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:

**Test3.java**

package com.settingUp.junit;

import static org.junit.jupiter.api.Assertions.\*;

import org.junit.jupiter.api.Test;

public class Test3 {

@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());

}

}

POM.XML

<project xmlns="http://maven.apache.org/POM/4.0.0"

xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"

xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 https://maven.apache.org/xsd/maven-4.0.0.xsd">

<modelVersion>4.0.0</modelVersion>

<groupId>SettingJUnit</groupId>

<artifactId>SJUnit</artifactId>

<version>0.0.1-SNAPSHOT</version>

<dependencies>

<!-- JUnit Jupiter (API + Engine) -->

<dependency>

<groupId>org.junit.jupiter</groupId>

<artifactId>junit-jupiter</artifactId>

<version>5.9.3</version>

<scope>test</scope>

</dependency>

</dependencies>

<build>

<plugins>

<!-- Correct Surefire Plugin version to support JUnit 5 -->

<plugin>

<groupId>org.apache.maven.plugins</groupId>

<artifactId>maven-surefire-plugin</artifactId>

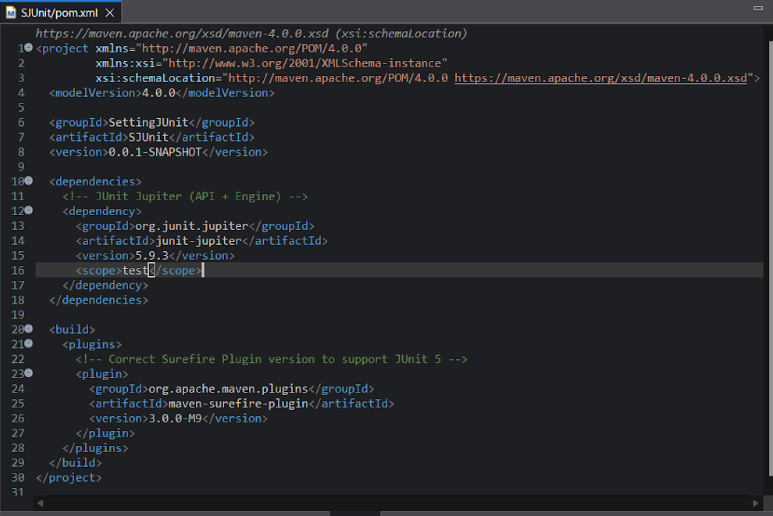
<version>3.0.0-M9</version>

</plugin>

</plugins>

</build>

</project>

A screen shot of a computer

AI-generated content may be incorrect.A screenshot of a computer screen

AI-generated content may be incorrect.