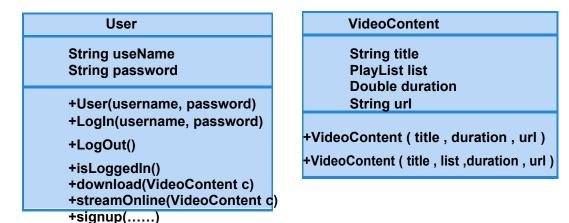
You have created an online content management platform that hosts video tutorials for a wide range of topics. Consider the following UML diagrams for users and content. Of course you have made all the content free to stream online. But to download any video the user must first be logged in. You have to write unit test cases in JUnit notation to test the download() method from user class.



/\*case-1 write a test case to simulate a user who attempts to download a content without logging in. You can verify if a user is logged in or not by invoking isLoggedIn() method. If download() is invoked without logging in the system will throw an PermissionDeniedException with the message "Please log in to download this content, or sign up here" .\*/

/\*case-2 Now write a test case to simulate a user who will LogIn() and then attempt the download. You can verify if a user is logged in or not by invoking isLoggedIn() method. If the download() method is invoked after logging in the user will be able to start the download. This method should not take more than 200ms to complete, and will return the content's URL string to the caller. Hint-Use AssertTimeOut() and AssertEquals() to test this scenario\*/