"CS 1632 - DELIVERABLE 2: Unit Testing CitySim9006"

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<https://github.com/Thonyvb/Deliverable-2>

When elaborating the tests, I realized that it is highly important to always have a good object-oriented design. My first goal was to implement all the functionalities of the game, and by doing that I did not take the appropriate approach of developing good reusable classes and methods. Therefore, at the moment of writing the tests, I had a hard time trying to test most of the functionalities. The test made me restructure my code of the game, and it opened my eyes on how useful and efficient manipulating classes can be. The tests worked coherent with the available classes. Nevertheless, there were several instances that required a better approach to testing. During the restructure of the code my new mindset was “how can I make this block of code more testable” which I think improved the readability and efficiency of the tests afterwards. I found really useful to stub methods when dealing with functionalities such as moves since them required a random number which I could set to an specific one in the class RandomeGenerator. However, what I found to be the most challenging was to adapt to writing proper Ruby. It is a new language for me and It was time really time consuming trying to understand the errors related to requirements for mocks, instance methods, and class methods.

Screenshot of tests executions:

