

Unit Tests

First of all, I adjust the import statements in the test file.

```
C:\> Project > test_RPG.py > ...
1  import unittest
2  from unittest.mock import patch
3  from io import StringIO
4  import sys
5  from RPG import (
6      generate_password,
7      generate_pronounceable_password,
8      check_password_strength,
9      generate_passphrase,
10     save_passwords_to_file,
11     main
12 )
```

Here are my written unit tests:

```
12 )
13
14 class TestRPGFunctions(unittest.TestCase):
15
16 > def test_generate_password_default(self):...
20
21 > def test_generate_password_custom_length(self):...
24
25 > def test_generate_password_with_entropy(self):...
28
29 > def test_generate_pronounceable_password(self):...
32
33 > def test_check_password_strength(self):...
42
43 > def test_generate_passphrase(self):...
47
48
49 if __name__ == "__main__":
50     unittest.main()
51
52
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
PS C:\Users\MAAHSHAD> & C:/Users/MAAHSHAD/.conda/envs/tmda/python.exe c:/Project/test_RPG.py
.....
-----
Ran 6 tests in 0.002s

OK
PS C:\Users\MAAHSHAD> & C:/Users/MAAHSHAD/.conda/envs/tmda/python.exe c:/Project/test_RPG.py
.....
-----
Ran 6 tests in 0.003s

OK
PS C:\Users\MAAHSHAD>
```

To run the tests, you can run the tests from the command line using below code:

```
python test_RPG.py
```

My code passed the test successfully.