CS 1632 – DELIVERABLE 2: Unit Testing CitySim9006

James Finkel

Jaf177

<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.

EDIT: I changed around a decent amount of the code in order to better fulfill the requirements. It still is not completely clean, but the tests are overall better and more useful. More features are tested and more examples are used.

