Class 6

1. Write a program which does the following:
   - The program has to contain the following:

     a. @BeforeClass

     b. @BeforeMethod

     c. @Test

     d. @AfterMethod

     e. @AfterClass

   - Each annotation will print annotation name.
   - Change method order in code and check if something changed.

2.
   - Create an int variable named **x** with the value 1
   - Create an int variable named **y** with the value 2
   - Create a test which will assert **x** is <u>not</u> equals to **y**

3. Write a TestNG test which has 3 tests:
   - First test print the letter A
   - Second test print the letter B
   - Third test print the letter C

4.   Create a Jar file has the below method:
   - A method which gets a String and prints it.

** Class must be inside a package! And not in src

CHALLENGES:

5.   Read the all players id's and levels from the csv file named "Playes.csv" (which can be found in the homework folder).

6.   Use Java nio for writing into a text file.

7.   Answer questions 1+3 using Junit (Inside another project).

8.   Create a method which gets a file path and archive it (using zip / 7z / rar etc.)

9.   Create a method which writes a website (HTML) into a text file
For example: google.com HTML into a text file.