

Nameserver2 Test

- Start the server.
- Add data.
- Crash the server.
- Check the data is still there.

```
1 defmodule NameServer2Test do
2   use ExUnit.Case
3   doctest NameServer2
4
5   test "2 - crashing server" do
6     assert NameServer2.start(:my_server2) == :ok
7     assert NameServer2.rpc(:my_server2, {:add, :dwayne, "Red Dwarf"}) == :ok
8
9     assert NameServer2.rpc(:my_server2, {:crash, :dwayne}) ==
10        "%ArithmeticError{message: \"bad argument in arithmetic expression\"}"
11
12     assert NameServer2.rpc(:my_server2, {:find, :dwayne}) == "Red Dwarf"
13   end
14 end
15
```

The method calls are a bit “clunky”

- `NameServer2.rpc(:my_server2, {:add, :dwayne, "Red Dwarf"})`
- How about:
- `NameServer2.add(:my_server2, {:dwayne, "Red Dwarf"})`