## 20240416 Chapter 3 details

Prerequisites to begin working on a project:

- (0) Starts with the Problem Definition (what details are desired)
- (a) List of requirements (gathered via user stories)
- (b) Architecture of the Problem

CONCEPT: The earlier a defect occurs in the process and later it is detected, the more costly the problem

## UML Usage (4/16 and 4/18)

- → Only class diagrams will be used for project
  - Organize class hierarchy
  - - sign is private. + sign is public.
  - Generalization relationship inheritance triangle to base class
  - Association relationship aggregation stored as a variable in another class solid line
    - Full or empty diamond included for composition versus aggregation
    - Composition is most typical; aggregation is different (more like working together)
  - Object type is not relevant in UML (pointer or not) only shows up within class card
  - Book+Pages are composition; not a book without pages/cover
  - Dependency (third relationship)
    - Example: function in class A uses class B in a function
  - Place Abstract Classes with italic class name in UML
  - Entity versus Boundary versus Control
    - MVC design Model View Controller
    - Model: Entity
    - View: Boundary (user interface)
    - Controller: Control that manipulates interaction between model and view
    - Separation of UI and model code allows for simple classes
  - Pure Virtual Functions have no additional distinction, can be bold/italics

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#### 20240417 Discussion: GDB and Valgrind

g++ filename.ext -g -o newfile.exe

- (gdb) break line-number
- (gdb) print variablename
- (gdb) step goes into the function code
- (gdb) next runs function but does not enter function code
- (gdp) continue runs to end
- (gdb) info breakpoints
- (gdb) del break 1
- (gdb) quit

exiting the debugger also removes breakpoints

### Valgrind:

Memory debugging via memcheck g++-g-O0\*.cpp -o newfile.exe valgrind -leak-check=full filename.exe

-track-origins=yes gives locations of memory leaks

additional valgrind details:

valgrind ./filename.exe (runs valgrind and gives list of issues)

Commands show up in the output for further commands

#### Unit Testing: 20240423

- Manufacturer to Quality relationships
- Unit Tests should be on github pull requests
- Protects your code from others' mistakes
- Write Failing Test Make Code Work Eliminate Redundancy
- Unit Testing Versus Integration Tesing
  - Unit Testing: SUT (System Under Testing)
    - Arrange: Open part of app to test
    - Act: apply stimulus to part of app
    - Assert: observe resulting behavior and verify results
  - Google Test: gtest primer assertions
  - Assert Versus Expect true/equal/etc.
    - Assert fails mid-function if incorrect state
    - Expect continues to end of function even if state fails
  - Test cases should not throw, but do more expect/assert cases against values like nullptr
  - Assert is best used when a test after may seg-fault
  - EXPECT NEAR will take error margin as third argument
  - Can use stringstream to store integer values to compare to specific decimal places
    - Can use output streams as an argument for the location of an output

#### Stubs and Drivers

- Top-Down = Stub
- $\bullet$  Bottom-Up = Driver
- Driver: Module that calls your program
- Stub: Being called by the program

#### **Function and Non-Function Testing**

- Function: The actual output value of the test
- Non-Function: Formatting issues, etc.
- Stress testing, like having tons of users log in at once, is non-function

#### Project Testing

- Code Coverage in Testing:
- Coverage = Lines Executed by Tests / Total Lines
- 80 percent is required coverage

# **Continuous Integration**

main.vml

Change actions/checkout@v4

"Makefile" for github, testing, etc. as a report Can run several "steps" (or programs, tests, etc.)