Test Report

HashTableAddTo

The first test conducted was regarding the AddTo function of the Hash Table. This test checked if the AddTo function properly added Texture2D’s to the Hash Table by comparing the hash key of a Texture2D to its corresponding Texture2D, and returning true if they are the same. This test yielded the expected results.

ObjectPoolAllocate

The second test conducted was regarding the Allocate function of the Object Pool. This test checked if the Allocate function properly allocated Critters to the Object Pool by comparing the supposed position of a Critter in the Object Pool with the Critter, and returning true if they are the same. This test yielded the expected results.

ObjectPoolDeallocate

The third test conducted was regarding the Deallocate function of the Object Pool. This test checked if the Deallocate function properly deallocated Critters from the Object Pool by comparing the supposed position of a Critter in the Object Pool with the Critter, and returning true if they aren’t the same. This test yielded the expected results.