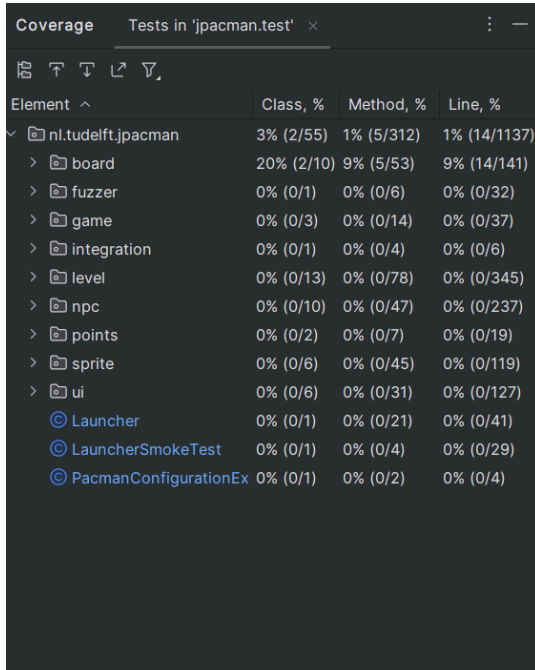


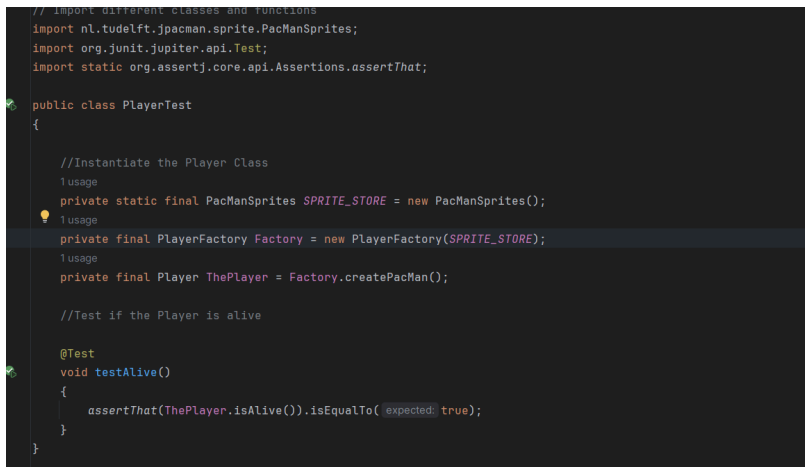
Forked jpacman: <https://github.com/tnishamon/2DRogueLikeUnityGame/tree/jpacman>

Task 1



The screenshot shows the Coverage tool interface for tests in 'jpacman.test'. The table lists the following elements and their coverage percentages:

Element	Class, %	Method, %	Line, %
nl.tudelft.jpacman	3% (2/55)	1% (5/312)	1% (14/1137)
board	20% (2/10)	9% (5/53)	9% (14/141)
fuzzer	0% (0/1)	0% (0/6)	0% (0/32)
game	0% (0/3)	0% (0/14)	0% (0/37)
integration	0% (0/1)	0% (0/4)	0% (0/6)
level	0% (0/13)	0% (0/78)	0% (0/345)
npc	0% (0/10)	0% (0/47)	0% (0/237)
points	0% (0/2)	0% (0/7)	0% (0/19)
sprite	0% (0/6)	0% (0/45)	0% (0/119)
ui	0% (0/6)	0% (0/31)	0% (0/127)
Launcher	0% (0/1)	0% (0/21)	0% (0/41)
LauncherSmokeTest	0% (0/1)	0% (0/4)	0% (0/29)
PacmanConfigurationEx	0% (0/1)	0% (0/2)	0% (0/4)



```
// Import different classes and functions
import nl.tudelft.jpacman.sprite.PacManSprites;
import org.junit.jupiter.api.Test;
import static org.assertj.core.api.Assertions.assertThat;

public class PlayerTest
{
    //Instantiate the Player Class
    1 usage
    private static final PacManSprites SPRITE_STORE = new PacManSprites();
    1 usage
    private final PlayerFactory Factory = new PlayerFactory(SPRITE_STORE);
    1 usage
    private final Player ThePlayer = Factory.createPacMan();

    //Test if the Player is alive

    @Test
    void testAlive()
    {
        assertThat(ThePlayer.isAlive()).isEqualTo(expected: true);
    }
}
```

Is the coverage good enough?

No, the coverage only covers 3% of the entire code, and it only looks through the board. We probably do not need 100% coverage, but the more the better and at the moment it is very sparse.

Task 2

```
9
10 import static org.assertj.core.api.AssertionsForClassTypes.assertThat;
11
12 ± trishamon
13 public class SpriteTest
14 {
15     2 usages
16     private final PacManSprites sprites = new PacManSprites();
17     // Sprite list, int frames, bool loop
18
19     1 usage
20     private final AnimatedSprite deathAnimation = sprites.getPacManDeathAnimation();
21
22     ± trishamon
23     @Test
24     void spriteDrawn()
25     {
26         assertThat(sprites.getPelletSprite()).isNotNull();
27     }
28
29     ± trishamon
30     @Test
31     void checkHeightOfDeathAnimation() { assertThat(deathAnimation.getHeight()).isBetween(0, 100); }
```

```
7 import static org.assertj.core.api.AssertionsForClassTypes.assertThat;
8
9 ± trishamon
10 public class FactorySinglePlayerTest
11 {
12     //Instantiate the Player Class
13     1 usage
14     private static final PacManSprites SPRITE_STORE = new PacManSprites();
15     1 usage
16     private final PlayerFactory Factory = new PlayerFactory(SPRITE_STORE);
17     1 usage
18     private final GameFactory GF = new GameFactory(Factory);
19
20     // I tried very hard to test createSinglePlayerGame, but it became very difficult to initialize everything
21     ± trishamon
22     @Test
23     void testSP()
24     {
25         assertThat(GF.getPlayerFactory()).isNotNull();
26     }
27 }
28
```

Coverage Tests in 'ipacman.test' ×			
Element ^	Class, %	Method, %	Line, %
✓ nl.tudelft.ipacman	18% (10/55)	12% (37/305)	9% (109/1147)
> board	20% (2/10)	9% (5/53)	9% (14/141)
> fuzzer	0% (0/1)	0% (0/6)	0% (0/32)
> game	33% (1/3)	14% (2/14)	8% (4/45)
> integration	0% (0/1)	0% (0/4)	0% (0/6)
> level	15% (2/13)	6% (5/78)	3% (13/350)
> npc	0% (0/10)	0% (0/47)	0% (0/237)
> points	0% (0/2)	0% (0/7)	0% (0/19)
> sprite	83% (5/6)	65% (25/38)	67% (78/116)
> ui	0% (0/6)	0% (0/31)	0% (0/127)
⦿ Launcher	0% (0/1)	0% (0/21)	0% (0/41)
⦿ LauncherSmokeTest	0% (0/1)	0% (0/4)	0% (0/29)
⦿ PacmanConfigurationException	0% (0/1)	0% (0/2)	0% (0/4)

Task 3

jpacman

Element	Missed Instructions	Cov.	Missed Branches	Cov.	Missed	Cnty	Missed	Lines	Missed	Methods	Missed	Classes
nl.tudelft.jpacman.ui	<div><div></div></div>	77%	<div><div></div></div>	47%	54	86	21	144	7	31	0	6
nl.tudelft.jpacman.sprite	<div><div></div></div>	86%	<div><div></div></div>	59%	30	70	11	113	5	38	0	5
nl.tudelft.jpacman.points	<div><div></div></div>	60%	<div><div></div></div>	75%	1	11	5	21	0	9	0	2
nl.tudelft.jpacman.npc.ghost	<div><div></div></div>	71%	<div><div></div></div>	55%	56	105	43	181	5	34	0	8
nl.tudelft.jpacman.npc	<div><div></div></div>	100%	<div><div></div></div>	n/a	0	4	0	8	0	4	0	1
nl.tudelft.jpacman.level	<div><div></div></div>	67%	<div><div></div></div>	57%	74	155	104	344	21	69	4	12
nl.tudelft.jpacman.game	<div><div></div></div>	89%	<div><div></div></div>	60%	9	24	3	45	1	14	0	3
nl.tudelft.jpacman.board	<div><div></div></div>	86%	<div><div></div></div>	58%	44	93	2	110	0	40	0	7
nl.tudelft.jpacman	<div><div></div></div>	69%	<div><div></div></div>	25%	12	30	18	52	6	24	1	2
default	<div><div></div></div>	0%	<div><div></div></div>	0%	12	12	21	21	5	5	1	1
Total	1,210 of 4,694	74%	293 of 637	54%	292	590	228	1,039	50	268	6	47

- Are the coverage results from JaCoCo similar to the ones you got from IntelliJ in the last task? Why so or why not?
- Did you find the source code visualization from JaCoCo on uncovered branches helpful?
- Which visualization did you prefer and why? IntelliJ's coverage window or JaCoCo's report?

No, the coverage results from JaCoCo cover much more of the code than my own tests. I do most of my tests in sprite, but without testing EmptySprite, I overall have less coverage. There do seem to be a few select differences between JaCoCo and IntelliJ's output, like my output has 5 out of 6 classes found, but JaCoCo only found 5 classes. This is likely because my code counts the sprite interface as a class and we do not go through EmptySprite. If I did more tests in foundational Classes like NPC, board, or game my coverage might have been much greater. If I managed to implement createSinglePlayerGame like I had planned my coverage would be very similar since it needs to instantiate many classes, but I had trouble and made my task a little simpler by testing getPlayerFactory.

The source code visualization from JaCoCo was sort of helpful, it lets me see specifically where things are missed. Overall, I prefer the JaCoCo coverage for getting the extra information about everything, but I do think the IntelliJ coverage window has a place. If I had a large, finished project I think the JaCoCo coverage report is much better since it goes in depth. As I am working on a project and am coding things up, the IntelliJ coverage window is much more convenient and I think gives more than enough information.

Task 4

```
def test_repr(self):
    # Test the representation of a account
    account = Account()
    account.name = "Foo"
    self.assertEqual(str(account), "<Account 'Foo'>")

def test_to_dict(self):
    #Test account dict
    data = ACCOUNT_DATA[self.rand]
    account = Account(**data)
    result = account.to_dict()
    self.assertEqual(account.name, result["name"])
    self.assertEqual(account.email, result["email"])
    self.assertEqual(account.phone_number, result["phone_number"])
    self.assertEqual(account.disabled, result["disabled"])
    self.assertEqual(account.date_joined, result["date_joined"])
```

```
def test_from_dict(self):
    #Test from_dict
    data = ACCOUNT_DATA[self.rand]
    account = Account(**data)
    tmp = account.to_dict()
    result = account.from_dict(tmp)
```

```
def test_update(self):
    #Test update
    account = Account()
    account.create()
    account.id = 1
    account.update()

    self.assertEqual(account.id, 1)

    account.id = None
    account.update()
```

```
def test_delete(self):
    # Test delete
    account = Account()
    account.create()
    account.name = "Foo"
    account.delete()
    self.assertEqual(account.name, "Foo")
```

```
def test_find(self):
    account = Account()
    account.create()
    account.id = 1
    account.find(1)
    self.assertEqual(account.id, 1)
```

Name	Stmts	Miss	Cover	Missing
models/__init__.py	7	0	100%	
models/account.py	40	0	100%	
TOTAL	47	0	100%	

Ran 8 tests in 0.454s

Task 5

- runTest (ERROR)

=====

ERROR: Failure: ModuleNotFoundError (No module named 'src.counter')

Traceback (most recent call last):

File "/home/matt/.local/lib/python3.10/site-packages/nose/failure.py", line 39
, in runTest

raise self.exc_val.with_traceback(self.tb)

File "/home/matt/.local/lib/python3.10/site-packages/nose/loader.py", line 417
, in loadTestsFromName

module = self.importer.importFromPath(

File "/home/matt/.local/lib/python3.10/site-packages/nose/importer.py", line 47, in importFromPath

return self.importFromDir(dir_path, fqname)

File "/home/matt/.local/lib/python3.10/site-packages/nose/importer.py", line 94, in importFromDir

mod = load_module(part_fqname, fh, filename, desc)

File "/usr/lib/python3.10/imp.py", line 235, in load_module

return load_source(name, filename, file)

File "/usr/lib/python3.10/imp.py", line 172, in load_source

module = _load(spec)

```
future release
warnings.warn(
```

Unloadable or unexecutable test.

A Failure case is placed in a test suite to indicate the presence of a test that could not be loaded or executed. A common example is a test module that fails to import.

- runTest (ERROR)

```
=====
ERROR: Failure: ImportError (cannot import name 'app' from 'src.counter' (/home/
matt/Project/tdd/src/counter.py))
-----
Traceback (most recent call last):
  File "/home/matt/.local/lib/python3.10/site-packages/nose/failure.py", line 39
, in runTest
    raise self.exc_val.with_traceback(self.tb)
  File "/home/matt/.local/lib/python3.10/site-packages/nose/loader.py", line 417
, in loadTestsFromName
    module = self.importer.importFromPath(
  File "/home/matt/.local/lib/python3.10/site-packages/nose/importer.py", line 4
```

```

/usr/lib/python3/dist-packages/pkg_resources/__init__.py:116: PkgResourcesDeprec
ationWarning: 0.1.43ubuntu1 is an invalid version and will not be supported in a
future release
warnings.warn(
```

Name	Stmts	Miss	Cover	Missing
src/counter.py	2	0	100%	
src/status.py	6	0	100%	
TOTAL	8	0	100%	

Ran 0 tests in 0.120s

OK

```

=====
ERROR: It should return an error for duplicates
-----
Traceback (most recent call last):
  File "/home/matt/.local/lib/python3.10/site-packages/nose/case.py", line 198,
in runTest
    self.test(*self.arg)
TypeError: test_duplicate_a_counter() missing 1 required positional argument: 's
elf'

Name                Stmts   Miss  Cover   Missing
-----
src/counter.py       12      6    50%    14-20, 23
src/status.py         6      0   100%
-----
TOTAL                 18      6    67%
-----

Ran 2 tests in 0.106s

FAILED (errors=2)

matt@matt-MacBookPro:~/Project/tdd$ ^C
matt@matt-MacBookPro:~/Project/tdd$

```

These are the results no matter what I updated. Something with nosetests must be wrong and I have been troubleshooting it for a while. It worked for Task 4 so I am unsure what the problem is.

```

def test_create_a_counter(self):
    """It should create a counter"""
    client = app.test_client()
    result = client.post('/counters/foo')
    self.assertEqual(result.status_code, status.HTTP_201_CREATED)

def test_duplicate_a_counter(self):
    """It should return an error for duplicates"""
    result = self.client.post('/counters/bar')
    self.assertEqual(result.status_code, status.HTTP_201_CREATED)
    result = self.client.post('/counters/bar')
    self.assertEqual(result.status_code, status.HTTP_409_CONFLICT)

```

```

from flask import Flask

app = Flask(__name__)

COUNTERS = {}

# We will use the app decorator and create a route called slash counters.
# specify the variable in route <name>
# let Flask know that the only methods that is allowed to called
# on this function is "POST".
@app.route('/counters/<name>', methods=['POST'])
def create_counter(name):
    """Create a counter"""
    app.logger.info(f"Request to create counter: {name}")
    global COUNTERS
    if name in COUNTERS:
        return {"Message": f"Counter {name} already exists"}, status.HTTP_409_CONFLICT

    COUNTERS[name] = 0
    return {name: COUNTERS[name]}, status.HTTP_201_CREATED

```



```

=====
ERROR: test_counter.test_update_a_counter
-----
Traceback (most recent call last):
  File "/home/matt/.local/lib/python3.10/site-packages/nose/case.py", line 198,
in runTest
    self.test(*self.arg)
TypeError: test_update_a_counter() missing 1 required positional argument: 'self'

Name                Stmts   Miss  Cover   Missing
-----
src/counter.py       15      8    47%    14-20, 25-28
src/status.py         6      0   100%
-----
TOTAL                 21      8    62%
-----
Ran 3 tests in 0.128s

FAILED (errors=3)

```

Below is the code from the above tests

```

def test_update_a_counter(self):
    result = self.client.post('/counters/meep')
    self.assertEqual(result.status_code, status.HTTP_201_CREATED)
    result2 = self.client.post('/counters/meep')
    self.assertEqual(result.status_code, status.HTTP_200_OK)
    self.assertNotEqual(result, result2)

```

```

@app.route('/counters/<name>', methods=['PUT'])
def update_counter(name):
    """Create a counter"""
    app.logger.info(f"Request to update counter: {name}")
    global COUNTERS
    COUNTERS[name] += 1
    return {name: COUNTERS[name]}, status.HTTP_200_OK

```

```

TypeError: test_update_a_counter() missing 1 required positional argument: 'self'

=====
ERROR: test_counter.test_read_a_counter
-----
Traceback (most recent call last):
  File "/home/matt/.local/lib/python3.10/site-packages/nose/case.py", line 198,
in runTest
    self.test(*self.arg)
TypeError: test_read_a_counter() missing 1 required positional argument: 'self'

Name           Stmt%  Miss  Cover  Missing
-----
src/counter.py    19    10    47%   14-20, 25-28, 33-35
src/status.py     6     0   100%
-----
TOTAL             25    10    60%
-----
Ran 4 tests in 0.127s

FAILED (errors=4)

```

Below is the code from the above tests

```

def test_read_a_counter(self):
    result = self.client.post('/counters/beep')
    self.assertEqual(result.status_code, status.HTTP_201_CREATED)
    result = self.client.post('/counters/beep')
    self.assertEqual(result.status_code, status.HTTP_200_OK)

```

```

@app.route('/counters/<name>', methods=['GET'])
def read_counter(name):
    """Create a counter"""
    app.logger.info(f"Request to read counter: {name}")
    global COUNTERS
    return {name: COUNTERS[name]}, status.HTTP_200_OK

```

