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W23 Solution Set 2

Test Case 0:

- Test 0 drew the tree as expected and carried a series of tests that included: determining the number of circles, intersections, in-circle intersections and hits. The code written fulfilled the requirements acquiring the expected results.

Test Case 1

- As in the previous case, Test 1 drew the tree as expected and carried a series of tests that included: determining the number of circles, intersections, in-circle intersections and hits. The code written fulfilled the requirements acquiring the expected results.

Test Case 2

- Similarly, Test 2 drew the tree as expected and carried a series of tests that included: determining the number of circles, intersections, in-circle intersections and hits. The code written fulfilled the requirements therefore acquiring the expected results.

CollidingGUI

- We ran the program and created multiple blobs of wandering and bouncer types using the ‘w’ and ‘b’ keys respectively. We created points close to each other and thus, saw how blob colors changed from black to red when they ‘collided'. We also tested the ‘f’ and ‘s’ that increased or decreased the speed of the blobs respectively.