**CS 1632 Deliverable 2: Unit Testing and Code Coverage**

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Github repo: https://github.com/Aytros/CS1632/tree/master/Deliverable2

**Issues and challenges:**

The first minor challenge in coding both the CitySim9000 and the unit tests were how to properly arrange the methods/functions so that they were both in an adequate Object Oriented design as well as easily testable. Once a layout was decided upon the rest became fairly simple with one exception of the output of CitySin9000. Originally it was designed to transition from the program’s main() method to a separate function, drive(), that ran each driver’s course through the city and printed the path. This became difficult to test as it was hard to redirect and capture output from the standard output for comparison. Eventually, this was brought from a separate function into CitySim9000’s main() method to be tested at the system level.

It was also difficult getting used to the new syntax of JUnit, the Eclipse IDE, and the use of a Coverage Tool, all of which I am unused to using. However, once these were overcome, coding and testing became very straightforward.



