As you can see, your two test functions were automatically discovered, and typically that's what will happen. However, if you launch your test page and nothing happens when you click Run, you may need to use exposeTestFunctionNames() to make sure JsUnit can find your tests, as shown in Listing 6-4.

**Listing 6-4. Using exposeTestFunctionNames()**

```html
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
<html>
<head>
    <title>A Test Page With exposeTestFunctions</title>
    <script language="JavaScript" src="../jsunit/app/jsUnitCore.js"></script>
    <script language="JavaScript" src="simpleJS.js"></script>
    <script language="JavaScript">
        function testValidArgs() {
            assertEquals("2 + 2 is 4", 4, addTwoNumbers(2, 2));
        }

        function testWithNegativeNumbers() {
            assertEquals("negative numbers: -2 + -2 is -4", -4, addTwoNumbers(-2, -2));
        }

        function exposeTestFunctionNames() {
            var tests = new Array(2);
            tests[0] = "testValidArgs";
            tests[1] = "testWithNegativeNumbers";
            return tests;
        }
    </script>
</head>
<body>
    This is a simple test page that uses exposeTestFunctionNames.
</body>
</html>

As you would expect, this works (see Figure 6-3).