blue ghost stuck

cant restart

red ghost – fast smart

orange – smart slow

pink fast dumb

blue slow dumb

super fast pacman

unable to restart game

have to run it again and again

tried getting killed by all the ghosts

finishing game to look at score

crashing into walls to see if theres a bug

stopping and starting while trying to move while its stopped and see if it moves when it restarts with the key pressed down and not pressed down.

Crash into blue ghost while its stuck.

1.

1. Started the game then stopped the game to see if all sprites stopped
   1. Test Case: startStop() in levelTest.java
   2. Result: all sprites stopped as expected
2. Tested to see wether player can countrol pacman when the game has not been started.
   1. TestCase: noStart() in levelTest.java
   2. Result: It didn’t allow the player to control the pacman
3. Tested to see if two ghosts can overlaped
   1. TestCase: testReoccupy in OccupantTest.java
   2. Result: The ghosts were able to overlap and didn’t disapear after

2.

src/test/java: 80.5%

CollisionInterctionMap.java 0%

DefaultPlaterInterationMap.java 0%

PacmanConfigurtionException.java 0%

The test cases for these 3 classes are clearly inadequate since for all 3 of these classes 0% of the cases were covered. Instead, they should test all the paths and possible outcomes to try to reach maximum coverage of the classes.

3.

83.5%

we see a slight increase in the percentage of covered cases from 80.5% to 83.5%. We assume that it is because we enabled more tests which in turn covers more test cases of the program.

2.1

line coverage test - 80.5%

mutation test – noc 36, 48% 219, line coverage 81%

2.2

generated 461 mutations killed 219(48%)

ran 579 tests

Conditionals Boundary Mutator – generated 35 killed 16 - 46%

Increments Mutator – generated 24 killed 15 (62%)

Math Mutator – generated 34 killed 16 (47%)

Conditionals boundary mutator same.

Increments mutator – generated 24 killed 16 (67%)

Math mutator – generated 34 killed 16 47% - same

2.2 new

condional – number of classes 17, 83% and 46%

increments – noc 13, 81% 67%

math – noc 10, 95%, 47%

@Test

public void alive Test() {

assertFalse(level.isAnyPlayerAlive());

}

81%, 48% 220

Public boolean isANyPlayerAlive(){

Tested return false

}