

JUnit in Android Studio

Helpful Link

<https://developer.android.com/training/testing/unit-testing/local-unit-tests>

- To create a basic JUnit 4 test class, create a Java class that contains one or more test methods. A test method begins with the **@Test** annotation and contains the code to exercise and verify a single functionality in the component that you want to test.
- To test that components in your app return the expected results, *use the **junit.Assert methods to perform validation checks (or assertions) to compare the state of the component under test against some expected value.***
- To make tests more readable, you can use Hamcrest matchers (such as the `is()` and `equalTo()` methods) to match the returned result against the expected result.
- <http://junit.org/javadoc/latest/org/junit/Assert.html>
- <https://github.com/hamcrest>

Recommended Tutorial on YouTube:

<https://www.youtube.com/watch?v=dlWjn4QrVK4>

1. To test a method, double click its name to highlight it and press CTRL-SHIFT-T
2. -> **Create New Test** – In the dialog box, check all of the functions you want to test.
3. Press OK -> Select the location to create your Test class.
4. Use methods from the **ConverterUtil** class to fill in the `test()` methods
5. Use the assert methods (ex: **assertEquals()**) to check if the expected output matches the actual output.
6. Run the test using the play button next to the method name or by right-clicking.

More Recommended Tutorials on YouTube:

Part 1: Testing if the application is launched

<https://www.youtube.com/watch?v=TR6QcRozAg>

Part 2: Testing if a button launches an activity

<https://www.youtube.com/watch?v=vXRoVIGttO4>