Add Route Blackbox testing.

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| **Test** | **Data** | **Expected Result** | **Description** |
| Test 1 – Initialization | Map map = populateMap();  //Assert  Assert::AreEqual(MAP\_ROWS, getNumRows(&map));  Assert::AreEqual(MAP\_COLS, getNumCols(&map));  Assert::AreEqual(0, map.squares[0][0]); | * Assert that the number of rows in the map is equal to MAP\_ROWS. * Assert that the number of columns in the map is equal to MAP\_COLS. * Assert that the value of the square at position (0, 0) in the map is 0. | Checks the assertion of the rows, columns, and to see if the top left the map is implemented correctly. |
| Test 2 – Get blue route | struct Map baseMap = populateMap();  struct Route blueRoute = getBlueRoute();  struct Map routeMap = addRoute(&baseMap, &blueRoute);  // Check if the route has been added correctly by verifying if any squares have the route symbol  bool routeAdded = false;  for (int r = 0; r < routeMap.numRows; r++)  {  for (int c = 0; c < routeMap.numCols; c++)  {  if (routeMap.squares[r][c] == BLUE)  {  routeAdded = true;  break;  }  }  if (routeAdded)  break;  }  //Assert  Assert::IsTrue(routeAdded); | Returns True | Search the map for all the implemented blue route, once all of the points are found the test returns true. |