Pass Task 7 – Unit Testing Spells

Related Learning Outcomes

ULO1 – Explain the OO Principles

This exercise demonstrated using previous knowledge from other exercises and using it to test the Swinwarts game code to make sure the spells casted correct data and be able to change names.

ULO2 – Use OO Language and Library

This exercise taught me NUnit specific commands such as StringAssert.Contains().

ULO3 – Design, Develop and Test using an IDE

The code was developed using Xamarin Studio to build and run the program, as well as integrated debugging features to step and inspect values.

ULO4 – Communicate using UML Diagrams

I learned how to interpret a UML class diagram and write the related code. Understanding what part of the UML diagram is for fields, methods and properties.

ULO5 – Describe Elements of Good OO Design

The exercise demonstrated correct use of C# coding conventions.

Screenshots

[code running]

[use of IDE]

SwinwartsSchoolofMagic - TestSpell.cs - Xamarin Studio

File   Edit   View   Search   Project   Build   Run   Version Control   Tools   Window   Help

Debug   Default   Build successful.   Press 'Control+,' to search

Solution

Program.cs   SpellKind.cs   Spell.cs   TestSpell.cs

TestSpell   ▶   TestNameChange ()

SwinwartsSchoolofMagic
  SwinwartsSchoolofMagi
    References
    Packages
    Properties
    packages.config
    Program.cs
    Spell.cs
    SpellKind.cs
    TestSpell.cs

```
23              StringAssert.AreEqualIgnoringCase ("Paul's potent poultice", spls.Name);
24              Assert.AreEqual (spls.Kind, SpellKind.Heal);
25          }
26
27          [Test ()]
28          public void TestInvisibility ()
29          {
30              Spell spls = new Spell ("David's dashing disappearance", SpellKind.Invisibility);
31
32              //making sure string is right
33              StringAssert.AreEqualIgnoringCase ("David's dashing disappearance", spls.Name);
34              //making sure right type of spell
35              Assert.AreEqual (spls.Kind, SpellKind.Invisibility);
36          }
37
38          [Test ()]
39          public void TestNameChange ()
40          {
41              Spell spls = new Spell ("David's dashing disappearance", SpellKind.Invisibility);
42
43              StringAssert.AreEqualIgnoringCase ("David's dashing disappearance", spls.Name);
44
45              spls.Name = "Paul's dashing disappearance";
46
47              StringAssert.AreEqualIgnoringCase ("Paul's dashing disappearance", spls.Name);
48          }
49      }
50 }
```

F# Interactive

```
> Microsoft (R) F# Interactive version 12.0.21005.1
Copyright (c) Microsoft Corporation. All Rights Reserved.
For help type #help;;
```

Test Results   Errors   Tasks   Package Console