

PROG2070 – Quality Assurance: Winter 2017

NUnit Installation and Setup

In this class, we will be using NUnit 2.6.4, **not** the more recent release of NUnit 3.6

1) Installing NUnit – Home Only

To install NUnit on your personal computer, download and install NUnit-2.6.4.msi from: <http://nunit.org/?p=download>

NUnit 2.6.4 is already installed on the lab computers at Conestoga, so if you do your assignment at school, you will not need these instructions.

2) Adding NUnit Reference to your Test Project – Home and Lab

You will need to add NUnit as a reference to your **Test Project** in Visual Studio. To do so, you must do it from the VS Console line (because we are using an older version).

In Visual Studio, choose Tools, NuGet Package Manager, Package Manager Console.

Type in the command:

```
Install-Package NUnit -Version 2.6.4 -Project <TEST PROJECT NAME>
```

Where <TEST PROJECT NAME> is whatever you have named your current test project. Then press Enter.

3) Adding Reference of your Main Project to your Test Project – Home and Lab

In order to access the methods from your main project in your test project, you will need to add a reference. To do so, in the Solution Explorer of Visual Studio, right click References under your Test Project, and choose Add Reference. Choose the "Solution" option on the left, then the "Projects" sub option. You should see your Main Project listed in the middle window. Place a check mark in the box beside the Main Project's name, and press the OK button at the bottom of the window.

4) Adding a Using Directive for NUnit – Home and Lab

In order to access the NUnit types and methods (such as `Assert.AreEqual()`), you need to add the following line to the list of using directives at the very top of your Test Class:

```
using NUnit.Framework;
```

5) Opening your Test in the NUnit GUI – Home and Lab

Before you can run your tests in NUnit, you must build your solution in Visual Studio. The build must complete with no errors. Once you have built it, you are ready to run in the NUnit Console GUI. First open it from the start menu (it's called NUnit), or opening it manually from the location:

`C:\Program Files (x86)\NUnit 2.6.4\bin\nunit.exe`

Once the GUI is open, you can open your tests by choosing File, Open Project. In the Open Project window, you will need to navigate to the location where your project is saved. Open the folder containing your Projects, and you should see a list of folders (at least one for your Main Project, and one for your Test Project). Open the Test Project folder, then open the bin folder, then open the Debug folder, and you will see a list of .dll files. Select the .dll file that corresponds to your Test Class, and press the Open button.