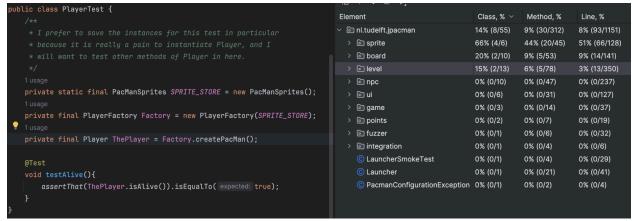
Task 1 – JPacman Test Coverage:

Element ^	Class, %	Method, %	Line, %
∨	3% (2/55)	1% (5/312)	1% (14/1137)
> 🖻 board	20% (2/10)	9% (5/53)	9% (14/141)
> • fuzzer	0% (0/1)	0% (0/6)	0% (0/32)
> 🖻 game	0% (0/3)	0% (0/14)	0% (0/37)
> integration	0% (0/1)	0% (0/4)	0% (0/6)
> level	0% (0/13)	0% (0/78)	0% (0/345)
>	0% (0/10)	0% (0/47)	0% (0/237)
> in points	0% (0/2)	0% (0/7)	0% (0/19)
> o sprite	0% (0/6)	0% (0/45)	0% (0/119)
>	0% (0/6)	0% (0/31)	0% (0/127)
© Launcher	0% (0/1)	0% (0/21)	0% (0/41)
© LauncherSmokeTest	0% (0/1)	0% (0/4)	0% (0/29)
© PacmanConfigurationExc	0% (0/1)	0% (0/2)	0% (0/4)

The coverage is terrible because it only contains 1% coverage for the entire project. For relatively good coverage, 90% coverage is recommended.

Task 2 - Increasing Coverage on JPacman



Increased the coverage for the **level** package by adding a unit test to check if the player is alive. Class, Method, and Line coverage went up from 0% for all to 15%, 6% and 3% respectively.

Task 2.1:

Test Functions:

1)

I tested the getSpriteStore() function in the Launcher class. The Class, Method, and Line coverage for the Launcher class went from 0% for all to 100%, 9%, and 6% respectively.

2)

I tested the getLevelMap() function in the Launcher class. The Class, Method, and Line coverage for the Launcher class went from 100%, 9%, and 6% to 100%, 14%, and 8% respectively.

3)

I tested the withMapFile() function in the Launcher class. The Class, Method, and Line coverage for the launcher class went from 100%, 15%, and 8% to 100%, 19%, and 13%.

Task 3 – JaCoCo Report on JPacman (10 points)

i jpacman												
jpacman												
Element \$	Missed Instructions *	Cov.≑	Missed Branches	Cov.	Missed \$	Cxty \$	Missed 	Lines \$	Missed 	Methods 	Missed \$	Classes+
<u>Ⅲ nl.tudelft.jpacman.level</u>		67%		57%	74	155	104	344	21	69	4	12
ml.tudelft.jpacman.npc.ghost	_	71%		54%	57	105	44	181		34		8
🚻 nl.tudelft.jpacman.ui		77%		47%	54	86	21	144		31	0	6
⊞ default	•	0%	-	0%	12	12	21	21			1	1
III nl.tudelft.jpacman.board	_	86%		58%	44	93		110		40		
nl.tudelft.jpacman.sprite	_	86%		59%	30	70	11	113		38		
<u>Ⅲ nl.tudelft.jpacman</u>	-	71%	-	25%	11	30	16	52		24	1	
nl.tudelft.jpacman.points		60%	1	75%	1	11		21		9		
<u>Ⅲ nl.tudelft.jpacman.game</u>	-	87%	-	60%	10	24	4	45		14	0	
<u> </u>	1	100%		n/a	0	4	0	8	0	4	0	1
Total	1,211 of 4,694	74%	294 of 637	53%	293	590	228	1,039	50	268	6	47

- Are the coverage results from JaCoCo similar to the ones you got from IntelliJ in the last task?
 Why so or why not?
 - Test coverage is slightly different between IntelliJ and JaCoCo due to their different focuses. IntelliJ coverage provides real-time feedback in the IDE, emphasizing class, method, and line coverage. In contrast, JaCoCo, offers more insights into bytecode instructions and branches, generating comprehensive reports post-build. The differences between the two would explain the slight differences in the reported coverage.
- Did you find helpful the source code visualization from JaCoCo on uncovered branches?
 - The source code visualization from JaCoCo is extremely useful if you want a GUI to see exactly what you're testing in your code. It can help with seeing what tests you have left instead of just seeing a completion count like in IntelliJ
- Which visualization did you prefer and why? IntelliJ's coverage window or JaCoCo's report?
 - For initial testing, I would prefer IntelliJ's coverage window due to it being native to the application and it being easy to see coverage for the entire application. But when finalizing my testing infrastructure I'd want to use JaCoCo's report to get a more detailed coverage report to see what portions of code I'm possibly missing.

Task 4 - Working with Python Test Coverage

1) 72% Test coverage when running nosetests

Test Account Model - Test creating mul - Test Account crea			n data		
Name	Stmts	Miss	Cover	Missing	
nodels/initpy	7	0	100%		
models/account.py			68%		34-35, 45-48, 52-54, 74-75
TOTAL	47	13	72%		

2) Adding test repr so test coverage is now 74%

3) Adding test to dict, test coverage is now 77%

4) Adding test from dict, test coverage improved to 81%

```
def test_to_dict(self):

### Test account to dict """

### Test account to dict """

### data = ACCOUNT_DATA[self.rand] # get a random account

### data = ACCOUNT_DATA[self.rand] # get a random account

### data = ACCOUNT_DATA[self.rand] # get a random account

### data = ACCOUNT_DATA[self.rand] # get a random account

### data = ACCOUNT_DATA[self.rand] # get a random account

### result = account.vo_dict()

### result = account.data(account.data)

### result = account.vo_dict()

### result = account.vo_dict()

### result = account.data(account.data)

### result = account.vo_dict()

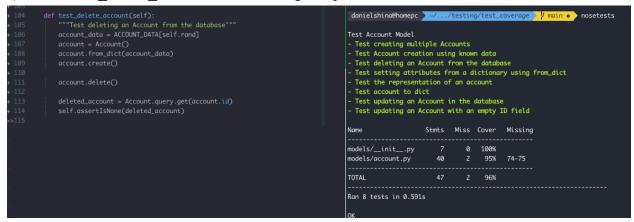
### result = account.data(account.data)

### result = account.data(account.data(account.data)

### result = account.data(account.data(account.data(account.data(account.data(account.data(account.data(account.data(account.data(account.data(account.data(account.data(account.data(account.data(account.data(
```

5) Added test update and test update with empty id, test coverage improved to 89%

6) Added test delete account, test coverage improved to 96%



7) Added test find account by id, test coverage improved to 100%

Task 5 - TDD

1) Create update counter test:

```
def test_update_a_counter(self):
    """It should update a counter"""
    # 1) Make a call to Create a counter.
    result = self.client.post('/counters/woo')
    # 2) Ensure that it returned a successful return code.
    self.assertEqual(result.status_code, status.HTTP_201_CREATED)

# 3) Check the counter value as a baseline.
    baseline = result.get_json()['woo']
    self.assertEqual(baseline, 0)

increment = 1

# 4) Make a call to Update the counter that you just created.
    result = self.client.put('/counters/woo', json=increment)
    # 5) Ensure that it returned a successful return code.
    self.assertEqual(result.status_code, status.HTTP_200_OK)

updatedValue = result.get_json()['woo']
# 6) Check that the counter value is one more than the baseline self.assertEqual(updatedValue, baseline + increment)
```

```
danielshina@homepc > ~/.../testing/tdd / main ● nosetests
Counter tests
 It should create a counter
 It should return an error for duplicates
FAIL: It should update a counter
Traceback (most recent call last):
 File "/home/danielshina/unlv/spring_2024/cs_472/labs/testing/tdd/tests/test_counter.py", line 57, in test_update_a_counter
   self.assertEqual(result.status_code, status.HTTP_200_0K)
AssertionError: 405 != 200
 src.counter: INFO: Request to create counter: woo
         ------ >> end captured logging << -----
              Stmts Miss Cover Missing

        src/counter.py
        11
        0
        100%

        src/status.py
        6
        0
        100%

TOTAL 17 0 100%
Ran 3 tests in 0.115s
```

I've written the test_update_a_counter test and as you can see it fails because I haven't implemented the PUT request handler yet.

2) Create PUT handler

```
danielshina@homepc > ~/.../testing/tdd > / main ● nosetests
Counter tests
 It should create a counter
 It should return an error for duplicates
 It should update a counter
Name
               Stmts Miss Cover
src/counter.py
                  17
                              94%
                                    34
src/status.py
                   6
                          0
                             100%
TOTAL.
                  23
                        1
                              96%
Ran 3 tests in 0.115s
```

After adding the handler to process a PUT request on route /counters/<name> the test now passes

3) Create get counter test:

```
def test_get_a_counter(self):
    """It should get a counter"""
    # Create new counter
    result = self.client.post('/counters/far')
    self.assertEqual(result.status_code, status.HTTP_201_CREATED)

expectedValue = 0

# Check counter is 0
    result = self.client.get('/counters/far')
    self.assertEqual(result.status_code, status.HTTP_200_0K)
    self.assertEqual(result.get_json()['far'], expectedValue)

# Update counter by 1
    result = self.client.put('/counters/far', json=1)
    self.assertEqual(result.status_code, status.HTTP_200_0K)
    self.assertEqual(result.get_json()['far'], expectedValue + 1)

# Check counter is 1 after update
    result = self.client.get('/counters/far')
    self.assertEqual(result.status_code, status.HTTP_200_0K)
    self.assertEqual(result.status_code, status.HTTP_200_0K)
    self.assertEqual(result.status_code, status.HTTP_200_0K)
    self.assertEqual(result.get_json()['far'], expectedValue + 1)
```

4) Create GET handler

```
@app.route('/counters/<name>', methods=['GET'])
def get_counter(name):
    """Check if counter exists"""

    if name not in COUNTERS:
        return {"Message": f"Counter {name} doesn't exist!"}, status.HTTP_404_NOT_FOUND
    return {name: COUNTERS[name]}, status.HTTP_200_OK
```

I've written the test_get_a_counter test and as you can see it fails because I haven't implemented the GET request handler yet.

```
danielshina@homepc > ~/.../testing/tdd > / main ● nosetests
Counter tests
- It should create a counter

    It should return an error for duplicates

    It should get a counter

    It should update a counter

Name
               Stmts Miss Cover
src/counter.py 22 2
                              91%
                                   34, 46
src/status.py
                  6 0 100%
                  28 2
TOTAL
                              93%
Ran 4 tests in 0.118s
0K
```

After adding the handler to process a GET request on route /counters/<name> the test now passes.