**CS 1632-Deliverable 2**

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<https://github.com/MeSz/CS1632_Project2_CoffeeMakerQuestUnitTesting/tree/master/CS1632_Project2>.

This deliverable was much harder than we had predicted. The process of getting Junit and Mockito working was a hassle because of class paths being rather uncooperative. Also, my partner and I were utilizing different IDE’s which created problems of its own. The approach we took to the deliverable was to follow the guidelines from class and set each test up so that it failed first, then to write the test so it would pass. The most challenging aspect of this deliverable was the Mock doubles and method stubbing. We created the program with little interdependence so finding places to create mocks was challenging. Along with that we found this project to be hard to test because of it’s almost simplicity.