I write a JumperTest class to test the method I wrote in the Jumper class, such as \*\*Act(), Move(), CanMove()\*\*

For the test of the \*\*Act()\*\*, I considered 8 tests:

- \*\*test jump over rocks\*\*

- \*\*test turn when the location two cells in front contains a rock\*\*

- \*\*test jump when the location two cells in front contains a flower\*\*

- \*\*test turn when the location two cells in front of the jumper is out of the grid\*\*

- \*\*test turn when the the jumper is facing an edge of the grid\*\*

- \*\*test turn when another actor (not a flower or a rock) is in the cell that is two cells in front of the jumper\*\*

- \*\*test turn when jumper encounters another jumper in its path\*\*

- \*\*test no left flower when jumer leaves on a flower\*\*

All the above tests succeed.

For the test of the \*\*Move()\*\* method, actually it is a bit like the Act() method, except two cases:

- \*\*test remove when jumper is facing an edge of the grid\*\*

- \*\*test remove when the location two cells in front of the jumper is out of the grid\*\*

In these 2 cases, calling the Move() method will remove the Jumper from the Grid while calling the Act() method won't.

For the test of the \*\*CanMove()\*\* method, I considered 7 tests:

- \*\*test true when jump over rocks\*\*

- \*\*test false when the location two cells in front contains a rock\*\*

- \*\*test true when the location two cells in front contains a flower\*\*

- \*\*test false when the location two cells in front of the jumper is out of the grid\*\*

- \*\*test false when the the jumper is facing an edge of the grid\*\*

- \*\*test false when another actor (not a flower or a rock) is in the cell that is two cells in front of the jumper\*\*

- \*\*test false when jumper encounters another jumper in its path\*\*

All the above tests succeed.