

# TDD and Junit Workbook

## Answer the Following

1. What is Junit TestCase?

2. What is Junit TestSuite?

3. How to write a simple Junit test class?

4. What is test driven development?

5. What is @Ignore and when its used?

6. What is the use of @Rule annotation?

7. Why do you use Junit to test your code?

## State whether the following are True/False

1. We can change return type of JUnit test method from void to some other type. [ ]
2. It is possible to pass command-line arguments to a test execution. [ ]
3. The goal of unit testing is to isolate each part of the program and show that the individual parts are correctly. [ ]
4. Unit testing is commonly automated, but cannot still be performed manually. [ ]
5. To ensure testing robustness and simplify maintenance, tests should never rely on other tests nor should they depend on the ordering in which tests are executed. [ ]
6. Unit tests should be written without explicit knowledge of the environment context in which they are executed so that they can be run anywhere at anytime. [ ]
7. The most common approach to unit testing requires drivers and stubs to be written. [ ]

## Multiple Choice Questions

1. Internal and unit testing can be automated with the help of \_\_\_\_\_ tools.  
(a) Testing  
(b) Coverage  
(c) Scaffolding  
(d) None
2. The exact scope of a unit testing is left to interpretation. Supporting test code, sometimes called \_\_\_\_\_ may be necessary to support an individual test.  
(a) Conjecture  
(b) RemUnit  
(c) Scaffolding  
(d) All the above
3. As a consequence, unit testing is traditionally a motivator for programmers to create \_\_\_\_\_ and \_\_\_\_\_ code bodies. This practice promotes healthy habits in software development.

- (a) uncoupled, uncohesive
  - (b) decoupled, cohesive
  - (c) decohesive, coupled
  - (d) uncoupled, cohesive
4. Select all unit testing frameworks.
- (a) ASUnit
  - (b) ASPUnit
  - (c) FCTX
  - (d) MinUnit
  - (e) All the above