

# Krypteringsprogram

## String magic

*Create an array of a string*

```
StringBuilder tekstarr = new StringBuilder(tekst);
```

*Set a char at index i in array*

```
tekstarr.setCharAt(i, 'y');
```

*Return array as string*

```
return tekstarr.toString();
```

## Testing

*Setup function, creating from original GUI*

```
@Before
public void setUp(){
    gui = new GUI();
}
```

*Test function, use assertEquals to test if a given value returns the correct value*

```
@Test
public void testAlgoritme2() {
    // Checks if gui.algoritme2 returns åø when given øæy
    assertEquals("åø", gui.algoritme2("øæy"));
}
```

*For numbers, pass a margin of error (delta) as the third argument to assertEquals*

```
@Test
public void testKonverter2() throws Exception {
    assertEquals(319.34, Oblig16.konverter(5000, 2, 0), 0.01);
}
```