LAB REPORT - TDD

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1. Summary

* Refactored the testing code and implemented code before.
* Completed B1 --- implement the given interface.
* Completed B2 --- implement login method.
* Completed B3 --- implement hasMember method.
* Completed B4 --- implement acceptFriendRequestsExplicitly method.
* Partially completed B5, B6, B7, B8.

2. Lessons Learned

* Interface. Before I did not learn Interface a lot, and after this lab, I know how to use interface correctly and all the methods in the interface should be overridden in the class, which implements the interface.
* TDD. Before I never used TDD when developing, now I learned that I should writing tests before implement the detailed method when developing, which can help me reduce mistakes.
* I think I implement the login test very well. Firstly I designed a person login then let another person login. The member who has logined before in the social network should be changed to the latter.
* Challenges: I think I am easy to be confused to the instruction and have to ask TA for detailed explanation. But after the explanation, I can complete the method requird.
* I will read the instructions more carefully next time to prepare better, because this time I spent much time on refactoring the code before. I think if I have completed the refactoring part before this lab, I would be more focused on implementing new parts.

3. Suggestions for Improvements (Optional)

* I was wondering if the instruction of this lab could be more specific. Such as in B2, “a user must login to with her Account handle to be able to access the remaining public interface of SocialNetwork(except join)” should tell us other people who do not login should do and how they cannot access the remaining interface, for example, the methods retull null or something else.