Lab-8
Software engineering
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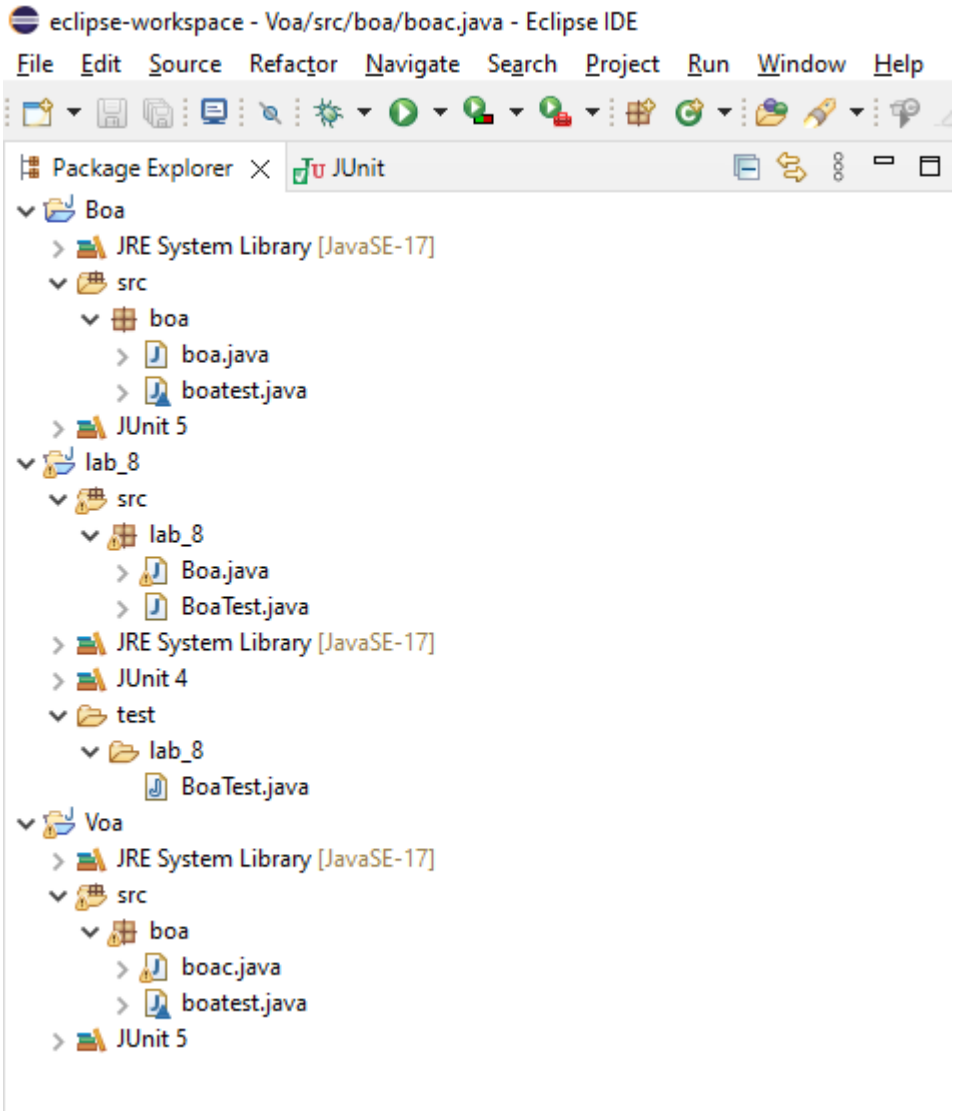
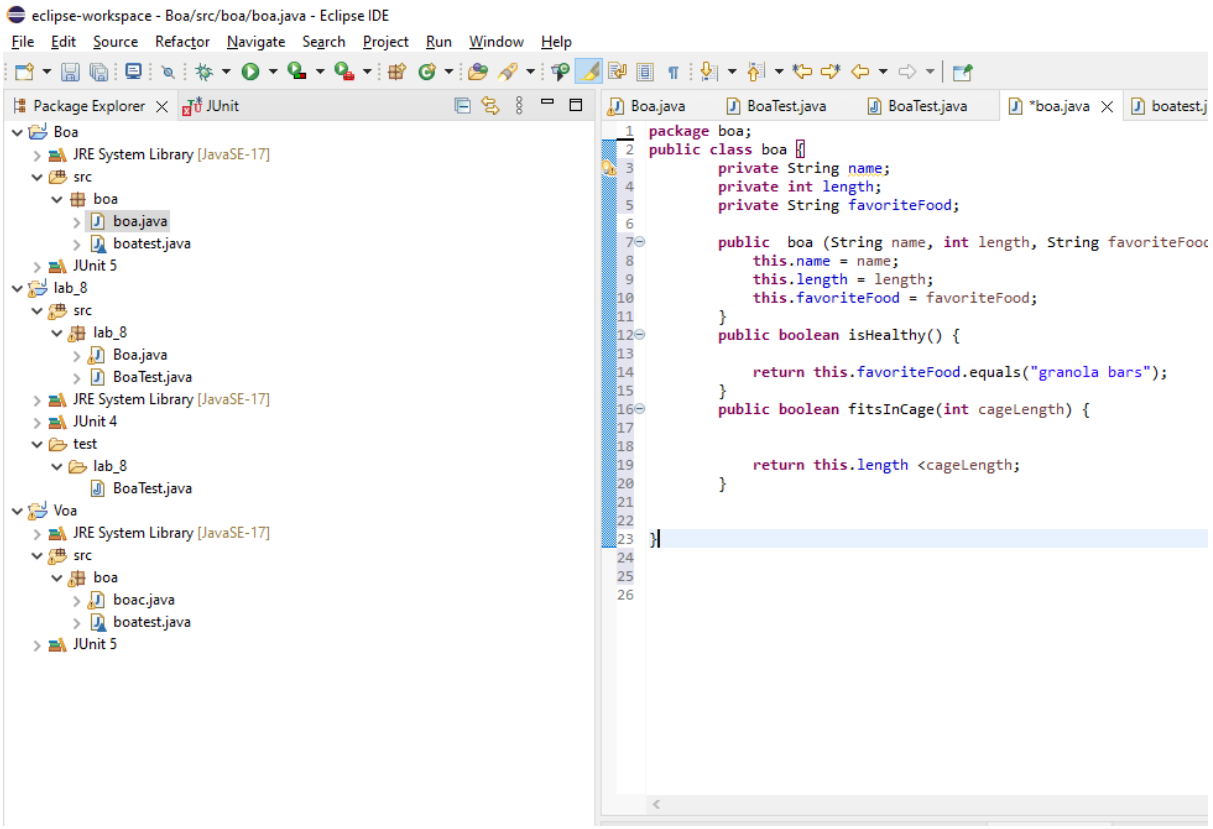
Lab Exercises
1. Create a new Eclipse project, and within the project create a package.



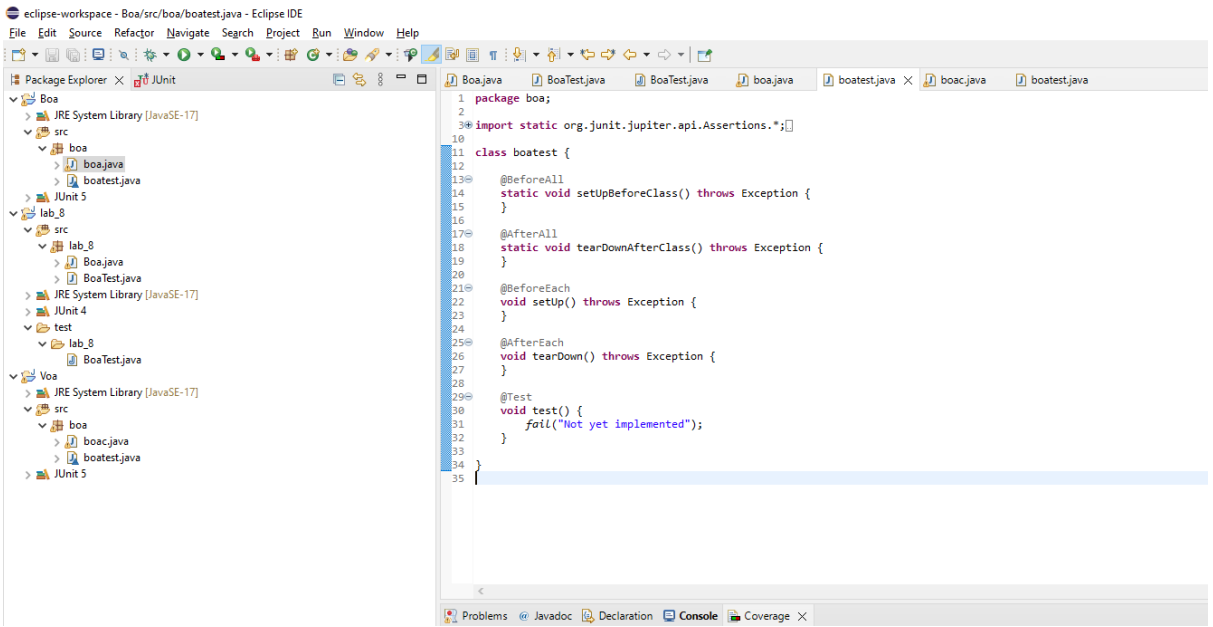
As you can see first i have created voa the project name in src i have created a package called boa and in in package i have created boac class and got boac.java and then i have created boatest.java through voa project name

2. Create a class for a Boa. Here's the code you can use (you may copy/paste):

```
// represents a boa constrictor
public class Boa {
private String name;
private int length; // the length of the boa, in feet
private String favoriteFood;
public Boa (String name, int length, String favoriteFood){
this.name = name;
this.length = length;
this.favoriteFood = favoriteFood;
}
// returns true if this boa constrictor is healthy
public boolean isHealthy(){
return this.favoriteFood.equals("granola bars");
}
// returns true if the length of this boa constrictor is
// less than the given cage length
public boolean fitsInCage(int cageLength){
return this.length < cageLength;
}
}
```



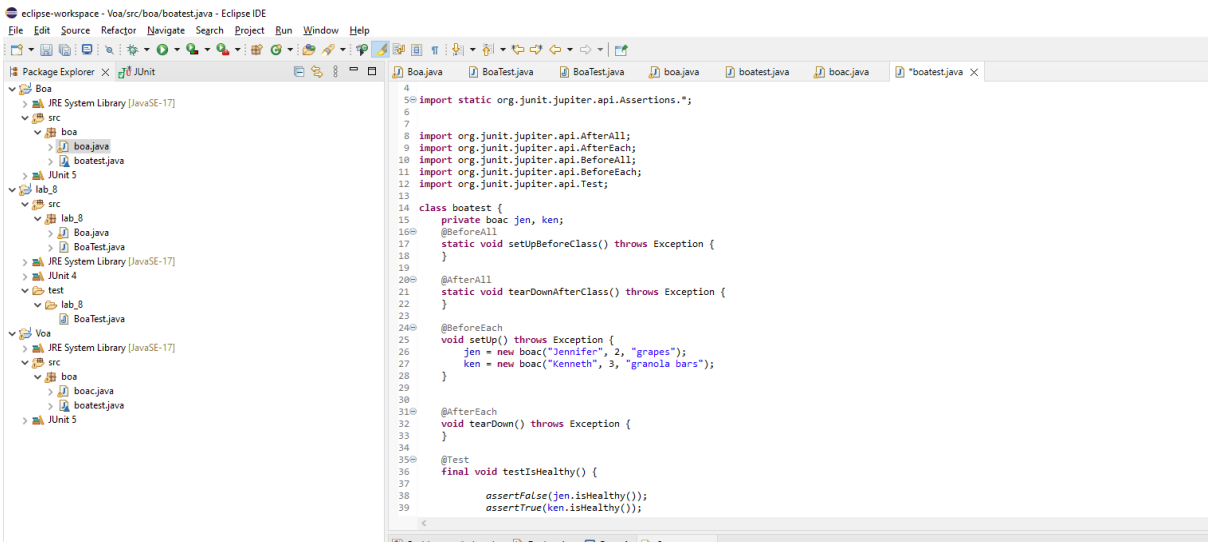
3. Follow the instructions in the JUnit tutorial in the section “Creating a JUnit Test Case in Eclipse”. You’ll be creating a test case for the class Boa. When you’re asked to select test method stubs, select both isHealthy() and fitsInCage(int).



Here created a test file as shown above

4. Now it's time to write some unit tests. Notice that the BoaTest class that JUnit created for you contains stubs for several methods. The first stub (for the method setUp()) is annotated with @Before. The @Before annotation denotes that the method setUp() will be run prior to the execution of each test method. setUp() is typically used to initialise data needed by each test. Modify the setUp() method so that it creates a couple of Boa objects, as follows:

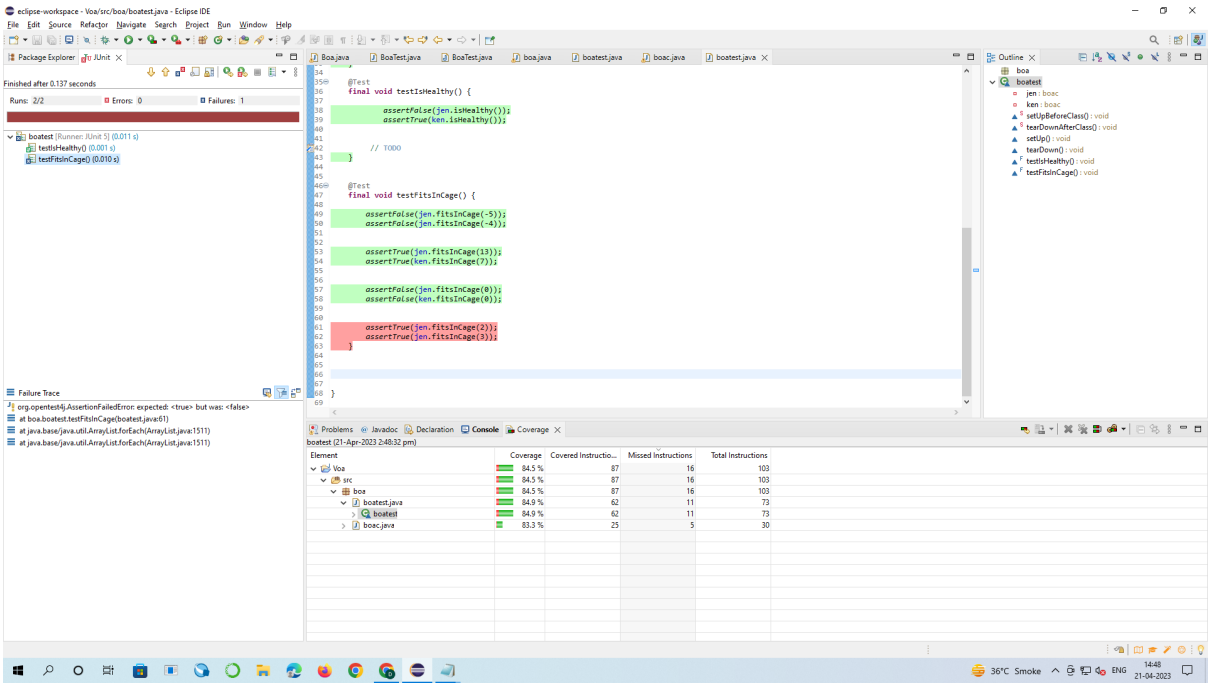
```
@Before
public void setUp() throws Exception {
jen = new Boa("Jennifer", 2, "grapes");
ken = new Boa ("Kenneth", 3, "granola bars");
}
```



It is important to note that the *isHealthy()* function does not take any parameters. Due to this, the only test cases possible are to call the method on *Boa* objects *"jen"* and *"ken"*.

The *FitsInCage()* function takes an integer parameter as input and hence can have a range of test-cases possible.
Although *jen* and *ken* both will be executing the same function definition for *FitsInCage(<cage_length>)* function call, it is better to call methods from both the instances to ensure independence of the function definition from the instance.

5. JUnit also provided stubs for two test methods, each annotated with @Test. Work on the testIsHealthy() method first. The purpose of this method is to check that the isHealthy() method in the Boa class behaves the way it's supposed to. In the JUnit tutorial, read the section on "Writing Tests". Modify the testIsHealthy() method so that it checks the results of activating the isHealthy() method on the two Boa objects you created in setup(). Likewise, modify the testFitsInCage() method to test the results of that method. Make sure your test is robust; it should check the results when the cage length is less than the length of the boa, when the cage length is equal to the length of the boa, and when the cage length is greater than the length of the boa. Should you write tests for both jen and ken?



Here the error is coming from `public boolean fitsInCage(int cageLength) {`

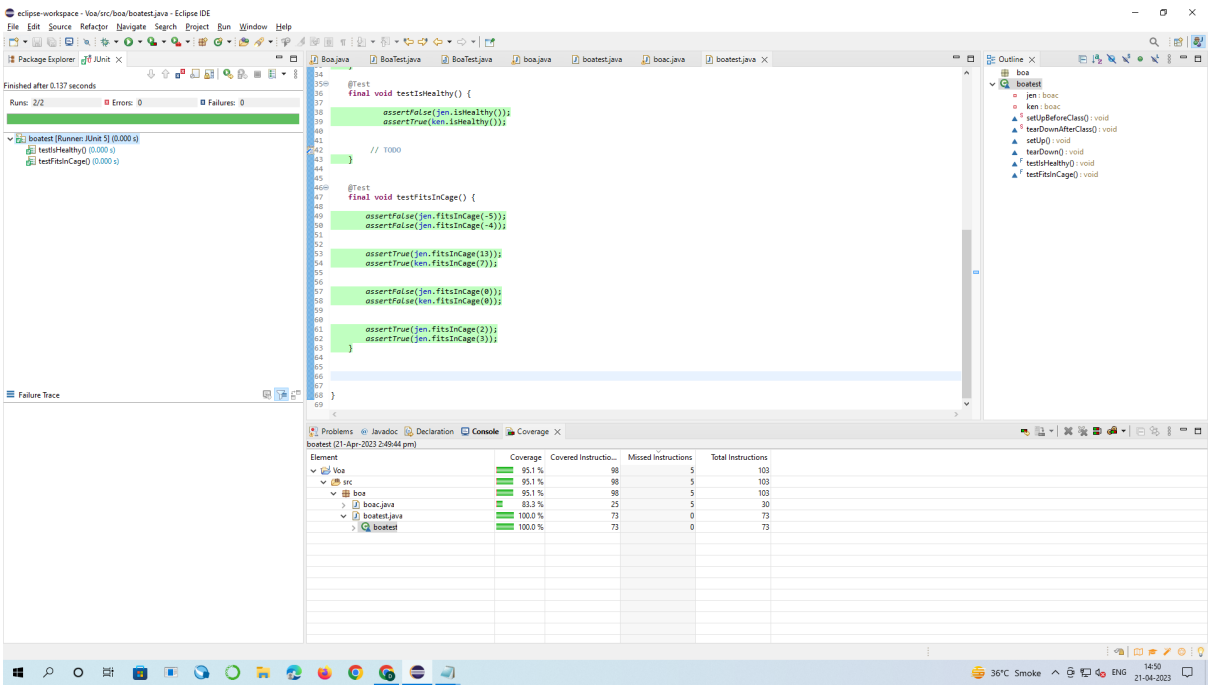
```
        return this.length <cageLength;
    }
```

Here if we would change into

```
public boolean fitsInCage(int cageLength) {

                return this.length <=cageLength;
```

6.Now you can run your tests. Read the section “Running Your Test Case” in the tutorial. Did you get a green bar in the JUnit pane? If you got a red bar, use the output in the JUnit pane to determine which test(s) failed. Fix your tests, and try running the test case again.
It’s important to note that a red bar doesn’t necessarily mean that the test case is written incorrectly; it could be that the method that’s being tested isn’t correct. In fact, that’s what unit testing is supposed to do – help us find errors in our code. When a test Then fails, you need to determine if the error is in the test case itself or in the code it’s Testing.

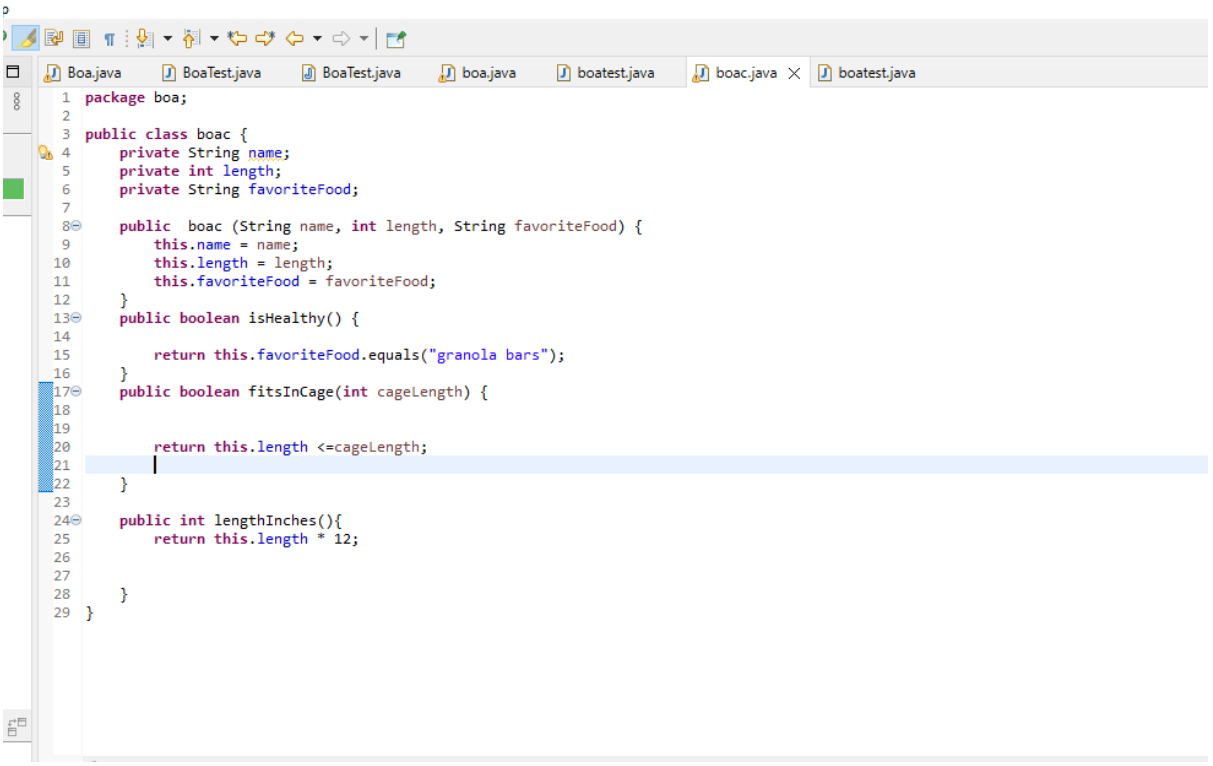


7.7. Add a new method to the Boa class, with this purpose and signature:

// produces the length of the Boa in inches
public int lengthInInches(){
// you need to write the body of this method
}
Add a new test case to the BoaTest class that tests the lengthInInches() method. Make
sure you annotate the new test method with @Test. Run your tests.

public int lengthInches(){
return this.length * 12;

}



8. Here are some other things you should know about unit testing and JUnit: Each method annotated with @Test will be run, but the order of the tests is not guaranteed. Any method annotated with @Before will be run before each test executes. Any method annotated with @After will be run after each test executes.

```
@Test
        final void testLengthInches() {
            assertEquals(jen.lengthInches(), 24);
            assertEquals(ken.lengthInches(), 36);
        }
```