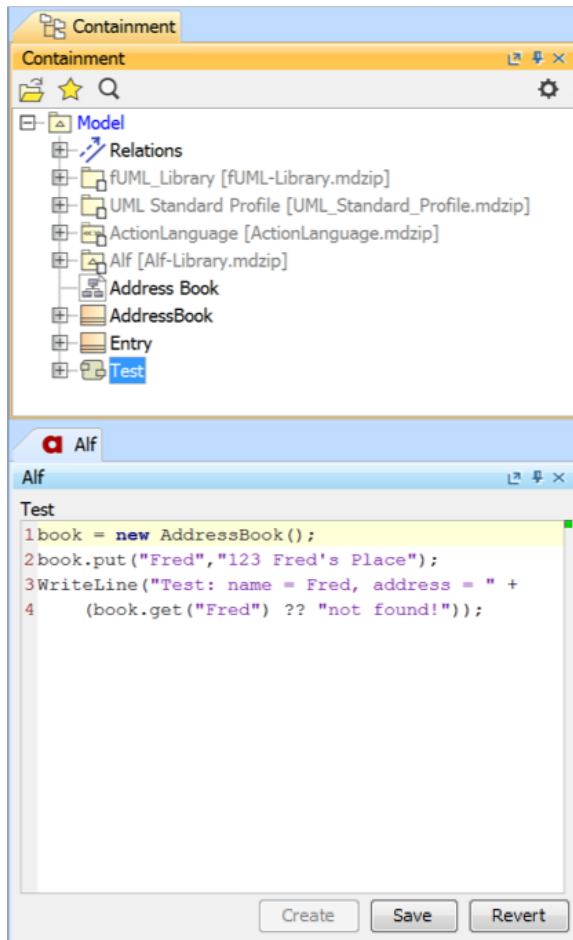


# Testing the AddressBook

To test the *AddressBook* Class, we will create a simple *Test* Activity that puts an entry into an *AddressBook* and then gets it back again.

To create a *Test* Activity

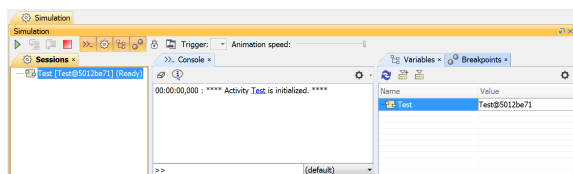
1. Right click on the root *Model* in the Model Browser, select **Create Element**, and then select Activity.
2. Enter *Test* as the name of the Activity.
3. Click on *Test*, and open the [Alf editor](#) window (select **Windows > Alf**), if it isn't already open.
4. Type the Alf code shown in the figure below.



5. When the text is correct, click **Save**.

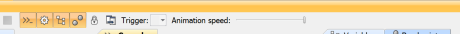
To run the *Test*

1. Right click on *Test* in the Model Browser, and select **Simulation > Run**.



## Related pages

- [The Alf editor](#)
- [Running a model with Alf](#)

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- The screenshot shows the Visual Studio Code interface with the Console window open. The Console displays the output of a C# program, including initialization, a loop iteration, and termination. The Variables window is also visible, showing a table with 'Name' and 'Value' columns.
- Console Output:**
- ```

00:00:00.000: **** Activity Test is initialized. ****
00:00:00.000: **** Activity Test is started! ****
Test: name = Fred, address = 123 Main Place
00:00:00.733: **** Activity Test execution is terminated. ****
  
```
- Variables Window:**
- | Name | Value |
|------|-------|
|      |       |