

IT 314

LAB 8

Junit Testing Framework

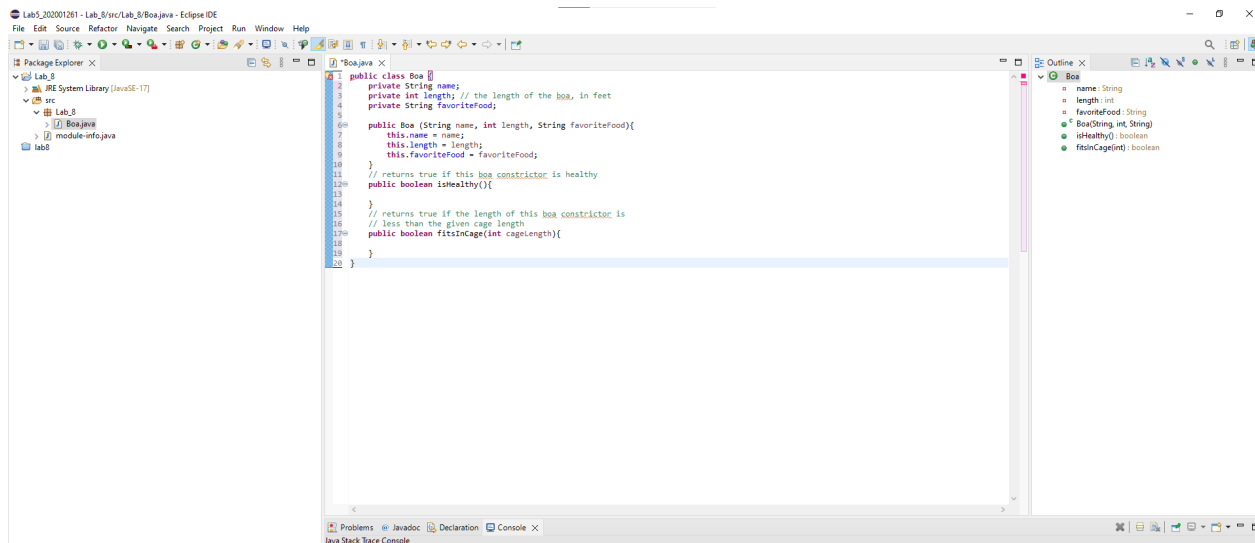
Name: Priya Vinda

ID: 202001261

Aim: The goal of this lab is to learn how to use JUnit to write unit tests for Java programs.

Lab Exercises

1. Create a new Eclipse project, and within the project create a package.



2. Create a class for a Boa. Here's the code you can use (you may copy/paste):

```
public class Boa {  
    private String name;  
    private int length; // the length of the boa, in feet  
    private String favoriteFood;  
  
    public Boa (String name, int length, String favoriteFood){  
        this.name = name;  
        this.length = length;  
        this.favoriteFood = favoriteFood;  
    }  
    // returns true if this boa constrictor is healthy
```

```

    public boolean isHealthy(){
        return this.favoriteFood.equals("granola bars");
    }
    // returns true if the length of this boa constrictor is less than the given cage length

    public boolean fitsInCage(int cageLength){
        return this.length < cageLength;
    }
}

```

3. Follow the instructions in the JUnit tutorial in the section “Creating a JUnit Test Case in Eclipse”. You’ll be creating a test case for the class Boa. When you’re asked to select test method stubs, select both isHealthy() and fitsInCage(int).

Code:

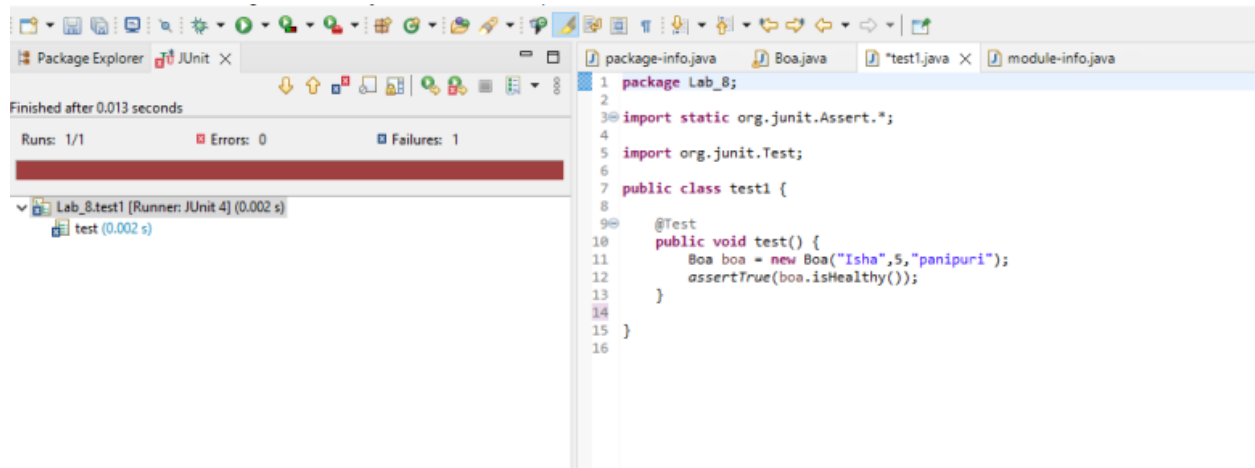
```

package Lab_8;
import static org.junit.Assert.*;
import org.junit.Test;
public class test1 {
    @Test
    public void isHealthyforgranolabarsfood() {
        Boa boa = new Boa("Isha",5,"granola bars");
        assertTrue(boa.isHealthy());
    }
    public void isHealthyforgranolabarsnotasfavoiratefood() {
        Boa boa = new Boa("Isha",5,"panipuri");
        assertFalse(boa.isHealthy());
    }
    public void testFitsInCagewhenLengthLessThanCageLength() {
        Boa boa = new Boa("Isha",5,"granola bars");
        assertTrue(boa.fitsInCage(10));
    }

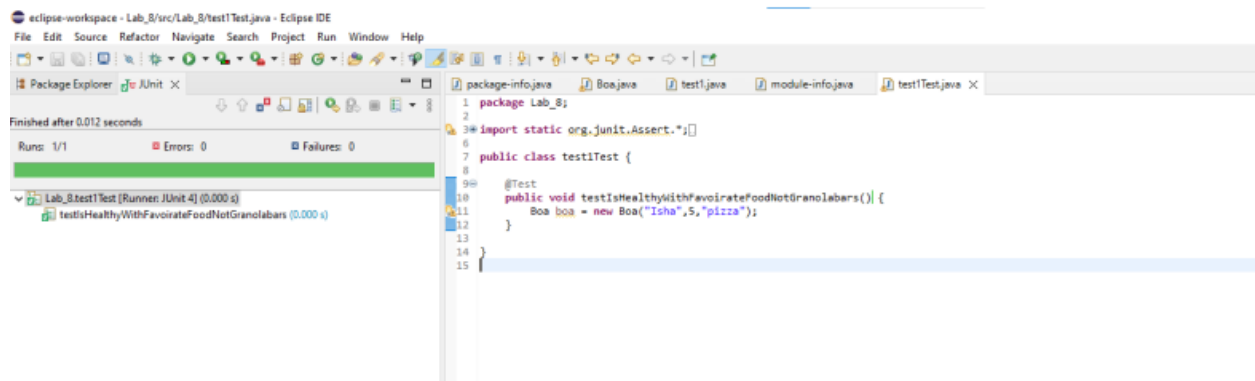
    public void testFitsInCagewhenLengthGreaterThanCageLength() {
        Boa boa = new Boa("Isha",5,"granola bars");
        assertFalse(boa.fitsInCage(3));
    }
}

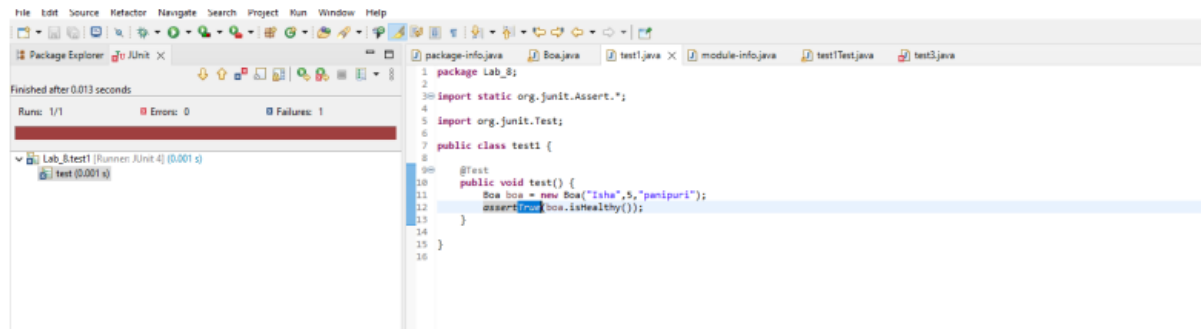
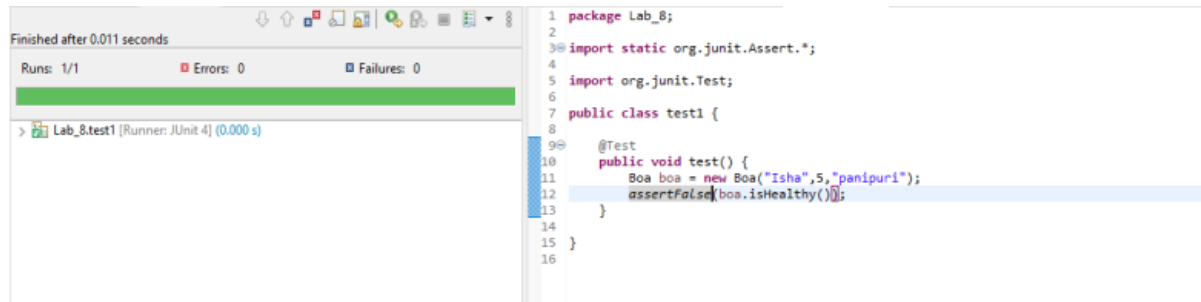
```

Test1:

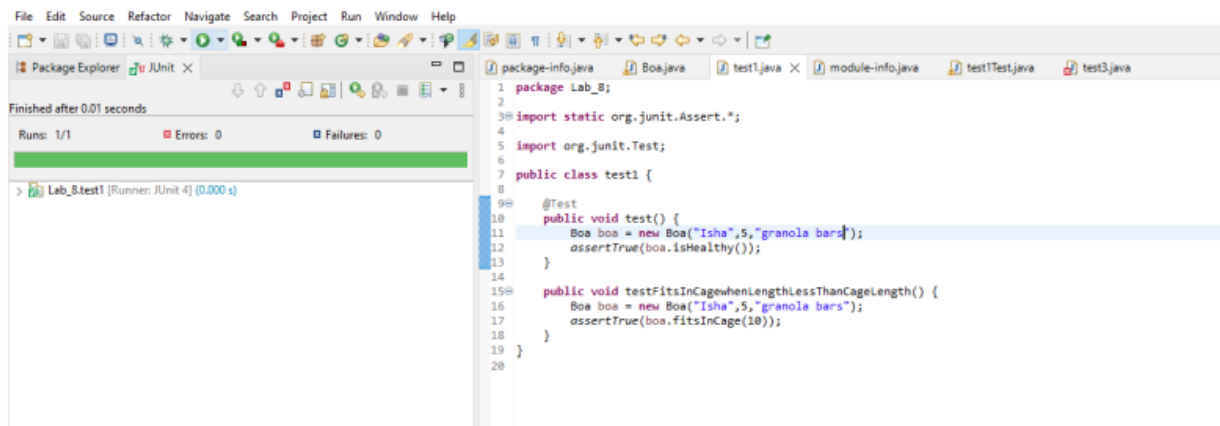


Test 2:

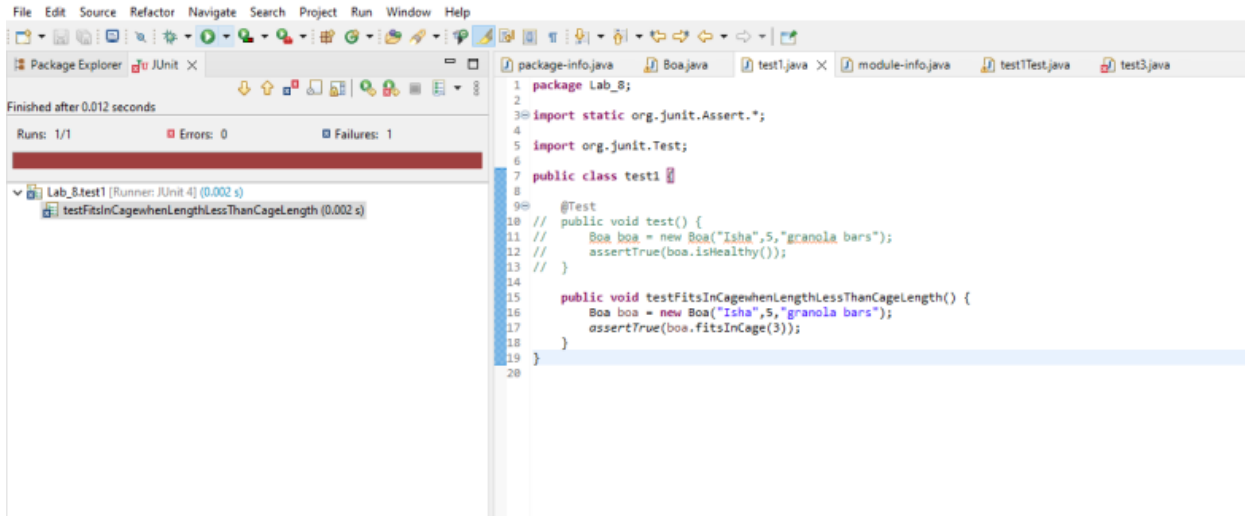




This test case works correct:



This test case fails:



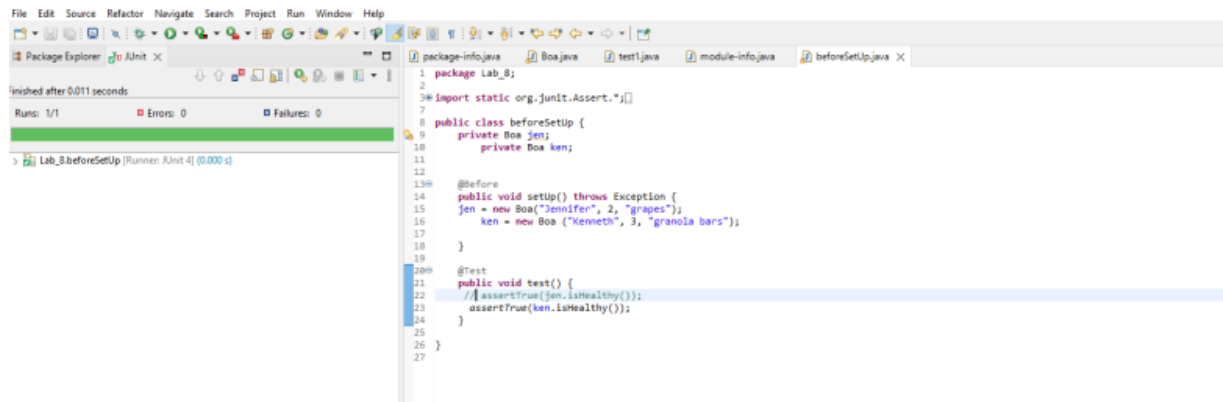
4. Now it's time to write some unit tests. Notice that the BoaTest class that JUnit created for you contains stubs for several methods. The first stub (for the method setUp()) is annotated with @Before. The @Before annotation denotes that the method setUp() will be run prior to the execution of each test method. setUp() is typically used to initialize data needed by each test. Modify the setUp() method so that it creates a couple of Boa objects

Code:

```
import static org.junit.Assert.*;
import org.junit.Before;
import org.junit.Test;
```

```
public class beforeSetUp {
    private Boa jen;
    private Boa ken;
    @Before
    public void setUp() throws Exception {
        jen = new Boa("Jennifer", 2, "grapes");
        ken = new Boa ("Kenneth", 3, "granola bars");
    }
    @Test
    public void test() {
        assertTrue(jen.isHealthy());
        assertTrue(ken.isHealthy());
        assertTrue(jen.fitsInCage(2));
        assertTrue(ken.fitsInCage(10));
    }
}
```

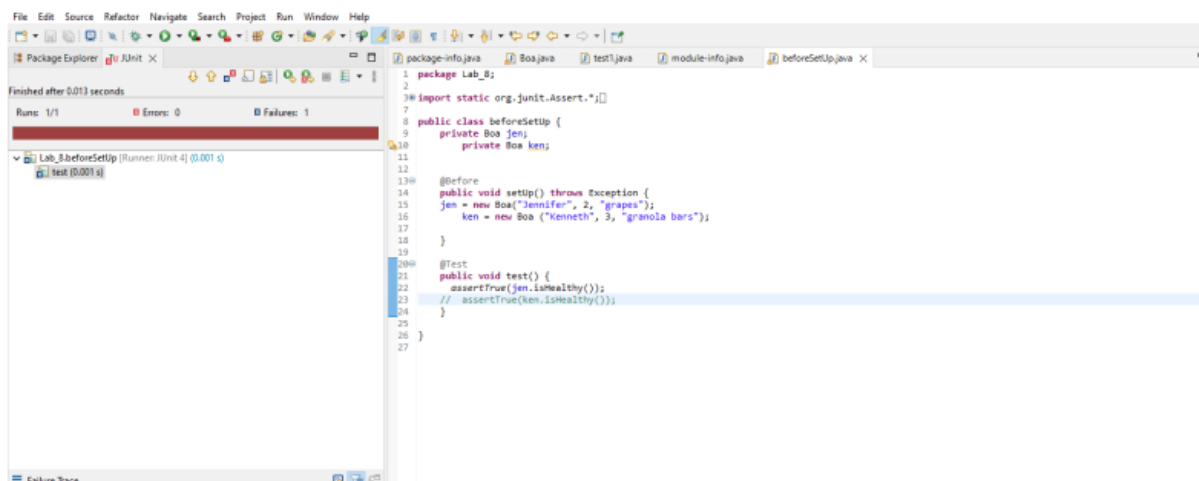
}



The screenshot shows an IDE with the following components:

- Package Explorer:** Shows the project structure with 'Lab_8' selected.
- JUnit Runner:** Displays 'Finished after 0.011 seconds', 'Runs: 1/1', 'Errors: 0', and 'Failures: 0'. A green progress bar indicates a successful run.
- Code Editor:** Contains the following Java code:

```
1 package Lab_8;
2
3 import static org.junit.Assert.*;
4
5 public class beforeSetup {
6     private Boa jen;
7     private Boa ken;
8
9     @Before
10    public void setup() throws Exception {
11        jen = new Boa("Jennifer", 2, "grapes");
12        ken = new Boa("Kenneth", 3, "granola bars");
13    }
14
15    @Test
16    public void test() {
17        //assertTrue(jen.isHealthy());
18        assertTrue(ken.isHealthy());
19    }
20 }
```



The screenshot shows the same IDE as above, but with a failed test run:

- JUnit Runner:** Displays 'Finished after 0.013 seconds', 'Runs: 1/1', 'Errors: 0', and 'Failures: 1'. A red progress bar indicates a failure.
- Code Editor:** The code is identical to the previous screenshot.
- Failure Trace:** A new window at the bottom shows the failure details for the 'test' method.

Here, Jen's favorite food is grapes which are not healthy, which is shown in the red bar.

5. JUnit also provided stubs for two test methods, each annotated with `@Test`. Work on the `testIsHealthy()` method first. The purpose of this method is to check that the `isHealthy()` method in the `Boa` class behaves the way it's supposed to. In the JUnit tutorial, read the section on "Writing Tests". Modify the `testIsHealthy()` method so that it checks the results of activating the `isHealthy()` method on the two `Boa` objects you created in `setup()`.

Likewise, modify the `testFitsInCage()` method to test the results of that method. Make sure your test is robust; it should check the results when the cage length is less than the length of the boa, when the cage length is equal to the length of the boa, and when the

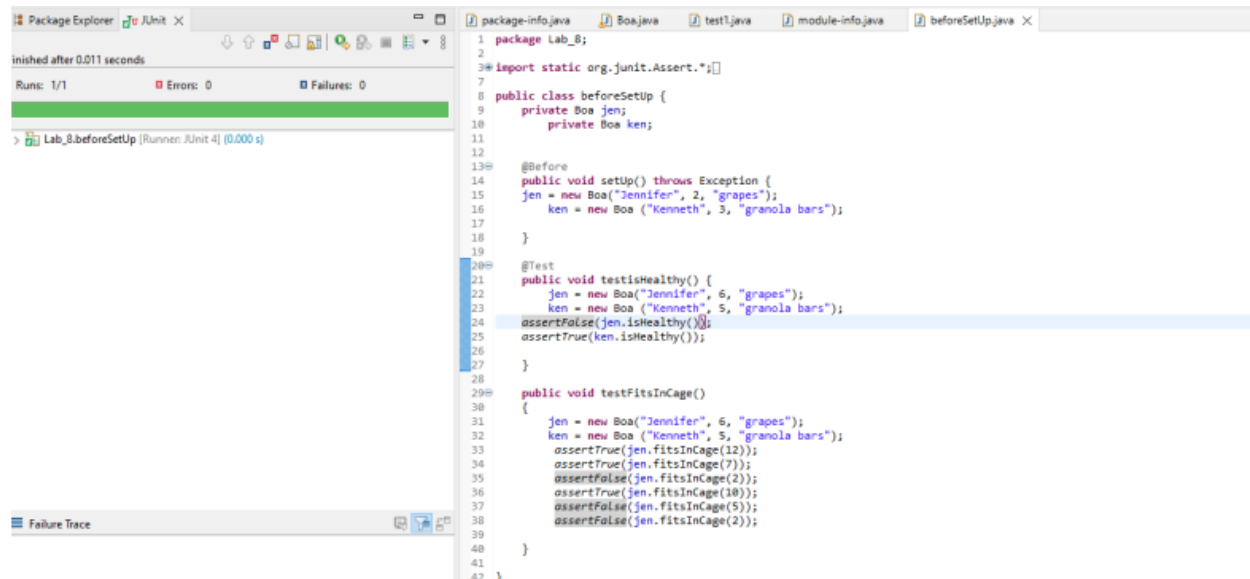
cage length is greater than the length of the boa. Should you write tests for both jen and ken?

Code:

@Test

```
public void testisHealthy() {
    jen = new Boa("Jennifer", 6, "grapes");
    ken = new Boa ("Kenneth", 5, "granola bars");
    assertFalse(jen.isHealthy());
    assertTrue(ken.isHealthy());
}

public void testFitsInCage()
{
    jen = new Boa("Jennifer", 6, "grapes");
    ken = new Boa ("Kenneth", 5, "granola bars");
    assertTrue(jen.fitsInCage(12));
    assertTrue(jen.fitsInCage(7));
    assertFalse(jen.fitsInCage(2));
    assertTrue(jen.fitsInCage(10));
    assertFalse(jen.fitsInCage(5));
    assertFalse(jen.fitsInCage(2));
}
```



7. Add a new method to the Boa class, with this purpose and signature:

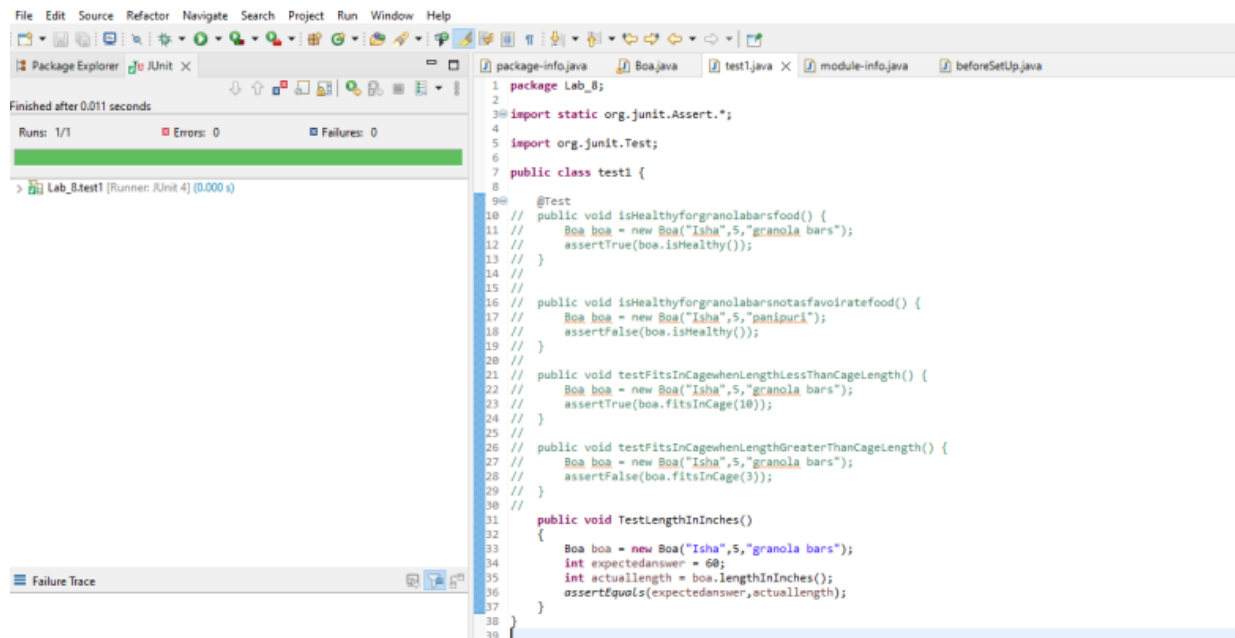
// produces the length of the Boa in inches

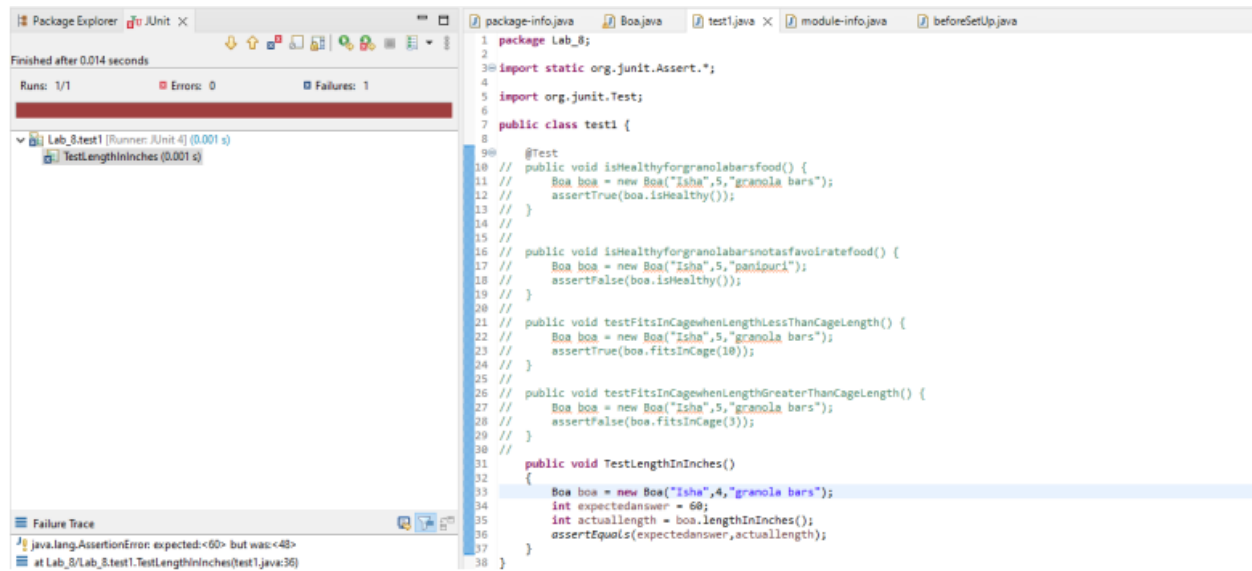
```
public int lengthInInches(){  
// you need to write the body of this method  
}
```

Add a new test case to the `BoaTest` class that tests the `lengthInInches()` method. Make sure you annotate the new test method with `@Test`. Run your tests.

Code added:

```
public int length_in_inches()  
{  
    return this.length*12;  
}
```





Code:

@Test

public void TestLengthInInches()

{

Boa boa = new Boa("Isha",4,"granola bars");

int expectedanswer = 60;

int actuallength = boa.lengthInInches();

assertEquals(expectedanswer,actuallength);

}