CS 1632 - DELIVERABLE 2: Unit Testing Ruby Rush

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<https://github.com/MicahAnthony/D2.git>

Some of the challenges I faced early on, was that I wasn’t sure how to approach this project. I knew I needed multiple classes with methods to make the process of writing unit tests alot easier however I didn’t know what classes would be needed. I spent several days thinking about this alone.

Another huge challenge to me with this deliverable was rubocop. I can honestly say that I hate it. It’s the worst possible requirement especially when you’re still making changes up to the last minute. Had I started sooner I may have had less problems.

A few of my tests fail. There are two that tell me the methods were expecting a different number of arguments, however whenever I modify them it yells at me again, this time screaming that the previous number was expected. Given more time I should’ve been able to address these. The only other unit test failure is one that tells me an invalid argument ‘0’ is being entered. I looked online and searched my code but I could not for the life of me figure out what was wrong with it.

I had no problem with achieving effective code coverage. The part I most enjoyed about this deliverable was the rewarding feeling of seeing that your makeshift rugbyist found gems.





