UNIVERSITY OF GLASGOW – SCHOOL OF COMPUTING SCIENCE
CSC 1009 OBJECT-ORIENTED PROGRAMMING

Programming Laboratory Wk09
Unit Testing

> Reminder:
>
> Programming Laboratory is a guided learning process. Students are required to resolve the problems by themselves (with the support from your classmates in a team). The role of the instructor(s) is/are here to observe, and monitor the learning process. Advice and hints will be given after students performed a number of constructive and sound methodology.

Task:

1. In this laboratory, you will learn about how to apply the unit testing.

Questions:

1. In this task, you need to write one RandomCharacter.java file to generate different random characters. The file should contain at least four different methods for the different purposes.

   1. getRandomLowerCaseLetter() method: This method is used to get one random lower case character between 'a' and 'z'.
   2. getRandomUpperCaseLetter() method: This method is used to get one random upper case letter between 'A' and 'Z'.
   3. getRandomDigitCharacter() method: This method is used to get one random digit number between '0' and '9'.
   4. getRandomCharacter() method: This method is used to get one random character.

   In the main function, write one program to generate fifteen random characters in each of the above four categories. And then you need to write unit test program by creating one unit testing case to test all the methods you have created.

2. Repeat the method you used in the above question. Can you apply the same and check if the generated value is a prime number?

<center>=== Happy Programming ===</center>