In order to check whether the jumper acts just like the way we want it to, we need to check the these situations.

First, we should check if the jumper jump over the rock instead of turn when a rock is one cell in front of it, and turn instead of jumping when a rock is two cells in front of it. So we use JumpOverRockTest to check this. We use two rocks and two jumpers and put them as the situation described previously, as a result, we passed the test, therefore, the jumper move correctly.

Second, we should check if the jumper turns when it faces the edge of the grid. We use JumpAgainstGridTest to check this. So we put bugs face the edge, and let them act later we check its location and direction. As a result, we passed the test. Which means the jumper turns when it faces the edge of the grid.

Third, we check if the jumper can jump over another jumper, and it turns when a jumper is two cells in front of it. We use JumpAgainstJumper to check this. And as a result, we passed it.

Forth, we should check what will happen if two jumper is about to jump to the same cell. We use jumpToSameCellTest to check this, As a result, the previous bug will move to the cell and the later one turn.

Since we passed all these tests, our jumper moves correctly.