WEEK 2

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JUnit Testing

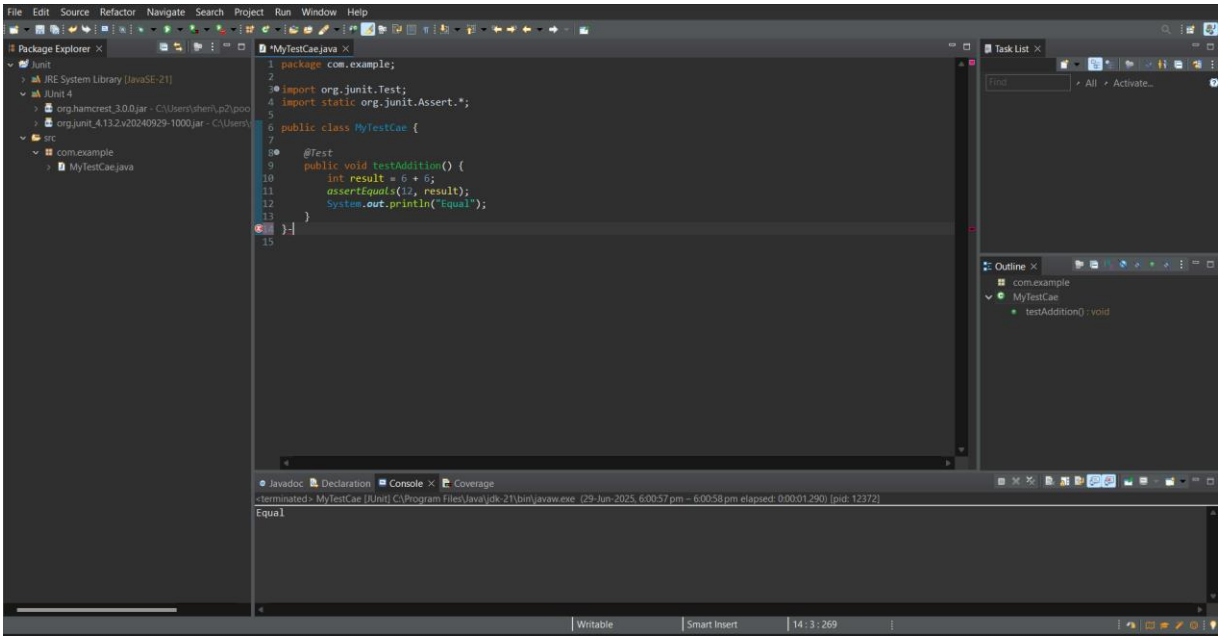
Exercise 1: Setting Up JUnit

Scenario: You need to set up JUnit in your Java project to start writing unit tests.

Code:

MyTestCase.java:

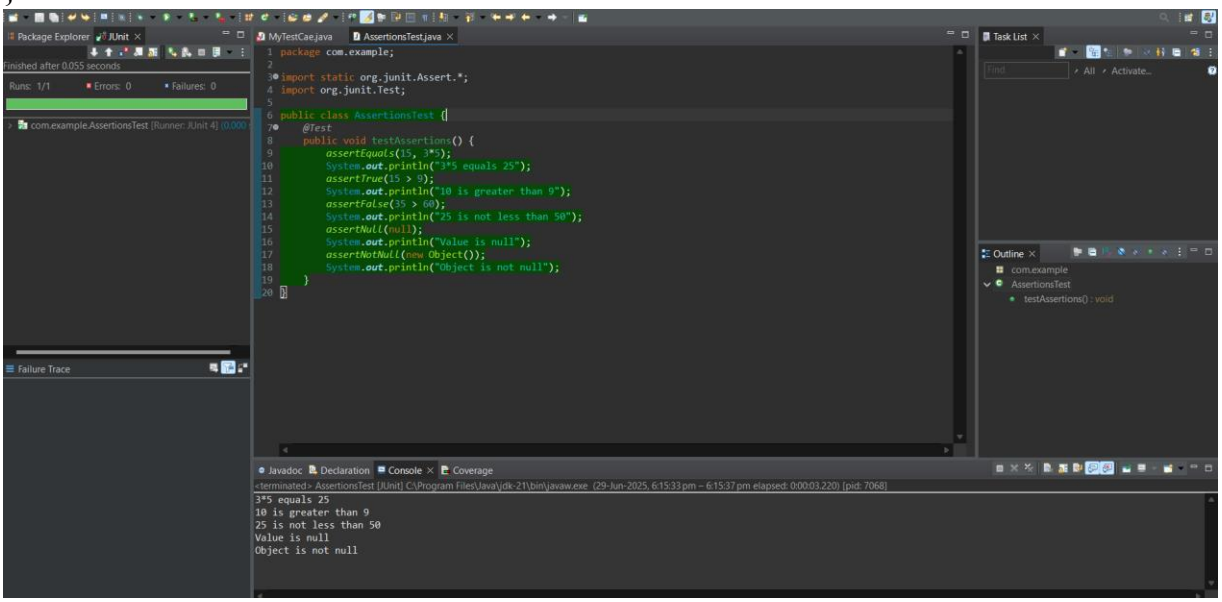
```
package com.example;
import org.junit.Test;
import static org.junit.Assert.*;
public class MyTestCae {
    @Test
    public void testAddition() {
        int result = 6 + 6;
        assertEquals(12, result);
        System.out.println("Equal");
    }
}
```



Exercise 3: Assertions in Junit
Scenario: You need to use different assertions in JUnit to validate your test results

AssertionsTest.java:

```
package com.example;
import static org.junit.Assert.*;
import org.junit.Test;
public class AssertionsTest {
    @Test
    public void testAssertions() {
        assertEquals(15, 3*5);
        System.out.println("3*5 equals 25");
        assertTrue(15 > 9);
        System.out.println("10 is greater than 9");
        assertFalse(35 > 60);
        System.out.println("25 is not less than 50");
        assertNull(null);
        System.out.println("Value is null");
        assertNotNull(new Object());
        System.out.println("Object is not null");
    }
}
```

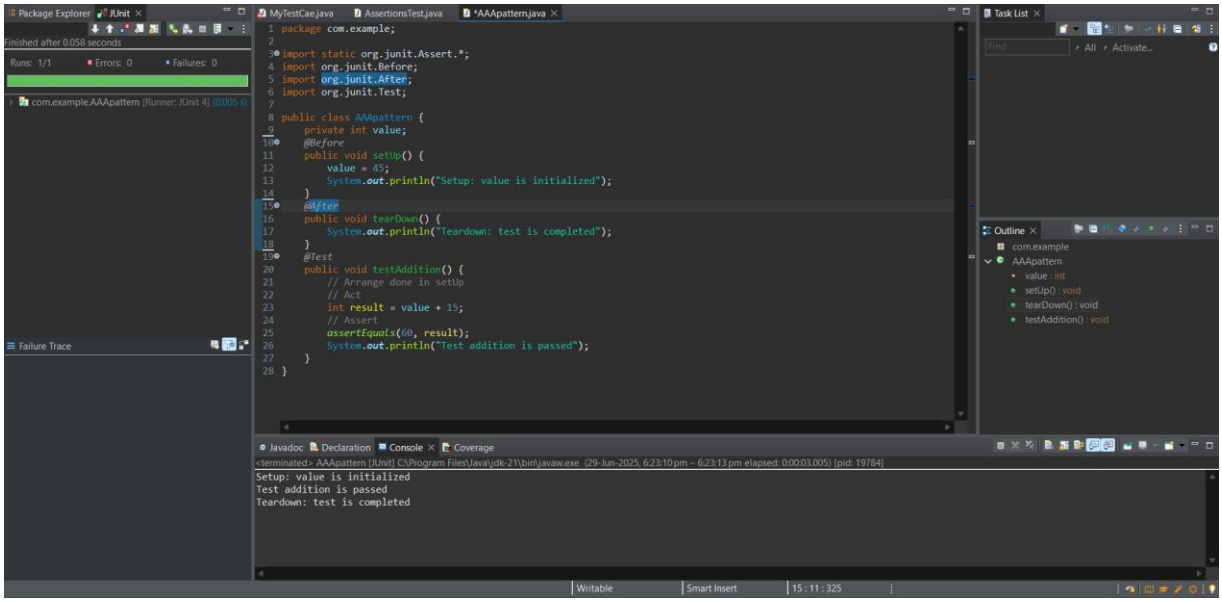


Exercise 4: Arrange-Act-Assert (AAA) Pattern, Test Fixtures, Setup and Teardown Methods in Junit
Scenario: You need to organize your tests using the Arrange-Act-Assert (AAA) pattern and use setup and teardown methods.

AAApattern.java:

```
package com.example;
import static org.junit.Assert.*;
import org.junit.Before;
import org.junit.After;
import org.junit.Test;
public class AAApattern {
    private int value;
    @Before
    public void setUp() {
        value = 45;
        System.out.println("Setup: value is initialized");
    }
    @After
    public void tearDown() {
        System.out.println("Teardown: test is completed");
    }
    @Test
    public void testAddition() {
        int result = value + 15;
        assertEquals(60, result);
        System.out.println("Test addition is passed");
    }
}
```

Output:



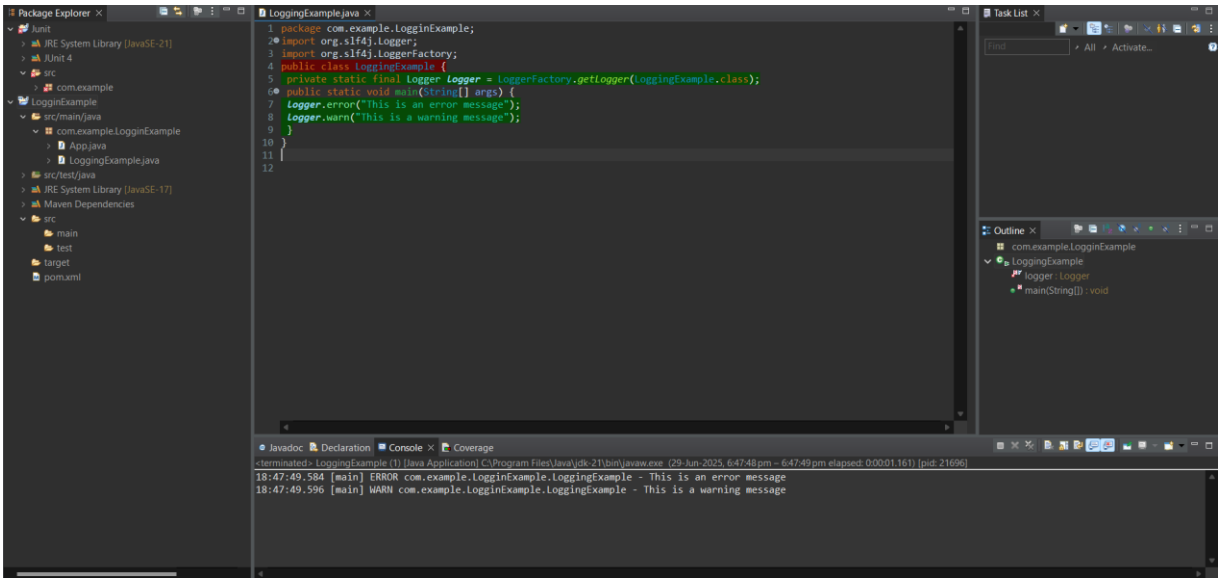
Logging using SLF4J

Exercise 1: Logging Error Messages and Warning Levels Task:

Write a Java application that demonstrates logging error messages and warning levels using SLF4J.

```
package com.example.LogginExample;

import org.slf4j.Logger;

import org.slf4j.LoggerFactory;

public class LoggingExample {

private static final Logger logger = LoggerFactory.getLogger(LoggingExample.class);

public static void main(String[] args) {

logger.error("This is an error message");

logger.warn("This is a warning message");

 }

}
```

Output:



Mockito

Exercise 1: Mocking and Stubbing

Code:

Scenario: You need to test a service that depends on an external API. Use Mockito to mock the external API and stub its methods. Steps: 1. Create a mock object for the external API. 2. Stub the methods to return predefined values. 3. Write a test case that uses the mock object.

ExternalApi.java

```
package com.example.mockito;

public interface ExternalApi {

String getData();

}
```

MyService.java

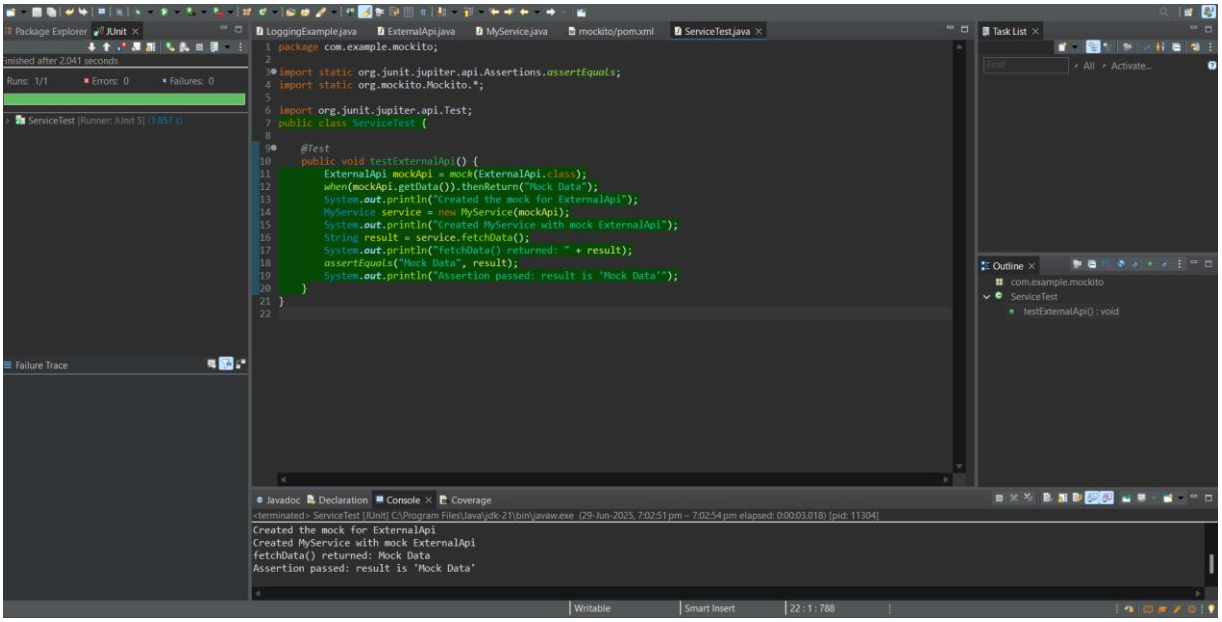
```
package com.example.mockito;

public class MyService {

    private ExternalApi api;

    public MyService(ExternalApi api) {

        this.api = api;

    }

    public String fetchData() {
```

```
        return api.getData();
    }
}
```

ServiceTest.java

```
package com.example.mockito;
import static org.junit.jupiter.api.Assertions.assertEquals;
import static org.mockito.Mockito.*;
import org.junit.jupiter.api.Test;
public class ServiceTest {
    @Test
    public void testExternalApi() {
        ExternalApi mockApi = mock(ExternalApi.class);
        when(mockApi.getData()).thenReturn("Mock Data");
        System.out.println("Created the mock for ExternalApi");
        MyService service = new MyService(mockApi);
        System.out.println("Created MyService with mock ExternalApi");
        String result = service.fetchData();
        System.out.println("fetchData() returned: " + result);
        assertEquals("Mock Data", result);
        System.out.println("Assertion passed: result is 'Mock Data'");
    }
}
```

Output:



Exercise 2: Verifying Interactions Scenario:
You need to ensure that a method is called with specific arguments.
Steps:
1. Create a mock object.
2. Call the method with specific arguments.
3. Verify the interaction.

Code:
ExternalApi.java

```
package com.example.mockito;
public interface ExternalApi {
String getData();
}
```

MyService.java

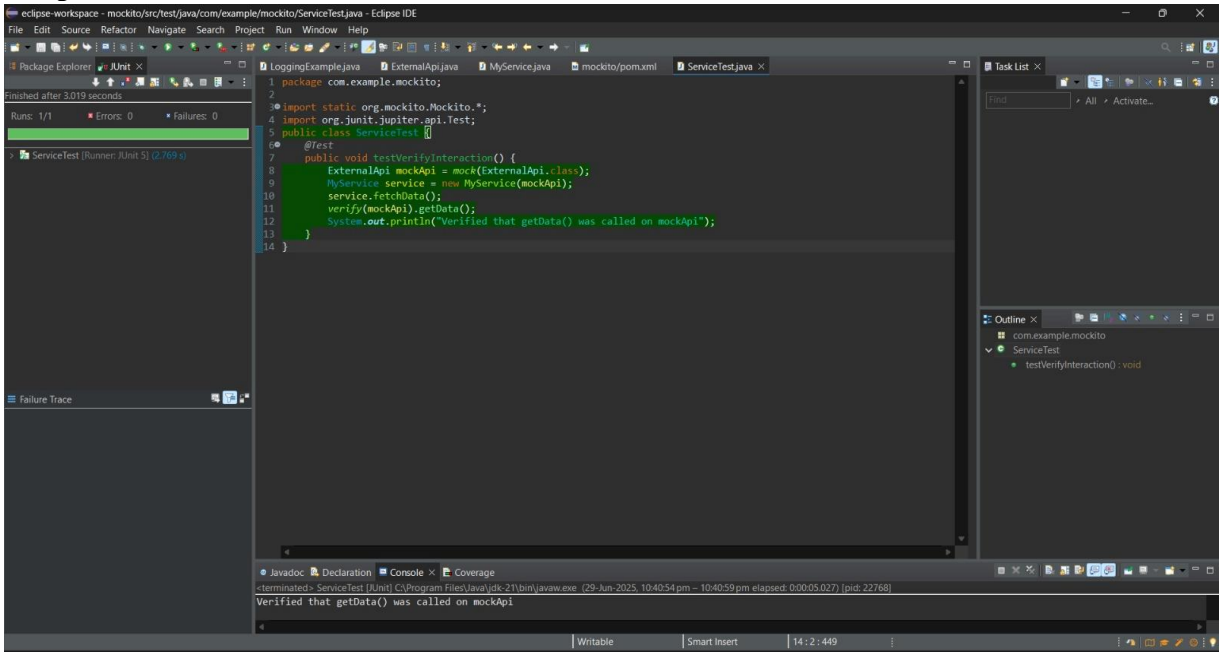
```
package com.example.mockito;
public class MyService {
    private ExternalApi api;
    public MyService(ExternalApi api) {
        this.api = api;
    }
    public String fetchData() {
        return api.getData();
    }
}
```

MyServiceTest.java

```
package com.example.mockito.mockitotest;
```

```
import static org.mockito.Mockito.*;
import org.junit.jupiter.api.Test;
public class MyServiceTest {
    @Test
    public void testVerifyInteraction() {
        ExternalApi mockApi = mock(ExternalApi.class);
        MyService service = new MyService(mockApi);
        service.fetchData();
        verify(mockApi).getData();
        System.out.println("Verified that getData() was called on mockApi");
    }
}
```

Output:



PL/SQL

Exercise 1: Control Structures

Scenario 1: The bank wants to apply a discount to loan interest rates for customers above 60 years old.
Question: Write a PL/SQL block that loops through all customers, checks their age, and if they are above 60, apply a 1% discount to their current loan interest rates.
Code:

```
DECLARE
v_age NUMBER;
BEGIN
FOR rec IN (SELECT CustomerID, InterestRate FROM Loans l)
JOIN Customers c ON l.CustomerID = c.CustomerID
```

```
LOOP
        SELECT FLOOR(MONTHS_BETWEEN(SYSDATE, c.DOB) / 12) INTO v_age
    FROM Customers c WHERE c.CustomerID = rec.CustomerID;
        IF v_age > 60 THEN
        UPDATE Loans
        SET InterestRate = InterestRate * 0.99
        WHERE CustomerID = rec.CustomerID;
END IF;
END LOOP;
COMMIT;
 END;
```

Scenario 2: A customer can be promoted to VIP status based on their balance.
Question: Write a PL/SQL block that iterates through all customers and sets a flag IsVIP to TRUE for those with a balance over $10,000.
Code:

```
ALTER TABLE first: ALTER TABLE Customers ADD (IsVIP VARCHAR2(3));
UPDATE Customers SET IsVIP = 'FALSE';
BEGIN
FOR rec IN (SELECT CustomerID, Balance FROM Customers) LOOP
        IF rec.Balance > 10000 THEN
UPDATE Customers SET IsVIP = 'TRUE' WHERE CustomerID = rec.CustomerID;
        ELSE
        UPDATE Customers SET IsVIP = 'FALSE' WHERE CustomerID =
rec.CustomerID;
        END IF;
END LOOP;
COMMIT;
END;
```

Scenario 3: The bank wants to send reminders to customers whose loans are due within the next 30 days.
Question: Write a PL/SQL block that fetches all loans due in the next 30 days and prints a reminder message for each customer.
Code:

```
BEGIN
FOR rec IN (
        SELECT c.Name, l.EndDate
        FROM Loans l
        JOIN Customers c ON l.CustomerID = c.CustomerID
WHERE l.EndDate BETWEEN SYSDATE AND ADD_MONTHS(SYSDATE, 1)
) LOOP
            DBMS_OUTPUT.PUT_LINE('Reminder: ' || rec.Name || ', your loan is due on '
    || TO_CHAR(rec.EndDate, 'YYYY-MM-DD'));
        END LOOP;
END;
```

Exercise 3: Stored Procedures

Scenario 1: The bank needs to process monthly interest for all savings accounts.
Question: Write a stored procedure ProcessMonthlyInterest that calculates and updates the balance of all savings accounts by applying an interest rate of 1% to the current balance.

Code:

```
CREATE OR REPLACE PROCEDURE ProcessMonthlyInterest IS
BEGIN
UPDATE Accounts
SET Balance = Balance * 1.01
WHERE AccountType = 'Savings';
            COMMIT;
END;
EXECUTE ProcessMonthlyInterest;
```

Scenario 2: The bank wants to implement a bonus scheme for employees based on their performance.
Question: Write a stored procedure UpdateEmployeeBonus that updates the salary of employees in a given department by adding a bonus percentage passed as a parameter.
Code:

```
CREATE OR REPLACE PROCEDURE UpdateEmployeeBonus (
p_Department VARCHAR2,
p_BonusPercentage NUMBER
) IS
BEGIN
UPDATE Employees
SET Salary = Salary + (Salary * p_BonusPercentage / 100)
          WHERE Department = p_Department;
COMMIT;
END;
EXECUTE UpdateEmployeeBonus('IT', 10);
```

Scenario 3: Customers should be able to transfer funds between their accounts.
Question: Write a stored procedure TransferFunds that transfers a specified amount from one account to another, checking that the source account has sufficient balance before making the transfer.

Code:

```
CREATE OR REPLACE PROCEDURE TransferFunds (
```

```
p_SourceAccountID NUMBER,
p_DestAccountID NUMBER,
p_Amount NUMBER
) IS
v_SourceBalance NUMBER;
BEGIN
SELECT Balance INTO v_SourceBalance FROM Accounts WHERE AccountID =
p_SourceAccountID;
IF v_SourceBalance >= p_Amount THEN
                UPDATE Accounts
                SET Balance = Balance - p_Amount
                WHERE AccountID = p_SourceAccountID;

                UPDATE Accounts
                SET Balance = Balance + p_Amount
                WHERE AccountID = p_DestAccountID;
                COMMIT;
        ELSE
                RAISE_APPLICATION_ERROR(-20001, 'Insufficient funds in source
         account.');
END IF;
END;
EXECUTE TransferFunds(1, 2, 500);
```