Getting started with JUnit

- Create a new project called Lab1 JUnit and click Next
- Right click on the new project file, hover over Build Path
  - Press Add Library... and choose JUnit; click Next
  - Choose JUnit 5 and click Finish
  - Now our project has JUnit on its classpath
- Hovering over Build Path again
  - Click Create new source folder, and name it test
  - Click Finish
- Click Finish to complete the process

- Right-click on the *test* source folder and choose New Package
  - Name it com.testing.lang
- Right-click on the package and choose New JUnit Test Case
  - Name the test class StringTest
  - Leave checkboxes unchecked
  - Leave "Class under test" field blank since we are testing String
- Click Finish

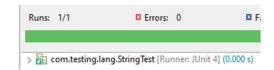
- Write a testLength method
  - What are the requirements for a test method?
    - @Test
    - Remember signature and return type requirements
- Test String.length()
  - Create a new String object (you pick the value)
  - Write an assertTrue() that compares the expected length of the string to the result of String.length()

```
@Test
public void testLength(){
    String s = "JUnit Rules";
    assertTrue(11 == s.length());
}
```

 Right-click on the test class in Package Explorer and choose Run As JUnit Test

OR

Right-click in the editor itself and do the same thing



- Make it artificially fail
  - Make assertion incorrect
  - Rerun test



• Examine the reason for failure



## Testing with Junit Lab 1(end of lab)

- Write a test method for String.substring()
  - Follow the same steps we did with the first one
  - Again, after you see it pass, make it fail and look at the reason
- Print a message to the console in each test method
  - Notice the execution order
  - Is it always the same?
  - Switch the order of the test methods in the class and repeat
    - What do you notice?
- Remember, test execution order cannot be guaranteed or relied upon
  - If you see a pattern, it may not happen like that every time