

Lab TDD 1: Setting up a TDD project

Objectives

In this lab, you will set up a basic TDD project using Junit 4 to write some code for a simple calculator project.

The purpose of this lab is to get you familiar with the mechanics of setting up a project and the TDD workflow.

Part One – Project Setup

The specification for the project is to produce a simple calculator that implements a calculator interface with the four standard arithmetic operations and a method that calculates a floating point quotient.

All of the operations take two integers as inputs and return an integer, except for the floating point division which returns a double.

Step 1: Set up the project

1. Create a standard Java project with a package named “calc”
2. Create an interface called Calculator

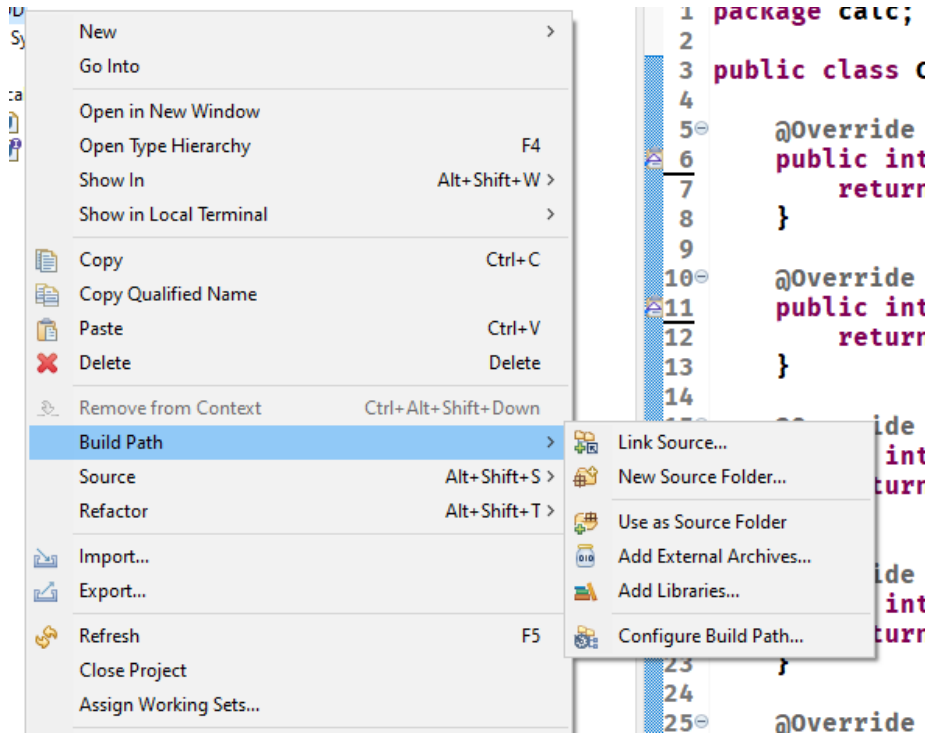
```
public interface Calculator {  
  
    public int add(int a, int b);  
    public int sub(int a, int b);  
    public int mult(int a, int b);  
    public int div(int a, int b);  
    public double fdiv(int a, int b);  
}
```

3. Create an implementation class called CalcImp that implements the Calculator interface.
4. The class methods should all have empty bodies, as shown on the next page.

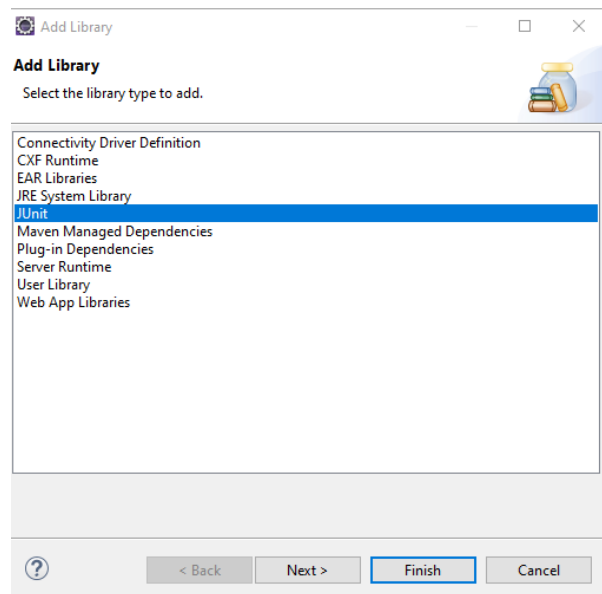
```
public class CalcImp implements Calculator {  
    @Override  
    public int add(int a, int b) {  
        return 0;  
    }  
  
    @Override  
    public int sub(int a, int b) {  
        return 0;  
    }  
  
    @Override  
    public int mult(int a, int b) {  
        return 0;  
    }  
  
    @Override  
    public int div(int a, int b) {  
        return 0;  
    }  
  
    @Override  
    public double fdiv(int a, int b) {  
        return 0D;  
    }  
}
```

Step 2: Add Junit

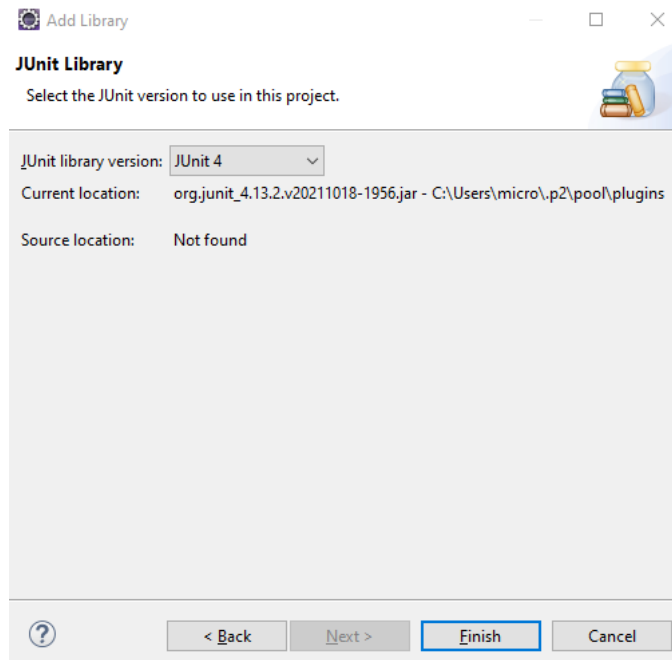
1. Add the Junit 4 library to the build path by selecting build path and selecting “Add libraries”



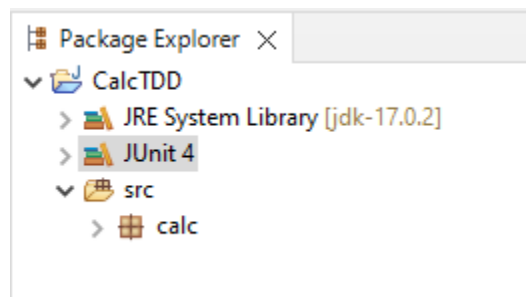
2. Select JUnit



3. Select Next and JUnit 4 then select finish

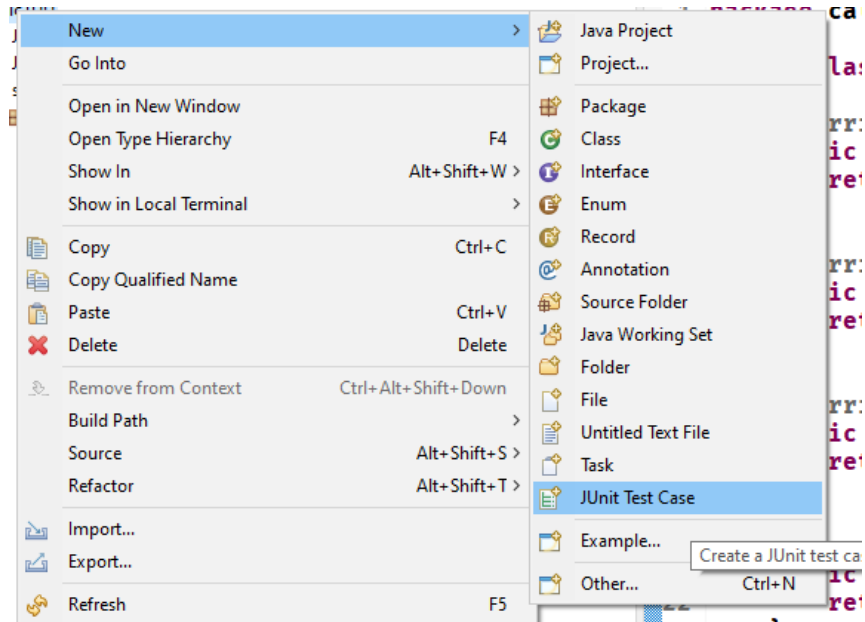


4. You should see the library now as part of the project



Step 4: Create a test class

1. Select new JUnit test case from the new menu.



2. JUnit will create a new test class to hold the test methods. In this case, you can name the test class whatever you want. In the example the imaginative name "TestClass" is used.
3. Chose all the fixture stubs to be autogenerated
4. Select the CalcImp as the class under test

New JUnit Test Case

JUnit Test Case

Select the name of the new JUnit test case. Specify the class under test to select methods to be tested on the next page.

☐ New JUnit 3 test ☒ New JUnit 4 test ☐ New JUnit Jupiter test

Source folder:

Package:

Name:

Superclass:

Which method stubs would you like to create?

<input checked="" type="checkbox"/> @BeforeClass setUpBeforeClass()	<input checked="" type="checkbox"/> @AfterClass tearDownAfterClass()
<input checked="" type="checkbox"/> @Before setUp()	<input checked="" type="checkbox"/> @After tearDown()
<input type="checkbox"/> constructor	

Do you want to add comments? (Configure templates and default value [here](#))

☐ Generate comments

Class under test:

5. This produces the class on the next page.

```

public class TestClass {

    @BeforeClass
    public static void setUpBeforeClass() throws Exception {
    }

    @AfterClass
    public static void tearDownAfterClass() throws Exception {
    }

    @Before
    public void setUp() throws Exception {
    }

    @After
    public void tearDown() throws Exception {
    }

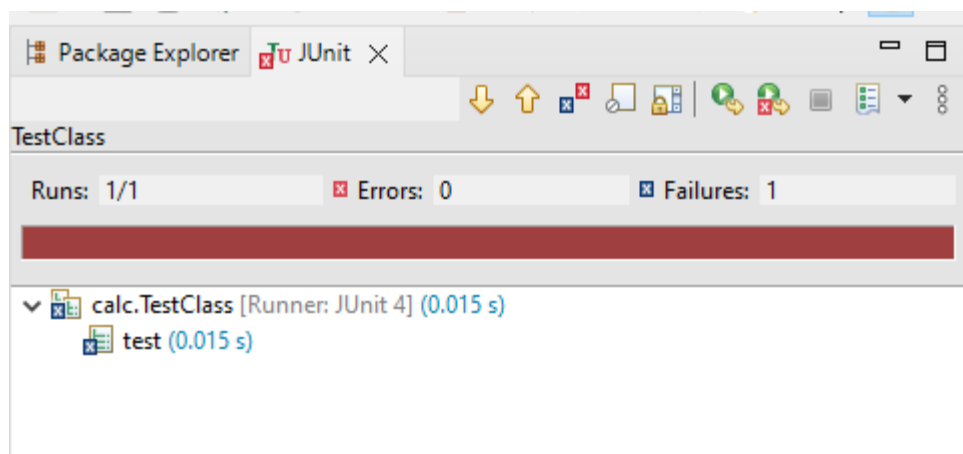
    @Test
    public void test() {
        fail("Not yet implemented");
    }

}

```

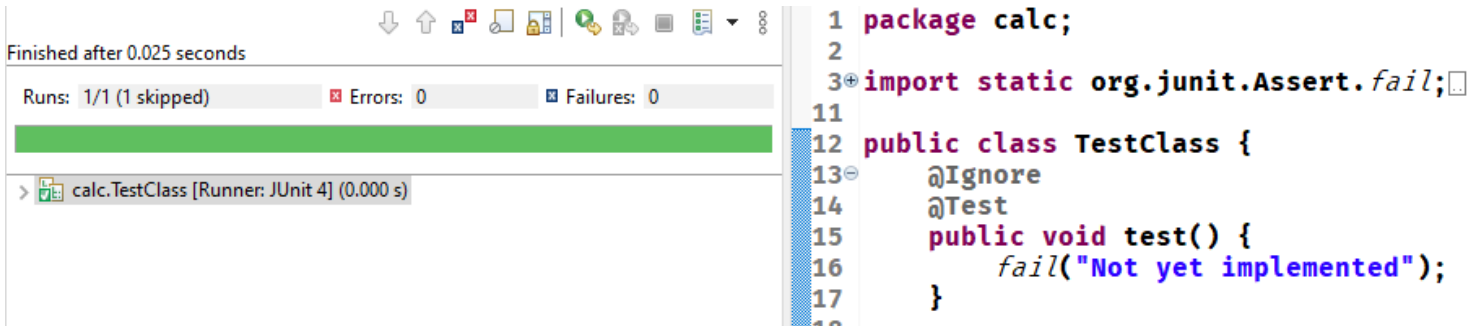
Part 5: Run the tests

1. In the test class, right mouse click and select the "run as JUnit test case" option.
2. The test output should show the one test method we have has failed. This is because the default "fail()" method throws a test fail exception.



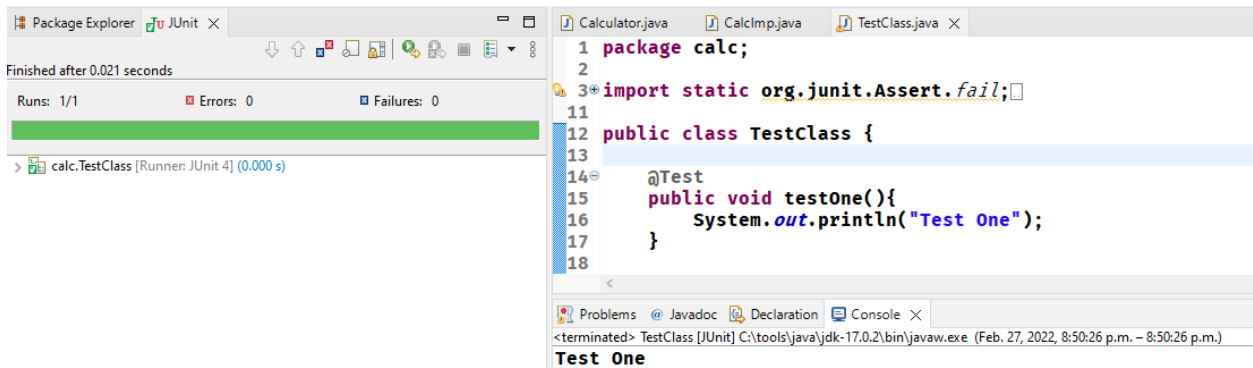
Part 6: Ignore the test

1. To get JUnit to skip the test, add the `@Ignore` annotation and rerun the tests
2. Notice that all the tests passed but it also notes that one test is skipped



Part 7: Make the test pass vacuously

1. Remove the `@Ignore` annotation and replace the `fail()` method with an output method that prints a message to the console
2. Also change the name of the test method to `testOne()`



Save your lab because the next lab picks up from here.