

The BaconGame class contains various methods in order to read and interpret data from files of actors, movies, and actor movie relationships in order to build a functioning graph. From there, it also accepts user input in order to control an interface to display different types of data based on the graphs formed. There are also methods to modify things like the center of the universe, which is by default set to Kevin Bacon. In order to design the graph and implement it, the BaconGame class also implements methods from the GraphLib class. Of the tests attached in the ps4 file, GraphLibTestRun displays the tests for the GraphLib methods with the default test graph that was provided, in order to ensure that the GraphLib methods were working properly. From there, a sample run of SmallerFileTestRun was included in order to test the BaconGame with a smaller amount of data from the files, in order to ensure that the separate methods were all functioning properly. This was also to help check for some of the edge cases in this scenario. Finally, the GameTestRun file utilizes the full files for the actor, movie, and actormovie input files in order to run the game properly with all the actors. These cases in the test run help to ensure that the methods provided in the BaconGame and GraphLib class are all functioning properly.