# Testing Document

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# Debugging Exercises

## Testing the Debugging Exercises

Shortcut to step through code while in debugging

Step Into = F11, Step Over = F10, Step Out = shift+F11, Step Backwards = Alt+[, Show Next Statement = Alt+Num \*, Break All = Ctrl+Alt+Break, Stop Debugging = Shift+F5, Restart = Ctrl+Shift+F5

The way the tested the work was with one of the three experiments with the sides and seeing if I change the value that was being minus from if it could go back to one of the NPC. Which is why I increase the size to test that it could load up a file that was not beside It is data and had to jump over one. The second Test was to see if there was another way to have the NPC name print with less code and the idea was to just have the null terminator at the end. This ended with the first NPC loading with the name and no other characters but has cause the program to break if wanting to change to another NPC. Lastly was to test the else statement is working was I did by underneath the seekg code have it right test in the console to say that the else statement is being used. After running the program test will appear into the console when switch NPC data.

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| --- | --- | --- | --- |
| **Test** | **Expected Output** | **Actual Output** | **Passed?** |
| Fixing the Slide  currentRecordIdx = data.GetRecordCount() - 3; | For the program to go back three profiles when the right key is press on the fifth profile | The Program goes back three profiles when on the fifth profile and press right | Passed as the code makes it go back three profiles. |
| Fixing the Name  currentRecord->name = new char[nameSize];  currentRecord->name[nameSize] = 0; | When the program runs the name is just the name of the NPC no extra characters | Writes out the name with no extra characters. | Passed for the printing the name but fail as it breaks the program when you try to change to a different profile. |
| Making the else statement run when the if statement doesn’t work.  Else  {  infile.seekg(recordSize, std::ios::cur);  std::cout << "test" << std::endl;  } | For the program to write the word “test” in the console when the else statement is being run | The program runs and write “test” into the program when the key is pressed to switch NPC data | Passed as the else statement was ran when the i != index in the for loop so it would read where it’s current position was until the i == index |

Text

Description automatically generatedText

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A screenshot of a computer

Description automatically generated with medium confidence