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CS-362-W19

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Assignment 3

dominon.c function unit tests

Source file	unittest1.c	unittest2.c	unittest3.c	unittest4.c
Function tested	shuffle	discardCard	fullDeckCount	drawCard

dominon.c card implementation unit tests

Source file	cardtest1.c	cardtest2.c	cardtest3.c	cardtest4.c
Card tested	Smithy	Adventurer	Embargo	Salvager

Bugs

There is definitely a bug in the shuffle function. I am just not sure exactly where yet. It seems to happen after the second shuffle after the initialize shuffle. The deckCount is off.

Unit Testing (coverage)

myShuffleTest provides 100% branch coverage, which can be verified starting at line 297 of unittest1.out.

Unit Testing Efforts

Unfortunately, I am out of time and have completed very little of this assignment. I spent a lot of time fighting my way into the code and my life was simply too busy in the last two weeks for me to devote the hours needed to even come close. You will only find my own version of the shuffle function, as noted by the chart above. I was unable to even attempt the others.

I spent about half my time attempting to write a myTestDriver and setting up myTestSuite.c which ended up being too buggy to even run my only test function. In my final attempts to salvage this assignment you will find that I am using the provided testInit.c and then adding a call to myShuffleTest. This was because I thought perhaps my code was uncovering a bug in the initialization function. The results of running this program are what finally lead me to understand that I had been very, very wrong about how I was attempting my unit testing in the first place. Because I only have about 50 minutes left before this assignment is due, I am not sure that I will have time to try again, had I need to make sure I have my git branch ready to submit. I believe that I am getting very poor results from my test not because of actual bugs, but because I am not controlling the inputs completely enough to get reliable results from myShuffleTest.

