

Green Energy Mobile App

Members:

Sarvenaz Golchin

Veronika Henk

Mahnaz Hajibaba

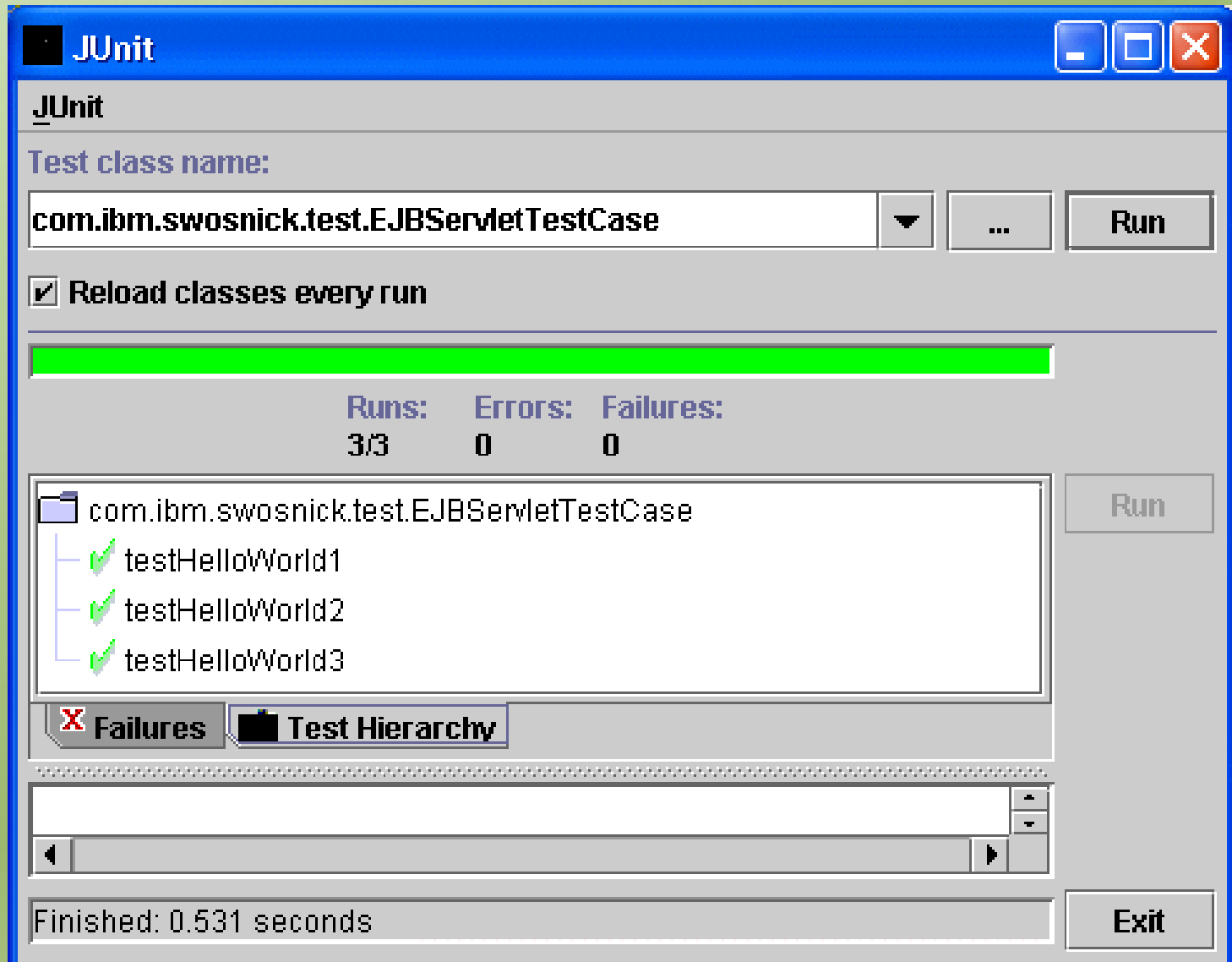


Strategy of Testing

We use two methods for testing our application:

1. Unit Testing: We are working with Eclipse and Java, therefore we will use JUnit to test single parts such as necessary classes and methods in our application.

Strategy of Testing: JUnit



Strategy of Testing: JUnit

Java - lab2/src/lab5/BasketballTests.java - Eclipse

File Edit Source Refactor Navigate Search Project Run Window Help

Package Explorer JUnit

Finished after 0.078 seconds

Runs: 4/4 Errors: 0 Failures: 3

lab5.BasketballTests [Runner: JUnit 4] (0.047 s)

- testCircumferenceAfterInflation (0.047 s)
- testInitialCircumference (0.000 s)
- testInflate (0.000 s)
- testInitial (0.000 s)

Failure Trace

java.lang.AssertionError: expected:<5.0> but was:<0.0>

at lab5.BasketballTests.testInitialCircumference(BasketballTests.java:21)

BasketballTests.java

```
package lab5;
import org.junit.*;
import static org.*;

public class Basket
{
    // margin of error
    private static final
```

<terminated> BasketballTests [JUnit] C

Strategy of Testing (Cont.)

2. Integration Testing: we will use **Bottom Up** integration testing where the lowest level components are tested first, then used to facilitate the testing of higher level components. The process is repeated until the whole application is tested.