```
* 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 HW04Test {
    public HW04Test() {
    @BeforeClass
    public static void setUpClass() {
   @AfterClass
    public static void tearDownClass() {
   @Before
    public void setUp() {
   @After
    public void tearDown() {
    /**
    * Test of main method, of class HW04.
    */
   @Test
    public void testMain() {
        System.out.println("main");
        String[] args = null;
        HW04.main(args);
        // TODO review the generated test code and remove the default call to
fail.
        //fail("The test case is a prototype.");
    }
}
```