CS 1632 – DELIVERABLE 2: Unit Testing CitySim9006

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<https://github.com/jaf177/CS-1632-Deliverable-2>

+2 Issue #5

The biggest issues I had when writing this code were that: 1) I am not comfortable using Ruby just yet and 2) I was not sure the best way to create tests. These issues went hand in hand for most of the project. I did not know the best way to solve X problem in Ruby, so I thought of a way to convert the solution from Java. This resulted in a lot of time spent trying to translate the code, without actually creating anything new. Additionally, since I didn’t know the cleanest way to do things, my ability to test different methods became limited. Instead of having nice, short methods, some became very bloated and testing them became difficult. I continuously wrote tests that might check a certain feature, but did not have the methods written to stop code when needed. Therefore I was unable to go into a whole lot a detail. I liked getting to work on this in Ruby and I feel overall more comfortable with the language, but the path to get here was a mess. Based on the way I created my classes, I’m not sure how to properly uses stubs. Only one of my classes really do anything (which is a flaw), but since the software appears free of defects, I’m not sure how to best continue. On one hand I can redo the project to specifically tackle stubbing, but that introduces potential regression failures, I’m not sure that is in my best interest. On the other hand, I can leave the project where it is, which fulfills the code requirements, but not the testing requirements. Unfortunately, I believe it is in my best interest to not recreate the project and just continue onward.

