

Tests

The following methods are used when testing the program.

Unit Test

A Java framework, JUnit5, has been used within the process. You may consult to `com.luox6.conway.test` for the written test cases.

Included Sections

- row/col length getters
- class constructor
- `getCell` cell status with coordinate wrapping
- neighbour live cell counts around specific coordinates
- `toString` string representation/output format

The above have tested class's construction, mutations, and expected string representation.

Run Unit Test

You may use your favourite IDE integration with JUnit. Please consult JUnit manual. However, if you would like to use `ConsoleLauncher`, after compiling the program following the instruction in `readme.md`, try the following command for unit test result.

```
$ # The following bash command should run at project root directory
$ java -jar deps/junit-platform-console-standalone-1.7.0.jar -cp ./src --scan-class-path
```

Thanks for using JUnit! Support its development at <https://junit.org/sponsoring>

```
|
├─ JUnit Jupiter ✓
|   └─ ConwayMapTest ✓
|       ├── getMapRowLength() ✓
|       ├── isValidCoordinate() ✓
|       ├── getMapColLength() ✓
|       ├── testToString() ✓
|       ├── getCell() ✓
|       └─ neighbours() ✓
└─ JUnit Vintage ✓
```

Test run finished after 89 ms

```
[ 3 containers found ]
[ 0 containers skipped ]
[ 3 containers started ]
[ 0 containers aborted ]
```

```
[    3 containers successful ]
[    0 containers failed   ]
[    6 tests found        ]
[    0 tests skipped      ]
[    6 tests started      ]
[    0 tests aborted      ]
[    6 tests successful    ]
[    0 tests failed       ]
```

Manual Test

However, the unit test cannot cover some corner cases, e.g.:

- Seed file parsing
- IO/Input validation
- ...

In order to test these cases, here we have some crafted files, which are also listed in manual->Example Args section. These cases have covered the following topics:

- example1.txt -> Given test file from homework description
- example2.txt -> Wrapping, neighbour counts, simple, mostly static case
- example3.txt -> Wrapping, neighbour counts, complex moving case
- invalid1.txt -> Seed file with < 2 rows
- invalid2.txt -> Seed file with < 2 columns
- invalid3.txt -> Seed file with undefined char
- invalid4.txt -> Seed file with inconsistent rows
- invalid5.txt -> Empty seed file

Commands to run these examples have also listed in the manual. It is believed that these cases cover most of the common mistakes that users would make.

Game rules are also tested at **example2.txt** and **example3.txt** by stepping through the generated files.

Some examples inspired by wikipedia.