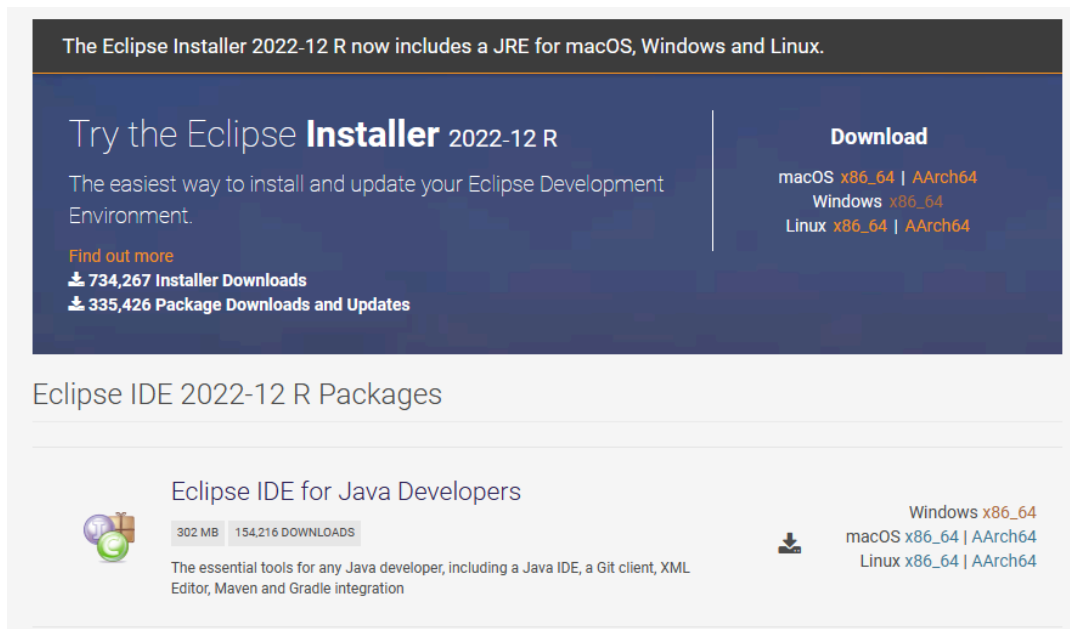


## Step 01:

Download eclipse. (If It's already downloaded, Ignore the first step.)

Link: <https://www.eclipse.org/downloads/packages/>



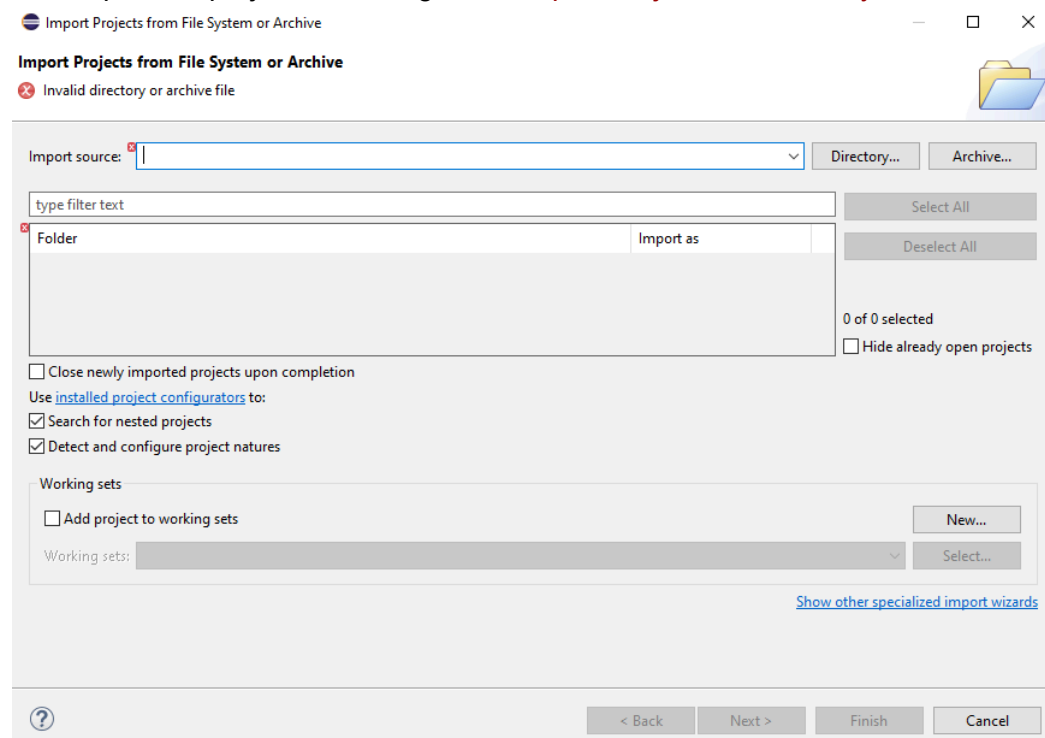
Click the link in the “**Eclipse IDE for Java Developers**” section, beside Windows. This link will take you to the download page, where you can download the file “**eclipse -java-2022-12-R-win32-x86\_64.zip**” for eclipse.

After the download is complete, extract the zip file to any drive of your choice, and inside the extracted folder you will find "eclipse.exe.". Run the .exe file and the eclipse will open.

## Step 02:

Open Eclipse

Then open the project for testing. **Files>Open Project From File Systems,**



Give the address of the folder location in the **Import Source** field.

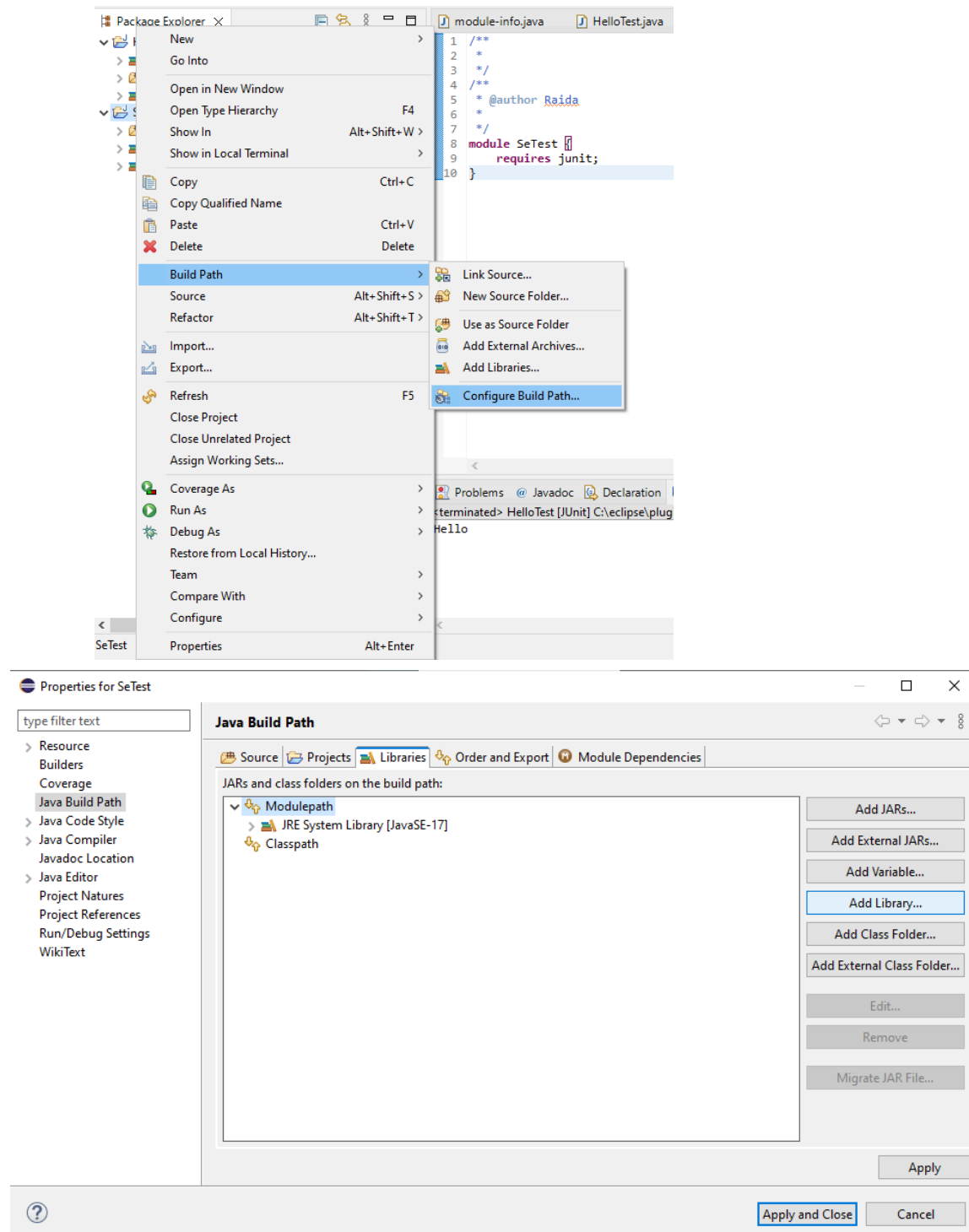
OR,

Open Eclipse

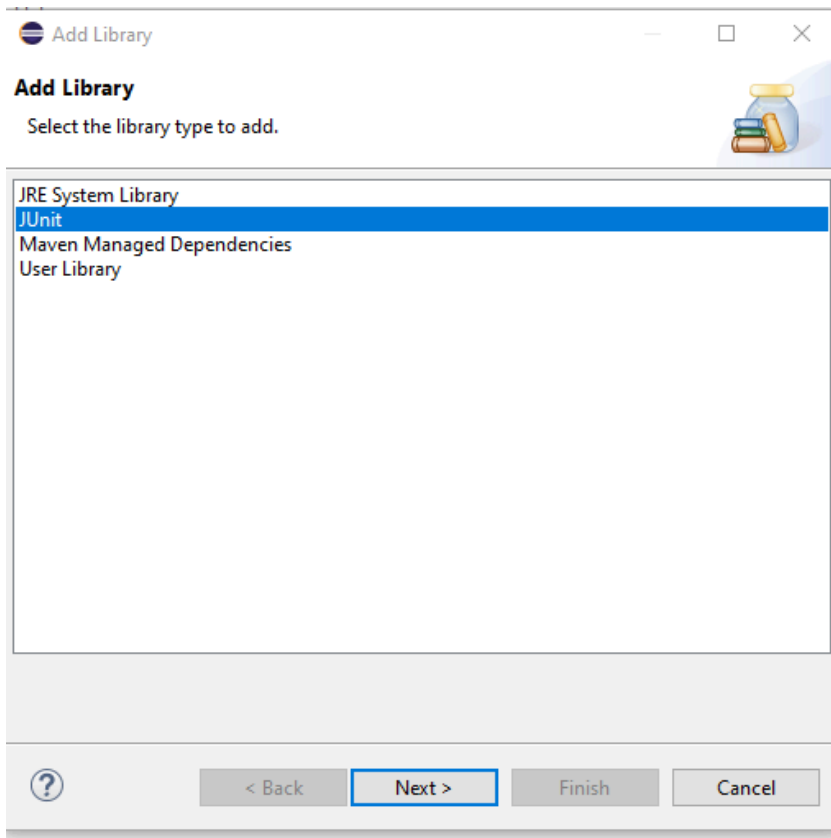
Then create a project and write a Java program for testing.

### Step 03:

For adding Junit, you need to press the right button on the project name, and you will get the option. Click on **"Build Path"** and click on **"Configure Build Path,"** and it will show you the libraries that already exist in your project. Click on **"Module Path,"** and you will get the options for **"Add Library."**



After clicking on “Add Library,” you will see a window with all available libraries; choose Junit from the list and click on “Next.” It will add Junit to the project.



#### Step 04:

Create a .java file for testing. Follow the naming convention of `<any-name>Test.java`, below imports for junit 4:

```
import static org.junit.Assert.assertEquals;
import org.junit.Test;
```

These two lines needed to be added at the beginning of the test Java file. Also remember to change the “module-info.java” file and for Junit 5 add:

```
module <module_name>
{requires org.junit.jupiter.api;}
```

for Junit 4 add:

```
module <module_name>
{
requires junit;}
```