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SE-461

Lunar Lander Classwork Tutorial

GAMECONTROLLER.JAVA ADDED TEST

@Test

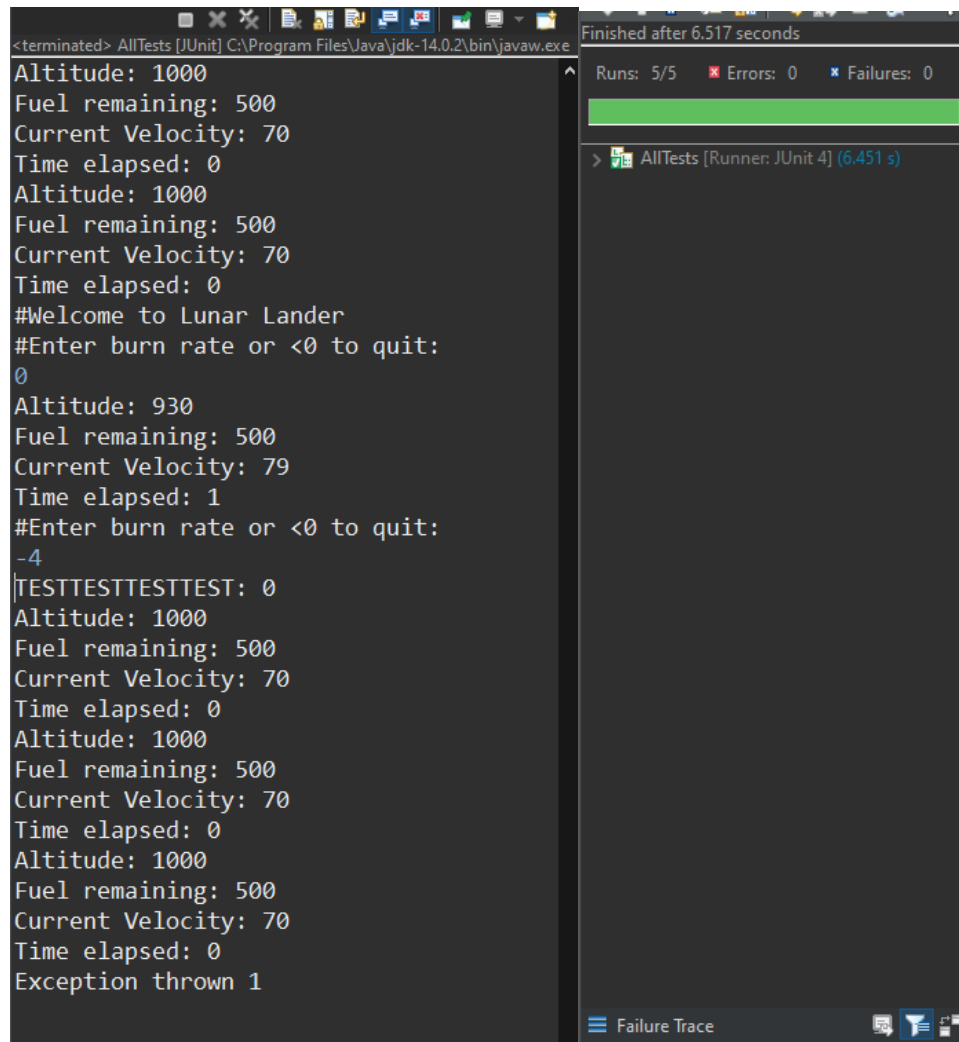
```
public void testRun() {  
    gc.run();  
    System.out.println("TESTTESTTESTTEST: " + gc.getSpaceCraft().getBurnRate());  
    assertTrue(gc.getSpaceCraft().getBurnRate() >= 0);  
}
```

SPACECRAFT.JAVA ADDED TEST

@Test

```
public void testGetAltitude() {  
    SpaceCraft sc = new SpaceCraft();  
    sc.init();  
    assertTrue(sc.getAltitude() > 0);  
}
```

SCREENSHOTS



```
<terminated> AllTests [JUnit] C:\Program Files\Java\jdk-14.0.2\bin\javaw.exe
Altitude: 1000
Fuel remaining: 500
Current Velocity: 70
Time elapsed: 0
Altitude: 1000
Fuel remaining: 500
Current Velocity: 70
Time elapsed: 0
#Welcome to Lunar Lander
#Enter burn rate or <0 to quit:
0
Altitude: 930
Fuel remaining: 500
Current Velocity: 79
Time elapsed: 1
#Enter burn rate or <0 to quit:
-4
|TESTTESTTEST: 0
Altitude: 1000
Fuel remaining: 500
Current Velocity: 70
Time elapsed: 0
Altitude: 1000
Fuel remaining: 500
Current Velocity: 70
Time elapsed: 0
Altitude: 1000
Fuel remaining: 500
Current Velocity: 70
Time elapsed: 0
Exception thrown 1
```

Finished after 6.517 seconds

Runs: 5/5 Errors: 0 Failures: 0

> AllTests [Runner: JUnit 4] (6.451 s)

Failure Trace