FLEX - FLEXUNIT INTEGRATION
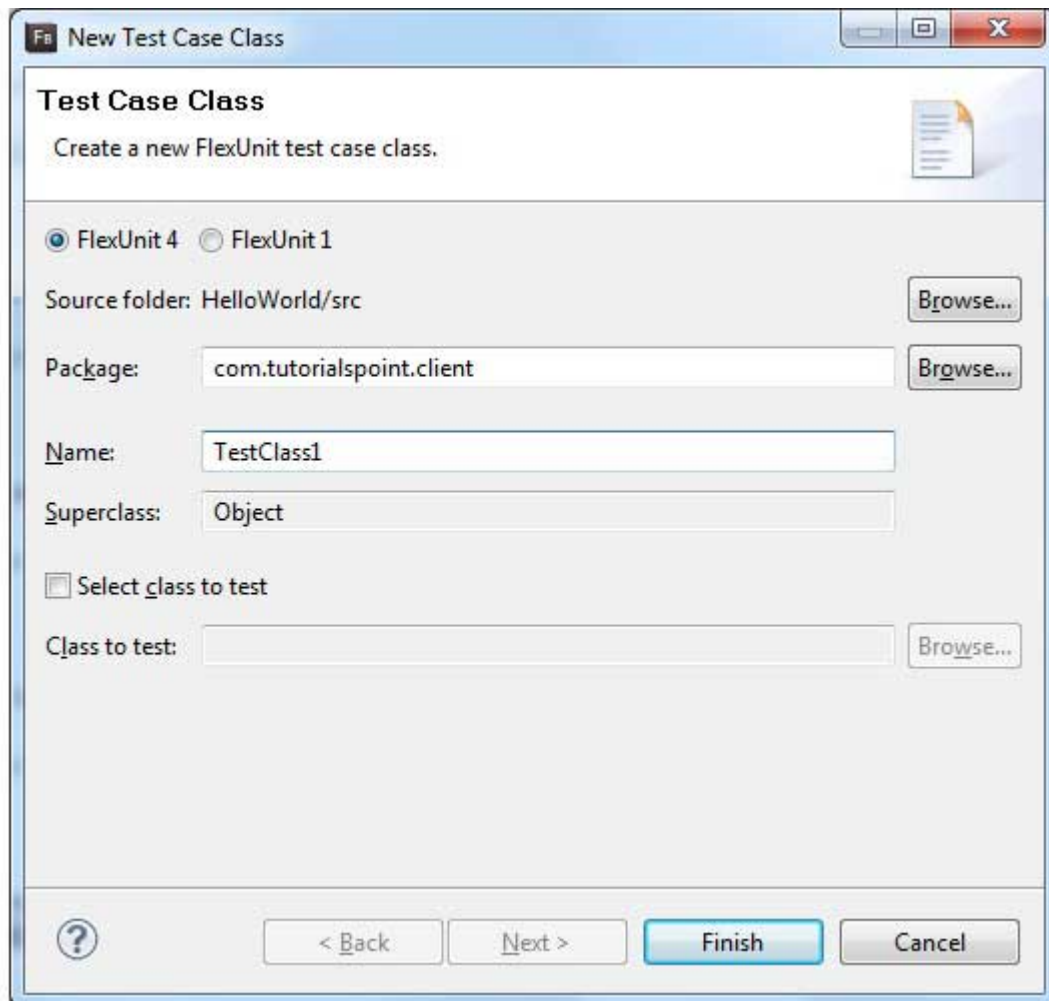
Flash Builder 4 excellent inbuilt support for FlexUnit integration in Flex development Cycle.

Create a Test Case Class

You can create a Test Case Class using Flash Builder Create Test Class wizard. Running test cases is a breeze with Flash Builder as you will see in this article.

To create a test case class using Flash Builder, Click on **File > New > Test Case Class**. Enter the details as shown below.

Flash Builder will create the following TestClass1.as file.

```
package com.tutorialspoint.client
{
   public class TestClass1
   {
      [Before]
      public function setUp():void {}

      [After]
      public function tearDown():void {}

      [BeforeClass]
      public static function setUpBeforeClass():void {}

      [AfterClass]
      public static function tearDownAfterClass():void {}
   }
}
```

FlexUnit Integration Example

Now Let us follow the following steps to test FlexUnit Integration in a Flex application:

Step	Description
1	Create a project with a name *HelloWorld* under a package *com.tutorialspoint.client* as explained in the *Flex - Create Application* chapter.
2	Modify *HelloWorld.mxml* as explained below. Keep rest of the files unchanged.
3	Create *TestClass1.as* test case as described above and Modify *TestClass1.as* as explained below.
4	Compile and run the application to make sure business logic is working as per the requirements.

Following is the content of the modified as file **src/com.tutorialspoint/client/TestClass1.as**.

```
package com.tutorialspoint.client
{
    import org.flexunit.asserts.assertEquals;

    public class TestClass1
    {
        private var counter: int = 1;

        [Before]
        public function setUp():void
        {
            //this code will run before every test case execution
        }

        [After]
        public function tearDown():void
        {
            //this code will run after every test case execution
        }

        [BeforeClass]
        public static function setUpBeforeClass():void
        {
            //this code will run once when test cases start execution
        }

        [AfterClass]
        public static function tearDownAfterClass():void
        {
            //this code will run once when test cases ends execution
        }

        [Test]
        public function testCounter():void {
            assertEquals(counter, 1);
        }
    }
}
```

Following is the content of the modified mxml file **src/com.tutorialspoint/HelloWorld.mxml**.
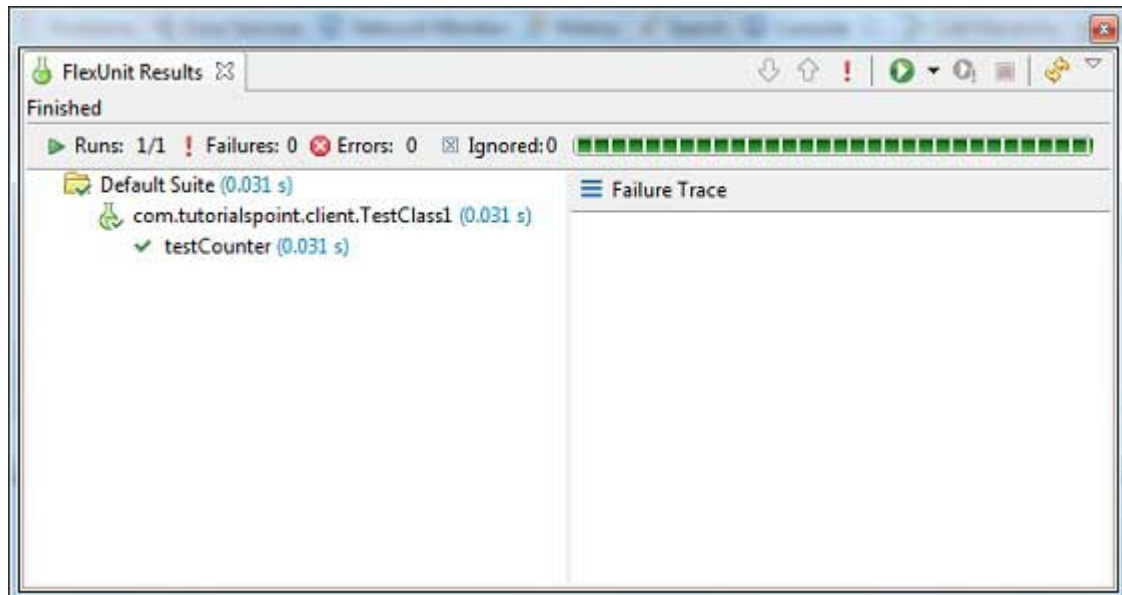
```
<?xml version="1.0" encoding="utf-8"?>
<s:Application xmlns:fx="http://ns.adobe.com/mxml/2009"
    xmlns:s="library://ns.adobe.com/flex/spark"
    xmlns:mx="library://ns.adobe.com/flex/mx"
```

```
    minWidth="500" minHeight="500">
</s:Application>
```

Once you are ready with all the changes done, let us compile in normal mode as we did in [Flex - Create Application](#) chapter.

Running Test cases

Now Right Click on TestClass1 in package explorer and select **Run As > FlexUnit Tests**. You'll see the following output in Flash Builder test window.

Flash Builder also show test result in the browser.