

# Unit Testing with JUnit:(Lab-8)

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1. Create a new Eclipse project, and within the project create a package.

The screenshot shows the 'New Java Project' dialog box in the Eclipse IDE. The dialog has a title bar with the Eclipse logo and the text 'New Java Project'. Below the title bar, there is a section titled 'Create a Java Project' with a subtitle 'Create a Java project in the workspace or in an external location.' and a folder icon. The main area of the dialog is divided into several sections: 'Project name:' with a text field containing '202001413\_lab8'; 'Use default location' with a checked checkbox and a 'Location:' text field showing 'C:\Users\student\eclipse-workspace\202001413\_lab8' and a 'Browse...' button; 'JRE' section with three radio buttons: 'Use an execution environment JRE:' (selected) with a dropdown showing 'JavaSE-17', 'Use a project specific JRE:' with a dropdown showing 'jre', and 'Use default JRE 'jre' and workspace compiler preferences' with a 'Configure JREs...' link; 'Project layout' section with two radio buttons: 'Use project folder as root for sources and class files' and 'Create separate folders for sources and class files' (selected) with a 'Configure default...' link; 'Working sets' section with an 'Add project to working sets' checkbox, a 'Working sets:' dropdown, and 'New...' and 'Select...' buttons; and 'Module' section with a 'Create module-info.java file' checkbox, a 'Module name:' text field, and a 'Generate comments' checkbox. At the bottom, there is a question mark icon, and navigation buttons: '< Back', 'Next >', 'Finish' (highlighted with a blue border), and 'Cancel'.

**New Java Project**

**Create a Java Project**  
Create a Java project in the workspace or in an external location.

Project name:

☒ Use default location  
Location:

**JRE**

☒ Use an execution environment JRE:

☐ Use a project specific JRE:

☐ Use default JRE 'jre' and workspace compiler preferences [Configure JREs...](#)

**Project layout**

☐ Use project folder as root for sources and class files

☒ Create separate folders for sources and class files [Configure default...](#)

**Working sets**

☐ Add project to working sets

Working sets:

**Module**

☐ Create module-info.java file

Module name:

☐ Generate comments

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

**New Java Class**

**Java Class**

This package name is discouraged. By convention, package names usually start with a lowercase letter

Source folder:

Package:

☐ Enclosing type:

---

Name:

Modifiers: ☒ public ☐ package ☐ private ☐ protected  
☐ abstract ☐ final ☐ static  
☒ none ☐ sealed ☐ non-sealed ☐ final

Superclass:

Interfaces:

Which method stubs would you like to create?

☐ public static void main(String[] args)

☐ Constructors from superclass

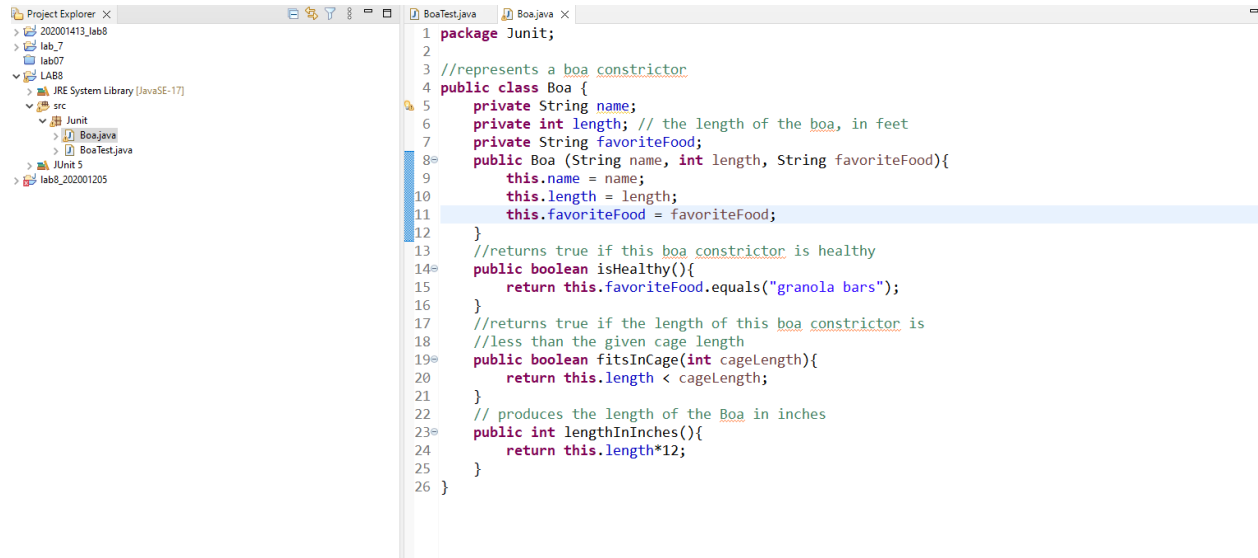
☒ Inherited abstract methods

Do you want to add comments? (Configure templates and default value [here](#))

☐ Generate comments

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)`.

## Source code:



```
1 package Junit;
2
3 //represents a boa constructor
4 public class Boa {
5     private String name;
6     private int length; // the length of the boa, in feet
7     private String favoriteFood;
8     public Boa (String name, int length, String favoriteFood){
9         this.name = name;
10        this.length = length;
11        this.favoriteFood = favoriteFood;
12    }
13    //returns true if this boa constructor is healthy
14    public boolean isHealthy(){
15        return this.favoriteFood.equals("granola bars");
16    }
17    //returns true if the length of this boa constructor is
18    //less than the given cage length
19    public boolean fitsInCage(int cageLength){
20        return this.length < cageLength;
21    }
22    // produces the length of the Boa in inches
23    public int lengthInInches(){
24        return this.length*12;
25    }
26 }
```

4. The first stub (for the method `setUp()`) is annotated with `@Before`. The `@Before` annotation denotes that the method `setUp()`.

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

will be run prior to the execution of each test method. `setUp()` is typically used to initialize data needed by each test. Modify the `setUp()` method so that it creates a couple of `Boa` objects, as follows:

Adding private variables:

```
import static org.junit.Assert.*;

public class BoaTest {
    private Boa jen;
    private Boa ken;

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

**5.I implemented tests for the given two functions testIsHealthy() and testFitsInCage().**

Ans: ishealthy() test will be work well when the food type is “granola bars”.

Other wise returns false;

```
*BoaTest.java x  Boa.java  *BoeTest.java
1 package Junit;
2
3 import static org.junit.Assert.*;
4
5 public class BoaTest {
6     private Boa jen;
7     private Boa ken;
8
9     @Before
10    public void setUp() throws Exception {
11        jen = new Boa("Jennifer", 2, "grapes");
12        ken = new Boa("Kenneth", 3, "granola bars");
13    }
14
15    @Test
16    public void testIsHealthy_1() {
17        boolean output = jen.isHealthy();
18        assertEquals(output, false);
19    }
20
21    @Test
22    public void testIsHealthy_2() {
23        boolean output = ken.isHealthy();
24        assertEquals(output, true);
25    }
26 }
```

output:

```
BoaTest [Runner: JUnit 5] (0.001 s)
  testIsHealthy_1 (0.001 s)
  testIsHealthy_2 (0.000 s)
```

Input field	Expected output	Actual output
"grapes"	true	true
"Granola bars"	false	false

5.b)I modify the `testFitsInCage()` method to test the results. 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?

Code would return true if `length > cageLength`

- 1) When the length of boa is lesser than the length the cage length

```
@Test
public void testFitsInCage_1() {
    boolean output = jen.fitsInCage(1);
    assertEquals(output, false);
}

@Test
public void testFitsInCage_6() {
    boolean output = ken.fitsInCage(2);
    assertEquals(output, false);
}
```

- 2) When the length of boa is equal to the length the cage length

```
@Test
public void testFitsInCage_3() {
    boolean output = jen.fitsInCage(2);
    assertEquals(output, false);
}

@Test
public void testFitsInCage_4() {
    boolean output = ken.fitsInCage(3);
    assertEquals(output, false);
}
```

- 3) When the length of boa is more than the length the cage length

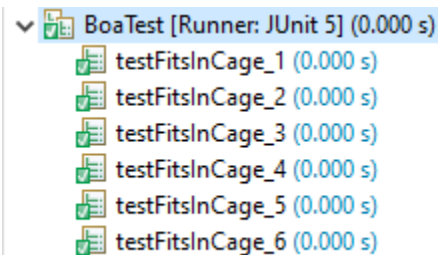
```
@Test
public void testFitsInCage_5() {
    boolean output = jen.fitsInCage(5);
    assertEquals(output, true);
}
```

```

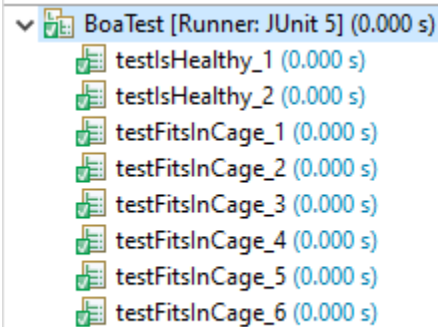
@Test
public void testFitsInCage_2() {
    boolean output = ken.fitsInCage(5);
    assertEquals(output,true);
}

```

Output:



## 6. Running all the tests.



Did you get a green bar in the JUnit pane? yes

7. Then I added a new method to the Boa class with name `testLengthInInches_1()`, `testLengthInInches_2()` to get the length in inches.

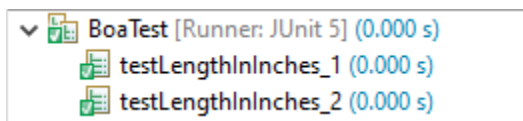
```

@Test
public void testLengthInInches_1() {
    int output = jen.lengthInInches();
    assertEquals(output,24);
}
@Test
public void testLengthInInches_2() {
    int output = ken.lengthInInches();
    assertEquals(output,36);
}

```



output:



8. Then I wrote another test case for this new method and ran the 10 test cases together.

