Testing

Unit Tests	Modules
constructObjectTest (Ricardo Munoz): tests that all of the constructors for the parts of speech work properly	
constructObjectTest:	constructObject
checkRulesTest (Eron Lake): this tests that the rules a are properly returning if they can be shift reduced or not	
checkRulesTest	checkRules
getShiftReduceNameTest (Eron Lake): this checks that given two word.nodes will shift reduce properly to right type of node	
getShiftReduceNameTest	getShiftReduceName
isValidSentenceTest (Robert James): this test runs the invalid sentence on an input of a word object list This test runs the function on a number of different sentences, with some returning true, and some returning false to show what kind of inputs cannot be accepted	
isValidSentenceTest	isValidSentence
isValidSentenceTest1	isValidSentence
isValidSentenceTest2	isValidSentence
isValidSentenceTest3	isValidSentence
isValidSentenceTest4	isValidSentence
isValidSentenceTest5	isValidSentence
[other members of the group were working on the UI and had no way to make unit tests]	