Recursive Binary Search Unit Test

Constructors – none

getters/setters w/business logic – none

public methods:

**public static boolean** binarySearch(**int** target,   
**int**[] sortedArray)

success path(s)

* return true for a positive search int within a non-empty sorted int array length>2 that contains the value
* return false for a positive search int within a non-empty sorted int array length>2 that does not contain the value

failure path(s)

should return false if the array is null

non-sorted array? How will we know? unpredictable behavior?

should return false if the array is empty