

Assignment-5:

The primary goal of this assignment is to learn how to write a bug report and debug.

Note:

- This is NOT part of the team project. Do it on your own!
- Make all your changes on your master branch, then create your new branch.
- Though this is not a team assignment, work with your teammates closely and help one another.
- You can discuss this assignment with your teammates.
- Submit your entire dominion folder with all **new files** to your repository.

Assignment Details:

1. Grab one of your teammate's (i.e., one member of your team project) code and put it in a separate folder within your folder. The name of the folder should start with the ONID of the teammate whose code you are testing. For instance, if you chose to test aburasa/dominion, create the directory projects/yourONIDfolder/aburasaDominion/.
2. Copy paste your tests into the directory and run your tests (the unit and random tests from assignment-3 and assignment-4) to test code written or modified by your teammate that you copied. You can use your makefile to run the tests or you can run them one by one. Please **note** that you “**may**” need to change your tests in order to match the refactored code. Based on how your teammate refactored the code, what are the method names, what are the parameter passed, you have to change your tests. This will also indicate how maintainable your tests are. **(25 points)**
3. Find and report at least two (2) bugs (possibly including pointers to code to expose those bugs). Name your report BugsInTeammateCode.txt and submit it into the class repo under your Teammate Code folder. You also need to document these bug reports in the Assignment-5.pdf file, under section **Bug-Reports**. Did you find any interesting bugs using your tests, explain why in some details?. Also, explain in some details about the bug(s), such as the cause, symptom, how you found it, etc..?. **Note: if you cannot find out any bug, you will lose 25 points.** **(25 points)**
4. Write a test report, in **Test Report** Section, describing your experience testing Dominion.

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Document in detail, including code coverage information, the status and your view of the reliability of the Dominion code of your teammate. (25 points)

5. Document the process of identifying and fixing a **bug in your own code**, and mention your code changes under section **Debugging**. You may start with a bug report from a teammate or from your own testing. Show how you used a debugger (e.g., GDB) to understand and debug your code. If any files or logs are discussed in the debugging section make sure to also submit those! (25 points)

NOTE: In case your teammate already fixed the bugs and you cannot find out any bugs, Find out the version they just submitted for assignment 2 and use that version.

Submission instructions:

- **Canvas** (75 points)
 - **Assignment-5.pdf** that contains three sections: **Bug-Reports**, **Debugging**, and **Test-Report**.
- **The class github repository** (25 points)
 - Submit your complete dominion code under **projects/your-onid/dominion** and your team mate code that you tested **projects/your-onid/yourteam-onidDominion/dominion** + your updated unit tests
 - Create a new **branch** of your repository called “**youronid-assignment-5**” contains your final submission. This branch must be created before the due date to receive credit.

**** Add a comment in Canvas and give the URL for your fork (under Assignment-5).**