Group Activity: Identify the test cases for the Project CGLVersion2.1

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Activity Type:
Group Activity with 2-3 members in each group.

Note:
No handout for this assignment.

Purpose
The purpose of this assignment is to start Conway's Game of Life project version 2.1. See the tasking for details.

Prerequisite
Students are expected to complete class diagrams, design patterns and get feedback from the mentor.
Students should be able to finish installations of Eclipse IDE on their machines.

Tasking
As part of the Project - Conway's Game of Life Version 2.1, you will implement the design which was created in the previous module.

Follow the steps given below.

Step 1:
- Create new java project and name it as CGLVersion_2.1
- Create classes that you identified in previous module
- Keep all classes empty
- Add proper documentation to your classes.

Step 2:
- Identify test cases for classes created in step 1.
- Create a TestJunit_____ classes for all the classes and behaviours that you identified in the previous module with all the possible test cases.

Step 3:
- Start writing the code for the classes created in Step 1.
- Add proper comments to classes and methods.
- Run the TestJunit_____ classes to make sure that all the test cases should pass.

Deliverable
Deliverable for this assignment is the partially implemented Conway's Game of Life project.

- It should have all the classes that you identified and TestJunit_____ classes.
- Installations of Eclipse IDE and identifying the test cases should be group activity and implementation/writing the code should be individual activity.

Submission

- Create a github repo (private repo) and add your mentor as a collaborator.
- Once you are done,Push Project on to GitHub
- Take the latest commit id and the repo link of your github repository and keep that in a text file and submit the text file in autolab.

Scoring

- 40 Marks for today's project progress.