Practical Work Report: Software Testing (Exercise 1)

Subject: Software Testing & Quality Assurance **Topic:** Unit Testing with JUnit 5, Gradle, and VS Code **Date:** November 26, 2025

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1. Introduction & Objective

The objective of this practical work is to set up a unit testing environment using **JUnit 5** and **Gradle** in **Visual Studio Code**. The primary task is to:

- implement a `Calculator` class,
- apply the **Arrange–Act–Assert (AAA)** pattern,
- and verify the tests against various failure scenarios (Assertion errors and Logic regressions).

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2. Environment Configuration

To support **Java 21**, the project was migrated from **Gradle 4.4.1** to **Gradle 8.5**. The `build.gradle` file was configured to use the **JUnit 5 platform**.

File: `build.gradle`

```
plugins {
    id 'java'
}

group = 'com.example'
version = '1.0-SNAPSHOT'

repositories {
    mavenCentral()
}

dependencies {
    testImplementation platform('org.junit:junit-bom:5.10.0')
    testImplementation 'org.junit.jupiter:junit-jupiter'
}

test {
    useJUnitPlatform()
```

```
    testLogging {
        events "passed", "skipped", "failed"
        exceptionFormat "full"
        showStandardStreams = true
    }
}
```

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3. Implementation Code

The `Calculator` class implements basic arithmetic operations. It includes exception handling for **division by zero**, as required by the TP specifications.

File: `src/main/java/Calculator.java`

```
public class Calculator {

    public int add(int a, int b) {
        return a + b;
    }

    public int subtract(int a, int b) {
        return a - b;
    }

    public int multiply(int a, int b) {
        return a * b;
    }

    public int divide(int a, int b) {
        if (b == 0) {
            throw new ArithmeticException("Cannot divide by zero");
        }
        return a / b;
    }
}
```

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4. Test Suite Implementation

The tests follow the **AAA (Arrange, Act, Assert)** pattern.

File: `src/test/java/CalculatorTest.java`

```
import org.junit.jupiter.api.Test;
import static org.junit.jupiter.api.Assertions.*;
```

```java
class CalculatorTest {

    Calculator calc = new Calculator();

    @Test
    void add_shouldReturnSum() {
        assertEquals(5, calc.add(2, 3), "2 + 3 should equal 5");
    }

    @Test
    void subtract_shouldReturnDifference() {
        assertEquals(1, calc.subtract(3, 2), "3 - 2 should equal 1");
    }

    @Test
    void multiply_shouldReturnProduct() {
        assertEquals(6, calc.multiply(2, 3), "2 * 3 should equal 6");
    }

    @Test
    void divide_shouldReturnQuotient() {
        assertEquals(2, calc.divide(6, 3), "6 / 3 should equal 2");
    }

    @Test
    void divide_byZero_shouldThrowException() {
        assertThrows(ArithmeticException.class, () -> {
            calc.divide(1, 0);
        }, "Dividing by zero should throw ArithmeticException");
    }
}
```

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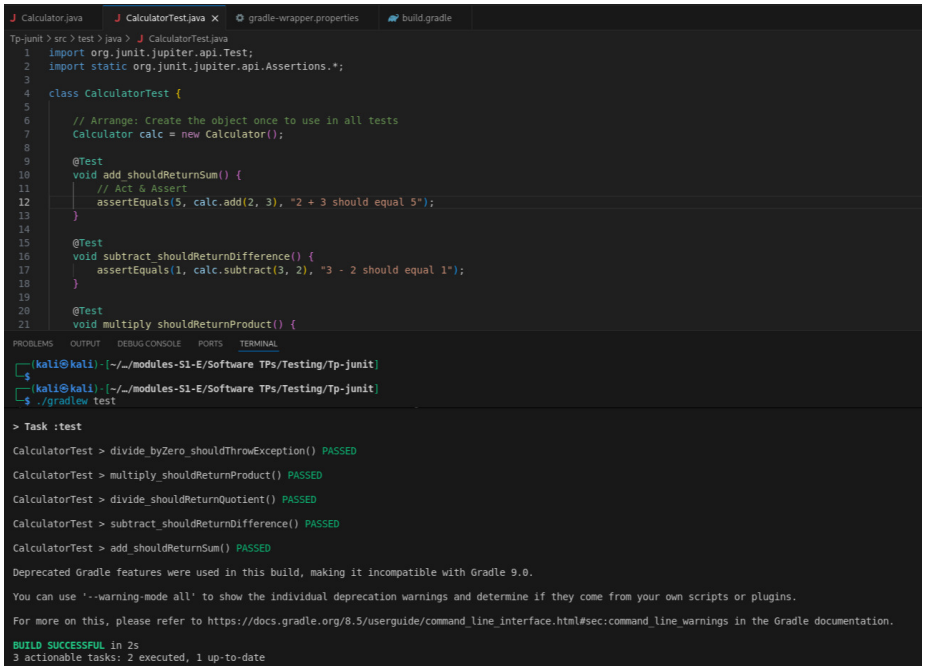
5. Execution Results & Analysis

Three distinct test runs were performed to validate the testing framework.

Scenario A: Successful Build

- **Condition:** The code is correct (`a + b`) and the test expects the correct result (5).
- **Result:** All 5 tests passed.

Figure 1: Terminal showing **BUILD SUCCESSFUL** with all tasks passing.



Scenario B: Assertion Verification (Intentional Failure)

- **Condition:** The test expectation was intentionally changed to **15** (`assertEquals(15, ...)`), while the code correctly returned **5**.
- **Goal:** Verify that JUnit reports the discrepancy between *Expected* and *Actual*.

Figure 2: Terminal showing **AssertionFailedError** with *expected: <15> but was: <5>*.

Scenario C: Regression Testing (Simulated Bug)

- **Condition:** As per Step 6 of the TP, a bug was introduced by changing `add` to return `a - b`.
- **Goal:** Verify that unit tests can detect logic regressions.

Figure 3: Terminal showing failure in `add_shouldReturnSum`. Expected **5** but returned **−1**.

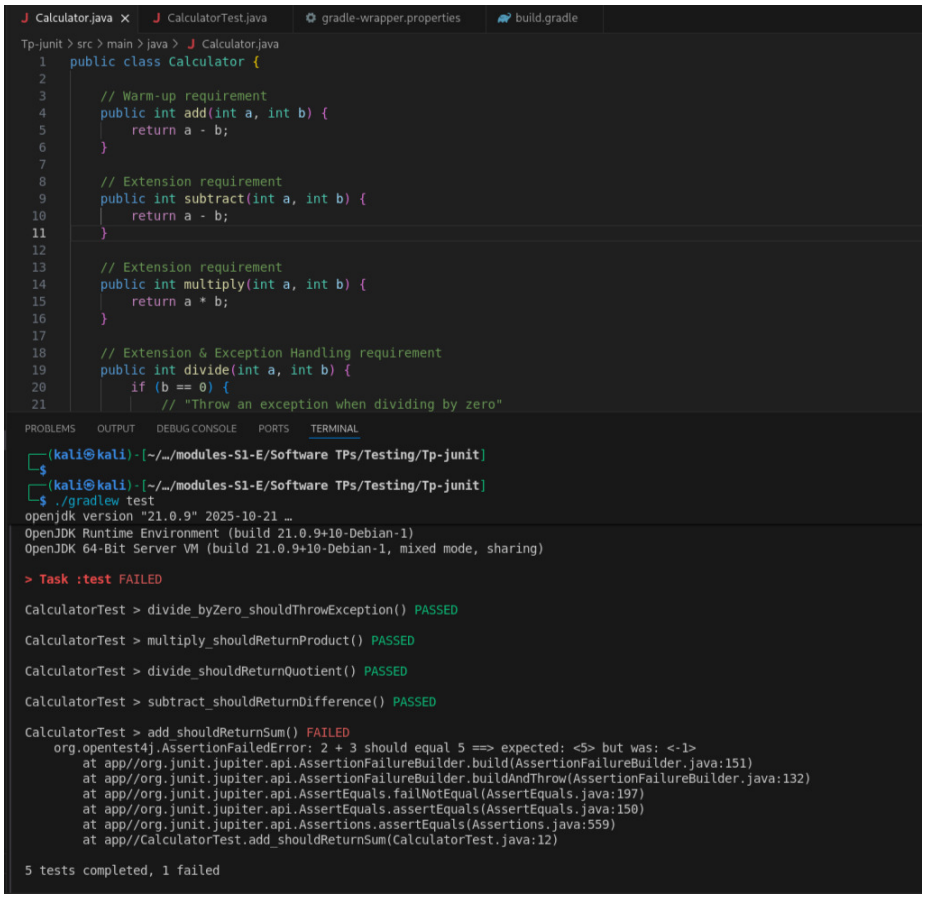
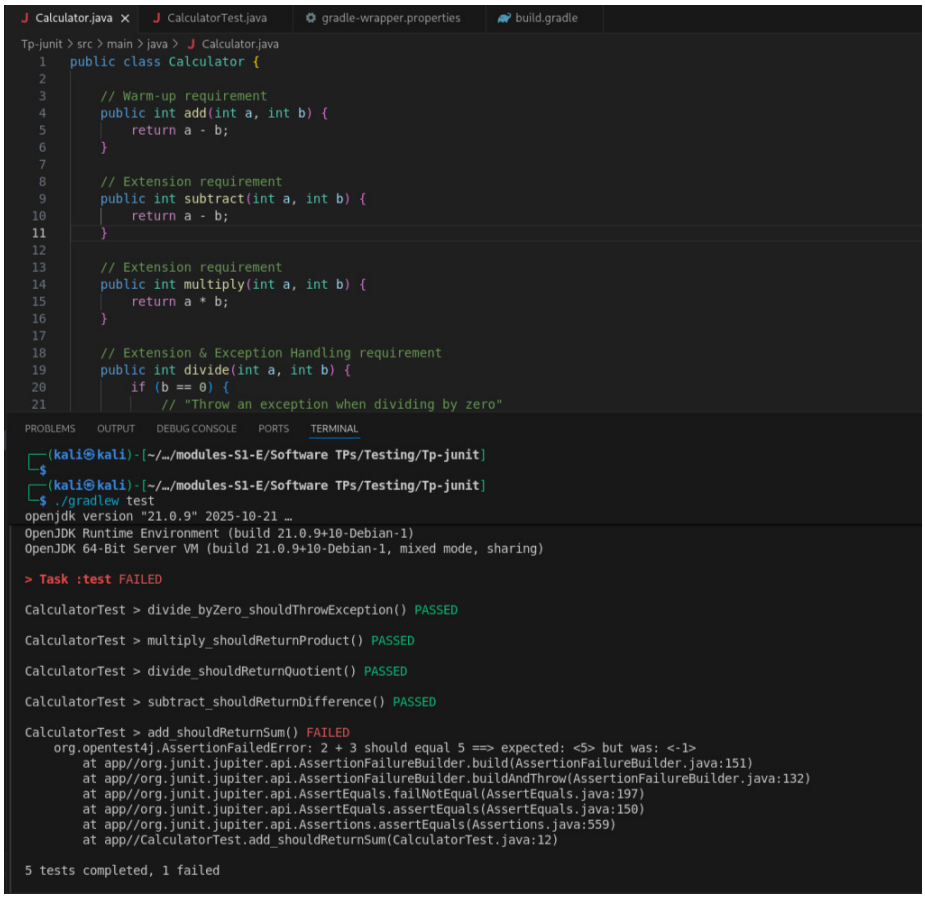


Figure 1: alt text



6. Conclusion

The Gradle environment in VS Code was successfully configured, and the required Calculator module was implemented. The unit tests validate the logic correctly and are capable of detecting:

- incorrect assertions,
- logic errors,
- and regressions in the source code.
