**SDP-16 Treasure**

Treasure Box Braille

*Unit Testing Document*

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Test cases with Description

*ScenarioCreatorManagerTest*

**void testParseFile()**This test was derived for the need to test whether the method parseFile() was interpreting the text from the Scenario file properly. What this test does is parse the commands from a factory scenario file then saves it to another file. Then checks if both files are the same. If they are then the parseFile() method succeeded in interpreting the Scenario File.

**void testCellButtonNum()**Tests whether the parseFile() method retrieves the Scenario Files cell and button numbers properly.

**void testAllCommands()**This test case creates a new Scenario File and adds every possible command with a correct input. If the creation of any of the commands throws an exception or any sort or error the test will fail. After this the test method runs the saveFile() method in order to check whether the program can successfully save the file without any errors.

**void testParseFile1()**Test case creates a new Scenario file with all possible commands in it. Then the test case attempts to parse the file. If the file can interpret every command without throwing and errors the test case passes.

**void testCtor1()**This test case attempts to instantiate a new Scenario File which does not have the proper file naming conventions. If the constructor throws an exception the test is passed

**void testCtor2()**Test case attempts to instantiate a new Scenario file that has the proper file naming conventions. If the constructor does not throw an exception, then the test case will pass.

**void testAccessors()**Creates a new Scenario File with a certain amount of cell and button numbers and with a title. Then the test method calls the getter methods for these variables and checks if it’s the same as the value when the Scenario File was originally created.

**void testFalseInputCommands()**Creates a new Scenario file and calls every single command and gives the wrong parameters for the command. If the command is instantiated and fails to throw an error the test case will fail.

*CommandTest*

**void testCtorSetInput()**This tests every single object that extends the Command class. It checks the setInput() method which is overridden for every single class. It tests the method with correct input by calling the objects constructor. If an exception is thrown the test will fail.

**void testGetSetCommand()**  
Tests the getter and setter methods for the command string in the Command class when accessing and setting the string.

**void testToString()**  
This test instantiates a Command object with a certain command and input and tests whether the toString() method from the Command class outputs the command in the right format.

*CommandTest*

Derivation of Test Cases