Lab 2: Unit Testing

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Subject: Software Testing Methodologies (SENG8041)

Screenshot for Program.cs in NUnitDemo:

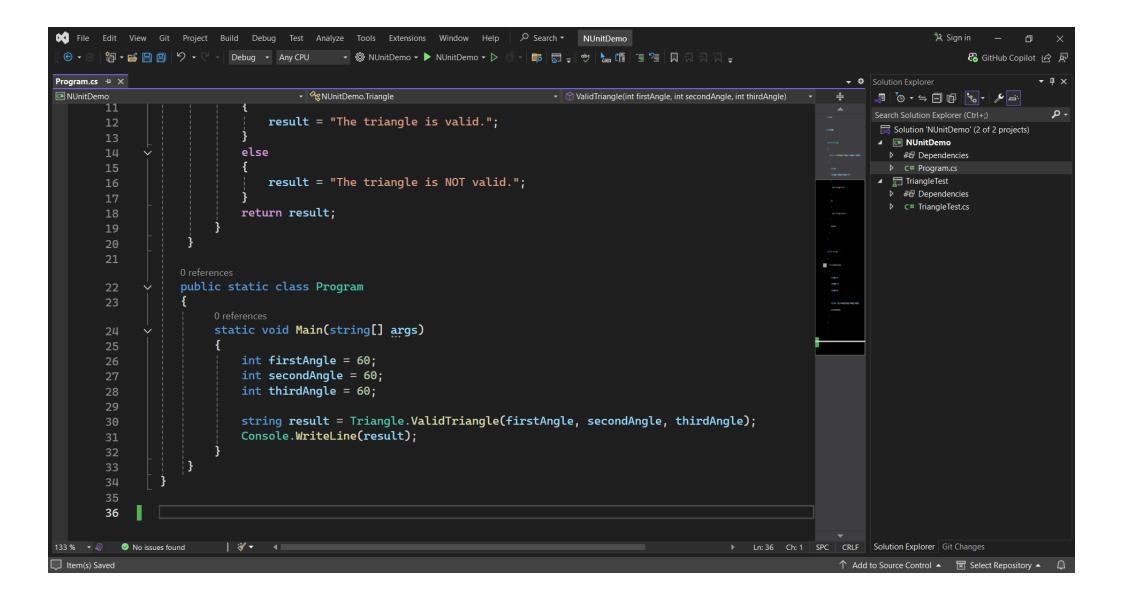
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                   using NUnitDemo;
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                v namespace NUnitDemo
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                                                                                                                                                   ▶ C# Program.cs
                                                                                                                                                 public static class Triangle
                                                                                                                                                   ▶ ₽ Dependencies
                                                                                                                                                   ▶ C# TriangleTest.cs
                            public static string ValidTriangle(int firstAngle, int secondAngle, int thirdAngle)
                                 string result;
                                 if ((firstAngle + secondAngle + thirdAngle) == 180)
                                      result = "The triangle is valid.";
                                 else
                                      result = "The triangle is NOT valid.";
                                 return result;
                      public static class Program
                            static void Main(string[] args)
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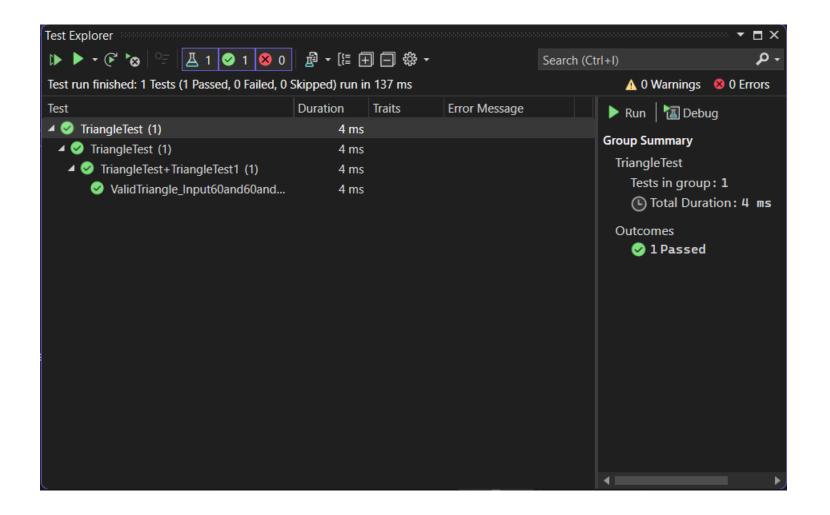
Screenshot for TriangleTest.cs in TriangleTest:

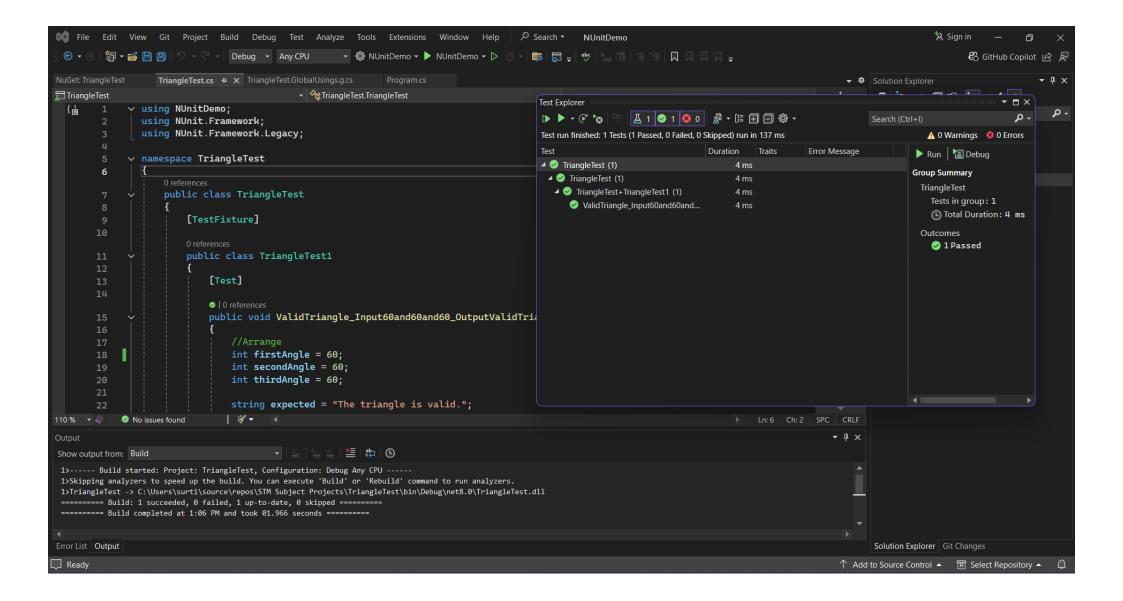
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   TriangleTest.cs → X Program.cs
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  TriangleTest
                                                                                                                                → 🕏 TriangleTest.TriangleTest
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                                      v using NUnitDemo;
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                                              using NUnit.Framework;
                                                                                                                                                                                                                                                                                                                                                                                                                                               Solution 'NUnitDemo' (2 of 2 projects)
                                              using NUnit.Framework.Legacy;
                                                                                                                                                                                                                                                                                                                                                                                                                                             ▲ ■ NUnitDemo
                                                                                                                                                                                                                                                                                                                                                                                                                                                   ▶ ₽ Dependencies
                                       v namespace TriangleTest
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                                                                                                                                                                                                                                                                                                                                                                                                                                             Dependencies
                                                         public class TriangleTest
                                                                                                                                                                                                                                                                                                                                                                                                                                                   C# TriangleTest.cs
                                                                      [TestFixture]
                                                                     public class TriangleTest1
                                                                                 [Test]
                                                                                 public void ValidTriangle_Input60and60and60_OutputValidTriangle()
                                                                                            int firstAngle = 60;
                                                                                             int secondAngle = 60;
                                                                                            int thirdAngle = 90;
                                                                                             string expected = "The triangle is valid.";
                                                                                             string actual = Triangle.ValidTriangle(firstAngle, secondAngle, thirdAngle);
                                                                                             ClassicAssert.AreEqual(expected, actual);
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Screenshot for Pass Test:





Screenshot for Fail Test:

