#### Sfwr Eng $2\mathrm{XB}3$ - Final Project

Group 33 - The Scrabbler

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Prof: Dr. Samavi Lab: L01 Due: Friday April 10, 2015 **NOTE:** An official Testing Report was NOT mentioned in the final project requirements, but since we had to perform testing anyways our group included this as proof. We also did our entire implementation from scratch (including our own data structures etc) and didn't rely on libraries and thus testing our implementation is very critical.

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#### Preface

This document is organized with each chapter dedicated to a different testing procedure type (from low-level unit testing to higher level system testing). Within each chapter, there is a section representing a conceptual model. From there, there are subsections for each class module and sub subsections for each unit/method within those classes.

#### Chapter 1

### Unit Testing

The manner in which each of these tests were done was systemically consist. Specifically, each unit was tested on its own with necessary stubs and drivers. This sort of testing is considered to be whitebox and will verify the method on its own, but will not imply integration/system testing (to be done in other ways). This manner of testing will verify the FUNCTIONAL CORRECTNESS of the requirements for the particular method, and only that method.

- 1.1 Model
- 1.2 View
- 1.3 Controller

Table 1.1: private method this.hlIndicies

TEST CASE	EXPECTED RESULT	ACTUAL RESULT	P/F
d: "horizontal" x:3,	[0, 1, 2]	[0, 1, 2]	P
y:4 with 3 highlighted			
cells and no letters			
d: "vertical" x:1, y:1	[0,2,3]	[0,2,3]	P
with 4 highlighted cells			
and a letter in the sec-			
ond one			
d: "horizontal" x:0,	[1, 2, 3, 4, 5]	[1, 2, 3, 4, 5]	P
y:0 with 7 highlighted			
cell and a letter in the			
first and last cell			

Table 1.2: public method this.matchTiles

TEST CASE	EXPECTED RESULT	ACTUAL RESULT	P/F
words in heap: side,	[side, ides, dies]	[side, ides, dies]	P
dies, ides, peep. Hor-			
izontal highlight from			
[0][0] to [0][3]. Tiles:			
s,i,d,e			
words in heap: side,		[]	P
dies, ides, peep. Hor-			
izontal highlight from			
[0][0] to $[0][3]$ . Tiles:			
none			
words in heap: side,	[side, ides, dies]	[sides, ides, dies]	P
dies, ides, peep. Hor-			
izontal highlight from			
[0][0] to $[0][3]$ . Tiles:			
i,d,e,wildcard			

Table 1.3: public method this.matchTiles

TEST CASE	EXPECTED RESULT	ACTUAL RESULT	P/F
cells $[0][0]$ to $[0][3]$	/\w \w \w/	/\w \w \w/	P
highlighted, no letters			
cells $[1][2]$ to $[4][2]$	/ a \w \w \w /	/ a \w \w \w /	P
highlighted, an a in			
cell [1][2]			
cells[2][2] to $[5][2]$	/ a [aeioy] \w \w /	/ a [aeioy] \w \w /	P
highlight, an a in cell			
[2][2], a b in cell [3][1]			