

JUnit Basic Testing

Exercise 1: Setting Up JUnit

Scenario:

You need to set up JUnit in your Java project to start writing unit tests.

Steps:

1. Create a new Java project in your IDE (e.g., IntelliJ IDEA, Eclipse).
2. Add JUnit dependency to your project. If you are using Maven, add the following to your

pom.xml:

```
<dependency>  
<groupId>junit</groupId>  
<artifactId>junit</artifactId>  
<version>4.13.2</version>  
<scope>test</scope>  
</dependency>
```

3. Create a new test class in your project

CODE:

Calculator.java

```
package com.library.gui;
```

```
public class Calculator {
```

```
    public int add(int a, int b) {  
        return a + b;
```

```
}
```

```
public int subtract(int a, int b) {  
    return a - b;  
}
```

```
public int multiply(int a, int b) {  
    return a * b;  
}
```

```
public int divide(int a, int b) {  
    if (b == 0) {  
        throw new ArithmeticException("Cannot divide by zero");  
    }  
    return a / b;  
}  
}
```

CalculatorTest.java

```
package com.library.gui;
```

```
import org.junit.Test;
```

```
import static org.junit.Assert.*;
```

```
public class CalculatorTest {
```

```
    @Test
```

```
public void testAdd() {  
    Calculator calc = new Calculator();  
    System.out.println("---- Testing add() ----");  
    int result = calc.add(10, 5);  
    assertEquals(15, result);  
    System.out.println("Test add() passed.\n");  
}
```

@Test

```
public void testSubtract() {  
    Calculator calc = new Calculator();  
    System.out.println("---- Testing subtract() ----");  
    int result = calc.subtract(10, 5);  
    assertEquals(5, result);  
    System.out.println("Test subtract() passed.\n");  
}
```

@Test

```
public void testMultiply() {  
    Calculator calc = new Calculator();  
    System.out.println("---- Testing multiply() ----");  
    int result = calc.multiply(10, 5);  
    assertEquals(50, result);  
    System.out.println("Test multiply() passed.\n");  
}
```

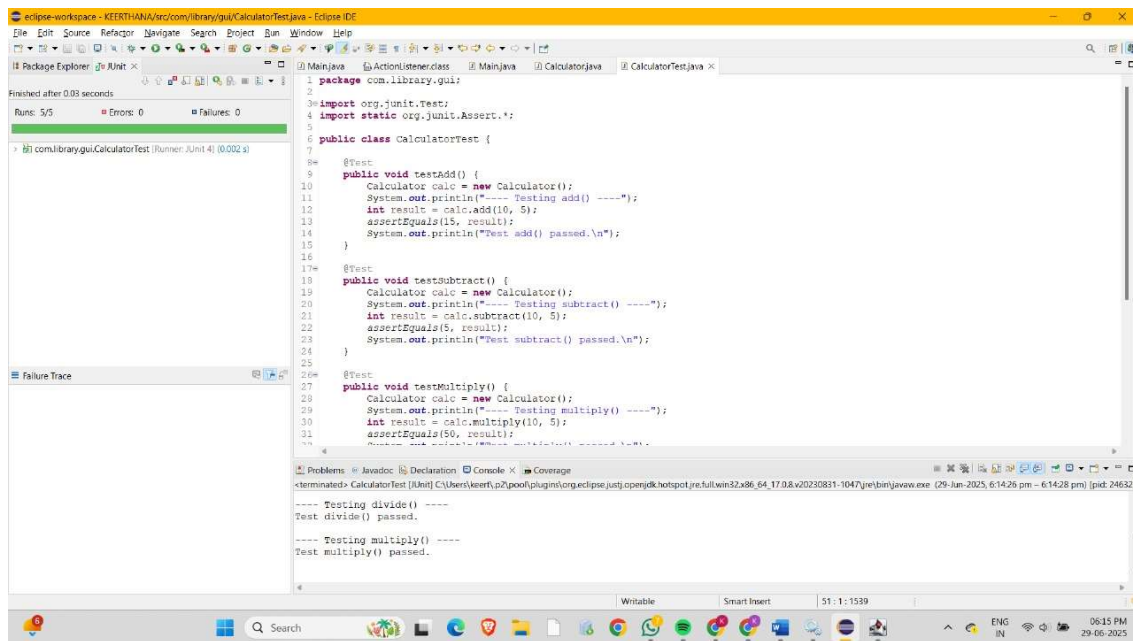
@Test

```
public void testDivide() {  
    Calculator calc = new Calculator();  
    System.out.println("---- Testing divide() ----");  
    int result = calc.divide(10, 5);  
    assertEquals(2, result);  
    System.out.println("Test divide() passed.\n");  
}
```

@Test(expected = ArithmeticException.class)

```
public void testDivideByZero() {  
    Calculator calc = new Calculator();  
    System.out.println("---- Testing divide by zero ----");  
    calc.divide(10, 0); // Expected exception  
}  
}
```

OUTPUT:



Exercise 3: Assertions in JUnit

Scenario:

You need to use different assertions in JUnit to validate your test results.

Steps: 1. Write tests using various JUnit assertions.

Solution Code:

```
public class AssertionsTest {

    @Test
    public void testAssertions() {

        // Assert equals
        assertEquals(5, 2 + 3);

        // Assert true
        assertTrue(5 > 3);

        // Assert false
        assertFalse(5 < 3);
    }
}
```

```
// Assert null
assertNull(null);

// Assert not null
assertNotNull(new Object());
}
}
```

CODE:

AssertionsTest.java

```
package com.library.gui;
```

```
import static org.junit.Assert.*;
```

```
import org.junit.Test;
```

```
public class AssertionsTest {
```

```
    @Test
```

```
    public void testAssertions() {
```

```
        System.out.println("Running testAssertions...");
```

```
        // Assert equals
```

```
        assertEquals("Sum should be 5", 5, 2 + 3);
```

```
        System.out.println("assertEquals passed");
```

```
        // Assert true
```

```
        assertTrue("5 is greater than 3", 5 > 3);
```

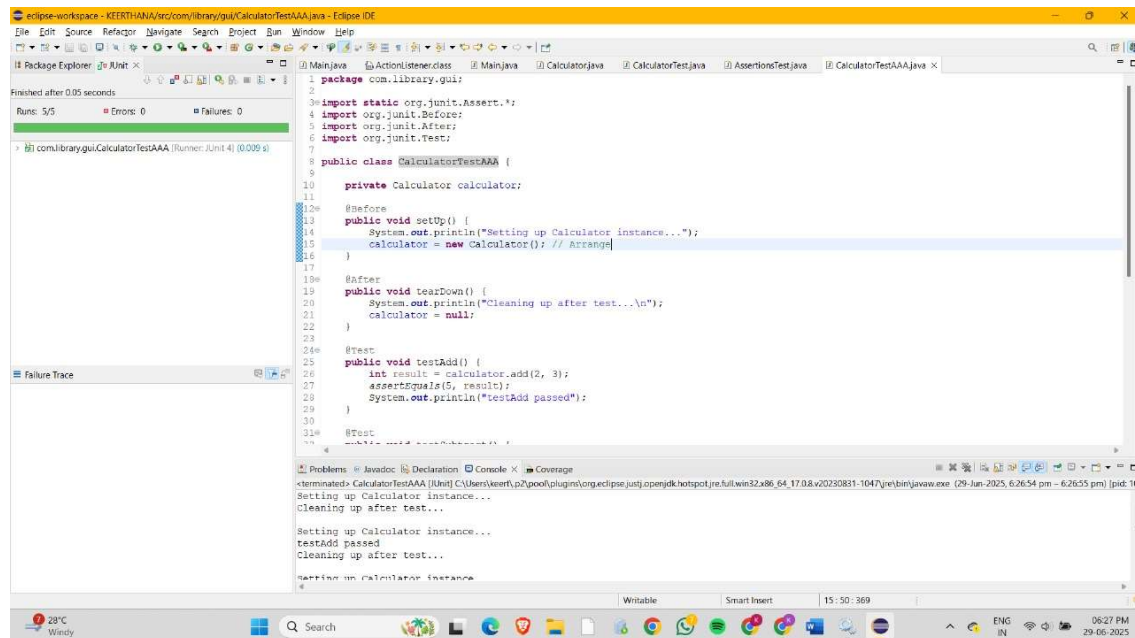
```
System.out.println("assertTrue passed");

// Assert false
assertFalse("5 is not less than 3", 5 < 3);
System.out.println("assertFalse passed");

// Assert null
assertNull("Value should be null", null);
System.out.println("assertNull passed");

// Assert not null
assertNotNull("Object should not be null", new Object());
System.out.println("assertNotNull passed");
}
}
```

OUTPUT:



```
1 package com.library.gui;
2
3 import static org.junit.Assert.*;
4 import org.junit.Before;
5 import org.junit.After;
6 import org.junit.Test;
7
8 public class CalculatorTestAAA {
9
10     private Calculator calculator;
11
12     @Before
13     public void setUp() {
14         System.out.println("Setting up Calculator instance...");
15         calculator = new Calculator(); // Arrange
16     }
17
18     @After
19     public void tearDown() {
20         System.out.println("Cleaning up after test...\n");
21         calculator = null;
22     }
23
24     @Test
25     public void testAdd() {
26         int result = calculator.add(2, 3);
27         assertEquals(5, result);
28         System.out.println("testAdd passed");
29     }
30
31     @Test
32     public void testSubtract() {
33         // ...
34     }
35 }
```

Finished after 0.05 seconds
Runs: 5/5 Errors: 0 Failures: 0

com.library.gui.CalculatorTestAAA [Runner: JUnit 4] (0.009 s)

Setting up Calculator instance...
Cleaning up after test...
Setting up Calculator instance...
testAdd passed
Cleaning up after test...
Setting up Calculator instance...

Exercise 4: Arrange-Act-Assert (AAA) Pattern, Test Fixtures, Setup and Teardown Methods in JUnit

Scenario:

You need to organize your tests using the Arrange-Act-Assert (AAA) pattern and use setup

and teardown methods.

Steps:

1. Write tests using the AAA pattern.
2. Use @Before and @After annotations for setup and teardown methods

CODE:

CalculatorTestAAA.java

```
package com.library.gui;
```



```
import static org.junit.Assert.*;

import org.junit.Before;
import org.junit.After;
import org.junit.Test;

public class CalculatorTestAAA {

    private Calculator calculator;

    @Before
    public void setUp() {
        System.out.println("Setting up Calculator instance...");
        calculator = new Calculator(); // Arrange
    }

    @After
    public void tearDown() {
        System.out.println("Cleaning up after test...\n");
        calculator = null;
    }

    @Test
    public void testAdd() {
        int result = calculator.add(2, 3);
        assertEquals(5, result);
        System.out.println("testAdd passed");
    }
}
```

```
}
```

```
@Test
```

```
public void testSubtract() {  
    int result = calculator.subtract(10, 4);  
    assertEquals(6, result);  
    System.out.println("testSubtract passed");  
}
```

```
@Test
```

```
public void testMultiply() {  
    int result = calculator.multiply(4, 3);  
    assertEquals(12, result);  
    System.out.println("testMultiply passed");  
}
```

```
@Test
```

```
public void testDivide() {  
    int result = calculator.divide(20, 5);  
    assertEquals(4, result);  
    System.out.println("testDivide passed");  
}
```

```
@Test(expected = ArithmeticException.class)
```

```
public void testDivideByZero() {  
    calculator.divide(10, 0);  
}
```

```
}  
  
}
```

OUTPUT:

The screenshot shows the Eclipse IDE interface with the following components:

- Package Explorer:** Shows the project structure with 'com.library.gui' and 'CalculatorTestAAA'.
- JUnit Runner:** Displays the test results, indicating 'Finished after 0.05 seconds', 'Runs: 5/5', 'Errors: 0', and 'Failures: 0'.
- Source Editor:** Contains the Java code for 'CalculatorTestAAA.java'. The code includes imports for JUnit, a private 'calculator' field, a 'setUp()' method to initialize the calculator, a 'tearDown()' method to clean up, and a 'testAdd()' method to verify the addition of 2 and 3.
- Console:** Shows the output of the test execution, including 'Setting up Calculator instance...', 'Cleaning up after test...', 'Setting up Calculator instance...', 'testAdd passed', and 'Cleaning up after test...'.

```
1 package com.library.gui;  
2  
3 import static org.junit.Assert.*;  
4 import org.junit.Before;  
5 import org.junit.After;  
6 import org.junit.Test;  
7  
8 public class CalculatorTestAAA {  
9  
10     private Calculator calculator;  
11  
12     @Before  
13     public void setUp() {  
14         System.out.println("Setting up Calculator instance...");  
15         calculator = new Calculator(); // Arrange  
16     }  
17  
18     @After  
19     public void tearDown() {  
20         System.out.println("Cleaning up after test...\n");  
21         calculator = null;  
22     }  
23  
24     @Test  
25     public void testAdd() {  
26         int result = calculator.add(2, 3);  
27         assertEquals(5, result);  
28         System.out.println("testAdd passed");  
29     }  
30  
31     @Test  
32     public void testSubtract() {  
33         int result = calculator.subtract(5, 3);  
34         assertEquals(2, result);  
35     }  
36 }  
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