**COMP 132 - Homework # 2**

**Unit Testing**

**Part 1 (uses Account2.java)**

**Note: You may use Eclipse to write and run your code for each question. The completed code for each question can be copied from Eclipse and pasted here.**

1. Add an accessor that returns the interest rate of an account.
2. Create test methods for the three constructors in your Account2 class.
3. Add a method named getDollars to the Account2 class. This method does not accept any parameters and returns an integer indicating the number of whole dollars there are in the account. For example, if the balance of the account is 754 cents, a call to getDollars will return 7. Be sure to include a JavaDoc comment for your getDollars method.
4. Create two test methods for your getDollars method. One case should test when there are 0 dollars and one where there is at least 1 dollar.

1. Add a method named addRewardsAmount to the Account2 class. This method does not return a value and accepts no parameters. A call to this method should increase the balance of the account according to the current balance in the account. The reward amount is calculated by dividing the balance by 100. For example, if the current balance is 200 then 2 cents gives the number of cents to increase the balance by. Use a local variable to hold the reward amount that the balance should increase by. Be sure to include a JavaDoc comment for your addRewardsAmount method.
2. Create a test method for your addRewards method.

**Part 2 (uses Student.java)**

1. Write the test method for the constructor in the Student class.
2. Create a test method for the getLoginName method in the Student class. Your test method should call the getLoginName method and verify that the return value is as expected.