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METODOLOGÍA USADA



Repositorio con la aplicación: https://github.com/Kadyha/DecimalToRoman.git

```
it(`should give 1 get I'`, () => {
  const fixture = TestBed.createComponent(AppComponent);
  const app = fixture.componentInstance;
  expect( app.intRomano(1) ).toBe("I");
});
```

PROBAR LAS QUE FALLAN:

```
it(`should give 1 get I'`, () => {
  const fixture = TestBed.createComponent(AppComponent);
  const app = fixture.componentInstance;
  expect( app.intRomano(1) ).toBe("II");
});
```

CÓDIGO PARA QUE PASE

```
it(`should give 1 get I'`, () => {
  const fixture = TestBed.createComponent(AppComponent);
  const app = fixture.componentInstance;
  expect( app.intRomano(1) ).toBe("I");
});
```

```
2 specs, 0 failures, randomized with seed 75398

AppComponent
• should create the app
• should give 1 get I'
```

```
it(`should give 2 get II'`, () => {
  const fixture = TestBed.createComponent(AppComponent);
  const app = fixture.componentInstance;
  expect( app.intRomano(2) ).toBe("II");
});
```

PROBAR LAS QUE FALLAN

```
it(`should give 2 get II'`, () => {
  const fixture = TestBed.createComponent(AppComponent);
  const app = fixture.componentInstance;
  expect( app.intRomano(2) ).toBe("III");
});
```

```
3 specs, 1 failure, randomized with seed 51194

Spec List | Failures

AppComponent > should give 2 get II'

Expected 'II' to be 'III'.

Error: Expected 'II' to be 'III'.

at <Jasmine>
at UserContext.<anonymous> (http://localhost:9876/_karma_webpack_/webpack:/src/app/app.component.spec.ts:35:32)
at ZoneDelegate.invoke (http://localhost:9876/_karma_webpack_/webpack:/node_modules/zone.js/fesm2015/zone.js:372:1)
at ProxyZoneSpec.onInvoke (http://localhost:9876/_karma_webpack_/webpack:/node_modules/zone.js/fesm2015/zone-testing.js:287:
```

CÓDIGO PARA QUE PASE:

```
it(`should give 2 get II'`, () => {
  const fixture = TestBed.createComponent(AppComponent);
  const app = fixture.componentInstance;
  expect( app.intRomano(2) ).toBe("II");
});
```

```
3 specs, 0 failures, randomized with seed 17966

AppComponent

• should give 2 get II'
• should create the app
• should give 1 get I'
```

```
it(`should give 4 get IV'`, () => {
  const fixture = TestBed.createComponent(AppComponent);
  const app = fixture.componentInstance;
  expect( app.intRomano(4) ).toBe("IV");
});
```

PROBAR LAS QUE FALLAN

```
it(`should give 4 get IV'`, () => {
  const fixture = TestBed.createComponent(AppComponent);
  const app = fixture.componentInstance;
  expect( app.intRomano(4) ).toBe("V");
});
```

```
5 specs, 1 failure, randomized with seed 03459

Spec List | Failures

AppComponent > should give 4 get IV'

Expected 'IV' to be 'V'.

Error: Expected 'IV' to be 'V'.
   at <Jasmine>
   at UserContext.<anonymous> (http://localhost:9876/_karma_webpack_/webpack:/src/app/app.component.spec.ts:47:32)
   at ZoneDelegate.invoke (http://localhost:9876/_karma_webpack_/webpack:/node_modules/zone.js/fesm2015/zone.js:372:1)
   at ProxyZoneSpec.onInvoke (http://localhost:9876/_karma_webpack_/webpack:/node_modules/zone.js/fesm2015/zone-testing.js:287:
```

CÓDIGO PARA QUE PASE:

```
it(`should give 4 get IV'`, () => {
  const fixture = TestBed.createComponent(AppComponent);
  const app = fixture.componentInstance;
  expect( app.intRomano(4) ).toBe("IV");
});
```

```
5 specs, 0 failures, randomized with seed 97949

AppComponent

• should create the app
• should give 1 get I'
• should give 2 get III'
• should give 3 get IIII'
• should give 4 get IV'
```

Este proceso se siguió realizando de forma iterativa.

Luego de realizar varias pruebas unitarias se pensó en reducir las pruebas dividiendo el número ingresado, y evaluar las unidades, decenas, centenas y millar.

De esta forma en vez que hacer mil pruebas se deben hacer 33 pruebas, 9 para unidades, 10 para decenas, 10 para centenas y únicamente 3 para el millar, ya que no se pueden escribir números mayores del 4000. de esta forma se pueden evaluar los 3999 números posibles usando 33 pruebas con la siguiente estructura:

```
Complexity is 3 Everything is cool!
it(`should give 1, x1, xxx1, xxx1 get I'`, () => {
   const fixture = TestBed.createComponent(AppComponent);
   const app = fixture.componentInstance;
   let unidad1: number[] = [1, 11, 21,31,41,51,61,71,81,91, 101, 231, 341, 841, 951, 1861, 3561, 2221];
   let unidad1: string[] = [];
   for(var i = 0; i < unidad1.length; i++) { unidadI[i] = app.intRomano(Math.trunc(unidad1[i] / 1) % 10) }
   for(var i = 0; i < unidad1.length; i++) { expect(unidadI[i]).toBe("I"); }
});</pre>
```

El código anterior sirve para probar los números que tienen un 1 en las unidades.

PROBAR LAS QUE FALLAN

Si se cambia el valor de la unidad la prueba debe fallar, ya que este es el único valor que se está tomando en cuenta. En este caso se cambió el 61 por 62.

```
Complexity is 3 Everything is cool!
it(`should give 1, x1, xx1, xxx1 get I'`, () => {
   const fixture = TestBed.createComponent(AppComponent);
   const app = fixture.componentInstance;
   let unidad1: number[] = [1, 11, 21,31,41,51,62,71,81,91, 101, 231, 341, 841, 951, 1861, 3561, 2221];
   let unidadI: string[] = [];
   for(var i = 0; i < unidad1.length; i++) { unidadI[i] = app.intRomano(Math.trunc(unidad1[i] / 1) % 10) }
   for(var i = 0; i < unidad1.length; i++) { expect(unidadI[i]).toBe("I"); }
});</pre>
```

```
8 specs, 1 failure, randomized with seed 16428

Spec List | Failures

AppComponent > should give 1, x1, xx1, xxx1 get I'

Expected 'II' to be 'I'.

Error: Expected 'II' to be 'I'.

at <Jasmine>
  at UserContext.<anonymous> (http://localhost:9876/_karma_webpack_/webpack:/src/app/app.component.spec.ts:68:67)
  at ZoneDelegate.invoke (http://localhost:9876/_karma_webpack_/webpack:/node_modules/zone.js/fesm2015/zone.js:372:1
  at ProxyZoneSpec.onInvoke (http://localhost:9876/_karma_webpack_/webpack:/node_modules/zone.js/fesm2015/zone-testj
```

```
Complexity is 3 Everything is cool!
it(`should give 1, x1, xx1, xxx1 get I'`, () => {
    const fixture = TestBed.createComponent(AppComponent);
    const app = fixture.componentInstance;
    let unidad1: number[] = [1, 11, 21,31,41,51,61,71,81,91, 101, 231, 341, 841, 951, 1861, 3561, 2221];
    let unidadI: string[] = [];
    for(var i = 0; i < unidad1.length; i++) { unidadI[i] = app.intRomano(Math.trunc(unidad1[i] / 1) % 10) }
    for(var i = 0; i < unidad1.length; i++) { expect(unidadI[i]).toBe("I"); }
});</pre>
```

```
AppComponent

• should give 1 get I'
• should give 1, x1, xx1, xxx1 get I'
• should give 5 get V'
• should give 2 get III'
• should give 2 get III'
• should give 4 get IV'
```

ESCRIBIR LA PRUEBA

Ahora se evaluan los casos en los que la unidad es igual a 2.

```
Complexity is 3 Everything is cool!
it(`should give 2, x2, xx2, xxx2 get II'`, () => {
   const fixture = TestBed.createComponent(AppComponent);
   const app = fixture.componentInstance;
   let unidadD: number[] = [2, 12, 22,32,42,52,62,72, 82, 92, 102, 232, 342, 842, 952, 1862, 3562, 2222];
   let unidadR: string[] = [];
   for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano(Math.trunc(unidadD[i] / 1) % 10) }
   for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("II"); }
});</pre>
```

PROBAR LAS QUE FALLAN

Para los casos que fallan se cambió el 62 por 63.

```
Complexity is 3 Everything is cool!
it(`should give 2, x2, xx2, xxx2 get II'`, () => {
   const fixture = TestBed.createComponent(AppComponent);
   const app = fixture.componentInstance;
let unidadD: number[] = [2, 12, 22,32,42,52,63,72, 82, 92, 102, 232, 342, 842, 952, 1862, 3562, 2222];
let unidadR: string[] = [];
   for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano(Math.trunc(unidadD[i] / 1) % 10) }
   for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("II"); }
});</pre>
```

```
9 specs, 1 failure, randomized with seed 62432

Spec List | Failures

AppComponent > should give 2, x2, xx2, xxx2 get II'

Expected 'III' to be 'II'.

Error: Expected 'III' to be 'II'.

at <Jasmine>
at UserContext.<anonymous> (http://localhost:9876/_karma_webpack_/webpack:/src/app/app.component.spec.ts:78:67)
at ZoneDelegate.invoke (http://localhost:9876/_karma_webpack_/webpack:/node_modules/zone.js/fesm2015/zone.js:372:1
at ProxyZoneSpec.onInvoke (http://localhost:9876/_karma_webpack_/webpack:/node_modules/zone.js/fesm2015/zone-testi
```

```
Complexity is 3 Everything is cool!
it(`should give 2, x2, xx2, xxx2 get II'`, () => {
    const fixture = TestBed.createComponent(AppComponent);
    const app = fixture.componentInstance;
    let unidadD: number[] = [2, 12, 22,32,42,52,62,72, 82, 92, 102, 232, 342, 842, 952, 1862, 3562, 2222];
    let unidadR: string[] = [];
    for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano(Math.trunc(unidadD[i] / 1) % 10) }
    for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("II"); }
});</pre>
```

Este desarrollo se puede hacer de forma iterativa para las 9 posibles unidades, y toda la lista de números enteros que se encuentran entre 1 y 3999 para cada caso. por ejemplo en este caso, la lista sería de los números terminados en 2.

ESCRIBIR LA PRUEBA

Para evaluar las decenas se usan los mismos códigos anteriores, pero con una lista diferente y ahora se hace una división por 10 y se saca el módulo 10, en el caso anterior se dividía por 1 y se saca igualmente módulo 10. Ya que esta prueba es tan similar se pueden copiar las 9 anteriores cambiando el valor de la división por 10 en lugar de uno, y la lista de números que se va a evaluar.

```
Complexity is 3 Everything is cool!
it(`should give 1X, x1x, xx1x get X'`, () => {
   const fixture = TestBed.createComponent(AppComponent);
   const app = fixture.componentInstance;
   let unidadD: number[] = [12, 14,17,16, 112, 212, 312, 812, 912, 1812, 3512, 2212];
   let unidadR: string[] = [];
   for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano((Math.trunc(unidadD[i] / 10) % 10)*10) }

   for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("X"); }
});</pre>
```

PROBAR LAS QUE FALLAN

Para los casos que fallan se cambia un 1 de las decenas.

```
it(`should give 1X, x1x, xx1x get X'`, () => {
 const fixture = TestBed.createComponent(AppComponent);
  const app = fixture.componentInstance;
  let unidadD: number[] = [12, 14,17,16, 112, 212, 312, 812, 922, 1812, 3512, 2212];
  let unidadR: string[] = [];
  for(var i = 0; i < unidadD.length; i++) { unidadR[i] =app.intRomano((Math.trunc(unidadD[i] / 10) % 10)*10) }</pre>
  for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("X"); }</pre>
 14 specs, 1 failure, randomized with seed 10968
                                                                                                finished in 0.237s
 Spec List | Failures
AppComponent > should give 1X, x1x, xx1x get X
 Expected 'XX' to be 'X'.
 Error: Expected 'XX' to be 'X'.
     at <Jasmine>
     at UserContext.<anonymous> (http://localhost:9876/ karma webpack /webpack:/src/app/app.component.spec.ts:88:67)
     at ZoneDelegate.invoke (http://localhost:9876/ karma webpack/webpack:/node modules/zone.js/fesm2015/zone.js:372:j
     at ProxyZoneSpec.onInvoke (http://localhost:9876/ karma webpack /webpack:/node modules/zone.js/fesm2015/zone-testi
```

```
Complexity is 3 Everything is cool!
it(`should give 1X, x1x, xx1x get X'`, () => {
   const fixture = TestBed.createComponent(AppComponent);
   const app = fixture.componentInstance;
   let unidadD: number[] = [12, 14,17,16, 112, 212, 312, 812, 912, 1812, 3512, 2212];
   let unidadR: string[] = [];
   for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano((Math.trunc(unidadD[i] / 10) % 10)*10) }
   for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("X"); }
});</pre>
```

```
AppComponent

• should give 2, x2, xx2, xxx2 get II'

• should create the app

• should give 1, x1, xx1, xxx1 get I'

• should give 2 get II'

• should give 2 get III'

• should give 1X, x1X, xx1X get I'

• should give 3 get III'

• should give 5 get V'

• should give 6 get VI'
```

Este proceso se puede realizar de forma iterativa para las 10 posibles decenas.

Para evaluar las centenas igual que en el caso anterior se usan los mismos códigos anteriores, pero con una lista diferente y ahora se hace una división por 100.

```
Complexity is 3 Everything is cool!
it(`should give 1xx, x1xx get C'`, () => {
   const fixture = TestBed.createComponent(AppComponent);
   const app = fixture.componentInstance;
   let unidadD: number[] = [ 122, 122, 132, 182, 192, 1182, 1132, 1142, 123, 2154, 1144, 3145, 3188, 1194];
   let unidadR: string[] = [];
   for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano((Math.trunc(unidadD[i] / 100) % 10)*100) }
   for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("C"); }
});</pre>
```

PROBAR LAS QUE FALLAN

Para los casos que fallan se cambia el valor de las centenas.

```
Complexity is 3 Everything is cool!
it(`should give lxx, xlxx get C'`, () => {
   const fixture = TestBed.createComponent(AppComponent);
   const app = fixture.componentInstance;
   let unidadD: number[] = [ 122, 122, 132, 282, 192, 1182, 1132, 1142, 123, 2154, 1144, 3145, 3188, 1194];
   let unidadR: string[] = [];
   for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano((Math.trunc(unidadD[i] / 100) % 10)*100) }
   for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("C"); }
});</pre>
```

```
14 specs, 1 failure, randomized with seed 16567

Spec List | Failures

AppComponent > should give 1xx, x1xx get C'

Expected 'CC' to be 'C'.

Error: Expected 'CC' to be 'C'.

at <Jasmine>
at UserContext.<anonymous> (http://localhost:9876/_karma_webpack_/webpack:/src/app/app.component.spec.ts:98:67)
at ZoneDelegate.invoke (http://localhost:9876/_karma_webpack_/webpack:/node_modules/zone.js/fesm2015/zone.js:372:1
at ProxyZoneSpec.onInvoke (http://localhost:9876/_karma_webpack_/webpack:/node_modules/zone.js/fesm2015/zone-testi
```

CÓDIGO PARA QUE PASE:

```
complexity is 3 Everything is cool!
it(`should give lxx, xlxx get C'`, () => {
  const fixture = TestBed.createComponent(AppComponent);
  const app = fixture.componentInstance;
  let unidadD: number[] = [ 122, 122, 132, 182, 192, 1182, 1132, 1142, 123, 2154, 1144, 3145, 3188, 1194];
  let unidadR: string[] = [];
  for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano((Math.trunc(unidadD[i] / 100) % 10)*100) }
  for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("C"); }
});</pre>
```

```
AppComponent

• should give 1X, x1x, xx1x get I'
• should give 4 get IV'
• should give 3 get III'
• should give 2, x2, xx2 get II'
• should give 2 yz, xx2, xxx1 get I'
• should give 6 get VI'
• should give 7 get II'
• should give 8 get III'
• should give 1 get I'
• should give 1 get I'
• should give 5 get VI'
• should give 5 get V'
• should give 5 get V'
• should give 1 xx, x1xx get I'
```

Este proceso se puede realizar de forma iterativa para las 10 posibles centenas.

ESCRIBIR LA PRUEBA

Para evaluar el millar se hace lo mismo que el caso anterior, pero ahora solo es necesario hacer 3 códigos más, uno para 1xxx otro para 2xxx y otro para 3xxx.

```
Complexity is 3 Everything is cool!
it(`should give 1xxx get M'`, () => {
    const fixture = TestBed.createComponent(AppComponent);
    const app = fixture.componentInstance;
    let unidadD: number[] = [ 1122, 1422, 1132, 1182, 1192, 1318, 1722, 1142, 1423, 1854, 1784, 1874, 1188];
    let unidadR: string[] = [];
    for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano((Math.trunc(unidadD[i] / 1000) % 10)*1000) }

    for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("M"); }
});</pre>
```

PROBAR LAS QUE FALLAN

Para los casos que fallan se cambia el valor del millar.

```
Complexity is 3 Everything is cool!
it(`should give 1xxx get M'`, () => {
    const fixture = TestBed.createComponent(AppComponent);
    const app = fixture.componentInstance;
    let unidadD: number[] = [ 1122, 1422, 1132, 2182, 1192, 1318, 1722, 1142, 1423, 1854, 1784, 1874, 1188];
    let unidadR: string[] = [];
    for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano((Math.trunc(unidadD[i] / 1000) % 10)*1000) }
    for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("M"); }
});</pre>
```

```
Complexity is 3 Everything is cool!
it(`should give lxxx get M'`, () => {
    const fixture = TestBed.createComponent(AppComponent);
    const app = fixture.componentInstance;
    let unidadD: number[] = [ 1122, 1422, 1132, 1182, 1192, 1318, 1722, 1142, 1423, 1854, 1784, 1874, 1188];
    let unidadR: string[] = [];
    for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano((Math.trunc(unidadD[i] / 1000) % 10)*1000) }

    for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("M"); }
});</pre>
```

```
AppComponent

• should give 4 get IV'
• should give 5 get V'
• should give 2 get II'
• should give 3 get III'
• should give 3 get III'
• should give 2, x2, xx2, xxx2 get II'
• should give 1X, x1x, xx1x get I'
• should give 1X, x1x, xx1x get I'
• should give 1X, x1x, xx1x get I'
• should give 6 get VI'
• should give 1, x1, xx1, xxx1 get I'
• should give 1 get I'
• should create the app
```

ESCRIBIR LA PRUEBA

```
Complexity is 3 Everything is cool!
it(`should give 2xxx get MM'`, () => {
    const fixture = TestBed.createComponent(AppComponent);
    const app = fixture.componentInstance;
    let unidadD: number[] = [ 2122, 2422, 2132, 2182, 2192, 2318, 2722, 2142, 2423, 2854, 2784, 2874, 2188];
    let unidadR: string[] = [];
    for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano((Math.trunc(unidadD[i] / 1000) % 10)*1000) }

    for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("MM"); }
});</pre>
```

PROBAR LAS QUE FALLAN

```
Complexity is 3 Everything is cool!
it(`should give 2xxx get MM'`, () => {
    const fixture = TestBed.createComponent(AppComponent);
    const app = fixture.componentInstance;
    let unidadD: number[] = [ 2122, 2422, 2132, 2182, 2192, 3318, 2722, 2142, 2423, 2854, 2784, 2874, 2188];
    let unidadR: string[] = [];
    for(var i = 0; i < unidadD.length; i++) { unidadR[i] =app.intRomano((Math.trunc(unidadD[i] / 1000) % 10)*1000) }
    for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("MM"); }
});</pre>
```

```
14 specs, 1 failure, randomized with seed 19196

Spec List | Failures

AppComponent > should give 2xxx get MM'

Expected 'MMM' to be 'MM'.

Error: Expected 'MMM' to be 'MM'.

at <Jasmine>
at UserContext.<anonymous> (http://localhost:9876/_karma_webpack_/webpack:/src/app/app.component.spec.ts:118:67)
at ZoneDelegate.invoke (http://localhost:9876/_karma_webpack_/webpack:/node_modules/zone.js/fesm2015/zone-testi
```

```
Complexity is 3 Everything is cool!
it(`should give 2xxx get MM'`, () => {
    const fixture = TestBed.createComponent(AppComponent);
    const app = fixture.componentInstance;
    let unidadD: number[] = [ 2122, 2422, 2132, 2182, 2192, 2318, 2722, 2142, 2423, 2854, 2784, 2874, 2188];
    let unidadR: string[] = [];
    for(var i = 0; i < unidadD.length; i++) { unidadR[i] =app.intRomano((Math.trunc(unidadD[i] / 1000) % 10)*1000) }

    for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("MM"); }
});</pre>
```

```
13 specs, 0 failures, randomized with seed 48818
                                                                                                   finished in 0.135s
 AppComponent
    • should create the app
    • should give 1X, x1x, xx1x get X'
    • should give 6 get VI'
    • should give 5 get V'

    should give 2 get II'

    • should give 1 get I'
    • should give 2, x2, xx2, xxx2 get II'

    should give 1, x1, xx1, xxx1 get I'

    • should give 4 get IV'
    • should give 3 get III'
    • should give 1xx, x1xx get C'
    • should give 1xxx get M'
    • should give 2xxx get MM'
```

ESCRIBIR LA PRUEBA

```
Complexity is 3 Everything is cool!
it(`should give 3xxx get MMM'`, () => {
    const fixture = TestBed.createComponent(AppComponent);
    const app = fixture.componentInstance;
    let unidadD: number[] = [ 3122, 3422, 3132, 3182, 3192, 3318, 3722, 3142, 3423, 3854, 3784, 3874, 3188];
    let unidadR: string[] = [];
    for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano((Math.trunc(unidadD[i] / 1000) % 10)*1000) }
    for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("MMM"); }
});</pre>
```

PROBAR LAS QUE FALLAN

```
it(`should give 3xxx get MMM'`, () => {
 const fixture = TestBed.createComponent(AppComponent);
  const app = fixture.componentInstance;
  let unidadD: number[] = [ 3122, 3422, 3132, 1182, 3192, 3318, 3722, 3142, 3423, 3854, 3784, 3874, 3188];
  let unidadR: string[] = [];
  for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano((Math.trunc(unidadD[i] / 1000) % 10)*1000) }
  for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("MMM"); }</pre>
 14 specs, 1 failure, randomized with seed 93489
                                                                                                 finished in 0.241s
 Spec List | Failures
AppComponent > should give 3xxx get MMM'
 Expected 'M' to be 'MMM'.
 Error: Expected 'M' to be 'MMM'.
     at <Jasmine>
     at UserContext.<anonymous> (http://localhost:9876/ karma webpack /webpack:/src/app/app.component.spec.ts:128:67)
     at ZoneDelegate.invoke (http://localhost:9876/ karma webpack/webpack:/node modules/zone.js/fesm2015/zone.js:372:1
     at ProxyZoneSpec.onInvoke (http://localhost:9876/ karma webpack /webpack:/node modules/zone.js/fesm2015/zone-testi
```

• should give lxxx get M'

```
Complexity is 3 Everything is cool!
it(`should give 3xxx get MMM'`, () => {
    const fixture = TestBed.createComponent(AppComponent);
    const app = fixture.componentInstance;
    let unidadD: number[] = [ 3122, 3422, 3132, 3182, 3192, 3318, 3722, 3142, 3423, 3854, 3784, 3874, 3188];
    let unidadR: string[] = [];
    for(var i = 0; i < unidadD.length; i++) { unidadR[i] = app.intRomano((Math.trunc(unidadD[i] / 1000) % 10)*1000) }
    for(var i = 0; i < unidadD.length; i++) { expect(unidadR[i]).toBe("MMM"); }
});</pre>
```

```
14 specs, 0 failures, randomized with seed 73138
                                                                                                 finished in 0.184s
 AppComponent
    • should give 5 get V'
    • should give 2 get II'
    • should give 1xx, x1xx get C'
    • should give 1, x1, xx1, xxx1 get I'
    • should give 4 get IV'
    • should give 1 get I'
    • should give 3 get III'
    • should create the app
    • should give 2, x2, xx2, xxx2 get II'
    • should give 1X, x1x, xx1x get X'
    • should give 6 get VI'
    • should give 3xxx get MMM'
    • should give 2xxx get MM'
```