

JUnit Demo

- Create project – “*JavaUnitTest_Demo*”
- In ‘src’ folder, create package – “*UnitTest_Demo*”
- Create a class – “*HelloWorld*”
 - Add the following method

```
String getContents() {  
    return "HelloWorld";  
}
```

- Create new ‘source folder’ – “*test*”
- In ‘test’ folder, create package – “*UnitTest_Demo*”
- Create new JUnit Test – “*testHelloWorld*”
 - Add the following method

```
public void test() {  
    HelloWorld hw = new HelloWorld();  
  
    assertEquals(hw.getContents(), "HelloWorld");  
}
```

- Run test (Run As JUnit Test)
- Change assertion to fail and rerun the test

cUnit Demo

- Install cUnit
 - ./configure
 - make
 - make install
 - Rename library to ‘cunit’ and place in path (/usr/local/lib)
 - Link the ‘cunit’ library in when compiling code (-lcunit) and link location (-L/usr/local/lib)
- Setup Test Environment
 - Create C Source file - “*CUnitTest_Demo.c*”
 - Init_suite1, clean_suite1
 - Create “*main*”
 - Create test suite
 - Initialize test registry
 - Add a suite to the registry
 - Add tests to the suite
 - Run all tests
 - Create make file
- Perform Unit Testing
 - Write tests
 - Execute tests
 - Examine results (XML)

jUnit TDD Demo

[Currency conversion]

- Create Project, Create Package in src folder, create test folder, create package in test folder
- Create a jUnit testCase in test folder
- Use comments to make a list of items that we should test

cUnit TDD Demo

[Bowling Game]