

# Green Energy Mobile App

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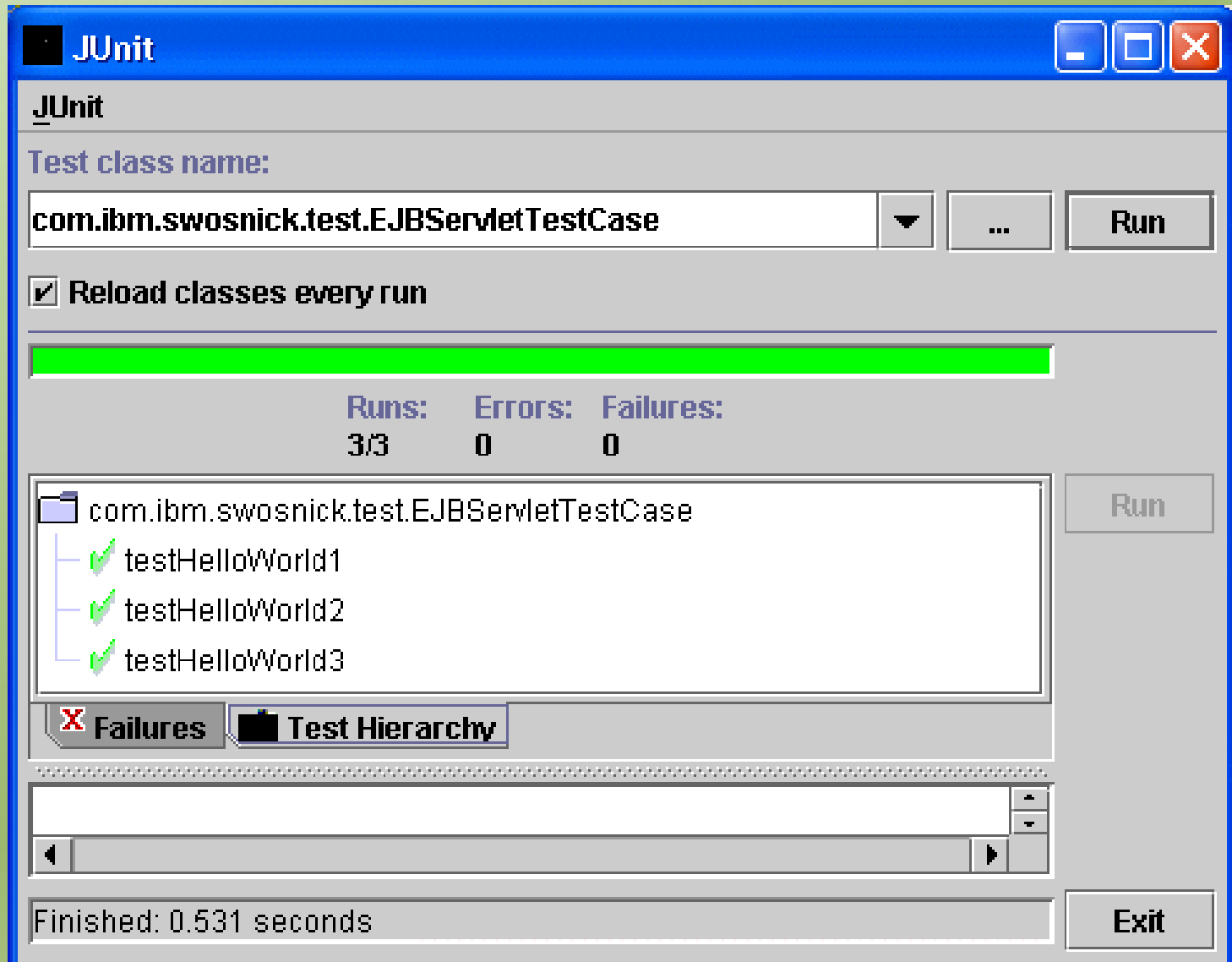


# Strategy of Testing

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 (Functional/Behavioral) Testing: It involves verifying that individual application components work together as expected by the user. For example, one can create a functional test to verify that an Activity correctly launches a target Activity when the user performs a UI interaction