1. Листинг тестов

using Microsoft.VisualStudio.TestTools.UnitTesting;

using System;

using Lab\_9;

namespace UnitTestProject1

{

[TestClass]

public class UnitTest1

{

[TestMethod]

public void TriangleEqual()

{

// Arrange

bool ok;

// Act

Triangle t1 = new Triangle(3, 4, 5);

Triangle t2 = new Triangle();

ok = t1 >= t2;

// Assert

Assert.AreEqual(t1, true);

}

[TestMethod]

public void TriangleExistence()

{

// Arrange

bool ok;

// Act

ok = Triangle.Existence(0, 0, 0);

// Assert

Assert.AreEqual(ok, false);

}

[TestMethod]

public void TrianglePerimetr()

{

Triangle t1 = new Triangle(3, 4, 5);

double p = Triangle.Perimetr(t1);

Assert.AreEqual(p, 3 + 4 + 5);

}

[TestMethod]

public void TriangleSquare()

{

Triangle t1 = new Triangle(3, 4, 5);

Assert.AreEqual(t1.Square(), 6);

}

[TestMethod]

public void TriangleAdd()

{

Triangle t1 = new Triangle(3, 4, 5);

t1++;

bool ok = t1.A == 4 && t1.B == 5 && t1.C == 6;

Assert.AreEqual(ok, true);

}

[TestMethod]

public void TriangleDel ()

{

Triangle t1 = new Triangle(3, 4, 5);

t1--;

bool ok = t1.A == 2 && t1.B == 3 && t1.C == 4;

Assert.AreEqual(ok, true);

}

[TestMethod]

public void TriangleComporaison1()

{

Triangle t1 = new Triangle(3, 4, 5);

Triangle t2 = new Triangle(2, 3, 4);

bool ok = t1 <= t2;

Assert.AreEqual(ok, false);

}

[TestMethod]

public void TriangleExplicit()

{

Triangle t1 = new Triangle(3, 4, 5);

double s = (double)t1;

Assert.AreEqual(s, 6);

}

[TestMethod]

public void TriangleImplicit()

{

Triangle t1 = new Triangle(3, 4, 5);

bool ok = t1;

Assert.AreEqual(ok, true);

}

[TestMethod]

public void TriangleStaticSquare()

{

Triangle t1 = new Triangle(3, 4, 5);

Assert.AreEqual(Triangle.Square(t1), 6);

}

[TestMethod]

public void TriangleArrayStruct1()

{

TriangleArray ta1 = new TriangleArray();

Assert.AreEqual(ta1.size, 0);

}

[TestMethod]

public void TriangleArrayStruct2()

{

TriangleArray ta1 = new TriangleArray(1);

Assert.AreEqual(ta1.size, 1);

}

[TestMethod]

public void Tr1Existence()

{

Triangle t1 = new Triangle(3, 4, 5);

Assert.IsTrue(t1.Existence());

}

[TestMethod]

public void T1Perimetr()

{

Triangle t1 = new Triangle(3, 4, 5);

Assert.AreEqual(t1.Perimetr(), 3 + 4 + 5);

}

[TestMethod]

public void TriangleArrayIndex()

{

TriangleArray ta1 = new TriangleArray(1);

ta1[0] = new Triangle(3, 4, 5);

Assert.AreEqual(ta1[0].Square(), 6);

}

[TestMethod]

public void TriangleArrayMinimum()

{

TriangleArray ta1 = new TriangleArray(2);

ta1[0] = new Triangle(3, 4, 5);

ta1[1] = new Triangle(1, 1, 1);

Assert.AreEqual(ta1.MinimumSquareIndex(), 1);

}

}

}

2. Скрин покрытия тестов:

Изображение выглядит как снимок экрана

Автоматически созданное описание

