

Using JUnit: Pirate — Java Class for Testing

Pirate.java (class to be tested)

```
public class Pirate
{
    protected String name;
    protected int limbsRemaining;

    protected static int numPirates = 0;
    protected static int totalLimbsLost = 0;

    public Pirate(String name)
    {
        this.name = name;
        limbsRemaining = 4;

        numPirates++;
    }

    public Pirate(String name, int limbs)
    {
        this.name = name;
        limbsRemaining = limbs;

        numPirates++;
    }

    @Override
    public String toString()
    {
        return name;
    }

    public String getName()
    {
        return name;
    }

    public void setName(String n)
    {
        name = n;
    }

    public int getLimbsRemaining()
    {
        return limbsRemaining;
    }

    public boolean isDead()
    {
        return (limbsRemaining < 1);
    }
}
```

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```

public void loseALimb()
{
    if (limbsRemaining == 0)
    {
        System.out.println(name + " has no limbs left to lose!");
    }
    else
    {
        limbsRemaining--;
        totalLimbsLost++;
        System.out.println("AAAARGH! " + name +
            " says, \"I lost me limb!\");
    }
}

public static int getNumPirates()
{
    return numPirates;
}

public static int getTotalLimbsLost()
{
    return totalLimbsLost;
}
}

```