4-bdd-test-using-cucumber

Steps with Scientist

Scientist Steps on Field

Tests **Scientist**.**Move**() method. Given there is two fields and one of them contains the user’s scientist when the user moves its scientist then the scientist’s field should be changed. Alias, we compare the scientist.getField() method’s results: one before and one after Move().

Uses **assertNotSame** as we check if the two field as objects are the same or not. If it’s not then good, the user really moved its scientist so the test should pass.

Scientist Unable to Move

Tests **Scientist**.**Move**() method also however in this scenario the scientist has been affected by the **Stun** Virus. In this case the scientist should not be able to move its position during Move().

Uses **assertSame** as we check if the two fiels as objects are the same or not. If it’s the same then good, the user really can’t move its scientist – because of the virus – so the test should pass.

Scientist Steps to a Laboratory in order to Learn a Genetic Code

Tests **Scientist**.**Move**() along with Scientist.**Touch**() and Scientist.**Learn**(). The test put one **Genetic** **Code** on the **Laboratory**. The scientist moves there, starts touching and finally learns what it touched there.

Uses **assertTrue** as we check if the scientist’s inventory contains the touched item. In order to pass it should be true.