Junit 5 Tutorial

- JUnit is a java framework written by Erich Gamma and Kent Beck.
- It is used to implement unit tests in java.
- There are suitable frameworks for other programming languages such as C# (NUnit), JavaScript (JSUnit) ...

```
package junitDemo;
import static org.junit.jupiter.api.Assertions.*;
import org.junit.jupiter.api.AfterEach;
import org.junit.jupiter.api.BeforeEach;
import org.junit.jupiter.api.Test;
class SquareTest {
   @Test
   void test() {
        codetoTest test=new codetoTest();
        assertEquals(25,test.square(5));
       //fail("Not yet implemented");
```

Test Fixture

- Common set of objects want to be used in two or more test cases.
- Avoid duplicating the code
- Created and destroyed by init() and tearDown()

```
class SquareTest {
    codetoTest test=null;
   @BeforeEach
   void init() throws Exception {test=new codetoTest();}
   @AfterEach
    void tearDown() throws Exception {test=null;}
   @Test
   void test() {
        assertEquals(25, test.square(5));
        //fail("Not yet implemented");
```

- Use setOut() to test the output string correct or not.
- Use setIn() to test the different input can be handled by the program.

```
public void showMsg() {
    Scanner sc= new Scanner(System.in);
    String msg=sc.next();
    System.out.print(msg);
}
```

```
void outputTest() {
    String data="helloween";
    ByteArrayOutputStream testOut = new ByteArrayOutputStream();
    ByteArrayInputStream testIn = new ByteArrayInputStream(data.getBytes());
    System.setIn(testIn);
    System.setOut(new PrintStream(testOut));
    test.showMsg();
    assertEquals(data,testOut);
}
```

Reference

- http://junit.sourceforge.net/doc/faq/faq.htm#overview_1
- http://caterpillar.onlyfun.net/Gossip/JUnit/JUnitGossip.html
- https://junit.org/junit5/docs/current/user-quide/#overview