

# CITS5501 Software Testing and Quality Assurance

## Semester 1, 2020

### Workshop 1 – Testing concepts

Consider the following specification for a class:

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Implement a class called `Box`. The class is intended to store information about a rectangle. Rectangles are defined in terms of two integer Cartesian coordinates, one for the bottom-left corner and one for the top-right corner.

The class should have:

- a constructor
  - a method called “area”, which returns the area, and
  - a method called “intersection” which, when given another `Box`, returns a new `Box` that is the intersection of the two. If the intersection is empty, it should return a box with both corner coordinates set to (0,0).
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- Try sketching out a class containing unit tests for this class.
- If you have access to Eclipse or BlueJ, sketch out a JUnit class containing the tests. You will need to write a *skeleton* for the `Box` class in order for your tests to compile.