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Project 5

To start the biggest issue I had with this project was the header files and the overallscore method. For the header files, I found that I had not included the basballteam.h file in the league.h file which caused a massive amount of errors and undefined terms. Not to mention I also had trouble with the last method on the league file as I did not understand exactly how a class type as a function worked so I temporarily used void as the type and later realized that it was actually a baseball team type function that would return the team as its own data type. Secondly the overallScore method was a pretty large problem for be as when the code would call BaseballTeam class, it would assign overallScore to the default value of “0/0/0/-/0/0/0”, instead of “000-000”,, this was actually happening because in the code for this method I assigned the string indexes to a certain integer depending on what the value of the total wins was and what the total losses was, but what I did not keep into account was first converting the total wins into a char so that I would have an index of numbers which could easily be converted into a string and work perfectly fine, this way when I tried the code it fixed itself and the other thing I had to fix was the return type as I had it as a void function instead of a string function. Some really useful test cases that really helped out with my code was: **int main(){**

**BaseballTeam x;**

**string name;**

**int rwin;**

**int rlose;**

**int hwin;**

**int hlose;**

**cout<<"Enter the name: ";**

**cin >> name;**

**cout<<"Enter the road wins: ";**

**cin>>rwin;**

**cout<<"Enter the road loses: ";**

**cin>>rlose;**

**cout<<"Enter the home wins: ";**

**cin>>hwin;**

**cout<<"Enter the home loses: ";**

**cin>>hlose;**

**x.set\_name(name);**

**x. season(rwin, rose, gwin, hlose)**

**x.setAwayWins(rwin);**

**x.setAwayLoses(rlose);**

**x.setHomeWins(hwin);**

**x.setHomeLosses(hlose);**

**}**

**This code was created in order to test my Baseballteam functions to see if the score would get successfully set. I primarily used the debguger on xcode to make sure that everything elese was running smoothly such as the overalllscore method, or the name private object, I also made sure that the League class wasnt doing anything as it was not called**

**Secondly I used : League x;**

**x.season(15,14,2,4)- I used this to check if the score for the nHomeWins, nHomeLosses, nAwayWins, nAwayLosses, would be assinged correctly to one and other. I also Check for the overall win number by using an assert statement stating that x,overallWins() = “017-018” I used different variations of the x.season numbers such as x.season(14, 15, 4, 2). But at the end of the day tese were the main tests that I used. Some other not as significant tests that I used were:**

**x.clear();**

**// in the debugger this should set everything to 0**

**x.wonHomeGame();**

**Assert x.overallscore() != “000-000”**

**// since the team won, one home game, assert taht the score board must not be 000 for wins.**

**x.clear();**

**// again checking the debugger to make sure all variables with values are currently assigned to 0**

**x.wonHomeGame();**

**Since it has been cleared. Won home game currently causes a winning home record.**

**Assert x.winningHomeRecord();**

**Assert x.winningAwayRecord();**

**The state of my code currently shows that the codeboard and my test functions and Mr. Howards mini tester main all say and after debugging have rightfully justified that my code does not have any obvious logical errors so currently I do not have an idea of any code testing methods that could break the output.**