

INTRODUCTION TO JUNIT

Teardown

- @ Before
- @ After

Handle Exception

```
@Test
public void numberInvalid() {
    FizzBuzz fizzBuzz = new FizzBuzz();

    try {
        fizzBuzz.say(-1);
        fail();
    }catch(IllegalStateException expected) {
    }
}
```

Handle Exception

```
@Test(expected = IllegalStateException.class)
public void numberInvalid() {
    FizzBuzz fizzBuzz = new FizzBuzz();
    fizzBuzz.say(-1);
}
```

Handle Exception

```
@Rule
public ExpectedException thrown = ExpectedException.none();
@Test
public void numberInvalid() {
    thrown.expect(IllegalArgumentException.class);
    FizzBuzz fizzBuzz = new FizzBuzz();
    thrown.expect(IllegalStateException.class);
    fizzBuzz.say(-1);
}
```