Source code:

```
package com.app.TDD.demo;

import org.testng.Assert;

import org.testng.annotations.Test;


public class TestUsernamefeature {


	// we want to develop a username field which will take valid input from user


	@Test

	public void UsernameTest()

	{

		UsernameCode obj = new UsernameCode();


		String username = "adminuser";

		String username1 = "admin/user"; // a username should not have /

		String username2 = "admin#user"; // a username should not have #

		String username3 = "admin123";


		Assert.assertTrue(obj.isvalidUsername(username));

		Assert.assertFalse(obj.isvalidUsername(username1),"This is not valid user");

		Assert.assertFalse(obj.isvalidUsername(username2),"This is not valid user");

		Assert.assertTrue(obj.isvalidUsername(username3));



	}


}
```

Source code2:

```
import org.testng.annotations.Test;
import static org.testng.Assert.*;
```

```
public class UserRegistrationTest {
    @Test
    public void testUserRegistration() {
        // Implement user registration feature
        // Assert that registration is successful
        assertTrue(UserRegistration.registerUser("JohnDoe", "password123"));
    }
}
```

UserTesting:

Conduct user testing to ensure that the application works as expected and meets user requirements.

Here's a simple example of a TestNG test class for a fictional E-learning application feature, such as user registration: