

Unit Cases Tests

111 ∞	112 ∞	113 ∞	114 ∞	115 ∞	116 21	117 ∞	118 ∞	119 ∞	120 ∞	121 ∞
100 ∞	101 ∞	102 ∞	103 ∞	104 ∞	105 20	106 ∞	107 ∞	108 ∞	109 ∞	110 ∞
89 ∞	90 ∞	91 ∞	92 ∞	93 18	94 19	95 ∞	96 ∞	97 ∞	98 ∞	99 ∞
78 ∞	79 ∞	80 ∞	81 ∞	82 17	X	84 ∞	85 ∞	86 ∞	87 ∞	88 ∞
67 ∞	68 ∞	69 ∞	70 ∞	71 16	72 15	73 14	74 13	75 ∞	76 ∞	77 ∞
56 ∞	57 ∞	58 ∞	X	X	X	X	63 12	X	65 ∞	66 ∞
45 ∞	46 ∞	47 ∞	48 7	49 8	50 9	51 10	52 11	53 ∞	54 ∞	55 ∞
34 ∞	35 ∞	36 ∞	37 6	X	X	40 ∞	X	42 ∞	43 ∞	44 ∞
23 ∞	24 ∞	25 ∞	26 5	27 4	28 3	29 ∞	30 ∞	31 ∞	32 ∞	33 ∞
12 ∞	13 ∞	14 ∞	15 ∞	16 ∞	17 2	18 ∞	19 ∞	20 ∞	21 ∞	22 ∞
1 ∞	2 ∞	3 ∞	4 ∞	5 ∞	6 1	7 ∞	8 ∞	9 ∞	10 ∞	11 ∞

UnitCasesTest

Scenes:

Name	Class	Scenery
testScene1	GraphA	Create a graph A with 5 vertex
testScene2	GraphA	Create a graphA with 5 vertex and link them with edges

testScene3	GraphA	Create a graphA and link them in two branches
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testScene1	GraphB	Create a graph B with 5 vertex
testScene2	GraphB	Create a graphB with 5 vertex and link them with edges
testScene3	GraphB	Create a graphB and link them in two branches

GraphA

aim: Verify if the graph's edges were created				
Class	Method	Scenery	Input	Output
GraphA	addOneEdgeTest	testScene1	A unlinked Graph	A linked graph

aim: Verify if the graph's edges were created				
Class	Method	Scenery	Input	Output
GraphA	addMultipleEdgeTest	testScene1	A unlinked Graph	A linked graph

aim: Verify the distance between vertex

Class	Method	Scenery	Input	Output
GraphA	DijkstraTestToNearestVertex	testScene2	A linked Graph	the shortest distance between a origin vertex and his nearest linked vertex

aim: Verify the distance between vertex

Class	Method	Scenery	Input	Output
GraphA	DijkstraTestToFarthestVertex	testScene2	A linked Graph	the shortest distance between a origin vertex and his farthest linked vertex

aim: Found the smallest edge linked vertex

Class	Method	Scenery	Input	Output
GraphA	primSmallerEdge	testScene2	A linked Graph	Found the smallest edge's link vertex

aim: Found the last edge linked vertex

Class	Method	Scenery	Input	Output
GraphA	primGreaterEdge	testScene2	A linked Graph	Found the last edge's link vertex

aim: Found the minor edge linked vertex

Class	Method	Scenery	Input	Output
GraphA	KruskalMinorEdge	testScene2	A linked Graph	Found the minor edge's link vertex

aim: Found the greatest edge linked vertex

Class	Method	Scenery	Input	Output
GraphA	KruskalGreatestEdge	testScene2	A linked Graph	Found the greatest edge's link vertex

aim: Found the matrix edge's position

Class	Method	Scenery	Input	Output
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GraphA	FloydWarshallTest	testScene2	A linked Graph	Found the matrix edge's position
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aim: Found and create trees using the linked graphs				
Class	Method	Scenery	Input	Output
GraphA	DFSForestTest	testScene3	A linked Graph	Linked graphs trees

aim: Found the vertex's son				
Class	Method	Scenery	Input	Output
GraphA	BFSTest	testScene3	A linked Graph	The linked vertex required

Graph B

aim: Verify if the graph's edges were created				
Class	Method	Scenery	Input	Output

GraphB	addOneEdgeTest	testScene1	A unlinked Graph	A linked graph
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aim: Verify if the graph's edges were created

Class	Method	Scenery	Input	Output
GraphB	addMultipleEdgeTest	testScene1	A unlinked Graph	A linked graph

aim: Verify the distance between vertex

Class	Method	Scenery	Input	Output
GraphB	DijkstraTestToNearestVertex	testScene2	A linked Graph	the shortest distance between a origin vertex and his nearest linked vertex

aim: Verify the distance between vertex

Class	Method	Scenery	Input	Output
GraphB	DijkstraTestToFarthestVertex	testScene2	A linked Graph	the shortest distance between a origin vertex and

				his farthest linked vertex
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aim: Found the smallest edge linked vertex				
Class	Method	Scenery	Input	Output
GraphB	primSmallerEdge	testScene2	A linked Graph	Found the smallest edge's link vertex

aim: Found the last edge linked vertex				
Class	Method	Scenery	Input	Output
GraphA	primGreaterEdge	testScene2	A linked Graph	Found the last edge's link vertex

aim: Found the minor edge linked vertex				
Class	Method	Scenery	Input	Output
GraphB	KruskalMinorEdge	testScene2	A linked Graph	Found the minor edge's link vertex

aim: Found the greatest edge linked vertex

Class	Method	Scenery	Input	Output
GraphB	KruskalGreates tEdge	testScene2	A linked Graph	Found the greatest edge's link vertex

aim: Found the matrix edge's position

Class	Method	Scenery	Input	Output
GraphB	FloydWarshallT est	testScene2	A linked Graph	Found the matrix edge's position

aim: Found and create trees using the linked graphs

Class	Method	Scenery	Input	Output
GraphB	DFSForestTest	testScene3	A linked Graph	Linked graphs trees

aim: Found the vertex's son

Class	Method	Scenery	Input	Output
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GraphB	BFSTest	testScene3	A linked Graph	The linked vertex required
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