# Lab TDD 2: Fixture Methods

## Objectives

In this lab you will use the fixture methods

The lab continues from where TDD 1 lab leftoff

## Instructions Project Setup

### Step 1: Add a second test method

1. Text

   Description automatically generatedCreate a copy of the testOne() method and rename it to testTwo() and have it print out an appropriate message

### Step 2: Impement fixtures

1. For each of the fixture stubs, implement an output method as shown on the next page

Graphical user interface, text, application

Description automatically generated

1. Run your code as a test case and explain the output you see
2. It should look like the following

Graphical user interface, text

Description automatically generated

**Step 3: Set up a test CalcImp**

1. Since the calculator is stateless, we can run all of the tests in a single instance of the implementation
2. Delete all the fixture methods except for the @BeforeClass method
3. Create a static class variable of type Calculator
4. Create an instance of CalcImp and assign it to the static variable in the @BeforeClass method.
5. Have the test method print out the address of the calculator

Graphical user interface, text, application, email

Description automatically generated

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