

# JUnit Basic Testing

## Exercise 1: Setting Up JUnit

### Scenario:

You need to set up JUnit in your Java project to start writing unit tests.

Steps:

1. Create a new Java project in your IDE (e.g., IntelliJ IDEA, Eclipse).
2. Add JUnit dependency to your project. If you are using Maven, add the following to your
3. Create a new test class in your project

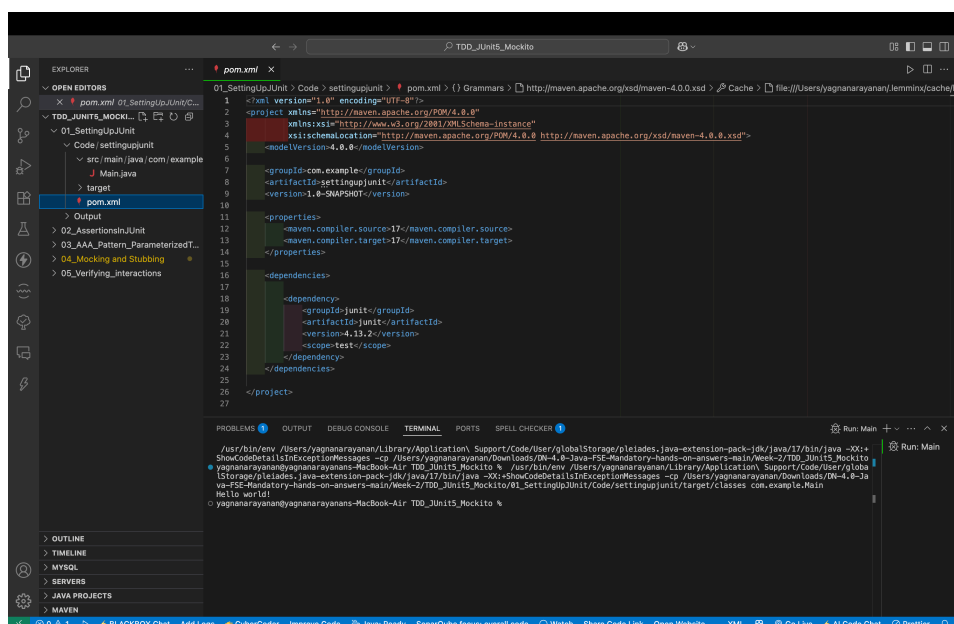
### Code:

#### Main.java

```
package com.example;
```

```
public class Main {  
    public static void main(String[] args) {  
        System.out.println("Hello world!");  
    }  
}
```

### Output:



## Exercise 3: Assertions in JUnit

### Scenario:

You need to use different assertions in JUnit to validate your test results.

Steps: 1. Write tests using various JUnit assertions.

### Code:

#### AssertionsTest.java

```
package com.example;

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

public class AssertionsTest {

    @Test
    public void testAssertions() {
        assertEquals(10, 7 + 3);
        assertTrue(8 > 2);
        assertFalse(2 > 8);
        Object obj = null;
        assertNull(obj);
        Object nonNullObj = "OpenAI";
        assertNotNull(nonNullObj);
    }
}
```

### Output:

02\_AssertionsInJUnit

EXPLORER

OPEN EDITORS

App.class

02\_AssertionsInJUnit

Code/asseriontest

src

main/java/com/example

App.java

test/java/com/example

AssertionTest.java

target

classes/com/example

App.class

maven-status/maven-com...

compile/default-compile

createdFiles.lst

inputFiles.lst

testCompile

surefire-reports

test-classes

pom.xml

Output

package-lock.json

Code > asseriontest > src > test > java > com > example > J AssertionTest.java > {} com.example

```
1 package com.example;
2
3 import org.junit.Test;
4 import static org.junit.Assert.*;
5
6 public class AssertionTest {
7
8     @Test
9     public void testAssertions() {
10         assertEquals(expected:10, 7 + 3);
11         assertTrue(8 > 2);
12         assertFalse(2 > 8);
13         Object obj = null;
14         assertNull(obj);
15         Object nonNullObj = "OpenAI";
16         assertNotNull(nonNullObj);
17     }
18 }
19
```

PROBLEMS OUTPUT DEBUG CONSOLE TEST RESULTS TERMINAL PORTS SPELL CHECKER

%TESTC 1 v2  
%TSTTREE1,com.example.AssertionTest,true,1,false,-1,com.example.AssertionTest,,  
%TSTTREE2,testAssertions(com.example.AssertionTest),false,1,false,-1,testAssertions(com.example.AssertionTest),,  
%TESTS 2,testAssertions(com.example.AssertionTest)  
  
%TESTE 2,testAssertions(com.example.AssertionTest)  
  
%RUNTIME6

Test Runner for Java

testAssertions() \$(symbol-class) AssertionTest ...

> 2 older results

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JAVA PROJECTS

MAVEN

BLACKBOX Chat Add Logs CyberCoder Improve Code Java: Ready SonarQube focus: overall code Watch Share Code Link Open Website Java Go Live AI Code Chat Prettier

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

### Scenario:

You need to organize your tests using the Arrange-Act-Assert (AAA) pattern and use setup and teardown methods.

### Steps:

1. Write tests using the AAA pattern.
2. Use @Before and @After annotations for setup and teardown methods.

### Code:

#### Calculator.java

```
package com.example;
```

```
public class Calculator {  
    private int result;
```

```
    public int add(int a, int b) {  
        result = a + b;  
        return result;  
    }
```

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

```
    public void clear() {  
        result = 0;  
    }
```

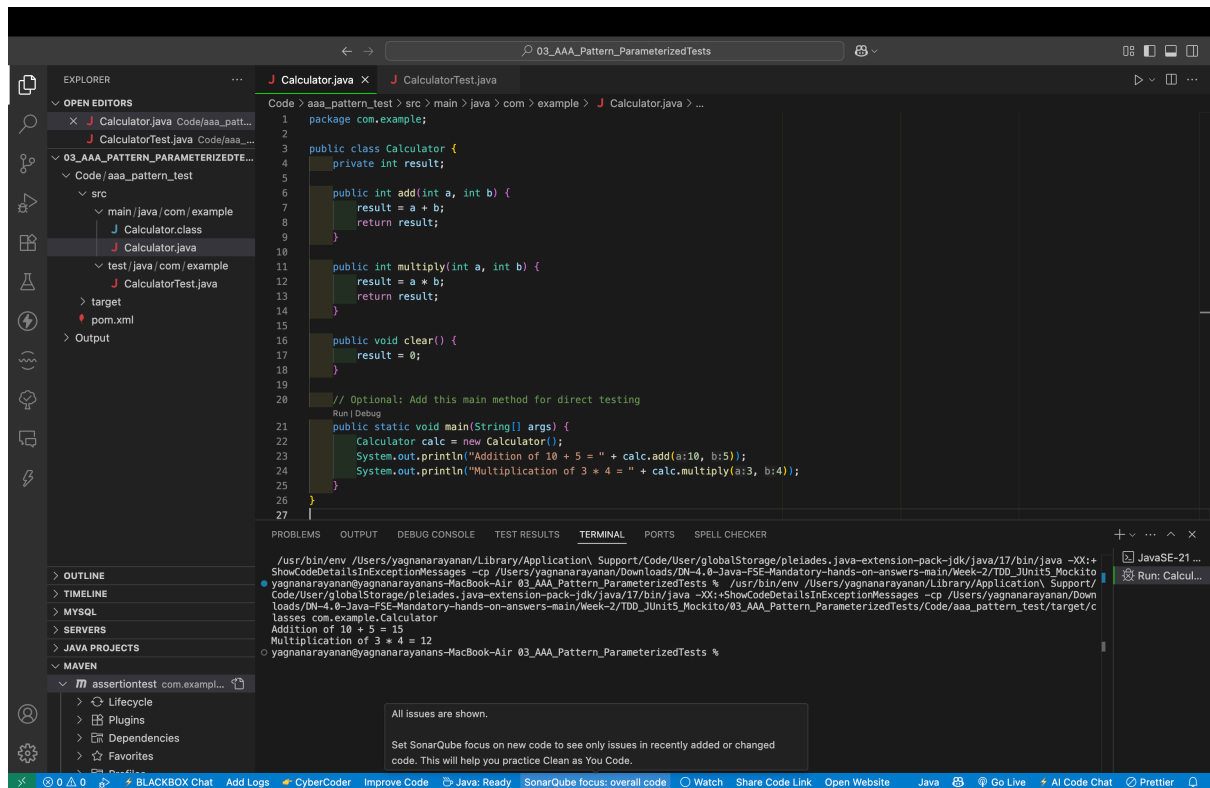
```
    // Optional: Add this main method for direct testing  
    public static void main(String[] args) {  
        Calculator calc = new Calculator();  
        System.out.println("Addition of 10 + 5 = " +  
calc.add(10, 5));  
        System.out.println("Multiplication of 3 * 4 = " +  
calc.multiply(3, 4));  
    }
```

```
}  
}
```

## CalculatorTest.java

```
package com.example;  
  
import org.junit.Before;  
import org.junit.After;  
import org.junit.Test;  
import static org.junit.Assert.*;  
  
public class CalculatorTest {  
  
    private Calculator calculator;  
  
    @Before  
    public void setUp() {  
        calculator = new Calculator();  
        System.out.println("Setup complete.");  
    }  
  
    @After  
    public void tearDown() {  
        calculator.clear();  
        System.out.println("Teardown complete.");  
    }  
  
    @Test  
    public void testAdd() {  
        int a = 12;  
        int b = 8;  
        int result = calculator.add(a, b);  
        assertEquals(20, result);  
    }  
  
    @Test  
    public void testMultiply() {  
        int a = 7;  
        int b = 4;  
        int result = calculator.multiply(a, b);  
        assertEquals(28, result);  
    }  
}
```

## Output:



The screenshot displays an IDE with two open files: `Calculator.java` and `CalculatorTest.java`. The `Calculator.java` file contains the following code:

```
1 package com.example;
2
3 public class Calculator {
4     private int result;
5
6     public int add(int a, int b) {
7         result = a + b;
8         return result;
9     }
10
11     public int multiply(int a, int b) {
12         result = a * b;
13         return result;
14     }
15
16     public void clear() {
17         result = 0;
18     }
19
20     // Optional: Add this main method for direct testing
21     public static void main(String[] args) {
22         Calculator calc = new Calculator();
23         System.out.println("Addition of 10 + 5 = " + calc.add(a:10, b:5));
24         System.out.println("Multiplication of 3 * 4 = " + calc.multiply(a:3, b:4));
25     }
26 }
27
```

The `CalculatorTest.java` file is currently empty. The terminal output shows the execution of the `Calculator` class, which prints the results of the addition and multiplication operations:

```
/usr/bin/env /Users/yagnanarayanan/Library/Application\ Support/Code/User/globalStorage/pleiades.java-extension-pack-jdk/java/17/bin/java -XX:+
ShowCodeDetailsInExceptionMessages -cp /Users/yagnanarayanan/Downloads/DN-4.0-Java-FSE-Mandatory-hands-on-answers-main/Week-2/TDD_Unit5 Mockito
yagnanarayanan@yagnanarayanans-MacBook-Air 03_AAA_Pattern_ParameterizedTests % /usr/bin/env /Users/yagnanarayanan/Library/Application\ Support/
Code/User/globalStorage/pleiades.java-extension-pack-jdk/java/17/bin/java -XX:+ShowCodeDetailsInExceptionMessages -cp /Users/yagnanarayanan/Down
loads/DN-4.0-Java-FSE-Mandatory-hands-on-answers-main/Week-2/TDD_Unit5 Mockito 03_AAA_Pattern_ParameterizedTests/Code/aaa_pattern_test/target/c
lasses com.example.Calculator
Addition of 10 + 5 = 15
Multiplication of 3 * 4 = 12
yagnanarayanan@yagnanarayanans-MacBook-Air 03_AAA_Pattern_ParameterizedTests %
```

## Mockito Hands-On Exercises

### Exercise 1: Mocking and Stubbing

## Scenario:

You need to test a service that depends on an external API. Use Mockito to mock the external API and stub its methods.

Steps:

1. Create a mock object for the external API.
2. Stub the methods to return predefined values.
3. Write a test case that uses the mock object.

## Code:

### ExternalApi.java

```
package com.example;

public interface ExternalApi {
    String getData();
    void sendData(String data);
}
```

### MyService.java

```
package com.example;

public class MyService {

    private ExternalApi api;

    public MyService(ExternalApi api) {
        this.api = api;
    }

    public void processAndSendData() {
        String data = api.getData();
        String processed = data.toUpperCase();
        api.sendData(processed);
    }
}
```

## MyServiceTest.java

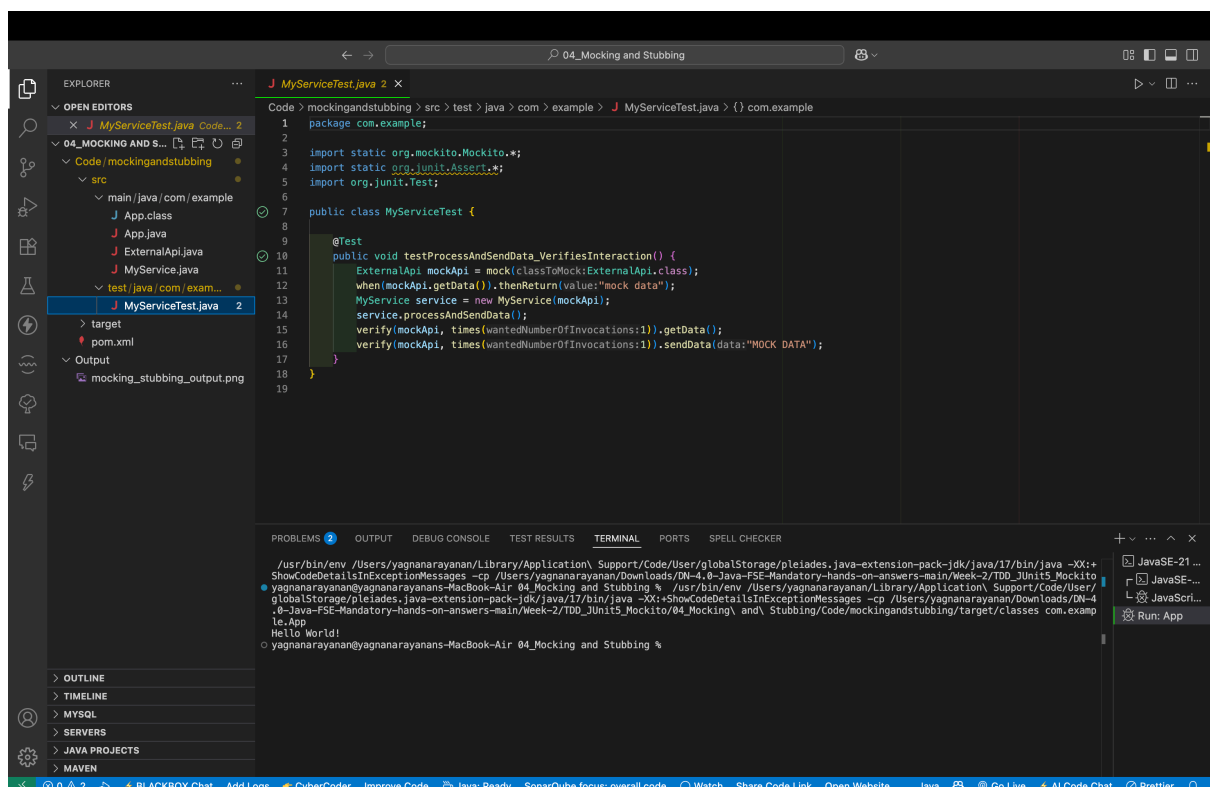
```
package com.example;
```

```
import static org.mockito.Mockito.*;
import static org.junit.Assert.*;
import org.junit.Test;
```

```
public class MyServiceTest {
```

```
    @Test
    public void testProcessAndSendData_VerifiesInteraction() {
        ExternalApi mockApi = mock(ExternalApi.class);
        when(mockApi.getData()).thenReturn("mock data");
        MyService service = new MyService(mockApi);
        service.processAndSendData();
        verify(mockApi, times(1)).getData();
        verify(mockApi, times(1)).sendData("MOCK DATA");
    }
}
```

## Output:





## Exercise 2: Verifying Interactions

### Scenario:

You need to ensure that a method is called with specific arguments.

Steps:

1. Create a mock object.
2. Call the method with specific arguments.
3. Verify the interaction.

### Code:

#### ExternalApi.java

```
package com.example;

public interface ExternalApi {
    String getData();
    void sendData(String data);
}
```

#### MyService.java

```
package com.example;

public class MyService {
```

```

    private ExternalApi externalApi;

    public MyService(ExternalApi externalApi) {
        this.externalApi = externalApi;
    }

    public void sendProcessedData(String data) {
        String processed = data.toUpperCase();
        externalApi.sendData(processed);
    }
}

```

### MyServiceTest.java

```

package com.example;

import static org.mockito.Mockito.*;
import org.junit.Test;

public class MyServiceTest {

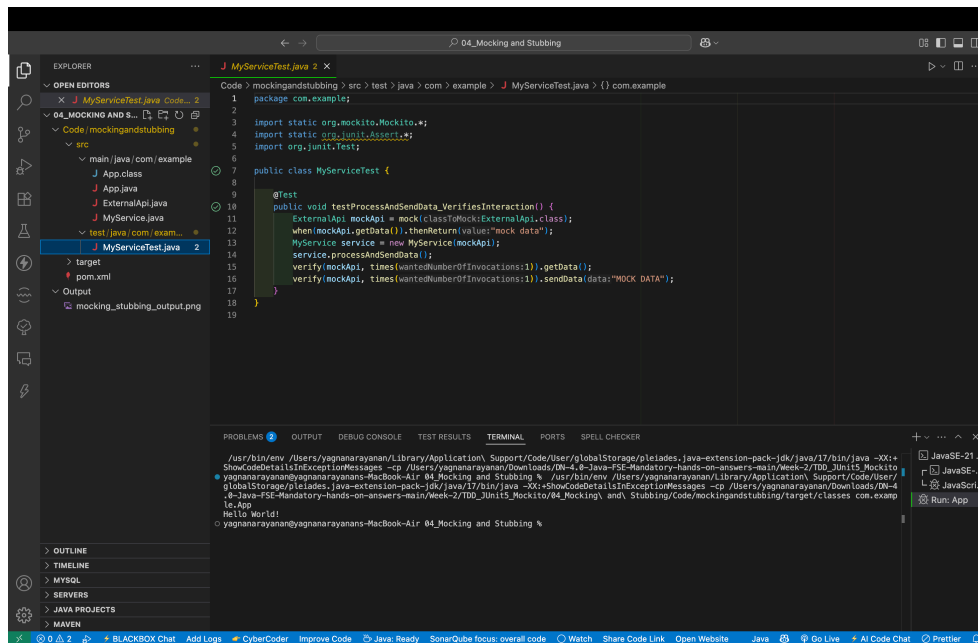
    @Test
    public void testVerifyInteractionWithSpecificArguments() {
        ExternalApi mockApi = mock(ExternalApi.class);
        MyService service = new MyService(mockApi);

        service.sendProcessedData("hello world");

        verify(mockApi).sendData("HELLO WORLD");
    }
}

```

**Output:**



## Logging using SLF4J

### Exercise 1: Logging Error Messages and Warning Levels

Task: Write a Java application that demonstrates logging error messages and warning levels

using SLF4J.

1. Add SLF4J and Logback dependencies to your `pom.xml` file:
2. Create a Java class that uses SLF4J for logging:

Code:

**LoggingExample.java**

```
package com.example;
```

```
import org.slf4j.Logger;
import org.slf4j.LoggerFactory;
```

```
public class LoggingExample {
```

```
    private static final Logger logger =
    LoggerFactory.getLogger(LoggingExample.class);
```

```

public static void main(String[] args) {
    logger.error("This is an error message");
    logger.warn("This is a warning message");
    logger.info("This is an info message");
    logger.debug("This is a debug message");
    logger.trace("This is a trace message");
}
}

```

## Output:

The screenshot shows a code editor with the following Java code in `LoggingExample.java`:

```

1 package com.example;
2
3 import org.slf4j.Logger;
4 import org.slf4j.LoggerFactory;
5
6 public class LoggingExample {
7
8     private static final Logger logger = LoggerFactory.getLogger(LoggingExample.class);
9
10    public static void main(String[] args) {
11        logger.error("This is an error message");
12        logger.warn("This is a warning message");
13        logger.info("This is an info message");
14        logger.debug("This is a debug message");
15        logger.trace("This is a trace message");
16    }
17 }
18

```

The terminal output shows the following log messages:

```

/usr/bin/env /Users/yagnanarayanan/Library/Application\ Support/Code/User/globalStorage/pleiades.java-extension-pack-jdk/java/17/bin/java @/var/
folders/3k/19yslfbn1_j_pqh91_28q3nm0000gn/T/cp_9ikcvn0mcv8spnxb5qq91oxlb.argfile com.example.LoggingExample
yagnanarayanan@yagnanarayanans-MacBook-Air Code % /usr/bin/env /Users/yagnanarayanan/Library/Application\ Support/Code/User/globalStorage/pleia
des.java-extension-pack-jdk/java/17/bin/java @/var/folders/3k/19yslfbn1_j_pqh91_28q3nm0000gn/T/cp_9ikcvn0mcv8spnxb5qq91oxlb.argfile com.example.
LoggingExample
21:16:07.020 [main] ERROR com.example.LoggingExample - This is an error message
21:16:07.021 [main] WARN com.example.LoggingExample - This is a warning message
21:16:07.021 [main] INFO com.example.LoggingExample - This is an info message
21:16:07.021 [main] DEBUG com.example.LoggingExample - This is a debug message
yagnanarayanan@yagnanarayanans-MacBook-Air Code %

```