Evidence for Project Unit

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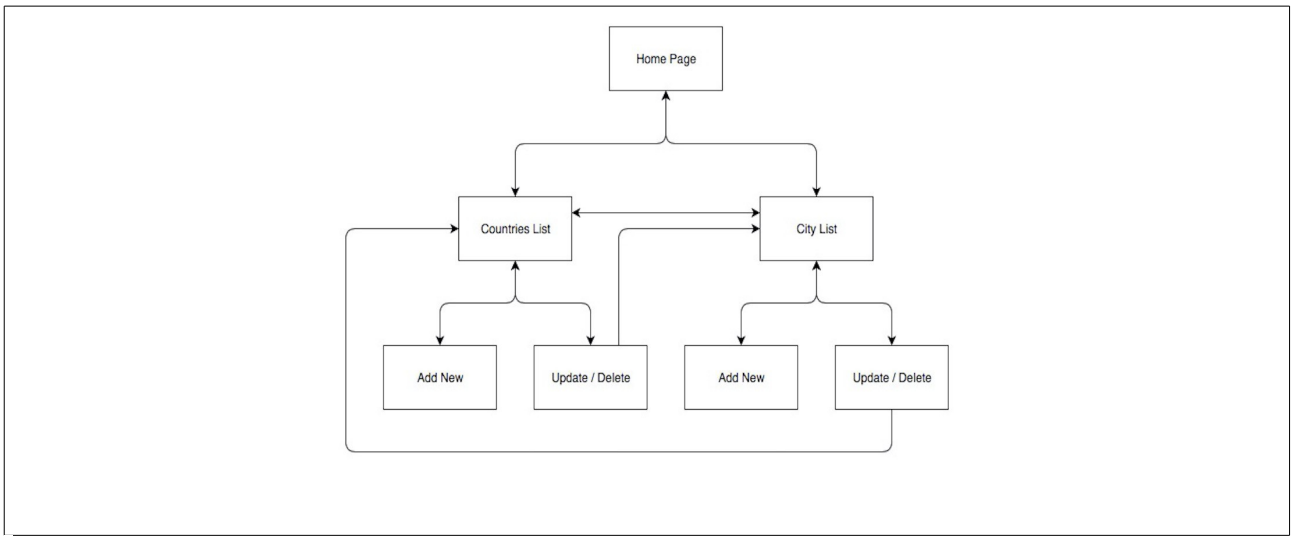
P. 1 Github Contributors page
Evidence for unit

P. 2 Project Brief
Evidence for unit

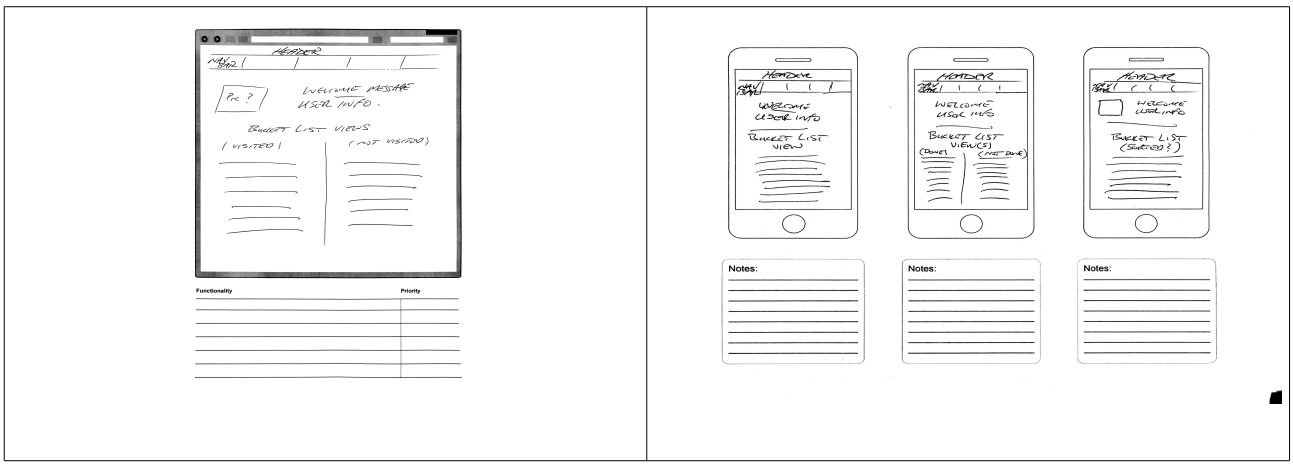
P. 3 Use of Trello
Evidence for unit

P. 4 Acceptance Criteria
Evidence for unit

P. 5 User sitemap



P. 6 Wireframes designs



P. 7 System interactions diagrams

Evidence for unit	Evidence for unit

P. 8 Two Object Diagrams

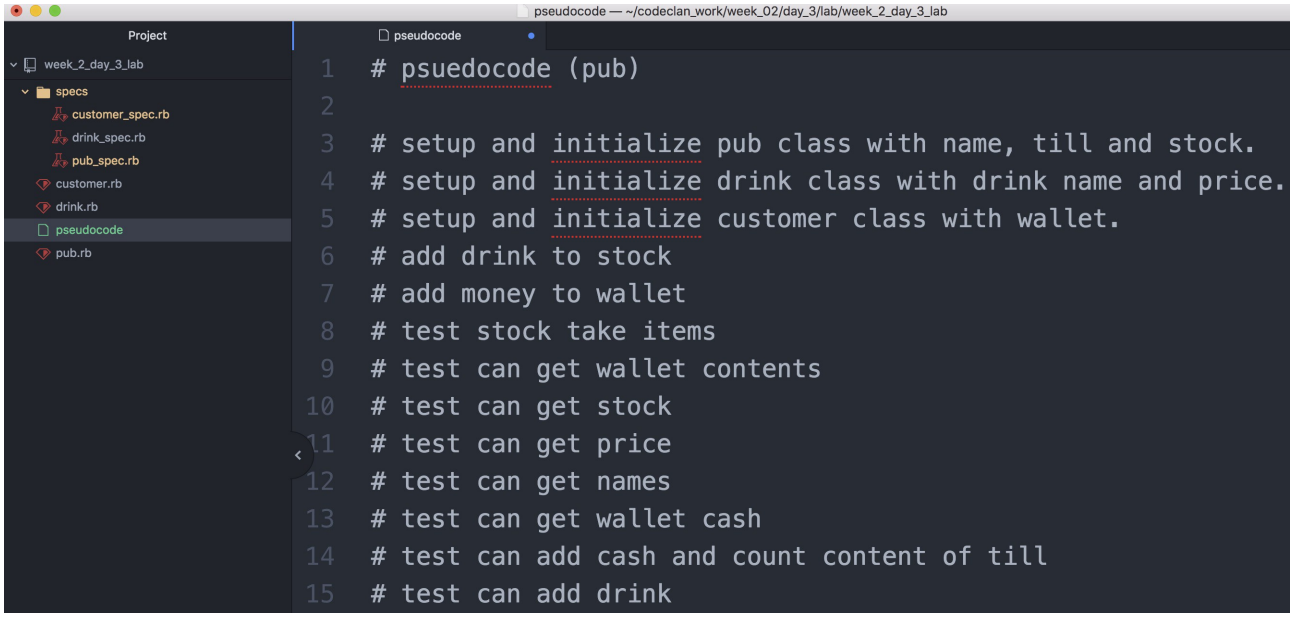
Evidence for unit Evidence for unit

P. 9 Choice of two algorithms (find the algorithms on a program you might have written, show the code you have used.)

On this example please take a screenshot and write what it is doing and why you decided to use it.

P. 10 Example of Pseudocode

Evidence for unit



P. 11 Github link to one of your projects

P. 12 Screenshot of your planning and the different stages of development to show changes.

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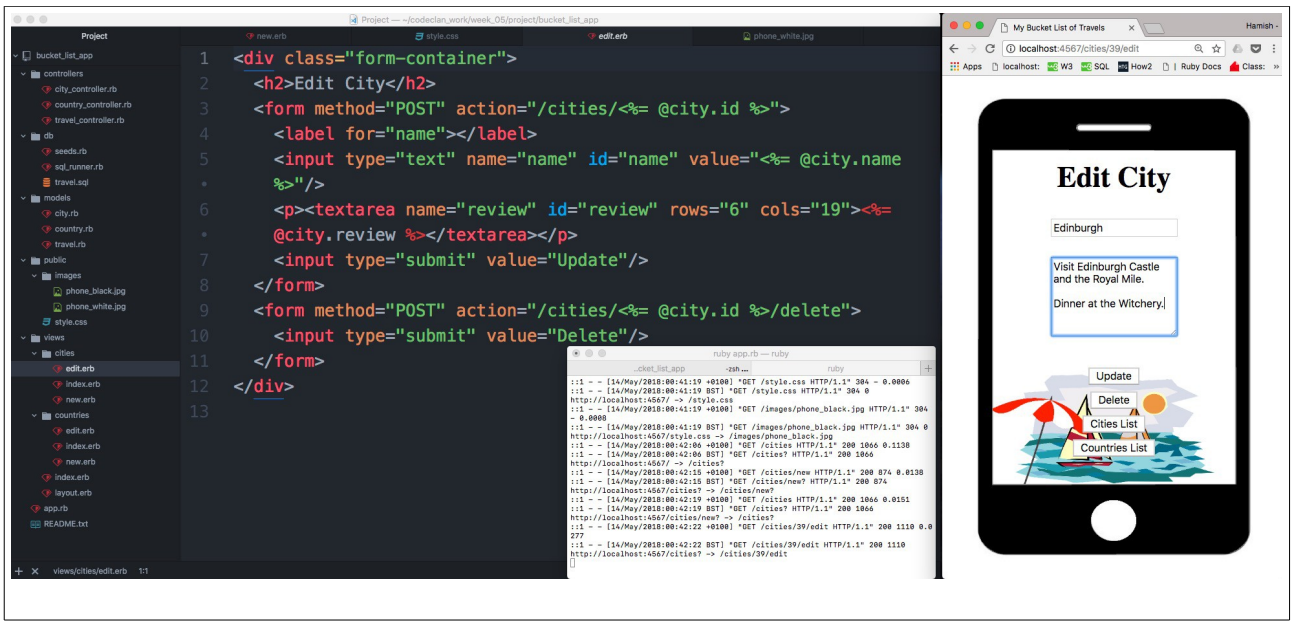
P. 13 User input

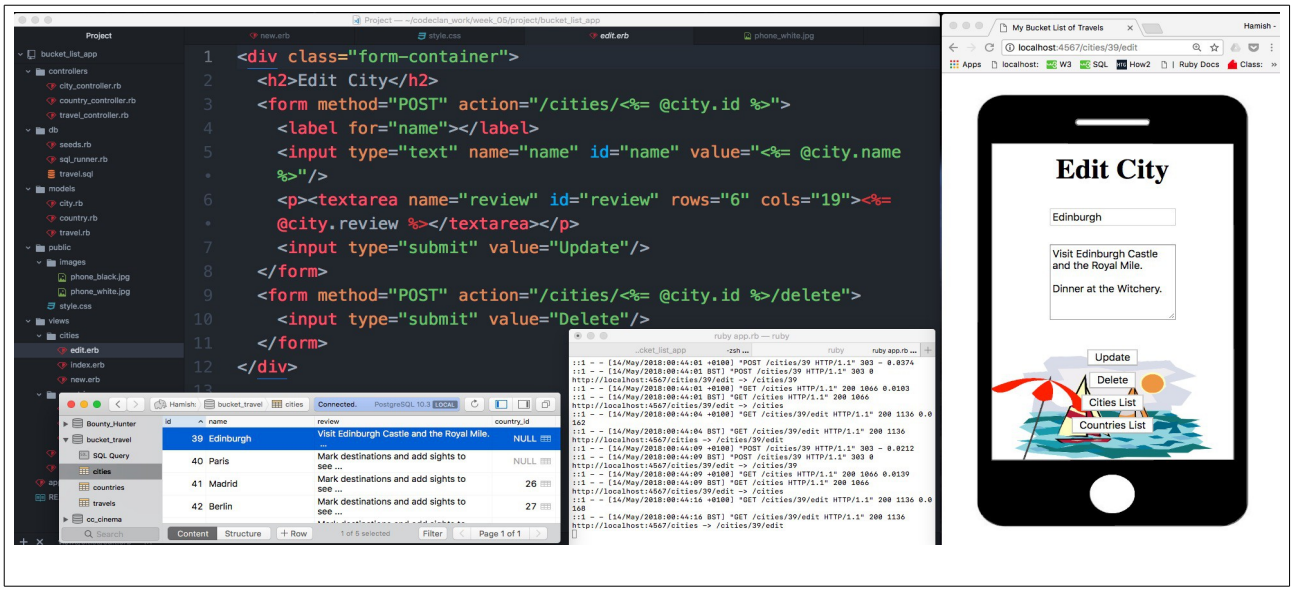
User inputs and edits a City, adding places to visit.



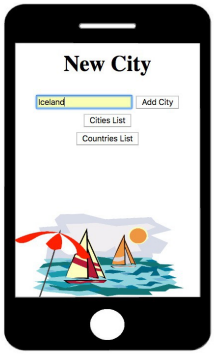
P. 14 Interaction with data persistence

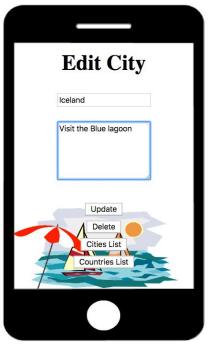
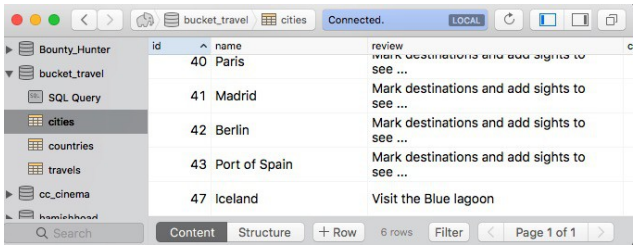
Make sure you show the input being added.

User inputs a City, adds places to visit and saves the information which is then added to the database as shown.



P. 15 User output result



User inputs information and clicks add city which adds information to the database.	The system then returns a list of cities showing the new city has been added to the database.
 The user can then update (or delete) city information, such as a place to visit.	 The information is then added to the database as shown in the above tables.

P. 16 Bug tracking report showing the errors diagnosed and corrected.

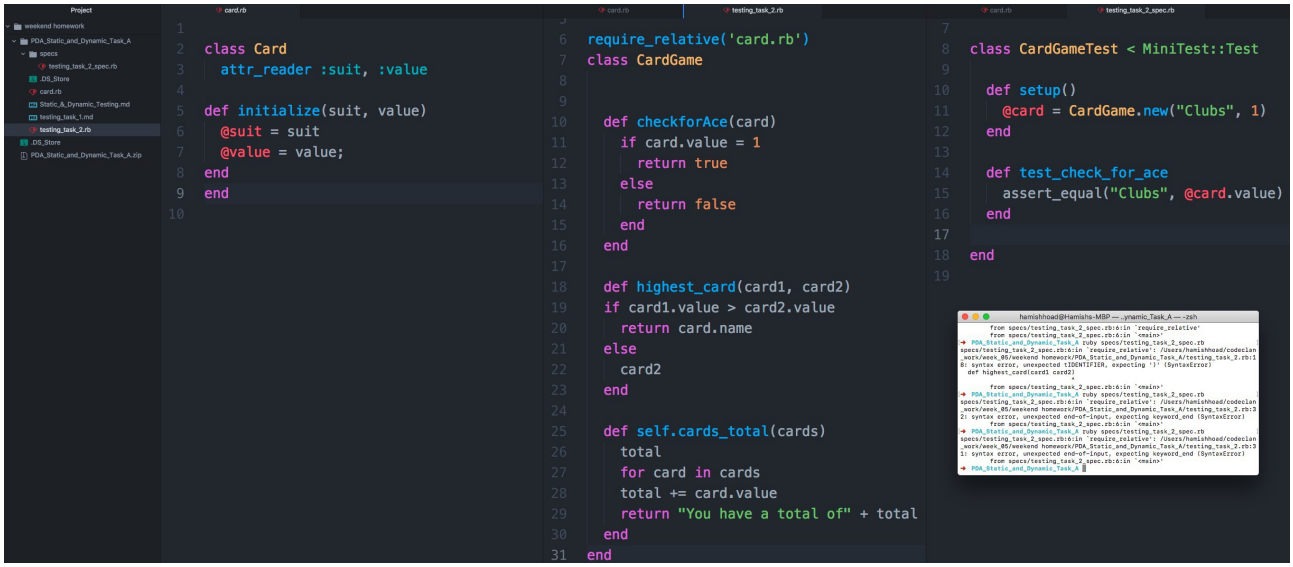
Evidence for unit

P. 17 Testing your program

Show the test code, the test not passing.....and then the test fixed.

Example of test code

with the test NOT passing



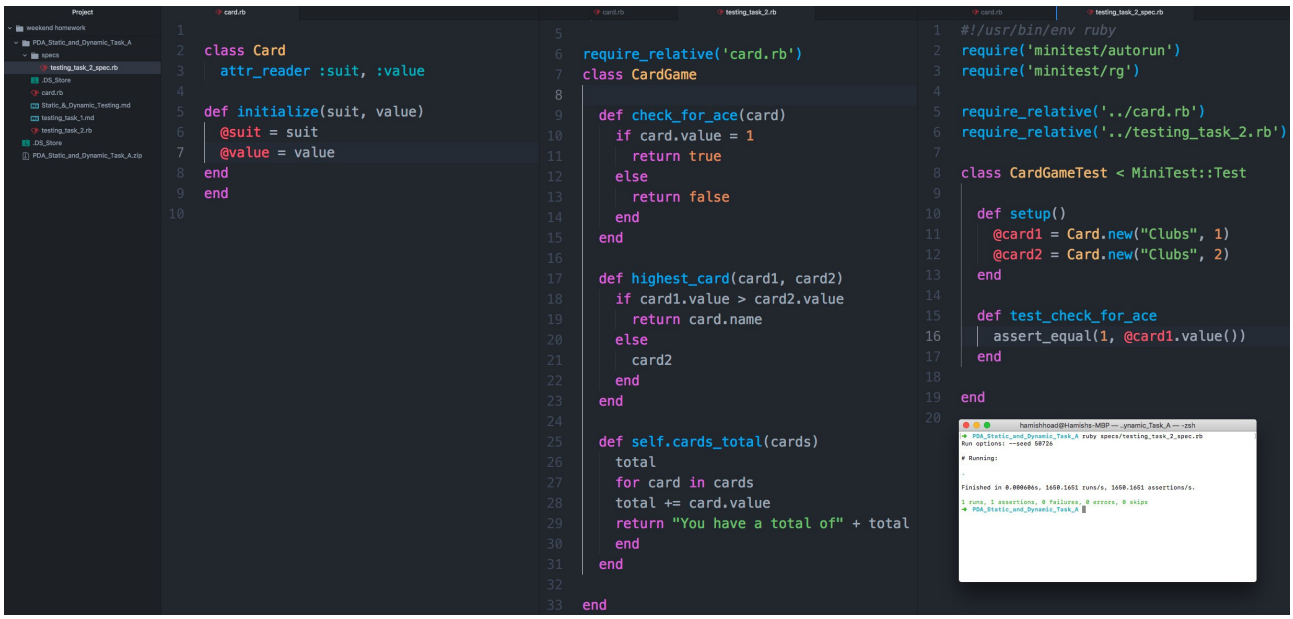
```ruby
class Card
  attr_reader :suit, :value

def initialize(suit, value)
  @suit = suit
  @value = value;
end
end
```

```ruby
require_relative('card.rb')
class CardGame


  def checkforAce(card)
    if card.value = 1
      return true
    else
      return false
    end
  end

  def highest_card(card1, card2)
  if card1.value > card2.value
    return card.name
  else
    card2
  end

  def self.cards_total(cards)
    total
    for card in cards
    total += card.value
    return "You have a total of" + total
  end
end
```

```ruby
class CardGameTest < MiniTest::Test

  def setup()
    @card = CardGame.new("Clubs", 1)
  end

  def test_check_for_ace
    assert_equal("Clubs", @card.value)
  end

end
```

Example of test code

with the test then passing


Project
weekend homework
PDA_Static_and_Dynamic_Task_A
specs
testing_task_2_spec.rb
.DS_Store
card.rb
Static_&_Dynamic_Testing.md
testing_task_1.md
testing_task_2.rb
.DS_Store
PDA_Static_and_Dynamic_Task_A.zip
card.rb
class Card
attr_reader :suit, :value
def initialize(suit, value)
@suit = suit
@value = value
end
end
card.rb
testing_task_2.rb
require_relative('card.rb')
class CardGame
def check_for_ace(card)
if card.value = 1
return true
else
return false
end
end
def highest_card(card1, card2)
if card1.value > card2.value
return card.name
else
card2
end
end
def self.cards_total(cards)
total
for card in cards
total += card.value
return "You have a total of" + total
end
end
end
card.rb
testing_task_2_spec.rb
#!/usr/bin/env ruby
require('minitest/autorun')
require('minitest/rg')
require_relative('../card.rb')
require_relative('../testing_task_2.rb')
class CardGameTest < MiniTest::Test
def setup()
@card1 = Card.new("Clubs", 1)
@card2 = Card.new("Clubs", 2)
end
def test_check_for_ace
assert_equal(1, @card1.value())
end
end
hamishhoad@Hamishs-MBP — ...ynamic_Task_A — -zsh
PDA_Static_and_Dynamic_Task_A ruby specs/testing_task_2_spec.rb
Run options: --seed 50726
Running:
.
Finished in 0.000606s, 1650.1651 runs/s, 1650.1651 assertions/s.
1 runs, 1 assertions, 0 failures, 0 errors, 0 skips
PDA_Static_and_Dynamic_Task_A