



BridgeLabz

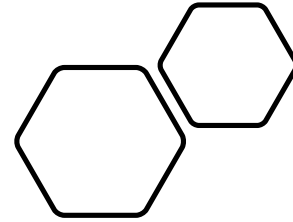
Employability Delivered

Mood Analyzer Problem

Emphasis on

- Junit Test Cases
- Exception Handling
- Custom Exceptions
- Reflections

Mood Analyzer Problem



Handle Custom
Exceptions



UC 1

Given a Message, ability
to analyse and respond
Happy or Sad Mood

- Create MoodAnalyser Object
- Call analyseMood function with message as parameter and return Happy or Sad Mood



TC 1.1

Given “I am in Sad
Mood” message
Should Return SAD

analyseMood method can just return
SAD to pass this Test Case (TC)



TC 1.2

Given “I am in Any
Mood” message
Should Return HAPPY

To make the Test case pass
analyseMood method need to check
for Sad else return HAPPY



Refactor

Refactor the code to take the mood message in Constructor

- **Note:**
- MoodAnalyser will have a message Field
- MoodAnalyser will have 2 Constructors – Default - MoodAnalyser() and with Parameters – MoodAnalyser(message)
- analyseMood method will change to support no parameters and use message Field defined for the Class



Repeat TC 1.1

Given “I am in Sad Mood” message in Constructor Should Return SAD

To pass this Test Case when calling analyseMood method with no params should return SAD



Repeat TC 1.2

Given “I am in Happy Mood” message in Constructor Should Return SAD

To pass this Test Case when calling analyseMood method with no params should return HAPPY



UC 2

**Handle Exception if
User Provides Invalid
Mood**

- Like NULL



TC 2.1

Given Null Mood
Should Return Happy

To make this Test Case pass Handle
NULL Scenario using try catch and
return Happy



UC 3

Inform user if entered Invalid Mood

- In case of NULL or Empty Mood throw Custom Exception MoodAnalysisException
- Use Enum to differentiate the Mood Analysis Errors



TC 3.1

Given NULL Mood
Should Throw
MoodAnalysisException

To pass this Test Case in try catch block
throw MoodAnalysisException



TC 3.2

Given Empty Mood
Should Throw
MoodAnalysisException
indicating Empty Mood

Handle Empty Mood Scenario throw
MoodAnalysisException and inform
user of the EmptyMood

HINT: Use Enum to EMPTY or NULL