

PDA Static and Dynamic Testing Task A

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→ PDA_Static_and_Dynamic_Task_A git:(master) x ruby specs/spec_testing_task_2.rb  
specs/spec_testing_task_2.rb:3:in `require_relative': /Users/dunk/codeclan_work/PDA evidence/evidenc  
e_homework/PDA_Static_and_Dynamic_Task_A/testing_task_2.rb:33: syntax error, unexpected end-of-input  
, expecting keyword_end (SyntaxError)  
    from specs/spec_testing_task_2.rb:3:in `<main>'
```

This error is due to there being no end statement to close the CardGame class

Cards Total Method

```
30  
31 def self.cards_total()  
32   total  
33   for card in cards  
34     total += card.value  
35     return "You have a total of" + total  
36   end  
37 end  
49  
50  
51 def test_cards_total()  
52   result = CardGame.cards_total(@cards)  
53   assert_equal("You have a total of 2",  
54               * result)  
55 end  
56  
→ PDA_Static_and_Dynamic_Task_A git:(master) x ruby specs/spec_testing_task_2.rb  
Run options: --seed 35580  
  
# Running:  
  
E..  
  
Finished in 0.001569s, 1912.0459 runs/s, 1274.6972 assertions/s.  
  
1) Error:  
CardGameTest#test_cards_total:  
ArgumentError: wrong number of arguments (given 1, expected 0)  
    /Users/dunk/codeclan_work/PDA evidence/evidence_homework/PDA_Static_and_Dynamic_Task_A/testing_t  
ask_2.rb:31:in `cards_total'  
    specs/spec_testing_task_2.rb:52:in `test_cards_total'  
  
3 runs, 2 assertions, 0 failures, 1 errors, 0 skips
```

This test failed due to the variable “total” not being set at the start of the loop, also there are no arguments being passed into the test. The result of the loop (total) needs to be set to a string on return.

```
30
31 def self.cards_total(cards)
32   total = 0
33   for card in cards
34     total += card.value
35     return "You have a total of " +
36       * total.to_s
37   end
38 end
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50
51 def test_cards_total()
52   result = CardGame.cards_total(@cards)
53   assert_equal("You have a total of 2",
54     * result)
55 end
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→ PDA_Static_and_Dynamic_Task_A git:(master) ✖ ruby specs/spec_testing_task_2.rb
Run options: --seed 25314

Running:

...

Finished in 0.001024s, 2929.6875 runs/s, 2929.6875 assertions/s.

3 runs, 3 assertions, 0 failures, 0 errors, 0 skips
→ PDA_Static_and_Dynamic_Task_A git:(master) ✖

Here the test is now passing

Check for Ace Method

```
23
24 def checkforAce(card)
25   if card.value = 1
26     return true
27   else
28     return false
29   end
30 end
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```

→ PDA_Static_and_Dynamic_Task_A git:(master) ✖ ruby specs/spec_testing_task_2.rb
Run options: --seed 6687

Running:

...E

Finished in 0.001040s, 3846.1538 runs/s, 2884.6154 assertions/s.

1) Error:
CardGameTest#test_check_for_ace:
NoMethodError: undefined method `check_for_ace' for #<CardGame:0x007ff07783aa08>
Did you mean? checkforAce
specs/spec_testing_task_2.rb:34:in `test_check_for_ace'

4 runs, 3 assertions, 0 failures, 1 errors, 0 skips
→ PDA_Static_and_Dynamic_Task_A git:(master) ✖

Here, the method name does not follow Ruby naming conventions and is all mixed up. It needed to be refactored. The start of the if statement is trying to set the value of the variable rather than compare it due to there being a missing =

```
10
11 def check_for_ace(card)
12   if card.value == 1
13     return true
14   else
15     return false
16   end
17 end
18
19
31
32 def test_check_for_ace()
33   result =
34     * @cardgame_1.check_for_ace(@card_5)
35   assert_equal(false, result)
36 end
37
38
39
```

→ PDA_Static_and_Dynamic_Task_A git:(master) ✖ ruby specs/spec_testing_task_2.rb
Run options: --seed 32893

Running:

....

Finished in 0.001131s, 3536.6932 runs/s, 3536.6932 assertions/s.

4 runs, 4 assertions, 0 failures, 0 errors, 0 skips

→ PDA_Static_and_Dynamic_Task_A git:(master) ✖

Here the test is now passing

Highest Card Method

```
31
32
33 def highest_card(card1 card2)
34   if card1.value > card2.value
35     return card.name
36   else
37     card2
38   end
39 end
40 end
41
42
44
45 def test_highest_card()
46   result =
47     * @cardgame_1.highest_card(@card_1,
48     * @card_4)
49   assert_equal(@card_4, result)
50 end
51
52
53
```

→ PDA_Static_and_Dynamic_Task_A git:(master) ✖ ruby specs/spec_testing_task_2.rb
specs/spec_testing_task_2.rb:3:in `require_relative': /Users/dunk/codeclan_work/PDA evidence/evidenc
e_homework/PDA_Static_and_Dynamic_Task_A/testing_task_2.rb:40: syntax error, unexpected keyword_end,
expecting end-of-input (SyntaxError)
from specs/spec_testing_task_2.rb:3:in `<main>'
→ PDA_Static_and_Dynamic_Task_A git:(master) ✖

Here the test is failing due to there being an extra end statement, the def spelled wrongly, "card being an undefined variable, the Card class having no .name method associated with it. There is also no comma separating the arguments for the method.

```
23
24 def highest_card(card1, card2)
25   if card1.value > card2.value
26     return card1
27   else
28     card2
29   end
30 end
31
32
33
44
45 def test_highest_card()
46   result =
47     • @cardgame_1.highest_card(@card_1,
48     • @card_4)
49   assert_equal(@card_4, result)
50 end
51
52
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```

• PDA_Static_and_Dynamic_Task_A git:(master) x ruby specs/spec_testing_task_2.rb
Run options: --seed 18233

* Running:

.....

Finished in 0.001149s, 4351.6100 runs/s, 4351.6100 assertions/s.

5 runs, 5 assertions, 0 failures, 0 errors, 0 skips

• PDA_Static_and_Dynamic_Task_A git:(master) x

Here is the function running and the test passing after these errors have been corrected