```
* To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
* and open the template in the editor.
package hw04;
import org.junit.After;
import org.junit.AfterClass;
import org.junit.Before;
import org.junit.BeforeClass;
import org.junit.Test;
import static org.junit.Assert.*;
/**
* @author said
 */
public class SqrtTest {
    public SqrtTest() {
    @BeforeClass
    public static void setUpClass() {
    @AfterClass
    public static void tearDownClass() {
   @Before
    public void setUp() {
    @After
    public void tearDown() {
    /**
    * Test of setValue method, of class Sqrt.
    */
   @Test
    public void testSetValue() throws Exception {
        System.out.println("setValue");
        Operand val = new MyDouble(16);
        Sqrt instance = new Sqrt(null);
        instance.setValue(val);
        // TODO review the generated test code and remove the default call to
fail.
        //fail("The test case is a prototype.");
   }
     * Test of execute method, of class Sqrt.
    */
   @Test
    public void testExecute() {
        System.out.println("execute");
        Sqrt instance = new Sqrt(new MyDouble(16));
        double expResult = 4;
```

```
double result = instance.execute();
    assertEquals(expResult, result, 0.0);
    // TODO review the generated test code and remove the default call to
fail.

//fail("The test case is a prototype.");
}
```