## Part 1) Done

## Part 2)

- a) Done
- b) An assertion is a statement used in programming to check whether a condition is true. If the condition is false, the assertion typically causes the program to fail or throw an error. AssetThat is a method from a library that takes an actual value and expected value and expects different things such as "is", "contains", and "graterThan".
- c) Done
- d) Screenshot 1 is using AssetEquals which takes two values (expected and actual) and fails if they are not equal. Screenshot 2 is using assert that, but using is instead of isEqual because that is the correct syntax. This method fails if the two terms are not equal.



