**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>

<grouped>junit</grouped>

< artifactId> junit</artifactId>

< version>4.13.2</ version>

<scope> test</scope>

</dependency>

1. Create a new test class in your project.

**Souce Code:**

**Pom.xml:**

<dependencies>

<dependency>

<groupId>junit</groupId>

<artifactId>junit</artifactId>

<version>4.13.2</version>

<scope>test</scope>

</dependency>

</dependencies>

**Calculator.java:**

**public** **class** Calculator

{

**public** **int** add(**int** a,**int** b)

{

**return** a+b;

}

**public** **int** multiply(**int** a,**int** b)

{

**return** a\*b;

}

}

**CalcTest.java:**

**import** org.junit.Test;

**import** **static** org.junit.Assert.\*;

**public** **class** CalcTest

{

@Test

**public** **void** testAdd()

{

Calculator calc=**new** Calculator();

assertEquals(5,calc.add(2,3));

}

@Test

**public** **void** testMultiply()

{

Calculator calc=**new** Calculator();

assertEquals(6,calc.multiply(2,3));

}

}

**Output:**

Log Running CalculatorTest

Tests run: 2, Failures: 0, Errors: 0, Skipped: 0

BUILD SUCCESS