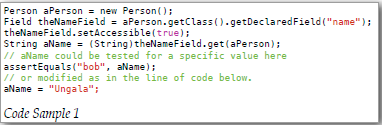
**JUnit Testing**

**Summary:** Junit tests are interesting; they are mostly used to test specific functionality within an application. In this one, I’m testing the AddPokemonHandler class from my Application Controller Pattern sample code to ensure that 1) the right Pokemon is added to the pokemon list and 2) ensure that – when invalid input is given – the right exceptions are thrown. This code also uses – to a very light degree – some Java Collections in the form of ArrayLists to simulate data being sent to the class from the main method.

**Code from Internet:** I found this code sample from Bro. Barney’s book *Real Life Java* on page 10; it shows a sample from a Junit test. I then extrapolated the rest and figured out how to create Junit tests in NetBeans simply by adventuring through the IDE: 

**My Sample Code:** This is the code used to write the Junit test in order to test the AddPokemonHandler class from my Application Controller Pattern sample code: <https://github.com/Lundberg-Jonathan/JUnit/blob/master/test/pokemoncollection/AddPokemonHandlerTest.java>

And this is the actual code that I’m testing (the AddPokemonHandler class from my Application Controller Pattern sample code): <https://github.com/Lundberg-Jonathan/JUnit/blob/master/src/pokemoncollection/AddPokemonHandler.java>

**Sharing Video:** <https://www.youtube.com/watch?v=HfQ0odOvCK4>

**Group Meeting Teaching:** <https://youtu.be/P21CvG6x74Q?t=22m24s> (ends at 23:40)