```
* To change this license header, choose License Headers in Project Properties.
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\ensuremath{^{*}} 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 InputTest {
    public InputTest() {
    @BeforeClass
    public static void setUpClass() {
    @AfterClass
    public static void tearDownClass() {
    @Before
    public void setUp() {
    @After
    public void tearDown() {
     * Test of execute method, of class Input.
     */
    @Test
    public void testExecute() {
        System.out.println("execute");
        Input instance = new Input(new Variable("a"));
        double expResult = 0.0;
        //double result = instance.returnValue();
        //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.");
    }
     * Test of returnValue method, of class Input.
     */
    @Test
    public void testReturnValue() {
        System.out.println("returnValue");
```

```
Input instance = new Input(new Variable("a", 12));
    double expResult = 12;
    double result = instance.returnValue();
    //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.");
}
```