

Software Quality and Testing Computer Lab 2

Programming Assignment

In this assignment you will implement a verifier for Sudoku game. The task description and the link to Github repository is available on [SQAT Lab web page](#).

Instructions:

Follow these instructions carefully step by step.

Get the assignment files:

- ☐ Locate the repository: Link available on [SQAT Lab web page](#).
- ☐ Create a fork of this repository
- ☐ Import into Eclipse
 - In Eclipse: Select File > Import
 - In Import Window: Select Git > Projects from Git
 - In Import Projects from Git Window: Select Clone URI
 - In the next window:
 - URI: paste the URL for your repository The URL of your repo is available at your repository's web page on Github under HTTPS clone URL on the right-hand side of the page. Link should be `https://github.com/[YourGithubaccountName]/SQAT_SudokuVerifier.git`
 - In the Branch Selection window select master branch
 - Proceed with the default options

Implementation

- ☐ Implement the task according to the requirements described in task description. Try to write unit tests immediately after you complete a part of the task. **You are not required to finish the task completely. But you are expected to have all the tests to check the correctness of the existing code.**

Submit your work

- ☐ Commit and Push:
 - In Eclipse: Right-click project in the package explorer. Then Select **Team > Commit**
 - Write "Project Finished" in commit message textbox
 - In Commit Changes window click **Commit and Push**
 - NOTE: If you encounter an error "There are no staged files" during commit, select all the files in *Unstaged changes* area and move them to *Staged area* in commit window.
 - On your Github repository page check the status to verify that it is up to date with your local copy
 - On your Github repository page check last commit message is "assignment finished"
- ☐ Create Pull Request
 - On your Github repository page create a pull request
 - Click New Pull Request button located above the listing of repository files