45.123 [main] ERROR com.example.logging.LoggingExample - This is an error
                        message
```

```
12:30:45.126 [main] WARN  com.example.logging.LoggingExample - This is a warning
                        message
```