

```

1 import unittest
2 from my_module import generate_grid, get_user_words, get_words, get_pure_user_words
3
4 class TestGameFunctions(unittest.TestCase):
5     def test_generate_grid(self):
6         grid = generate_grid()
7         self.assertEqual(len(grid), 3)
8         self.assertEqual(len(grid[0]), 3)
9         self.assertEqual(len(grid[1]), 3)
10        self.assertEqual(len(grid[2]), 3)
11
12    def test_get_user_words(self):
13        # Mocking user input for testing
14        user_input = ['upper', 'pet', 'uproot', 'open', 'opto']
15        expected_output = ['upper', 'pet', 'uproot', 'open', 'opto']
16        with patch('builtins.input', side_effect=user_input):
17            user_words = get_user_words()
18            self.assertEqual(user_words, expected_output)
19
20    def test_get_words(self):
21        letters = ['e', 'm', 'x', 'p', 'c', 'z', 'w', 'p', 'i']
22        words_from_dict = get_words('en.txt', letters)
23        self.assertEqual(len(words_from_dict), 12)
24        self.assertIn('open', words_from_dict)
25        self.assertIn('pent', words_from_dict)
26        # Add more assertions based on your expected dictionary words
27
28    def test_get_pure_user_words(self):
29        user_words = ['upper', 'pet', 'uproot', 'open', 'opto']
30        letters = ['e', 'm', 'x', 'p', 'c', 'z', 'w', 'p', 'i']
31        words_from_dict = ['open', 'pent']
32        pure_user_words = get_pure_user_words(user_words, letters, words_from_dict)
33        self.assertEqual(pure_user_words, ['opto'])
34        # Add more assertions based on your expected pure user words
35
36 if __name__ == '__main__':
37     unittest.main()

```

Obviously, it messed up, as the task has become unbearable to it.

After investing a remarkable amount of effort in prompting, it managed to resolve its own code issues. What can we deduce from this? Undertaking challenging tasks often results in a failure to write comprehensive tests with Copilot. It seems unable to thoroughly analyze the code to generate reasonable tests.

```


ERROR: test_get_user_words (__main__.TestTargetGame.test_get_user_words)
-----
Traceback (most recent call last):
  File "/usr/lib/python3.11/unittest/mock.py", line 1375, in patched
    return func(*newargs, **newkwargs)
    ~~~~~^~~~~~
  File "/home/julfy/Documents/2nd_term/my_mini_projects/miniproject2/black_dungeon_mAisters-1/test_targer_en.py", line 19, in test_get_user_words
    user_words = get_user_words()
    ~~~~~^~~~~~
  File "/home/julfy/Documents/2nd_term/my_mini_projects/miniproject2/black_dungeon_mAisters-1/target_en.py", line 43, in get_user_words
    string=input()
    ~~~~~^~~~~~
  File "/usr/lib/python3.11/unittest/mock.py", line 1124, in __call__
    return self._mock_call(*args, **kwargs)
    ~~~~~^~~~~~
  File "/usr/lib/python3.11/unittest/mock.py", line 1120, in _mock_call
    return self._execute_mock_call(*args, **kwargs)
    ~~~~~^~~~~~
  File "/usr/lib/python3.11/unittest/mock.py", line 1185, in _execute_mock_call
    result = next(effect)
    ~~~~~^~~~~~
StopIteration

-----
FAIL: test_get_pure_user_words (__main__.TestTargetGame.test_get_pure_user_words)
-----
Traceback (most recent call last):
  File "/home/julfy/Documents/2nd_term/my_mini_projects/miniproject2/black_dungeon_mAisters-1/test_targer_en.py", line 38, in test_get_pure_user_words
    self.assertEqual(len(pure_user_words), 1)
AssertionError: 0 != 1

-----
Ran 6 tests in 0.096s

```

And it says something in here, but it doesn't matter when you don't have properly working code

 GitHub Copilot

The tests in the provided code snippet are covering the function `get_pure_user_words`. This function presumably takes a list of user words, a list of letters, and a list of words from a dictionary as inputs.

The second test, `test_get_pure_user_words_no_match`, is testing the scenario where there are no words in the user's list that match the criteria of the function. The assertions in this test are checking that the output is a list and that the list is empty.

It optimizes something, but it is not needed here. The code breaks

```
FAILED (failures=1, errors=1) | Docs under /explore (Ctrl+Click)
```

→ black_dungeon_mAisters-1 git:(BohdanchickHarhui@l0pecjick) X cd /home/julfy/Documents/2nd_term/my_mini_projects/miniproject2/black_dungeon_mAisters-insiders/extensions/ms-python.debugpy-2024.3.10611006-linux-x64/bundled/libs/debugpy/adapters/.../debugpy/launcher 39015 -- /home/julfy/Documents/2nd_nMAisters-1/test_target_en.py

Traceback (most recent call last):
File "/home/julfy/Documents/2nd_term/my_mini_projects/miniproject2/black_dungeon_mAisters-1/test_target_en.py", line 5, in <module>
 class TestTargetGame(unittest.TestCase):
 ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
File "/home/julfy/Documents/2nd_term/my_mini_projects/miniproject2/black_dungeon_mAisters-1/test_target_en.py", line 31, in TestTargetGame
 @unittest.parametrize('user_words, letters, words_from_dict, expected_result', [
 ^^
File "/usr/lib/python3.11/unittest/_init_.py", line 98, in __getattr__
 raise AttributeError(f"module {self.__name__!r} has no attribute '{name!r}'")
AttributeError: module 'unittest' has no attribute 'parametrize'
→ black_dungeon_mAisters-1 git:(BohdanchickHarhui@l0pecjick) X