One of the bigger complications that I found was testing with the Rand.nextInt(). When I created a mock of the Random object, I attempted to create a stub of the Rand.nextInt() method. However, when I called nextInt() within the method I was testing, I was passing the parameter of 2 into nextInt() in order to receive a random integer in the range of [0,2). After a while of being confused and not being able to figure out why my test was failing, I found out that I had to stub Rand.nextInt(2). I didn’t realize I had to include the parameter within my stub.

That test should pass now though.

Another complication was trying to make my program as object-oriented as possible. What ended up happening was my folder became crowded with tons of java files for tests and the classes themselves so I apologize for the confusing mess that I made.

I also created a cityMatrix to store the different Locations in. I constructed this matrix in one giant constructor method and probably could’ve broken it up into multiple smaller methods that would’ve looks easier on the eye.

All my test passed and I ran the simulation a couple times to verify that it met all the requirements.

