Lab 4 –Unit Testing with Jasmine (4% of final grade)

REQUIREMENTS:

<mark>**SUBMIT ONLY YOUR ZIPPED *lab-4-guess.js* FILE AND YOUR SPEC FILE***.</mark>

The guessNum() function is found in lab-4-guess.js
Download the most recent Jasmine 'standalone' version from
https://github.com/jasmine/jasmine/releases

Lab completed during in-class lab time (1%)

Part 1:   TEST THE NUMBER GUESSER   (2%)

1. Create a Jasmine test suite to **ensure that the provided function (*lab-4-guess.js*) meets the provided specifications (found below)**.
2. Create Test-to-pass (x2); Test-to-fail (x3); and Boundary tests (x6). Remember, Test-to-pass for this function is not just guessing the "correct" answer, it is also testing a value that is in the middle of the range of expected values.
3. Following the Behaviour Driven Development methodology, create your test statements by copying parts of the text from the provided specifications below.

Part 2:   FIX THE NUMBER GUESSER   (1%)

4. If any of the Jasmine tests fail, fix the ***function***, and add comments to indicate what you changed and why, along with your name and the date. **Your function needs to pass all of the test specs**.

FUNCTIONAL SPECIFICATION
Test Suite for Guess-a-Number (1-10) function (guessNum)

1. The function should return 'You guessed it!' when the correct number is entered.
2. The function should return 'Guess again.' for any number between 1 and 10 (inclusive) that is not the correct answer.
3. The function should return 'A number was not input.' if the value entered is not a number.
4. The function should return 'A value was not entered.' if it receives an empty string.
5. The function should return 'Way off!!!! Pick between 1 and 10.' if the value entered is a number outside of the allowed range of guessing values.