CS 1632 - DELIVERABLE 1: Unit Testing Ruby Gold Rush

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<https://github.com/adamrichman1/D2>

**Description:**

Generally speaking, this project was able to be completed without many minor difficulties. In terms of writing the logic itself, constructing the graph was certainly the most difficult part, the logic of ‘mining’ was pretty straightforward. Writing the tests proved to be a non-trivial task, due largely to the formatting and descriptions of the unit tests themselves. Implementing stubbing came fairly naturally, as it was often an intuitive way of testing, and the program itself did not seem to have many bugs at all. Ultimately, the most frustrating part of the project was attempting to achieve code coverage over initializers and print statements, though with some struggling this was a doable goal.

A screenshot of a cell phone

Description automatically generated