@DisplayName Annotation on Test Methods

This lesson demonstrates how to provide custom display names to test methods.

@DisplayName on @Test Methods

JUnit 5 @DisplayName annotation is also used to provide a custom name for the @Test methods. Usually, by default, JUnit 5 reporting prints the test methods name in the IDE test report and also while executing test cases. We can use @DisplayName annotation to provide a custom name to Test methods, that makes it easier to read. Thus, it acts as a metadata for our test methods.

@DisplayName annotation can take up string having the following things:-

- 1. It can take spaces between words.
- 2. It can take special characters.
- 3. It can take emojis as well.

Let's look at a demo:-

```
System.out.println("test method got executed!!!");
       }
       @Test
       @DisplayName("Custom test name containing special characters - !@#$%^&*()_+~`J°□°) J"
       public void testWithDisplayNameContainingSpecialCharacters() {
               System.out.println("test method got executed!!!");
       }
       @Test
       @DisplayName("Custom test name containing emojis - 🔞")
       public void testWithDisplayNameContainingEmoji() {
               System.out.println("test method got executed!!!");
       }
}
```

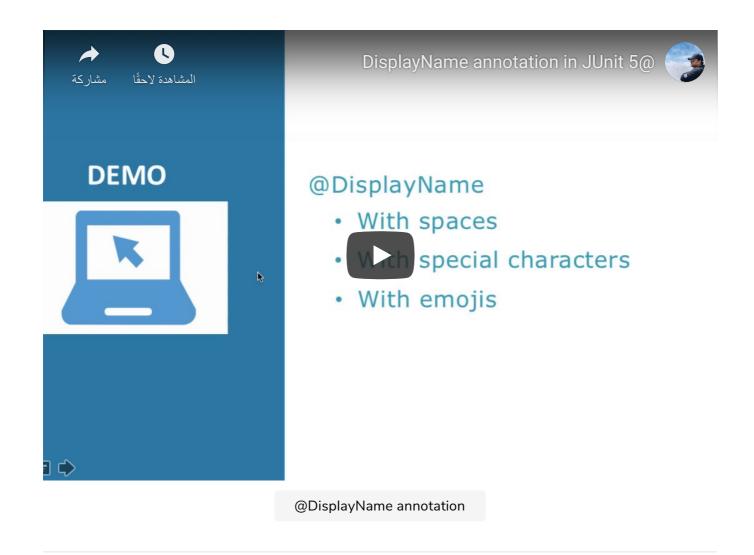




@DisplayName demonstration

Instead of printing actual test class and test names in the JUnit tab and reports, it prints string provided in <code>@DisplayName</code> annotation.

It actually provides a textual representation of what actually test class and @Test method do.



In the next chapter, we will discuss about Dependency Injection in JUnit 5.