**Testing – PointQuadtree (test pointQuadTree.png)**

Test insert, allpoints, and size by inserting points Dot(400, 700) and Dot(50, 10) and printing out allPoints and size.

**Testing – DotTreeGUI (test 2 DorTreeGUI.png)**

Since all the 4 children are found in quadrant 4,

Num expected with children in c4 every time = 4

Num expected in circle is 4

(Because the radius is 50 and each child is within 50 of each other)

Same for testing B

Except expected in circle is 3 because radius equals to 10;

**Testing DotTree with by eye in an ad hoc fashion**

Random bouncers were created with key press ‘r’ and several clusters of wanderers with ‘w’.

Clusters of w were mostly red, and bouncers red when they collide.

**Testing Collision (test collision.png)**

Testing that colliders are drawn red by adding Blob Blob(302,400), Blob(300,404), Blob(200, 150), Blob(305,407). The first, second and forth blobs collide, therefore are draw as red. The second one doesn’t collide with any, and is therefore drawn as black.