

Nameserver5 Test

- Nothing Changed using GenServer

```
1 defmodule NameServer3Test do
2   use ExUnit.Case
3   doctest NameServer3
4
5   test "1 - start the server" do
6     assert NameServer3.start(:my_server3) == :ok
7     assert NameServer3.add(:my_server3, :dwayne, "Red Dwarf") == :ok
8     assert NameServer3.find(:my_server3, :dwayne) == "Red Dwarf"
9   end
10 end
```

```
1 defmodule NameServer5Test do
2   use ExUnit.Case
3   doctest NameServer5
4
5   test "1 - start the server" do
6     assert NameServer5.start(:my_server5) == :ok
7     assert NameServer5.add(:my_server5, :dwayne, "Red Dwarf") == :ok
8     assert NameServer5.find(:my_server5, :dwayne) == "Red Dwarf"
9   end
10 end
```

But how do I stop the server?

- The server will be stopped by:
 - Calling `GenServer.stop()` in the interface section.
 - A callback returning `{:stop, how, state}` (call or cast function).
 - A callback raising an exception.
 - A callback returning an invalid value.
- The function `terminate()` will be called (if present), allowing any shutdown actions to be performed.
- The server name will be de-registered.