

1 Test the constructor

1. What can we test about the constructor?
2. How many “inputs” does the constructor have?
3. How many combinations of “inputs” for the constructor are there?
4. Can we check all these combinations of “inputs”?
5. Complete the following test method.

```
@Test
public void testConstructor() {

}

}
```

2 Test the accessors

1. What can we test about the accessors?
2. Complete the following test method.

```
@Test
public void testConstructorAndAccessors() {
    // code of previous question (not repeated here)

}

}
```

3 Test the constant **BLACK**

1. What can we test about the constant `Color.BLACK`?
2. Should we test that the three accessors return 0 for the constant `Color.BLACK`?
3. Complete the following test method.

```
@Test
public void testBLACK() {

}
```

4 Test the equals method

1. What can we test about the `equals` method?
2. Can we test that a `Color` object is not equal to a `Color` object with the different RGB values for all possible combinations?
3. Which combinations do we check?
4. Complete the following test method.

```
@Test
public void testEquals() {

}
```