

TDD using JUnit5 and Mockito – [JUnit5 Basic Testing Exercise]

Exercise 1: Setting Up JUnit

Scenario: You need to set up JUnit in your Java project to start writing unit tests.

Steps:

1. Create a new Java project in your IDE (e.g., IntelliJ IDEA, Eclipse).
2. Add JUnit dependency to your project. If you are using Maven, add the following to your pom.xml:

<dependency>

<groupId>junit</groupId>

<artifactId>junit</artifactId>

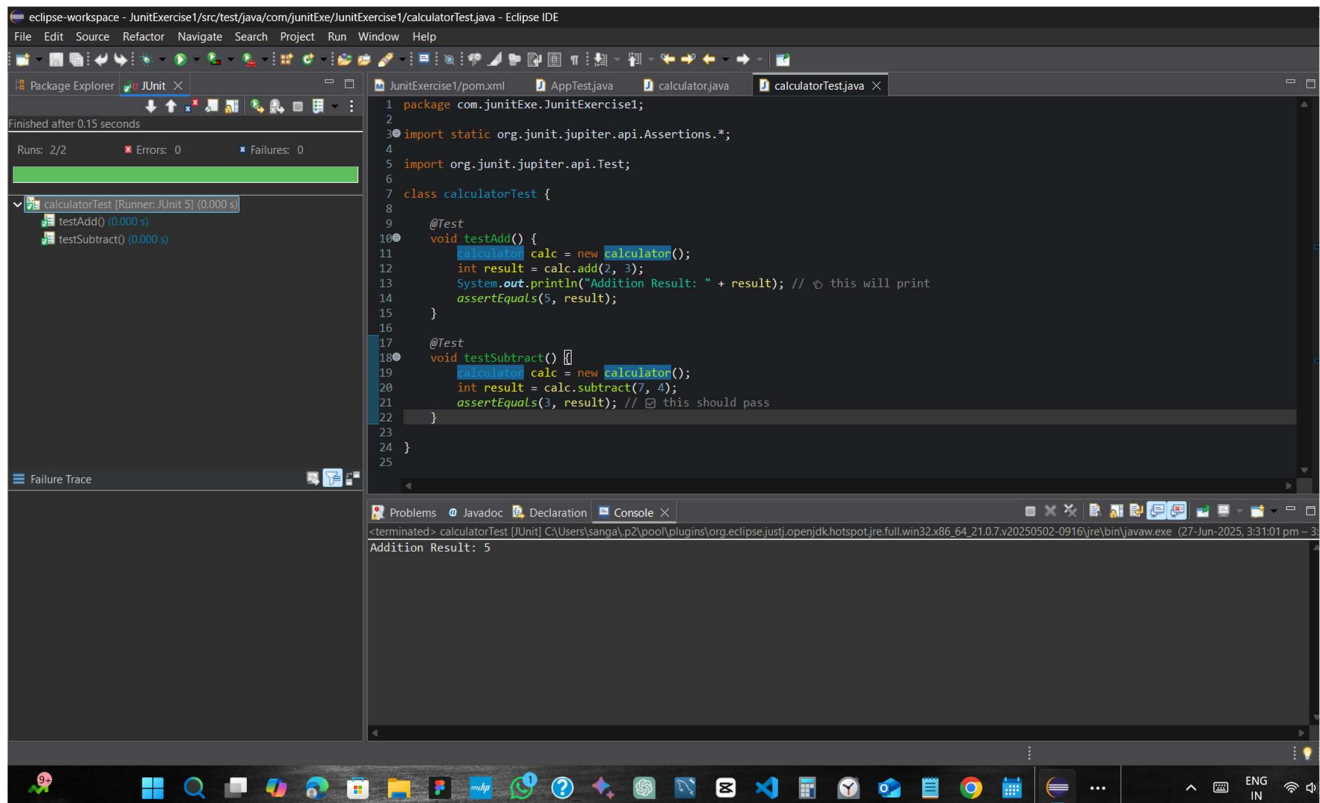
<version>4.13.2</version>

<scope>test</scope>

</dependency>

3. Create a new test class in your project.

Result:



Exercise 3: Assertions in JUnit

Scenario: You need to use different assertions in JUnit to validate your test results.

Steps:

1. Write tests using various JUnit assertions.

calculatorTest.java

```
package com.junitExe.JunitExercise1;
```

```
import static org.junit.jupiter.api.Assertions.*;
```

```
import org.junit.jupiter.api.Test;
```

```
class calculatorTest {
```

```
    calculator calc = new calculator();
```

```
    @Test
```

```
    void testAdd() {
```

```
        int result = calc.add(2, 3);
```

```
        System.out.println("testAdd: 2 + 3 = " + result);
```

```
        assertEquals(5, result, "Addition failed");
```

```
    }
```

```
    @Test
```

```
    void testSubtract() {
```

```
        int result = calc.subtract(7, 4);
```

```
        System.out.println("testSubtract: 7 - 4 = " + result);
```

```
        assertNotEquals(0, result, "Subtraction should not return 0");
```

```
    }
```

```
    @Test
```

```
    void testAddIsPositive() {
```

```
int result = calc.add(10, 5);

System.out.println("testAddIsPositive: 10 + 5 = " + result);

assertTrue(result > 0, "Result should be positive");
}
```

```
@Test

void testAddIsNotNegative() {

    int result = calc.add(4, 1);

    System.out.println("testAddIsNotNegative: 4 + 1 = " + result);

    assertFalse(result < 0, "Result should not be negative");
}
```

```
@Test

void testObjectNotNull() {

    System.out.println("testObjectNotNull: Calculator object is " + (calc != null ? "not null" : "null"));

    assertNotNull(calc, "Calculator object should not be null");
}
```

```
@Test

void testArrayEquality() {

    int[] expected = {1, 2, 3};

    int[] actual = {1, 2, 3};

    System.out.println("testArrayEquality: Comparing expected and actual arrays");

    assertEquals(expected, actual, "Arrays should be equal");
}
```

```
}
```

Result:

The screenshot displays the Eclipse IDE interface during a JUnit test execution. The top toolbar shows the Run button (a green play icon) highlighted. The Package Explorer on the left shows the project structure with 'calculatorTest' selected. The central editor shows the source code of 'calculatorTest.java', which includes imports for JUnit and a class with three test methods: 'testAdd()', 'testSubtract()', and 'testAddIsPositive()'. The bottom console shows the output of the test run, indicating that all tests passed successfully. The status bar at the bottom indicates 'Finished after 0.198 seconds'.

```
1 package com.junitExe.junitExercise1;
2
3 import static org.junit.jupiter.api.Assertions.*;
4
5 import org.junit.jupiter.api.Test;
6
7 class calculatorTest {
8
9     calculator calc = new calculator();
10
11     @Test
12     void testAdd() {
13         int result = calc.add(2, 3);
14         System.out.println("testAdd: 2 + 3 = " + result);
15         assertEquals(5, result, "Addition failed");
16     }
17
18     @Test
19     void testSubtract() {
20         int result = calc.subtract(7, 4);
21         System.out.println("testSubtract: 7 - 4 = " + result);
22         assertEquals(0, result, "Subtraction should not return 0");
23     }
24
25     @Test
26     void testAddIsPositive() {
27         int result = calc.add(10, 5);
28         assertTrue(result > 0, "Addition result is not positive");
29     }
30 }
```

testAdd: 2 + 3 = 5
testSubtract: 7 - 4 = 3
testAddIsNotNegative: 4 + 1 = 5
testObjectNotNull: Calculator object is not null
testArrayEquality: Comparing expected and actual arrays
testAddIsPositive: 10 + 5 = 15

Exercise 4: Arrange-Act-Assert (AAA) Pattern, Test Fixtures, Setup and Teardown Methods in JUnit

Scenario:

You need to organize your tests using the Arrange-Act-Assert (AAA) pattern and use setup and teardown methods. Steps:

1. Write tests using the AAA pattern.
2. Use `@Before` and `@After` annotations for setup and teardown methods.

Solution Code:

```
package com.junitExe.JunitExercise1;

import org.junit.jupiter.api.AfterEach;
import org.junit.jupiter.api.BeforeEach;
import org.junit.jupiter.api.Test;
import static org.junit.jupiter.api.Assertions.*;

public class calculatorTest {

    calculator calc;

    @BeforeEach
    void setUp() {
        // Arrange: Initialize before each test
        calc = new calculator();
        System.out.println("\n Setup: Calculator initialized.");
    }

    @AfterEach
    void tearDown() {
        // Cleanup after each test
        System.out.println(" Teardown: Test completed.");
    }
}
```

@Test

```
void testAdd() {  
    // Act  
    int result = calc.add(10, 20);  
  
    // Assert  
    System.out.println("testAdd: 10 + 20 = " + result);  
    assertEquals(30, result);  
}
```

@Test

```
void testSubtract() {  
    // Act  
    int result = calc.subtract(50, 30);  
  
    // Assert  
    System.out.println("testSubtract: 50 - 30 = " + result);  
    assertEquals(20, result);  
}  
}
```

Result:

The screenshot displays the Eclipse IDE interface with the following components:

- Top Bar:** eclipse-workspace - JunitExercise1/src/test/java/com/junitExe/JunitExercise1/calculatorTest.java - Eclipse IDE
- Menu Bar:** File Edit Source Refactor Navigate Search Project Run Window Help
- Toolbar:** Standard Eclipse development icons.
- Package Explorer:** Shows the project structure with 'JUnit' selected. Below it, a progress bar indicates 'Finished after 0.185 seconds'. A summary shows 'Runs: 2/2', 'Errors: 0', and 'Failures: 0'. A tree view lists 'calculatorTest [Runner: JUnit 5] (0.029 s)', 'testAdd0 (0.027 s)', and 'testSubtract0 (0.002 s)'.
- Editor:** Displays the source code of 'calculatorTest.java'. The code includes a 'tearDown()' method for cleanup, and two test methods: 'testAdd()' which asserts that 10 + 20 equals 30, and 'testSubtract()' which asserts that 50 - 30 equals 20.
- Console:** Shows the output of the test run, including 'Setup: Calculator initialized.', the test results for 'testAdd' and 'testSubtract', and 'Teardown: Test completed.'.

```
20 void tearDown() {
21     // Cleanup after each test
22     System.out.println(" Teardown: Test completed.");
23 }
24
25 @Test
26 void testAdd() {
27     // Act
28     int result = calc.add(10, 20);
29
30     // Assert
31     System.out.println("testAdd: 10 + 20 = " + result);
32     assertEquals(30, result);
33 }
34
35 @Test
36 void testSubtract() {
37     // Act
38     int result = calc.subtract(50, 30);
39
40     // Assert
41     System.out.println("testSubtract: 50 - 30 = " + result);
42     assertEquals(20, result);
43 }
44 }
45
```

Setup: Calculator initialized.
testAdd: 10 + 20 = 30
Teardown: Test completed.

Setup: Calculator initialized.
testSubtract: 50 - 30 = 20
Teardown: Test completed.

TDD using Junit and Mockito – [Mockito Exercise]

Exercise 1: Mocking and Stubbing

Scenario: You need to test a service that depends on an external API. Use Mockito to mock the external API and stub its methods.

Steps:

1. Create a mock object for the external API.

ExternalApi.java

```
package com.mockitoDemo;
```

```
public interface ExternalApi {  
    String getData();  
}
```

2. Stub the methods to return predefined values.

MyService.java

```
package com.mockitoDemo;
```

```
public class MyService {  
    private ExternalApi externalApi;  
  
    public MyService(ExternalApi externalApi) {  
        this.externalApi = externalApi;  
    }  
  
    public String fetchData() {  
        return externalApi.getData();  
    }  
}
```


3. Write a test case that uses the mock object.

MyServiceTest.java

```
package com.mockitoDemo;
```

```
import static org.junit.jupiter.api.Assertions.*;
```

```
import static org.mockito.Mockito.mock;
```

```
import static org.mockito.Mockito.when;
```

```
import org.junit.jupiter.api.Test;
```

```
class MyServiceTest {
```

```
    @Test
```

```
    void testExternalApi() {
```

```
        // Mock the ExternalApi
```

```
        ExternalApi mockApi = mock(ExternalApi.class);
```

```
        // Stub the getData method
```

```
        when(mockApi.getData()).thenReturn("Mock Data");
```

```
        // Inject into MyService
```

```
        MyService service = new MyService(mockApi);
```

```
        // Call the method and check result
```

```
        String result = service.fetchData();
```

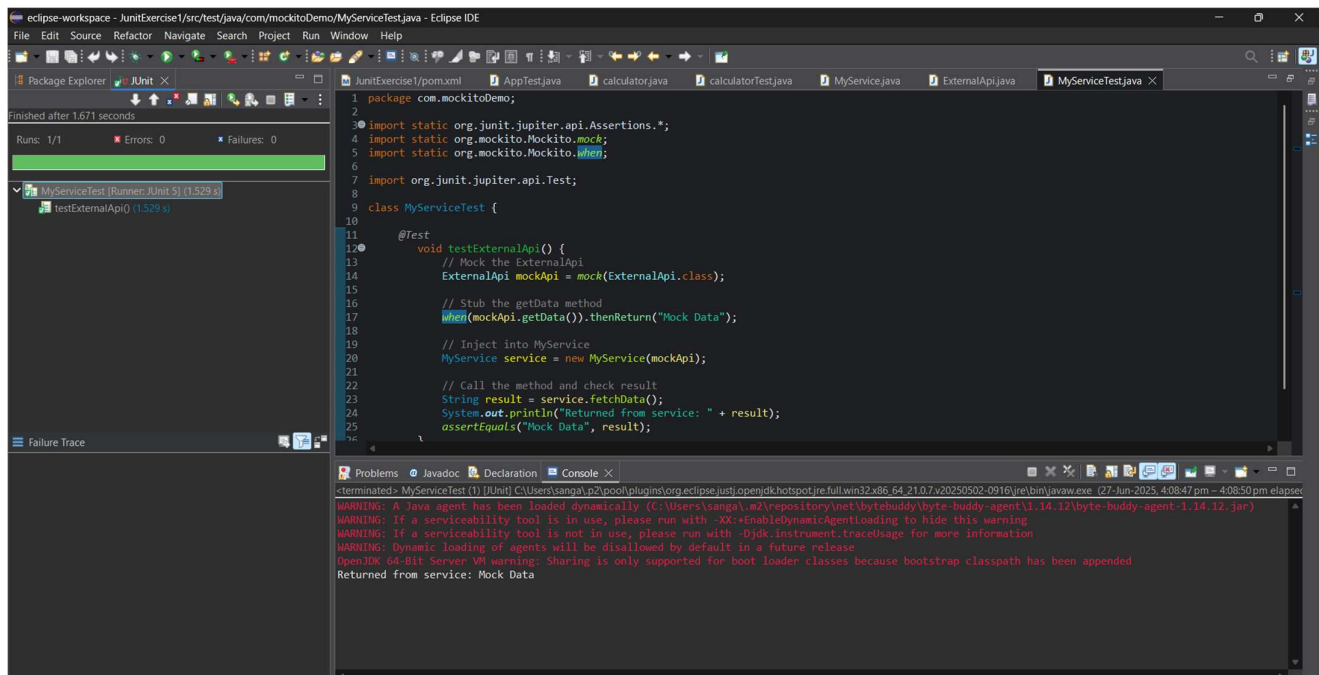
```
        System.out.println("Returned from service: " + result);
```

```
        assertEquals("Mock Data", result);
```

```
    }
```

```
}
```

Result:



Explanation for Warning:

- Mockito uses **ByteBuddy** (a bytecode manipulation library).
- ByteBuddy temporarily loads a **Java agent** to allow Mockito to mock classes and interfaces.
- The JVM warns that this is **dynamic agent loading**.
- It's safe — but in future Java versions, dynamic loading **might be blocked by default** unless explicitly allowed.
- **These warnings don't affect test behaviour or correctness**

Exercise 2: Verifying Interactions

Scenario: You need to ensure that a method is called with specific arguments.

Steps:

1. Create a mock object.

```
MyService service = new MyService(mockApi);  
service.fetchData();
```

2. Call the method with specific arguments.

```
verify(mockApi).getData();
```

3. Verify the interaction.

MyServiceTest.java

```
package com.mockitoDemo;
```

```
import static org.mockito.Mockito.*;
```

```
import org.junit.jupiter.api.Test;
```

```
public class MyServiceTest {
```

```
    @Test
```

```
    public void testVerifyInteraction() {
```

```
        // Step 1: Create mock
```

```
        ExternalApi mockApi = mock(ExternalApi.class);
```

```
        // Step 2: Call the method using the service
```

```
        MyService service = new MyService(mockApi);
```

```
        service.fetchData();
```

// Step 3: Verify the interaction

```
verify(mockApi).getData();
```

```
System.out.println("Verified: mockApi.getData() was called.");
```

```
}
```

```
}
```

Result:

