Evidence for Project Unit

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Cohort: E21

P. 1 Github Contributors Page
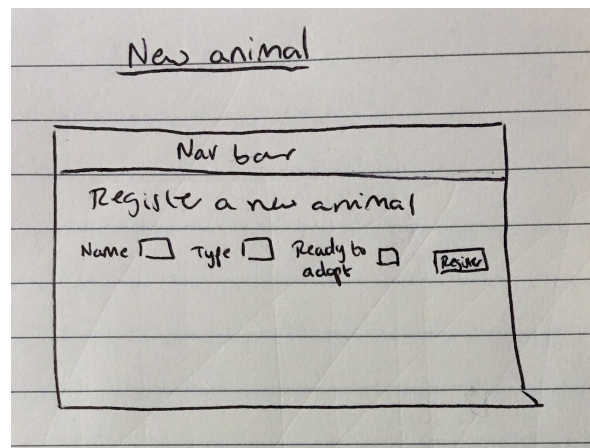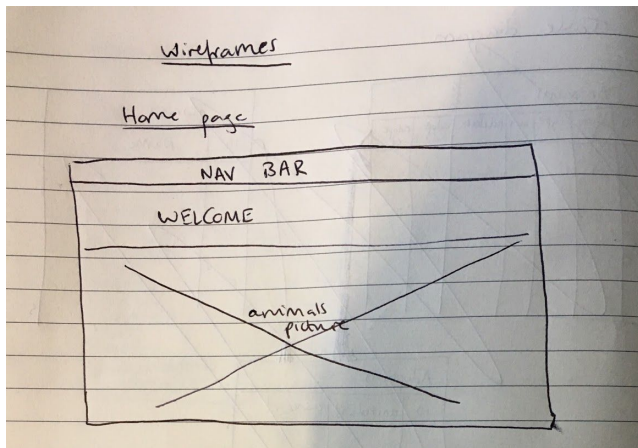
P. 2 Project Brief (Group Project)

P. 3 Use of Trello (Group Project)

P. 4 Acceptance Criteria

P. 5 User Sitemap

P. 6 Wireframes Designs
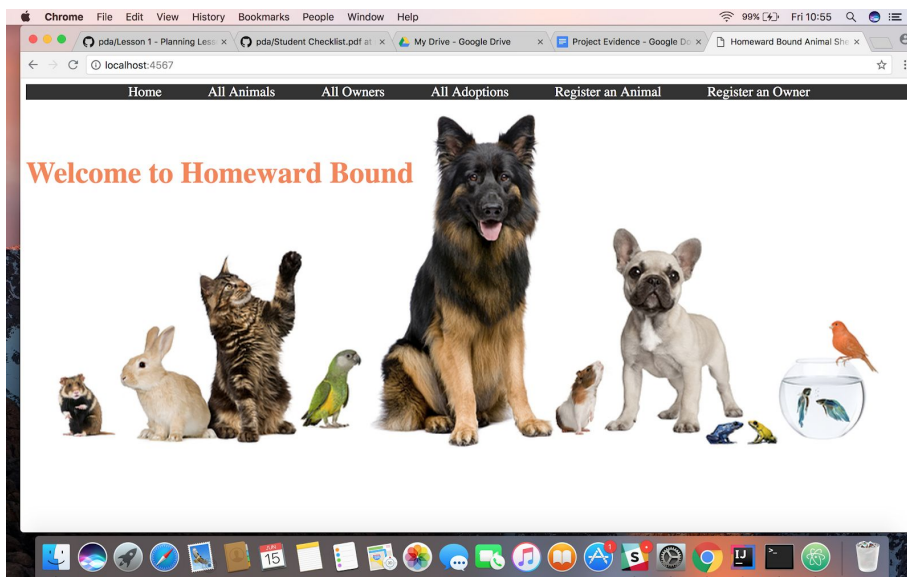

P. 7 System Interactions Diagrams

P. 8 Two Object Diagrams

P. 9 Choice of two algorithms

P. 10 Example of Pseudocode

```
it('should apply two for one offer on an item', function()){
    // should check if item has discount applied
    // if item has discount, should check for duplicate item
    // if there is a duplicate item, should remove its price from the total
    // if there is no duplicate, should charge for item as normal
}
```
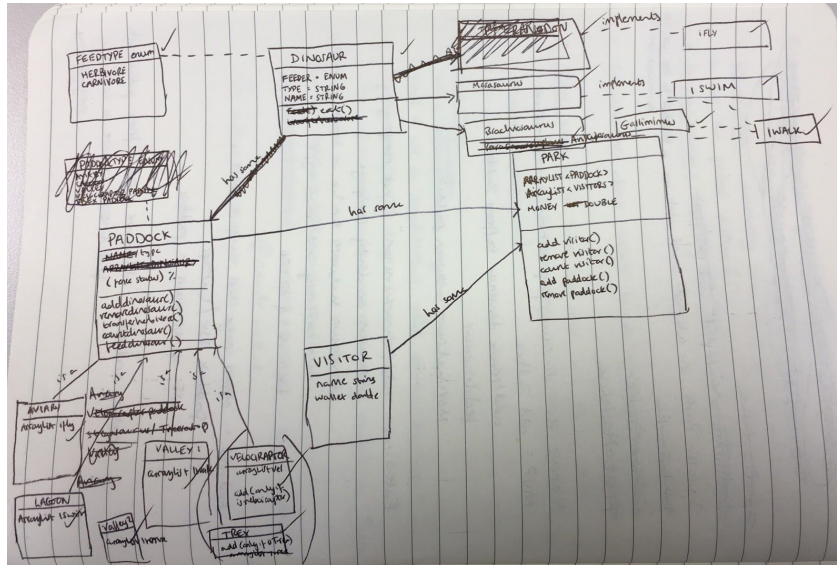
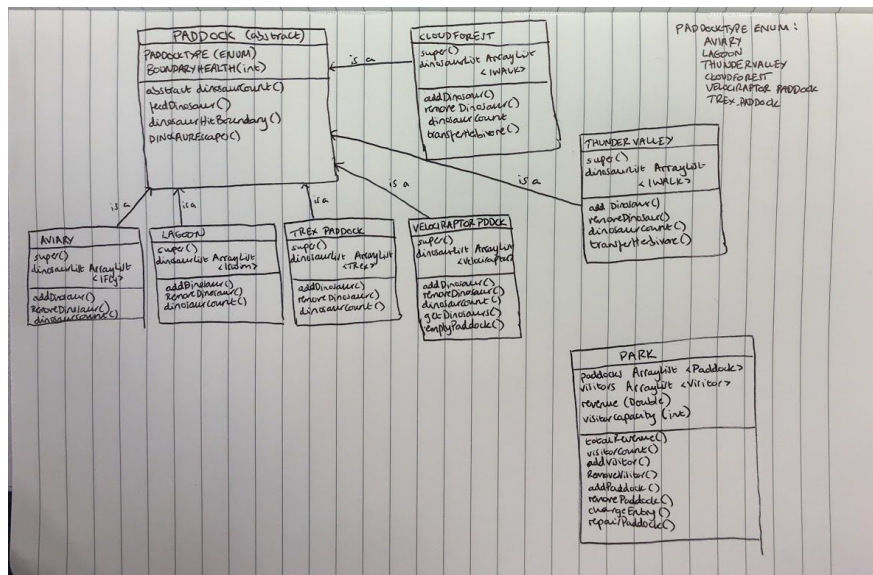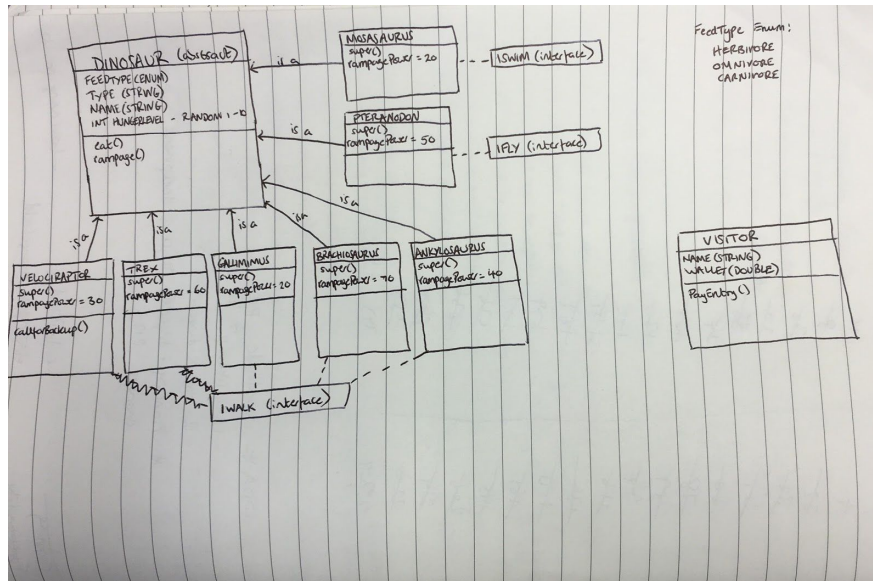**P. 11 Github link to a project**

https://github.com/KatyPreston/animal_shelter_project.git

P. 12 Planning and different stages of development
Initial planning stage

Final plan showing final class relationships, interfaces and added methods

DINOSAUR (abstract)
- FEEDTYPE (ENUM)
- TYPE (STRING)
- NAME (STRING)
- INT HUNGERLEVEL - RANDOM 1-10
- eat()
- rampage()

MOSASAURUS
- super()
- rampagePower = 20
— ISWIM (interface)

PTERANODON
- super()
- rampagePower = 50
— IFLY (interface)

FeedType Enum:
- HERBIVORE
- OMNIVORE
- CARNIVORE

VELOCIRAPTOR
- super()
- rampagePower = 30
- callForBackup()

TREX
- super()
- rampagePower = 60

GALLIMIMUS
- super()
- rampagePower = 20

BRACHIOSAURUS
- super()
- rampagePower = 70

ANKYLOSAURUS
- super()
- rampagePower = 40

IWALK (interface)

VISITOR
- NAME (STRING)
- WALLET (DOUBLE)
- PayEntry()

PADDOCK (abstract)
- PADDOCKTYPE (ENUM)
- BOUNDARYHEALTH (int)
- abstract dinosaurCount()
- feedDinosaur()
- dinosaurHitBoundary()
- DINOSAURESCAPE()

CLOUDFOREST
- super()
- dinosaurList ArrayList <IWALK>
- addDinosaur()
- removeDinosaur()
- dinosaurCount
- transferHerbivore()

PADDOCKTYPE ENUM:
- AVIARY
- LAGOON
- THUNDERVALLEY
- CLOUDFOREST
- VELOCIRAPTOR PADDOCK
- TREX PADDOCK

THUNDER VALLEY
- super()
- dinosaurList ArrayList <IWALK>
- add Dinosaur()
- removeDinosaur()
- dinosaurCount()
- transferHerbivore()

AVIARY
- super()
- dinosaurList ArrayList <IFLY>
- addDinosaur()
- removeDinosaur()
- dinosaurCount()

LAGOON
- super()
- dinosaurList ArrayList <ISWIM>
- addDinosaur()
- removeDinosaur()
- dinosaurCount()

TREX PADDOCK
- super()
- dinosaurList ArrayList <TREX>
- addDinosaur()
- removeDinosaur()
- dinosaurCount()

VELOCIRAPTOR PDDCK
- super()
- dinosaurList ArrayList <velociraptor>
- addDinosaur()
- removeDinosaur()
- dinosaurCount()
- getDinosaurs()
- emptyPaddock()

PARK
- paddocks ArrayList <Paddock>
- visitors ArrayList <Visitor>
- revenue (Double)
- visitorCapacity (int)
- totalRevenue()
- visitorCount()
- addVisitor()
- RemoveVisitor()
- addPaddock()
- removePaddock()
- chargeEntry()
- repairPaddock()

P. 13 User input

P. 14 Interaction with data persistence

P. 15 User output result

P. 16 API being used

P. 17 Bug tracking report showing errors diagnosed and corrected

P. 18 Testing in a program
Test code

```ruby
require('minitest/autorun')
require('minitest/rg')
require_relative('../testing_task_2')
require_relative('../card')

class TestCardGame < Minitest::Test

  def setup
    @card1 = Card.new("Heart", 2)
    @card2 = Card.new("Spade", 5)

    @cardgame = CardGame.new(@card1, @card2)
  end



  def test_checkforace
    assert_equal(false, @cardgame.checkforace(@card1))
  end


  def test_highest_card
    assert_equal(@card2, @cardgame.highest_card(@card1, @card2))
  end

  def test_cards_total
    cards = [@card1, @card2]
    assert_equal("You have a total of 7",
    CardGame.cards_total(cards))
  end

end
```

Tests not passing

```
➜  PDA_Static_and_Dynamic_Task_A git:(master) ✗ ruby specs]
/testing_task_2_spec.rb
Run options: --seed 15646

# Running:

EEE

Finished in 0.001135s, 2643.1718 runs/s, 0.0000 assertions
/s.

  1) Error:
TestCardGame#test_checkforace:
NoMethodError: undefined method `checkforace' for #<CardGa
me:0x007f9e96891cf0>
    specs/testing_task_2_spec.rb:18:in `test_checkforace'

  2) Error:
TestCardGame#test_highest_card:
NoMethodError: undefined method `highest_card' for #<CardG
ame:0x007f9e968915c0>
    specs/testing_task_2_spec.rb:23:in `test_highest_card'

  3) Error:
TestCardGame#test_cards_total:
NoMethodError: undefined method `cards_total' for CardGame
:Class
    specs/testing_task_2_spec.rb:28:in `test_cards_total'

3 runs, 0 assertions, 0 failures, 3 errors, 0 skips
➜  PDA_Static_and_Dynamic_Task_A git:(master) ✗ ▊
```

Tests passing

```
➜  PDA_Static_and_Dynamic_Task_A git:(master) ✗ ruby specs]
/testing_task_2_spec.rb
Run options: --seed 59382

# Running:

...

Finished in 0.001122s, 2673.7968 runs/s, 2673.7968 asserti
ons/s.

3 runs, 3 assertions, 0 failures, 0 errors, 0 skips
➜  PDA_Static_and_Dynamic_Task_A git:(master) ✗ ▊
```