**Exercise 4: Arrange-Act-Assert (AAA) Pattern, Test Fixtures, Setup and Teardown Methods in Junit**

**CODE :**

**Calculator.java:**

package app;

public class Calculator {

public int add(int a, int b) {

return a + b;

}

public int subtract(int a, int b) {

return a - b;

}

}

**CalculatorTest.java:**

package app;

import org.junit.Before;

import org.junit.After;

import org.junit.Test;

import static org.junit.Assert.\*;

public class CalculatorTest {

private Calculator calculator;

@Before

public void setUp() {

calculator = new Calculator();

System.out.println("Setup complete");

}

@After

public void tearDown() {

System.out.println("Teardown complete");

}

@Test

public void testAddition() {

// Arrange

int a = 5;

int b = 3;

// Act

int result = calculator.add(a, b);

// Assert

assertEquals(8, result);

}

@Test

public void testSubtraction() {

// Arrange

int a = 10;

int b = 4;

// Act

int result = calculator.subtract(a, b);

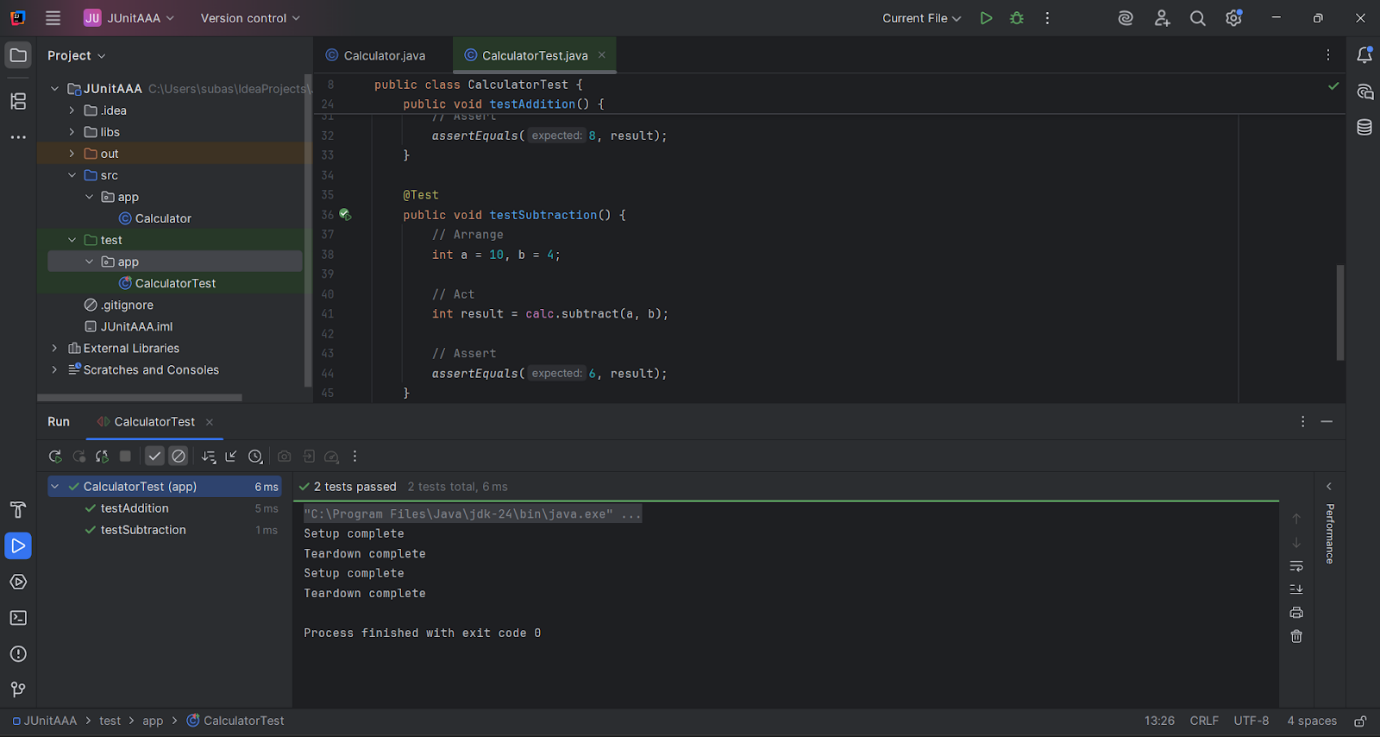
// Assert

assertEquals(6, result);

}

}

**OUTPUT :**

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