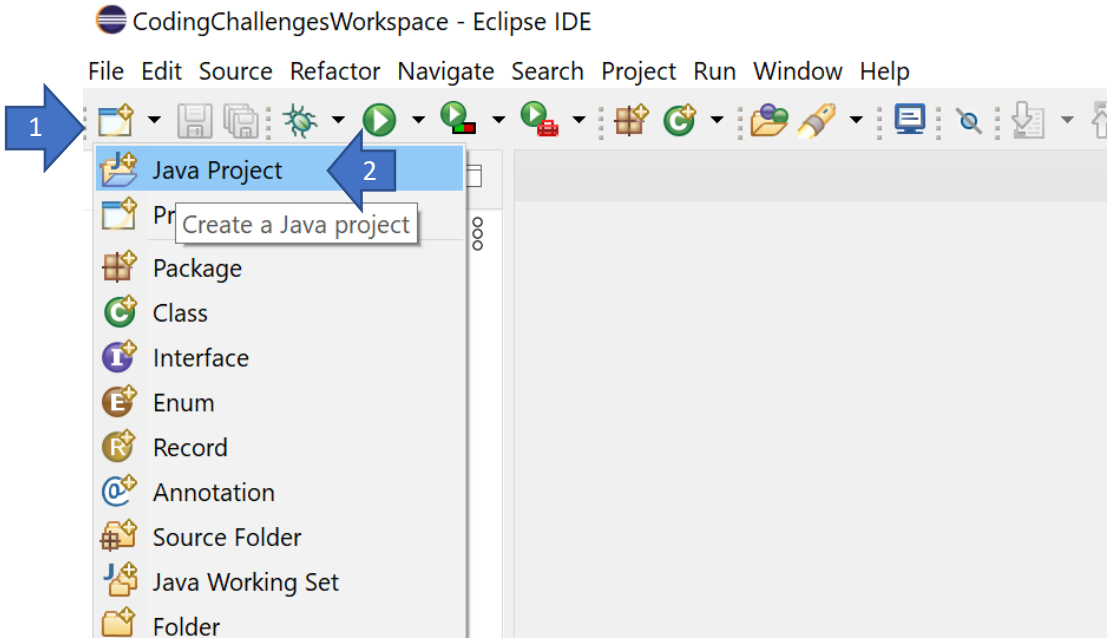
Setting up Eclipse to use JUnit

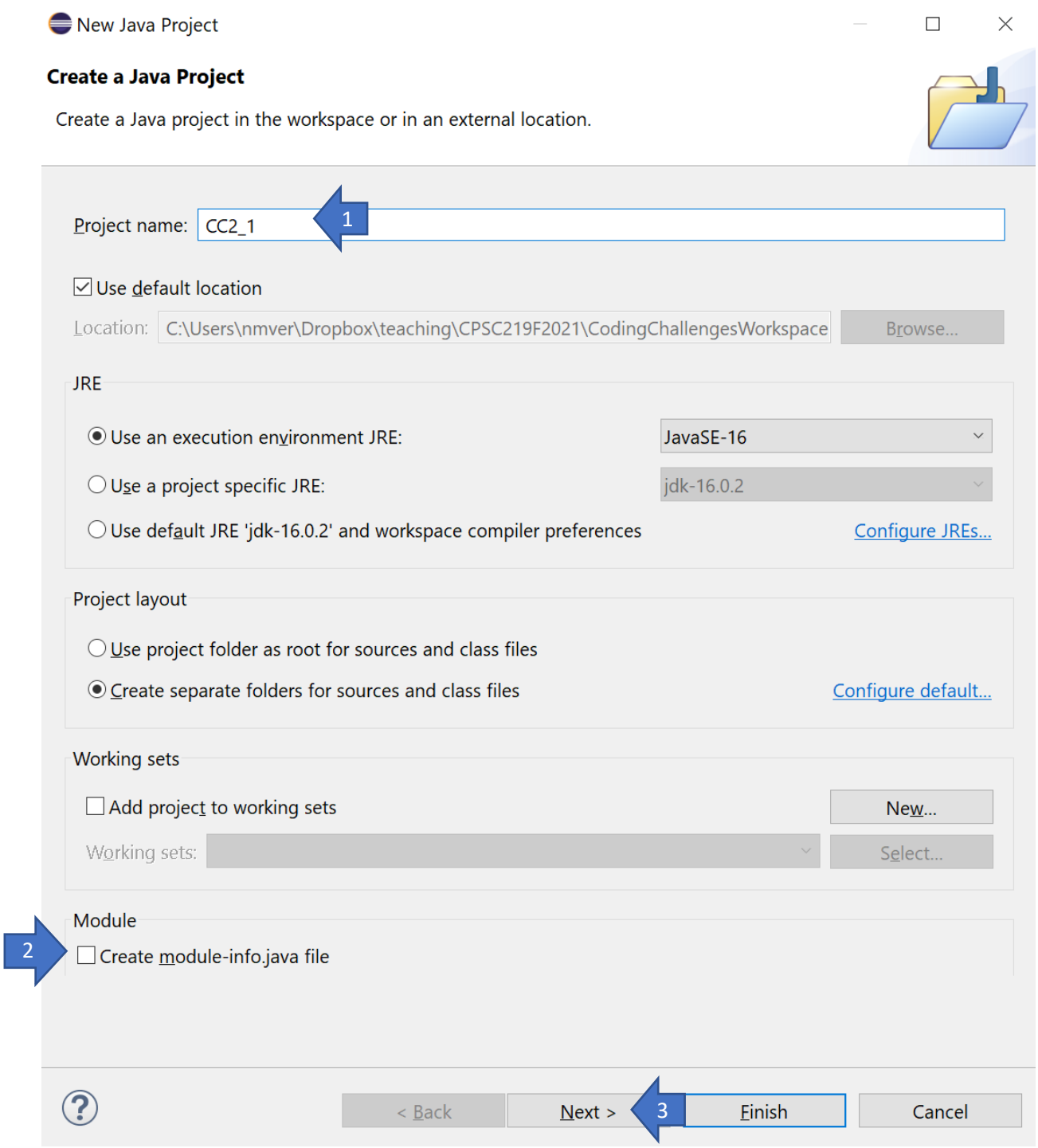
When coding challenges have a provided JUnit test, it is required that you pass all tests to pass the coding challenge. Make sure to run the JUnit tests before submitting. Wwe don't provide any information in D2L about which tests failed. So run the tests yourself before submitting. If you need feedback on why a test failed, the D2L is not the place to get this feedback. Instead, come to class, make an appointment with someone on the teaching team, or post a question on the discussion board with your questions.

Follow the steps in this document to setup an Eclipse project that uses JUnit tests.

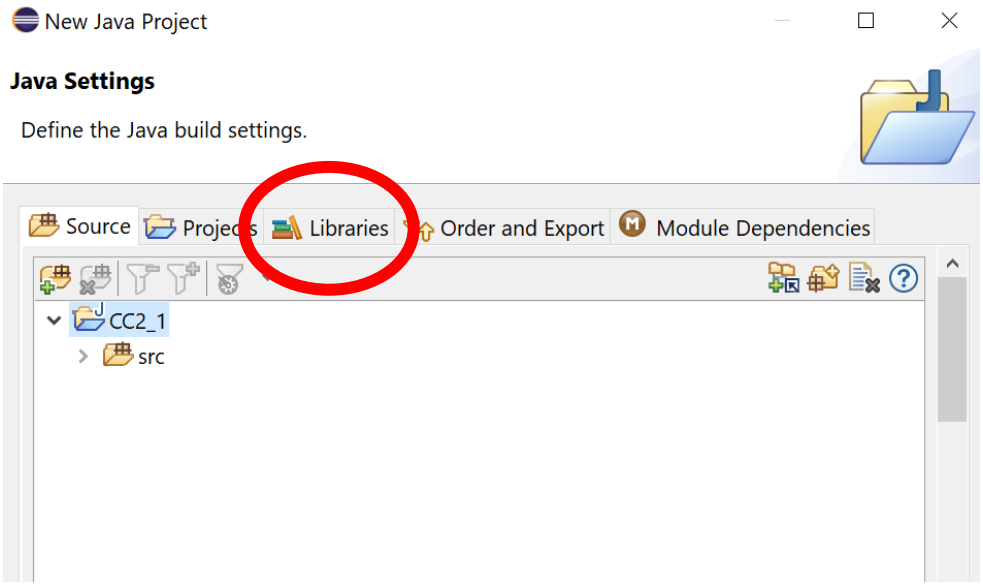
1. Open Eclipse and select to create a new Java Project:



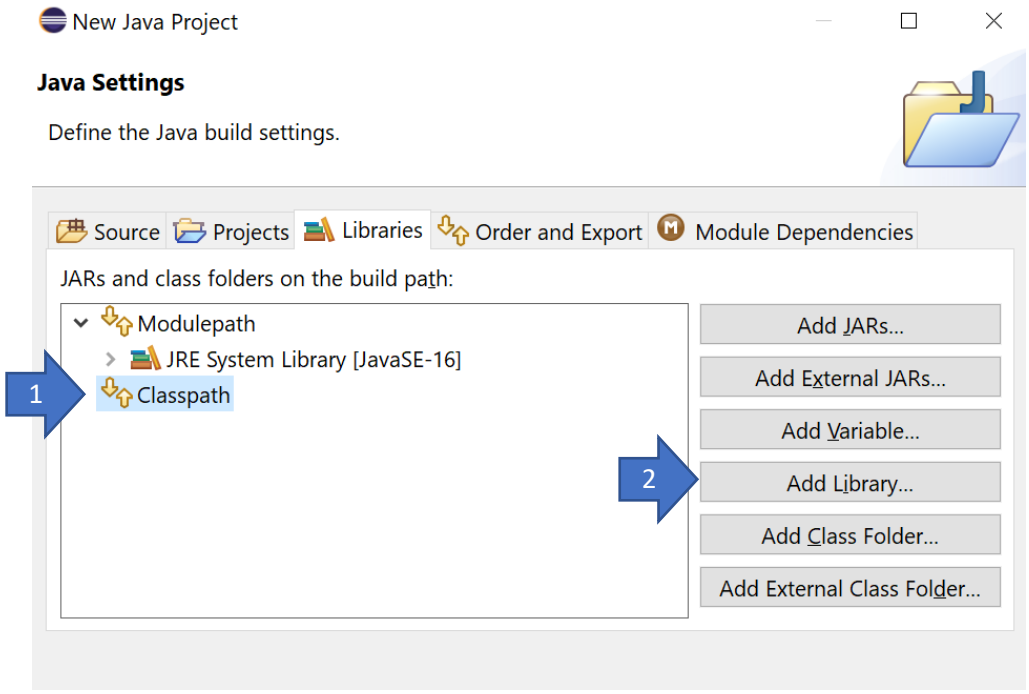
2. In the wizard, give the project a name, un-select *create module-info.java* and press the *next* button.



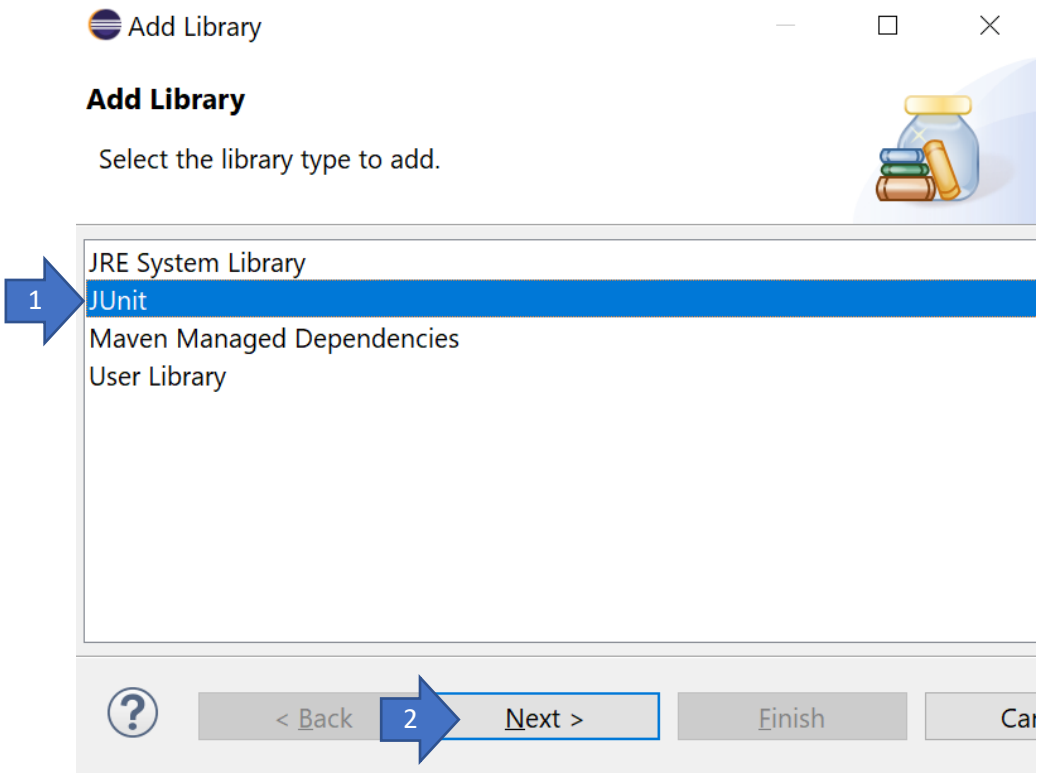
3. Select the *Libraries* tab.



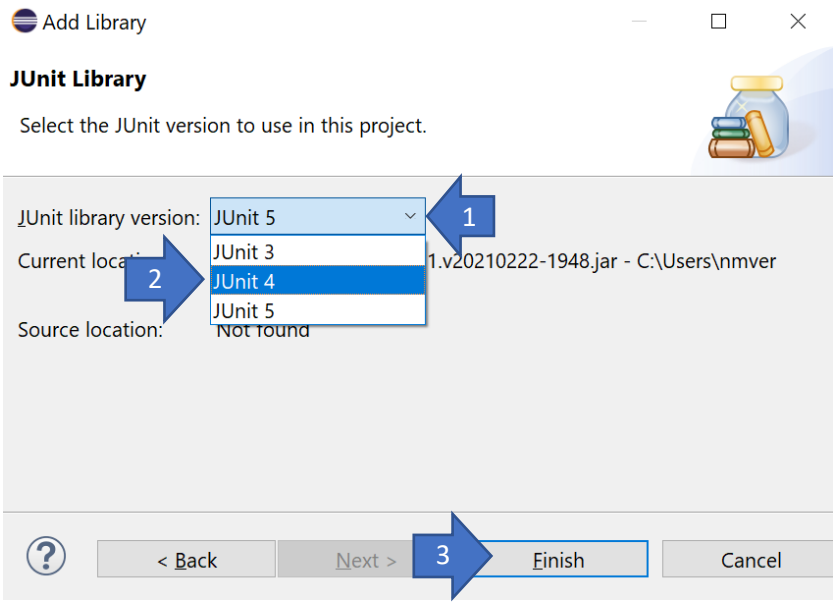
4. Select *Classpath* and then press the *Add Library…* button.



5. Select *JUnit* from the list and press *Next.*

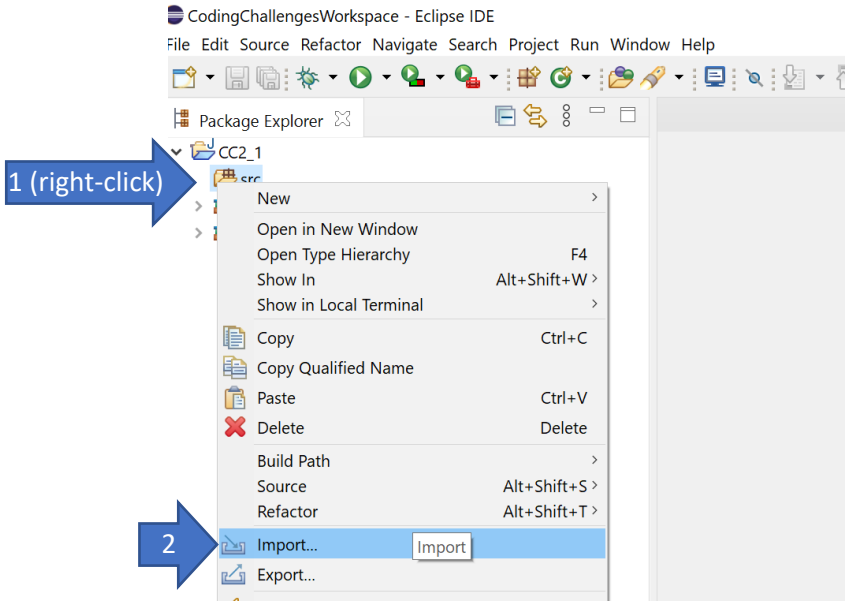


6. Select *JUnit 4* from the dropdown list and press *Finish*.

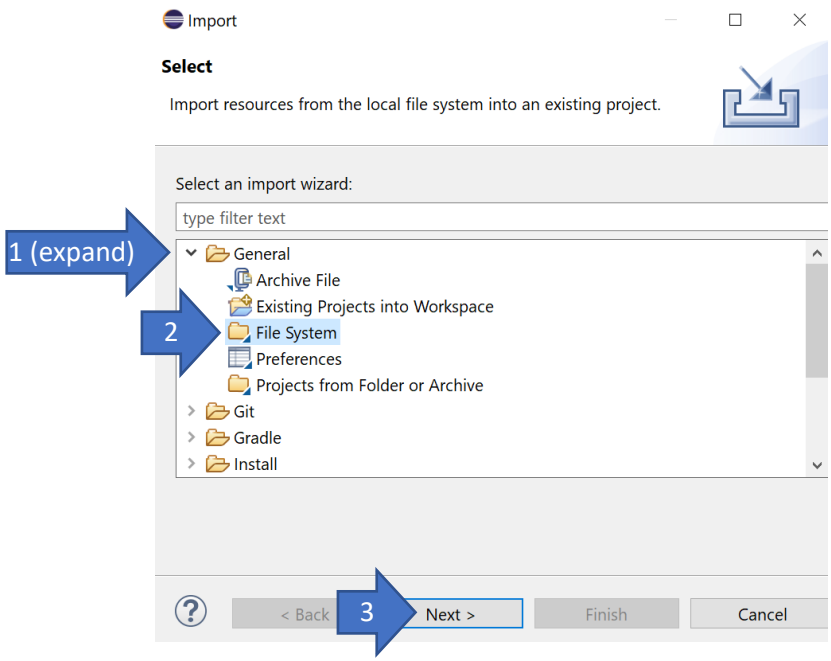


To test your setup, you'll need a JUnit test class. For the first coding challenge that uses JUnit, a skeleton of the Java class you are required to create will also be provided. These steps show how to use run JUnit tests for this first coding challenge.

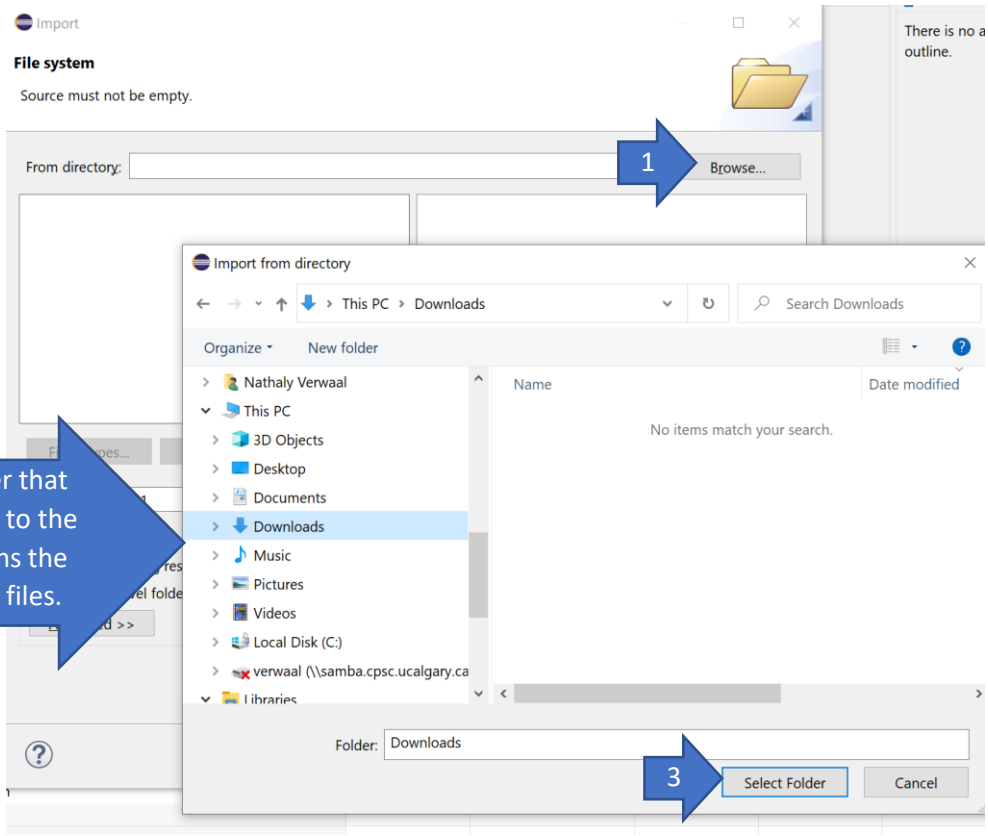
7. Download the JUnit class (CodingChallenge2_1Test.java) and the skeleton class (CodingChallenge2_1.java) from D2L.
8. To import these two files in your new JUnit project, right-click on the *src* folder inside project you just created and select *import…* from the dropdown list.



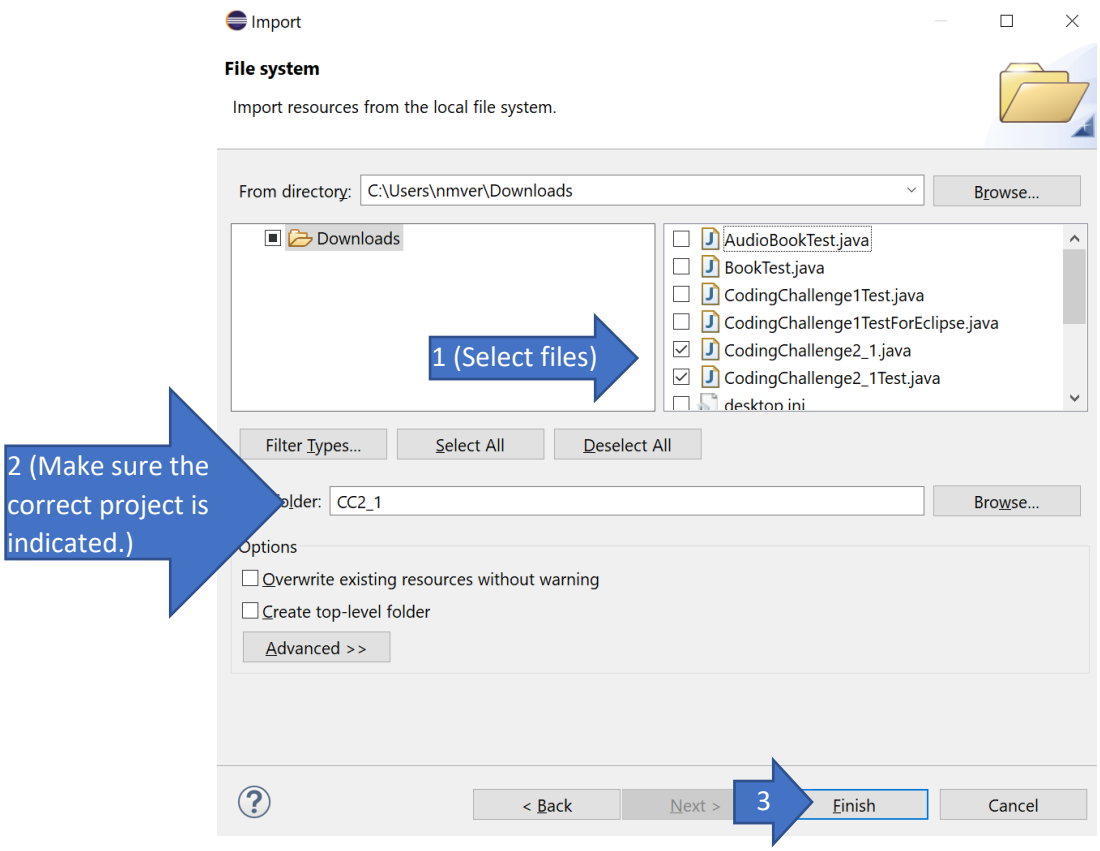
9. In the import wizard, expand *General*, select *File System,* and press *next.*



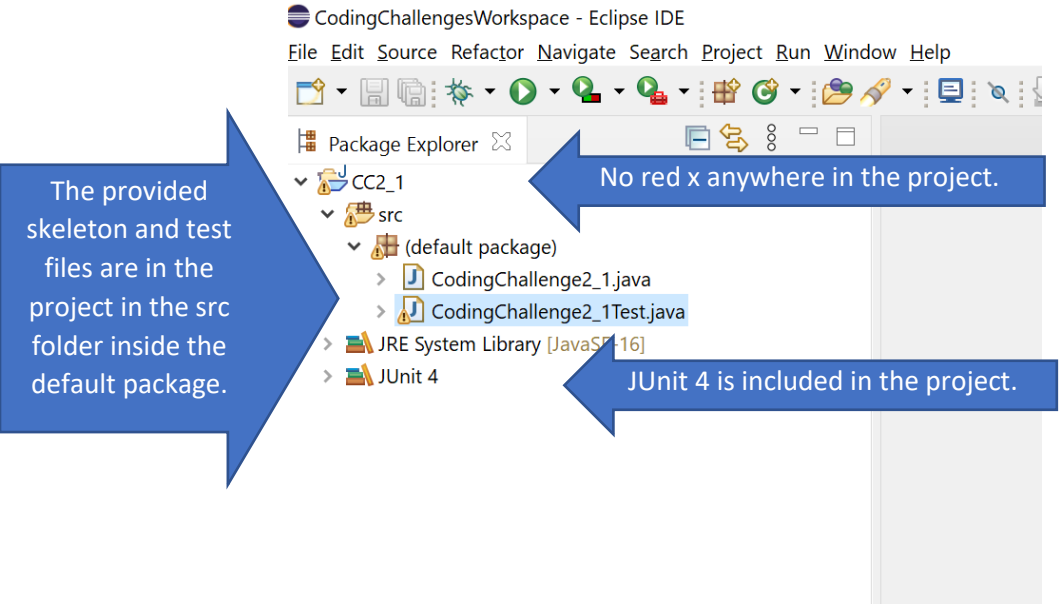
10. Browse to the folder that you downloaded the provided Java files to. (You are expected to browse to the folder. Only folders will be shown in the browser window.)



11. Select the Java files to import, make sure that it will be imported into your new project, and press *Finish*.

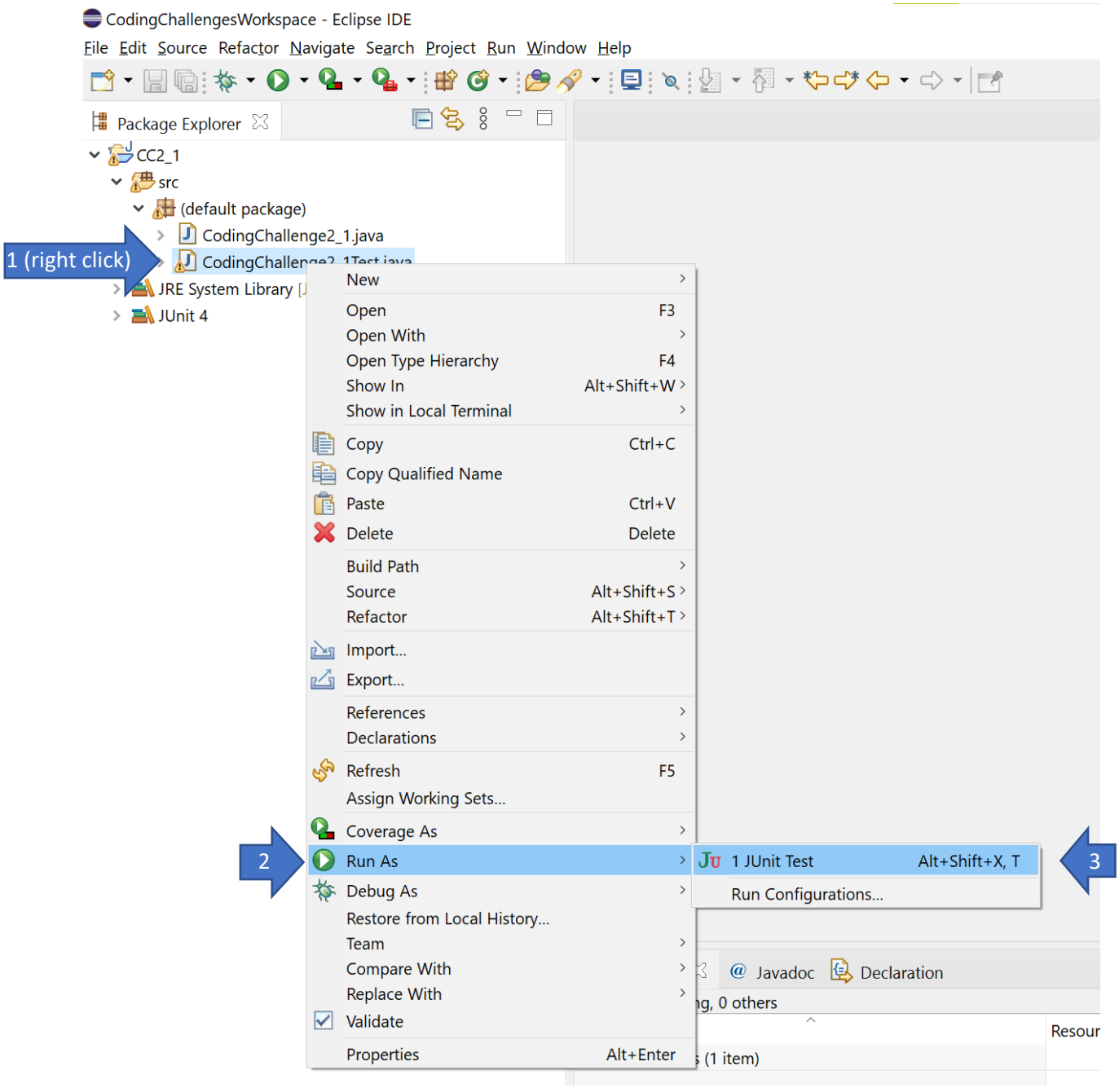


12. Your project should now look as follows:

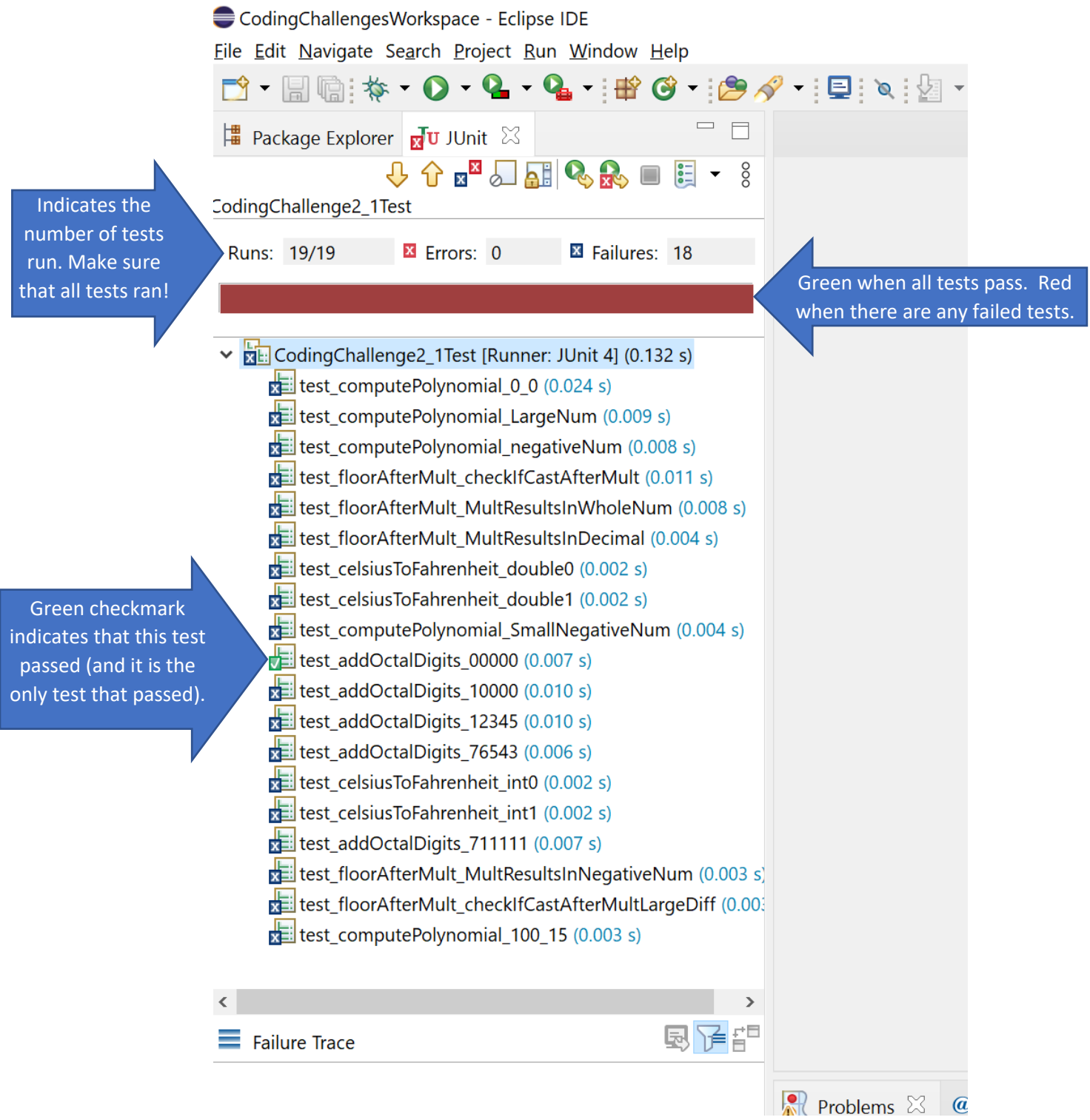


To test that it the project is setup correct, you can run the tests provided as follows. (Note that almost all the tests will fail since you haven't written any code yet.)

13. Right-click on the test class, select *Run As* from the dropdown menu, then press *1 JUnit Test* from the next menu.



14. This should open the JUnit window and show the tests that passed and the tests that failed.



15. You can find more information about a test in the Failure Trace window about a failed test by selecting the failure.