Lab 2 - testing

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Bugs found:

1. the goodbye message printed twice if player one won.
2. The program did not roll the dice for player two, so the values for both players where the same.
3. The die could roll a 0 instead of 1-6.
4. The round started at two.
5. The program did not check if player one hits an exact 20 in a draw scenario, counts it as a draw if it was over 20.
6. would repeat the print for dice one twice for the first player.

We wrote tests at three different levels, unit testing In j-unit, integration on the game class and system level.

We ran solar lint and fixed the issues as it came about.

How can you test to get 100% code coverage ?