Exercise 1: Setting Up Junit

```
//main
package junit;

public class Calculator {
    public int add(int a, int b) {
        return a + b;
    }

    public int subtract(int a, int b) {
        return a - b;
    }

    public int multiply(int a, int b) {
        return a * b;
    }

    public int divide(int a, int b) {
        if (b == 0) {
            throw new IllegalArgumentException("Cannot divide by zero.");
        }
        return a / b;
    }
}
```

```
//testobject

package junit;
import org.junit.Test;
import static org.junit.Assert.assertEquals;

public class CalculatorTest {

    Calculator calc = new Calculator();

    @Test
    public void testAddition() {
        assertEquals(5, calc.add(2, 3));
    }

    @Test
    public void testSubtraction() {
        assertEquals(1, calc.subtract(4, 3));
    }

    @Test
    public void testMultiplication() {
        assertEquals(6, calc.multiply(2, 3));
    }

    @Test
    public void testMultiplication() {
        assertEquals(2, calc.divide(6, 3));
    }

    @Test
    public void testDivision() {
        assertEquals(2, calc.divide(6, 3));
    }

    @Test(expected = IllegalArgumentException.class)
    public void testDivisionByZero() {
        calc.divide(5, 0);
    }
}
```

```
}
}
```

```
//pom.xml

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```

Output:

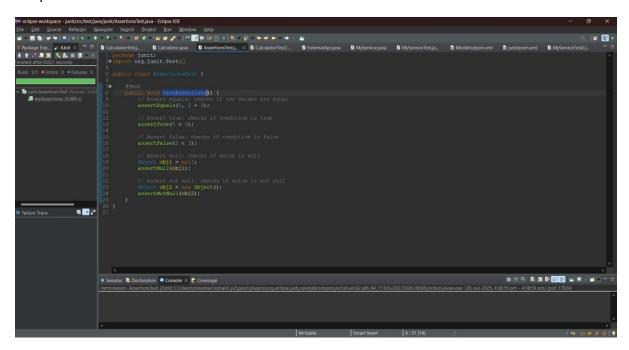
Exercise 3: Assertions in Junit

```
//AssertionsTest.java
package junit;
import org.junit.Test;
import static org.junit.Assert.*;
public class AssertionsTest {
  @Test
  public void testAssertions() {
    // Assert equals: checks if two values are equal
    assertEquals(5, 2 + 3);
    // Assert true: checks if condition is true
    assertTrue(5 > 3);
    // Assert false: checks if condition is false
    assertFalse(5 < 3);
    // Assert null: checks if value is null
    Object obj1 = null;
    assertNull(obj1);
    // Assert not null: checks if value is not null
    Object obj2 = new Object();
    assertNotNull(obj2);
  }
```

}

Output for assertion test:

public void setUp() {



Exercise 4: Arrange-Act-Assert (AAA) Pattern, Test Fixtures, Setup and Teardown Methods in Junit:

Test: package junit; import org.junit.Before; import org.junit.After; import org.junit.Test; import static org.junit.Assert.assertEquals; public class CalculatorTest2 { private Calculator calc; @Before

```
// Arrange: Initialize Calculator before each test
  calc = new Calculator();
  System.out.println("Setup: Calculator initialized");
}
@After
public void tearDown() {
  // Teardown: Runs after each test
  calc = null;
  System.out.println("Teardown: Calculator reset");
}
@Test
public void testAddition() {
  int result = calc.add(10, 5);
  assertEquals(15, result);
}
@Test
public void testSubtraction() {
  int result = calc.subtract(10, 5);
  assertEquals(5, result);
}
@Test
public void testMultiplication() {
  int result = calc.multiply(3, 4);
  assertEquals(12, result);
```

```
@Test
public void testDivision() {
  int result = calc.divide(20, 4);
  assertEquals(5, result);
}
```

Output:

```
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```