## To Develop an E-learning Application Using TDD with TestNG.

## **Source Code**

```
//Elearning
package com.app.TDD.demo;
import java.util.HashMap;
import java.util.Map;
public class Elearning {
      private Map<String, Integer> getcourse() {
             Map<String, Integer> getcourse = new HashMap<>();
             Map<String, Integer> course1 = null;
             course1.put("Selenium", 10);
             Map<String, Integer> course2 = null;
             course2.put("Junit", 25);
             Map<String, Integer> course3 = null;
             course3.put("Git", 2);
             return getcourse;
      }
      public int getcourse(String Topic) {
```

```
Map<String, Integer> courseMap = null;
             int count = 0;
             if (Topic.isEmpty()) {
                   throw new NullPointerException("Topic Name cannot be
empty..");
             }
             courseMap = getcourse();
             if (!courseMap.containsKey(Topic)) {
                   throw new NullPointerException("Topic Name does not exist");
             } else {
                   count = courseMap.get(Topic);
             }
             return count;
      }
}
//Test Elearning
package com.app.TDD.demo;
```

```
import org.testng.Assert;
import org.testng.annotations.Test;
public class TestElearning {
       @Test
      public void findcourse() {
             String Topic = "Selinium";
             int Expectedduration = 10;
             Elearning cs = new Elearning();
             // number of people in the city
             int count = cs.getcourse(Topic);
             System.out.println(count);
             Assert.assertEquals(count, Expectedduration);
      }
       @Test
      public void findEmptyInput() {
```