

testing

Thursday, April 30, 2015 12:17 PM

Unit testing Sprite sheet

- has changed property
 - verify the canvas scroll background changes colors. (True equals yellow, false equals green)
- width property
 - verify the canvas control changes with as well
- auto resize property
 - verify text box, textblock visibility (true equals text box visibility false, textblock visibility true. False equals text box visibility true, textblock visibility false)
- constructor
 - instantiate object verify the XML doc
- String manipulators
 - verify ABC.XYZ returns ABC.PNG (XmlToPngFile)
 - Verify ABC\DEF\GHI.XYZ returns path of ABC\DEF, and file of GHI.XYZ (ParseFilePath)
- Add Sprite *public*
 - add single image smaller than the size of the canvas.
 - ☐ Verify canvas control children count +1.
 - ☐ Verify has changed is equal to true.
 - ☐ Verify sprites list count +1.
 - ☐ Verify XML Sprite element added to XML doc.
 - ☐ Verify ID, X and Y positions, width and height.
 - Add single image larger than the size of the canvas and auto resize equals false.
 - ☐ Verify warning message box pops.
 - ☐ Verify sprites list count remains the same.
 - ☐ Verify XML Sprite element not added to XML.
 - ☐ verify has changed is equal to false.

Add 2 images that fit within canvas.

☐ Verify as above

● Clear *public*

☐ Call with empty sheet of non-default size

☐ verify no exceptions

☐ verify canvas size reset to default

☐ verify spritelist is empty

☐ verify canvas has no children

☐ verify haschanged = false

☐ Call with non-empty sheet of default size

☐ verify canvas has no children

☐ verify canvas width height at default

☐ verify spritelist is empty

☐ verify atlas doc has no sprite nodes

☐ verify haschanged = false

☐ Call with non-empty sheet of different size

☐ verify canvas has no children

☐ verify canvas width height at default

☐ verify spritelist is empty

☐ verify atlas doc has no sprite nodes

☐ verify haschanged = false

● GetHighestYInRow *private*

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- ☐ call with empty canvas
 - ☐ verify returns 0.
- ☐ call with single image
 - ☐ verify returns height of image
- ☐ call with 3 images of different sizes on same row
 - ☐ verify returns value of largest images height
- ☐ call with images on 2 rows
 - ☐ verify returns the largest image in bottom rows height + top value.
- **GetNextImagePosition *private***
 - ☐ call with empty canvas, auto-resize false, and image that fits
 - ☐ verify image top and left properties are set to 0.
 - ☐ verify returns true.
 - ☐ call with empty canvas, auto-resize true and image that fits
 - ☐ verify image top and left are 0.
 - ☐ verify returns true.
 - ☐ call with empty canvas, auto-resize false and image that doesn't fit
 - ☐ verify top and left are 0.
 - ☐ verify returns false.
 - ☐ call with empty canvas , auto-resize is true and image that doesn't fit.
 - ☐ verify image and top are 0.
 - ☐ verify returns true.
 - ☐ verify canvas width and height are \geq image width and height
 - ☐ call with non-empty canvas, auto resize false and image fits in row

- ☐ verify image top is 0 and left value is last image left + last image width
- ☐ verify returns true
- ☒ call with non-empty canvas, auto resize false and image doesn't fits in row but fits in canvas.
- ☐ verify image top is value of highestY in canvas, left is 0
- ☐ verify returns true.