

```

public class Rack {
    private float powerCapacity = 500;
    private float powerReqSum = 0;
    ...
    public void addComponent(Component comp)
        throws CapacityExceeded {

```

declaration
of potentially
throwing
an exception

```

        if (powerReqSum + comp.getPowerReq()
            > powerCapacity) then

```

```

        {
            throw new CapacityExceeded(...);
        }
    }
}

```

try {

```

    rack.addComponent(comp);

```

```

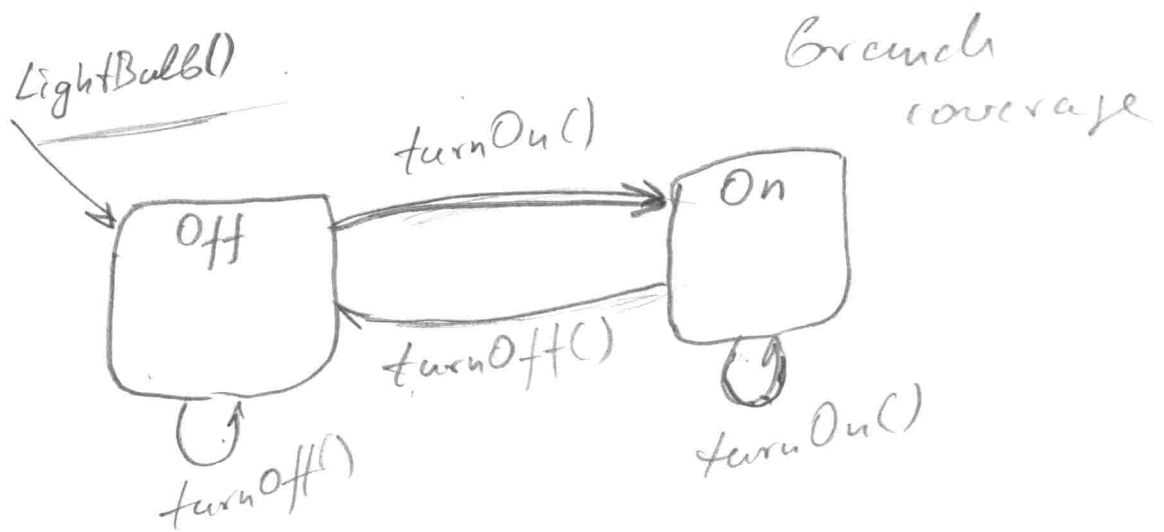
} catch (CapacityExceeded ex) {
    ex.getMessage();
    System.out.println("Capacity Exceeded");
}

```

```

public class LightBulb {
    private boolean state = false;
    public LightBulb() {
        state = false;
    }
    public void turnOn() { state = true; }
    public void turnOff() { state = false; }
}

```



1. turnOn();
assertEquals(state, true); // assert True(state)
2. turnOn();
turnOff();
assertEquals(state, false); // assert False(state)
3. turnOff();
assert False(state);
4. turnOn();
turnOn();
assert True();