# JUnit Testing Exercises

# Exercise 1: Setting Up JUnit

Scenario:

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

#### Steps:

- 1. Create a new Java project in your IDE (e.g., IntelliJ IDEA, Eclipse).
- 2. Add JUnit dependency to your project. If you are using Maven, add the following to your pom.xml:

3. Create a new test class in your project.

```
© SetupTest.java × ① ExternalApi.java
                                                  MyService.java
                       package org.example;
       8
          © Append
          © EvenCl
          © Except
          ① Externa
          © Loggin
                              System.out.println("JUnit is set up correctly!");
          🖵 Main.ja
          © Parame
          © Perforr
   (3) AllTest
          C Argume
          © EvenCl
      Ð
```

# Exercise 2: Writing Basic JUnit Tests

#### Scenario:

You need to write basic JUnit tests for a simple Java class.

## Steps:

- 1. Create a new Java class with some methods to test.
- 2. Write JUnit tests for these methods.

```
Vers... Y
      cts ~
                                                                                  SetupTest.java
                                     CalculatorTest.java ×
                                                            © Calculator.java
cts C:\Users\ADMIN\I
                          public class CalculatorTest {
idea .idea
                              @Test
mvn.
                              public void testAdd() {
□ src
                                  Calculator calc = new Calculator();

→ □ main

                                  assertEquals( expected: 5, calc.add( a: 2, b: 3));
  ∨ 🗀 java
    © Append 13
                              public void testSubtract() {
         © Calcula 14 >
                                  Calculator calc = new Calculator();
         © EvenCl 15
                                  assertEquals( expected: 1, calc.subtract( a: 3, b: 2))
         © Except 16
                              3
         ① Externa 17
         © Loggin
         Main.ja
         © MySer\
         © Parame
         © Perforr
    resources
        ♠ AllTests ×
    G B - V O F E O 0 9 :
   Process finished with exit code \theta
                                                                                   큵
                                                                                   6
```

## Exercise 3: Assertions in JUnit

Scenario:

You need to use different assertions in JUnit to validate your test results.

#### Steps:

1. Write tests using various JUnit assertions.

## Solution Code:

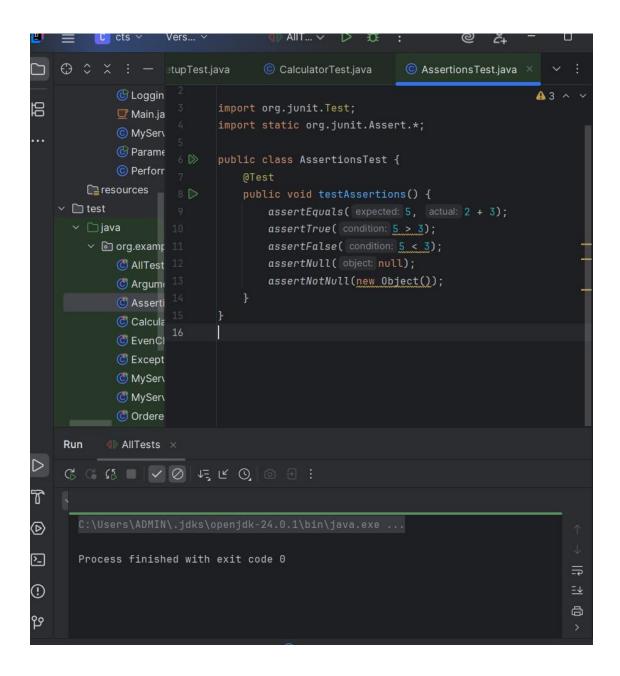
```
public class AssertionsTest {
    @Test    public void
testAssertions() {
        // Assert equals
assertEquals(5, 2 + 3);

        // Assert true
assertTrue(5 > 3);

        // Assert false
assertFalse(5 < 3);

        // Assert null
assertNull(null);

        // Assert not null
        assertNotNull(new Object());
    }
}</pre>
```



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.

Steps:

- 1. Write tests using the AAA pattern.
- 2. Use @Before and @After annotations for setup and teardown methods.

```
© FixtureTest.java →
                |culatorTest.java
                                 AssertionsTest.java
        U Loggin
                        package org.example;
        Main.ja
        © MySer\
                        import org.junit.*;
        © Parame
        © Perforr
                        import static org.junit.Assert.*;
    resources
                        public class FixtureTest {
private Calculator calc; 3 usages
  ∨ 🗀 java
    @Before
        O AllTest
                            public void setUp() {
        O Argume
                                calc = new Calculator(); // Arrange
        ( Asserti
                                System.out.println("Setting up test...");
        (C) Calcula
        © EvenCl
        © Except
                            @After
        © Fixture 17
                            public void tearDown() {
        © MyServ 18
                                System.out.println("Cleaning up after test...");
        MyServ 19
Run
       ♠ AllTests ×
   Process finished with exit code \theta
                                                                              8
```