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# BCS3323 – Software Testing and Maintenance

## Component testing Lab tutorial

**Editors**

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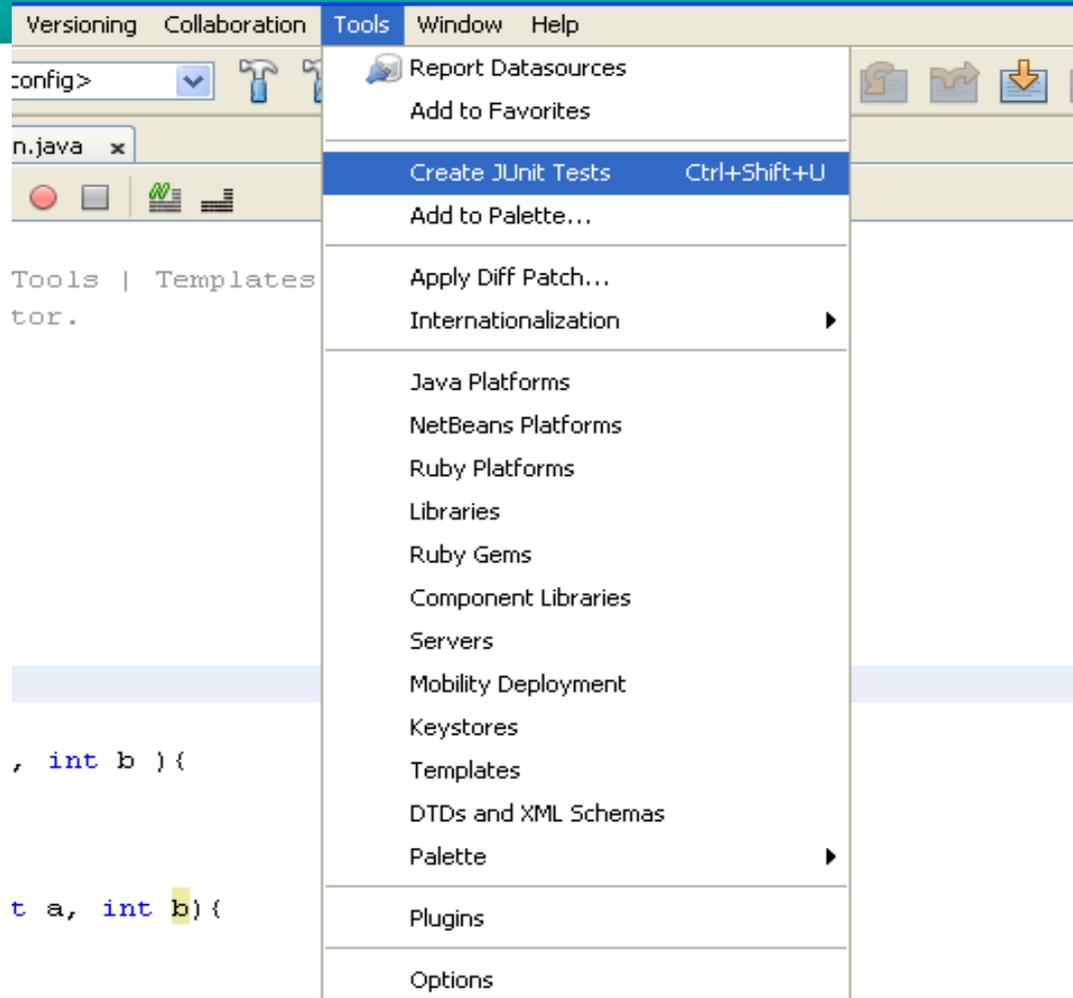
# SimpleMath.java

```
11  /*
10  * @author Kiki
11  */
12  public class SimpleMath {
13
14
15  [-]     public int doAddition(int a, int b ){
16
17         return a + b ;
18     }
19  [-]     public int doSubtraction(int a, int b){
20
21         return a / b;
22     }
23
24  [-]     public void printAddition(int a, int b){
25
26         System.out.println("var1 = "+a" , var2 = "+b" " +
27             "hasilnya adalah = "+doAddition(a, b));
28
29     }
30 }
```

# Create Unit Test

- Choose this menu in netbeans
  - Tools > Create Junit Test
- Or just simply press Ctrl + Shift + U.
- A window dialogue will appear, choose suitable options.
- Or you can leave it as is. Like I usually do 😊.
- Test case will automatically build inside the test package folder.

# Unit Test Menu



# Unit Test Window

**Create Tests**

Class to Test: org.kiki.testlearning.SimpleMath

Class Name:

Location:

**Code Generation**

Method Access Levels	Generated Code
<input checked="" type="checkbox"/> Public	<input checked="" type="checkbox"/> Test Initializer
<input checked="" type="checkbox"/> Protected	<input checked="" type="checkbox"/> Test Finalizer
<input checked="" type="checkbox"/> Package Private	<input checked="" type="checkbox"/> Default Method Bodies

Generated Comments

- Javadoc Comments
- Source Code Hints

OK Cancel Help

# SimpleMathTest.java

```
41 |      * Test of doAddition method, of class SimpleMath.
42 |      */
43 |      @Test
44 |      public void testDoAddition() {
45 |          System.out.println("doAddition");
46 |          int a = 2;
47 |          int b = 2;
48 |          SimpleMath instance = new SimpleMath();
49 |          int expectedResult = 4;
50 |          int result = instance.doAddition(a, b);
51 |          assertEquals(expectedResult, result);
52 |          // TODO review the generated test code and remove the default call to fail.
53 |
54 |      }
55 |
56 |      /**
57 |       * Test of doSubtraction method, of class SimpleMath.
58 |       */
59 |       @Test
60 |       public void testDoSubtraction() {
61 |           System.out.println("doSubtraction");
62 |           int a = 3;
63 |           int b = 1;
64 |           SimpleMath instance = new SimpleMath();
65 |           int expectedResult = 3;
66 |           int result = instance.doSubtraction(a, b);
67 |           assertEquals(expectedResult, result);
68 |           // TODO review the generated test code and remove the default call to fail.
69 |
70 |       }
```

# Test Result

**JUnit Test Results**

All 3 tests passed.

- org.kiki.testlearning.SimpleMathTest **passed**
  - testDoAddition **passed** (0.015 s)
  - testDoSubtraction **passed** (0.0 s)
  - testPrintAddition **passed** (0.0 s)

```
doAddition
doSubtraction
printAddition
var1 = 3 , var2 = 3 hasilnya adalah
|
```

HTTP Monitor   Output   JUnit Test Results