CS 1632 - DELIVERABLE 2:
Unit Testing and Code Coverage

https://github.com/blester125/CS_1632_deliverable2
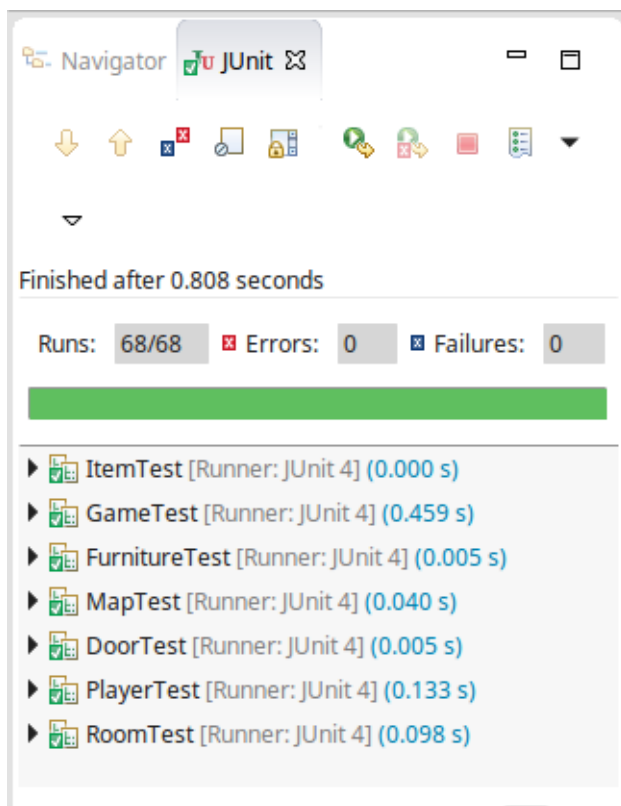
Brian Lester

February 16, 2016

1 Descriptions of Issues

The biggest Issue I had while creating the JUnit tests in this project was methods that called other methods that were part of the same Object that was under test. I was unable to figure out exactly how to stub a method so that I could verify that it was called while having a real object that I could call the method I was testing with.

Writing test also changed my coding style. Many of my functions returned void or used global variables rather than passing in parameters. A similar example of this was that at the start my parseInput function read from stdin itself. This was hard to test so I rewrote it so that it recived input as a parameter which was much easier to test. This shift in style seems to be similar to the shift towards functional programming. I feel that writing these test helped clean up the quality of my code.

2   Unit Tests

Navigator   JUnit

Finished after 0.808 seconds

Runs: 68/68   Errors: 0   Failures: 0

▶ ItemTest [Runner: JUnit 4] (0.000 s)
▶ GameTest [Runner: JUnit 4] (0.459 s)
▶ FurnitureTest [Runner: JUnit 4] (0.005 s)
▶ MapTest [Runner: JUnit 4] (0.040 s)
▶ DoorTest [Runner: JUnit 4] (0.005 s)
▶ PlayerTest [Runner: JUnit 4] (0.133 s)
▶ RoomTest [Runner: JUnit 4] (0.098 s)

3   Code Coverage

Element	Coverage	Covered Instruction	Missed Instructions
▶ 🗁 CoffeMakerQuest	▬ 96.7 %	2,463	83