

Example 1

- Create a simple unit-test framework based on annotations (ala JUnit)
- Supported annotations
 - @Test
 - marking a test method
 - if the method terminates without an exception -> Test OK
 - if terminates with an exception -> Test fails
 - two option arguments
 - boolean enabled – default true
 - if false, the test is ignored
 - Class[] expectedExceptions – default an empty array
 - if the test terminates with an exception the array, it is OK
 - @Before
 - the methods is executed before each test in the given class
 - @After
 - the methods is executed after each test in the given class

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- Supported annotations (cnt.)
 - @TesterInfo
 - only for classes
 - arguments
 - String createdBy
 - String lastModified
 - Priority priority
(enum Priority {HIGH,MEDIUM,LOW})

Example 1

- An example of usage

```
@TesterInfo(priority = Priority.HIGH, createdBy = "PH",lastModified =
"01/01/2018")
public class SimpleTest {
    private Collection<String> collection;

    @Before
    public void setUp() {
        collection = new ArrayList<>();
    }

    @After
    public void tearDown() {
        collection.clear();
    }

    @Test
    public void testEmptyCollection() {
        if (!collection.isEmpty()) throw new AssertionError();
    }

    @Test
    public void testOneItemCollection() {
        collection.add("itemA");
        if (1 != collection.size()) throw new AssertionError();
    }
}
```

Example 1

- Write the annotations and a launcher
 - the launcher gets a file with a list of classes to be searched for tests
 - for each class, the launcher prints out information from `@TesterInfo` and for each test, whether it passed or failed
 - classes are processed (and printed out) by the priority in `@TesterInfo`
 - after all classes are processed, overall statistics are printed out, e.g.

Result: Total 3, Passed 1, Failed 1, Ignore 1



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