

Lab: Testing a Program

Instructions

- 1. Create a project named BasicMath.
- 2. Add a class named **BasicMath** that includes four methods:
 - add
 - subtract
 - divide
 - multiply
- 3. Ensure that each method takes two double arguments and returns the corresponding operation result.
- 4. Create another project, for testing, and link it to the first project.
- 5. Write test cases that test all four methods to ensure they work as expected.

The expected test run should appear as follows:

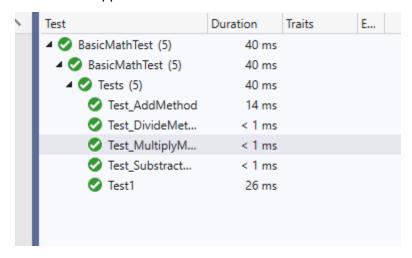


Figure 1: Expected Test Results

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