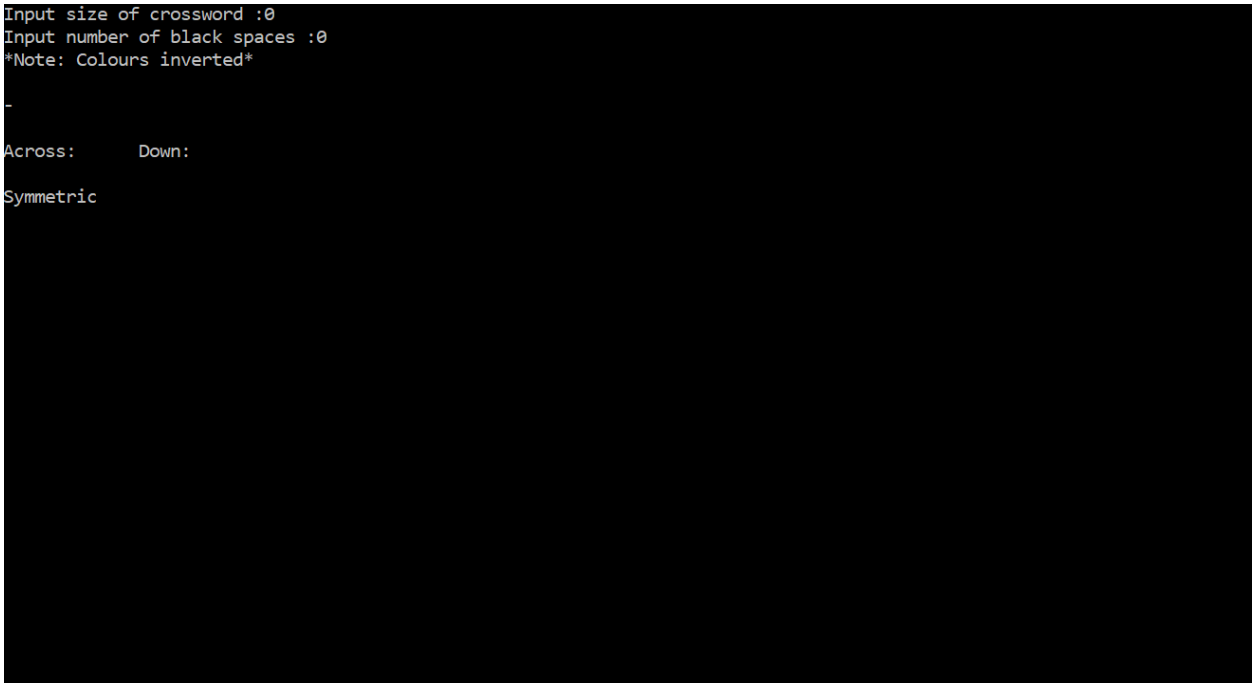
M. Hellard, J. Laframboise, C. Miller
B. Patrick
COIS 2020H
October 16th 2022

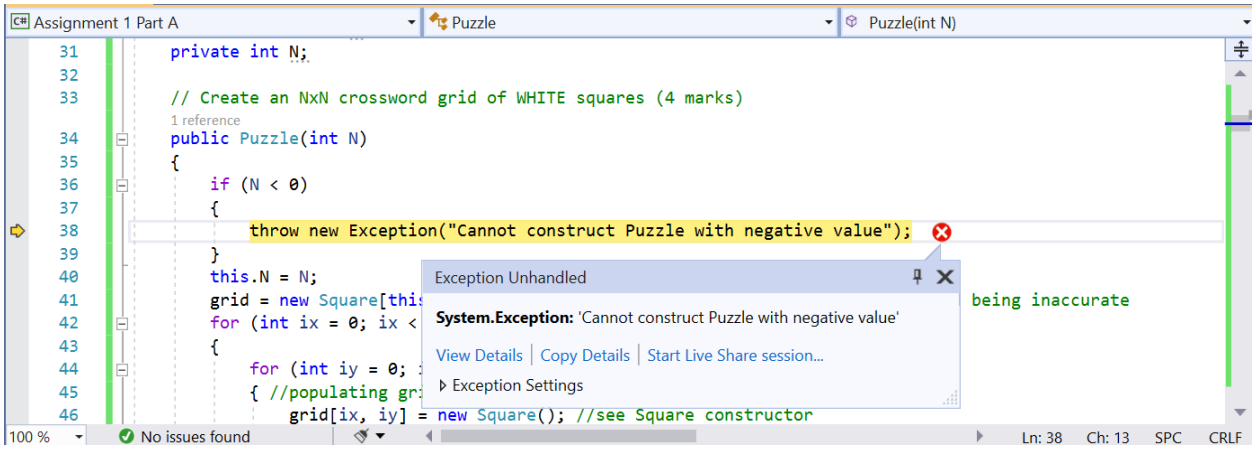
Assignment 1 - Testing

PART A:

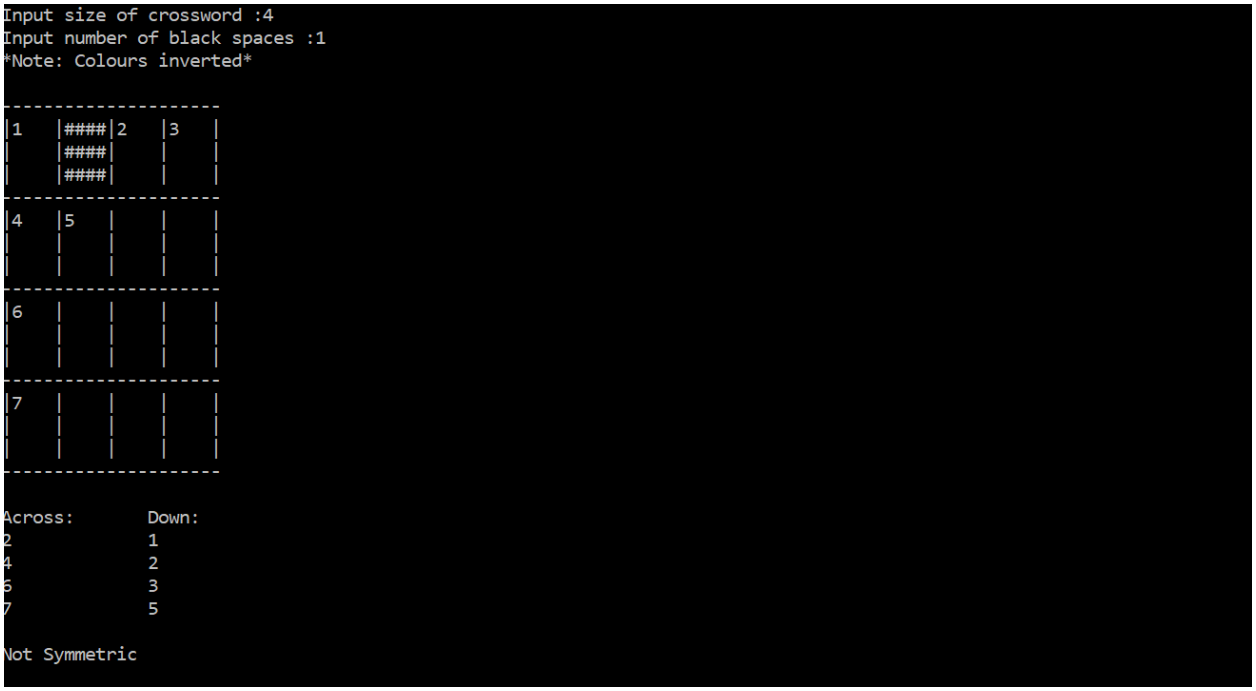
Scenario 1: size 0, with no black squares.



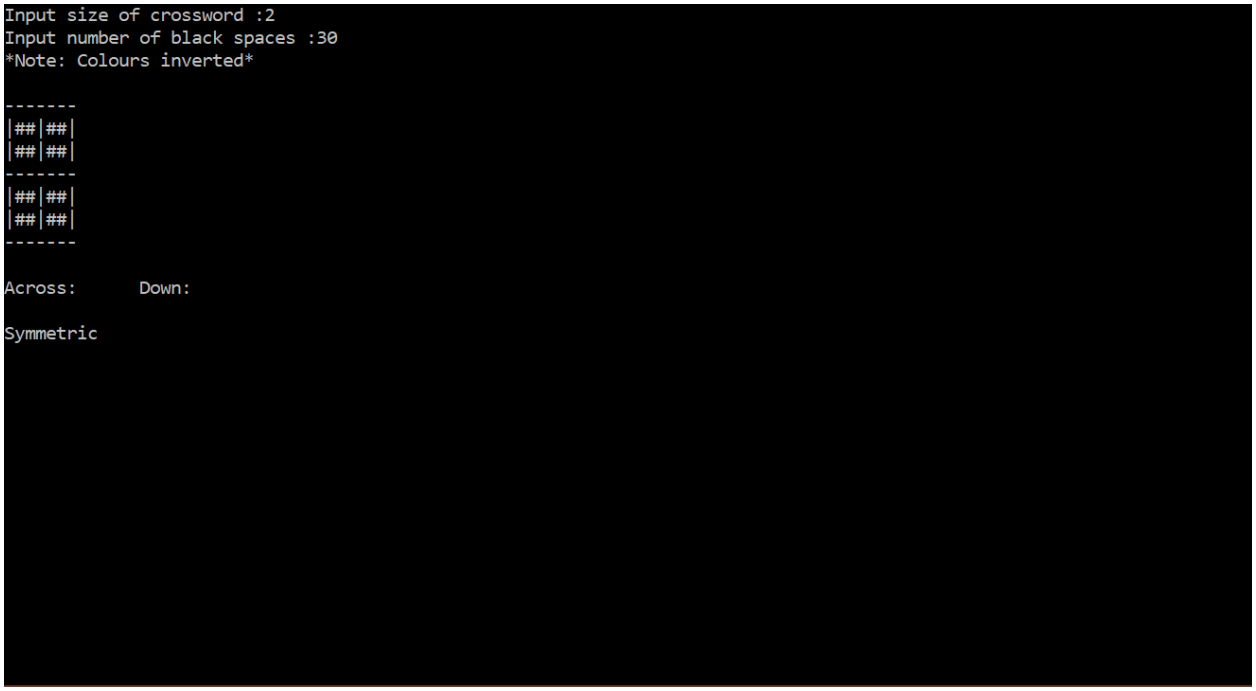
Scenario 2: size negative, with negative black squares.



Scenario 3: size positive, number of black squares less than size.

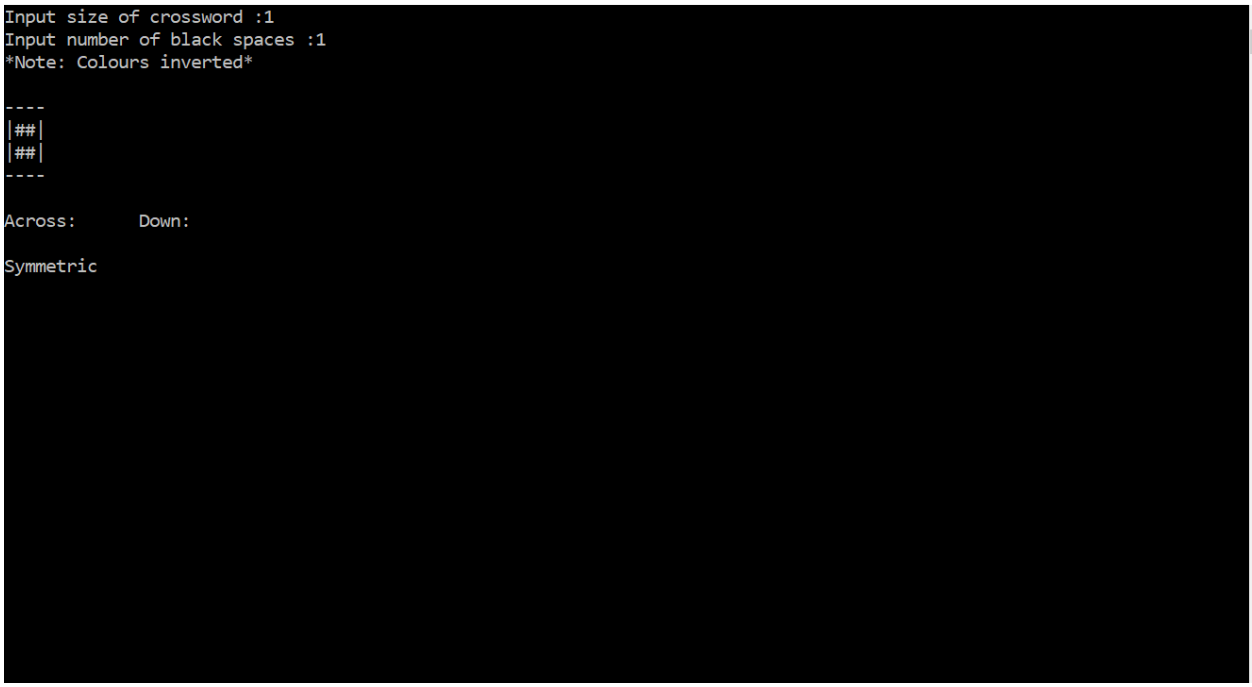


Scenario 4: size positive, number of black squares greater than size.



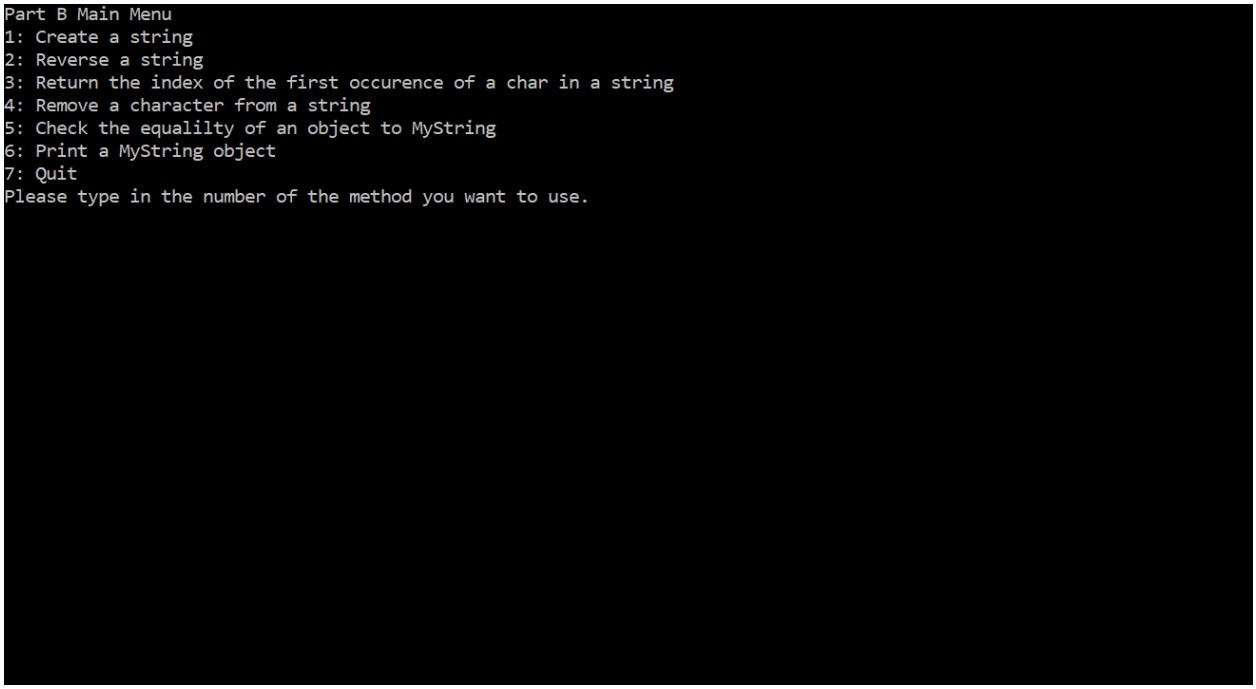
Symmetry test

Size of 1 test



PART B:

Creating a string



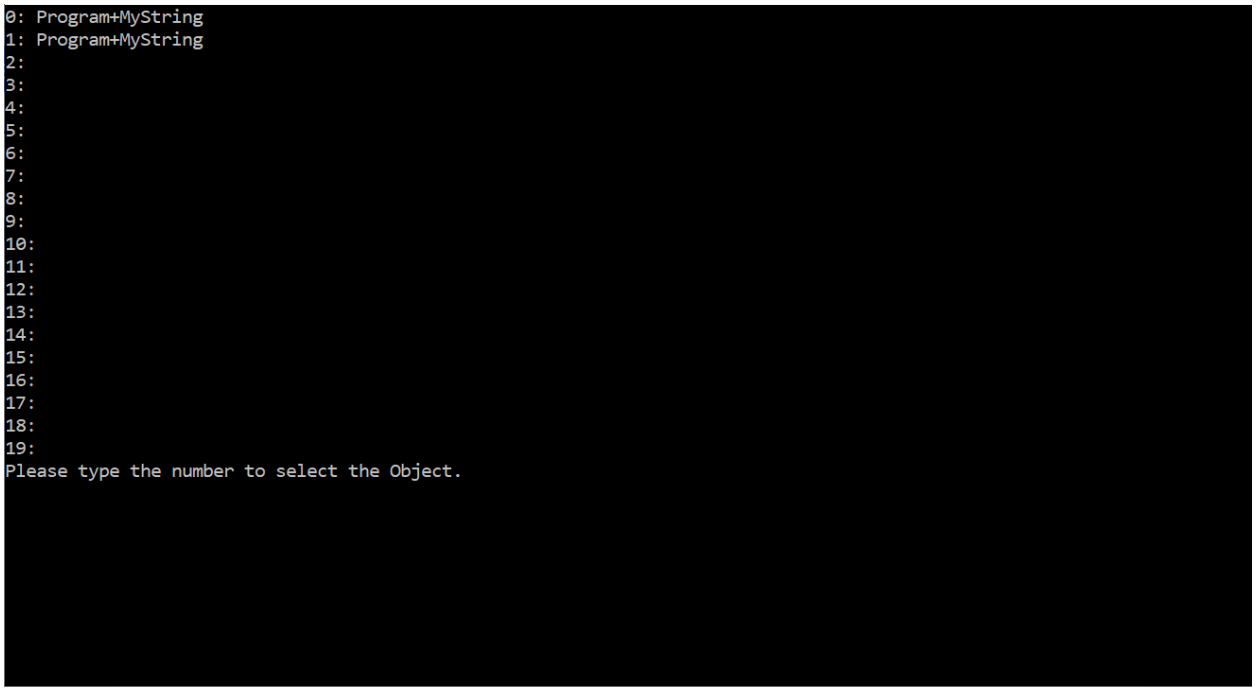
After entering “1”...

```
Please type the string you would like to create.
ABCD
```

Reversing the string

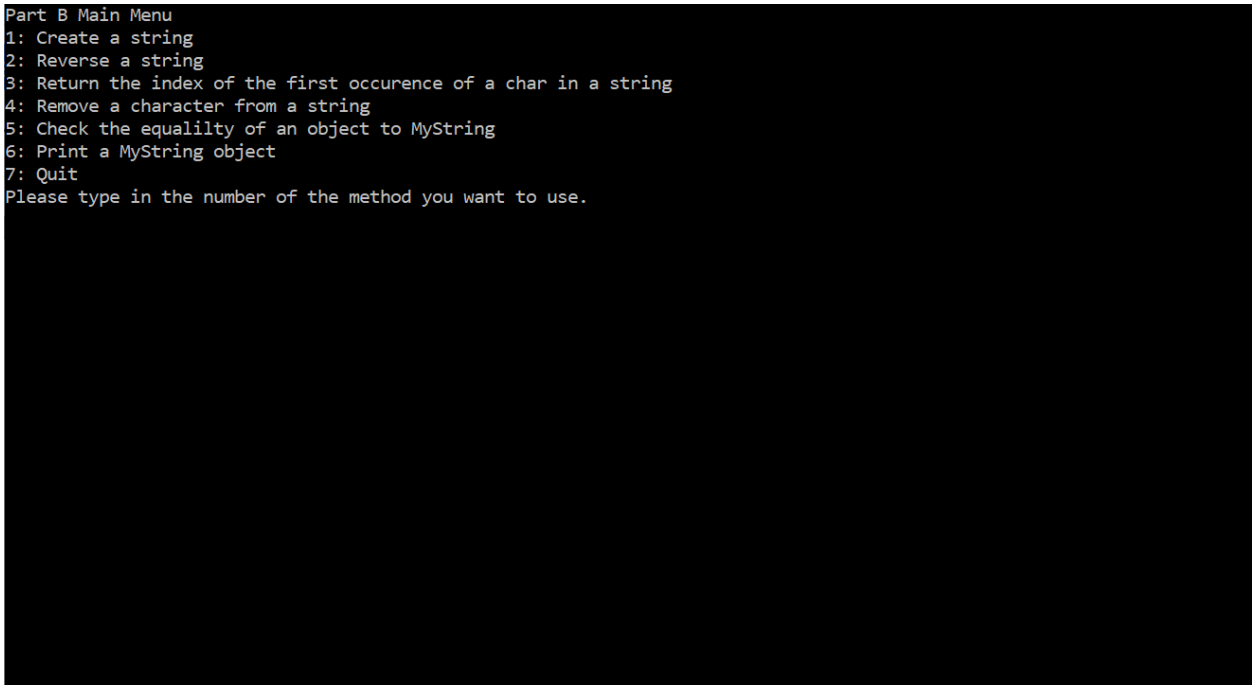
```
Part B Main Menu
1: Create a string
2: Reverse a string
3: Return the index of the first occurence of a char in a string
4: Remove a character from a string
5: Check the equalilty of an object to MyString
6: Print a MyString object
7: Quit
Please type in the number of the method you want to use.
```

After entering “2”...



After entering the position of the string, in this case, “1”...

Returning the index of the first occurence of a character in a string

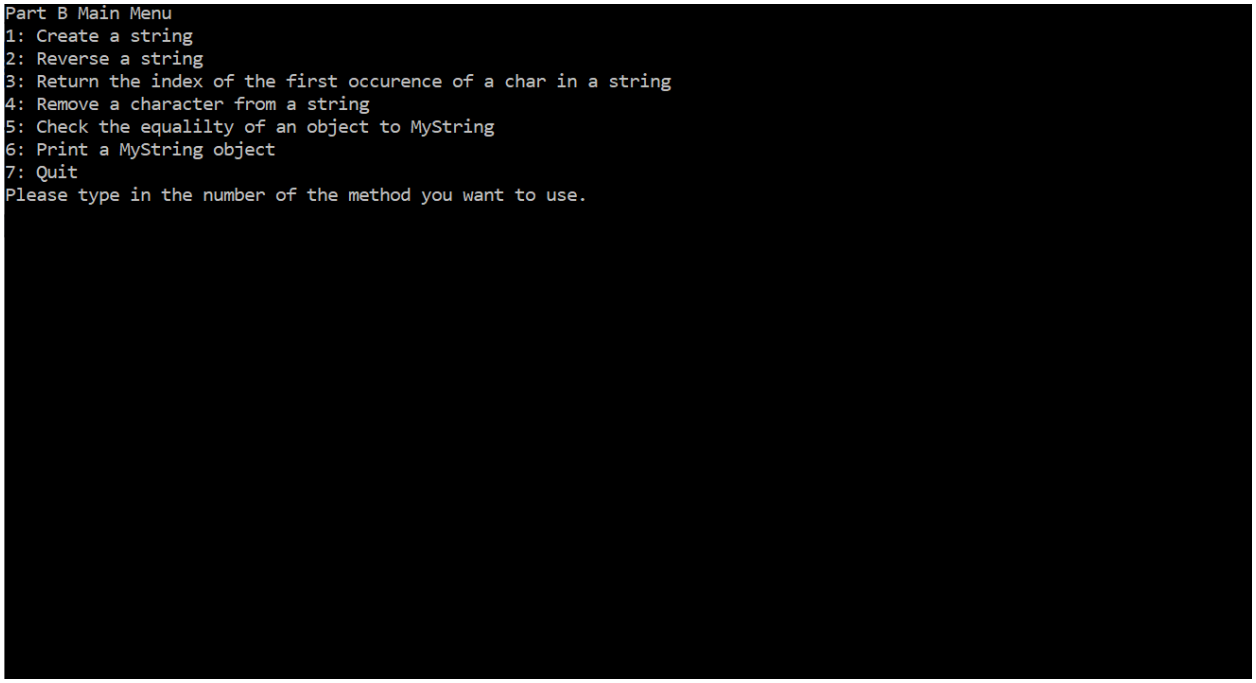


After entering “3”...

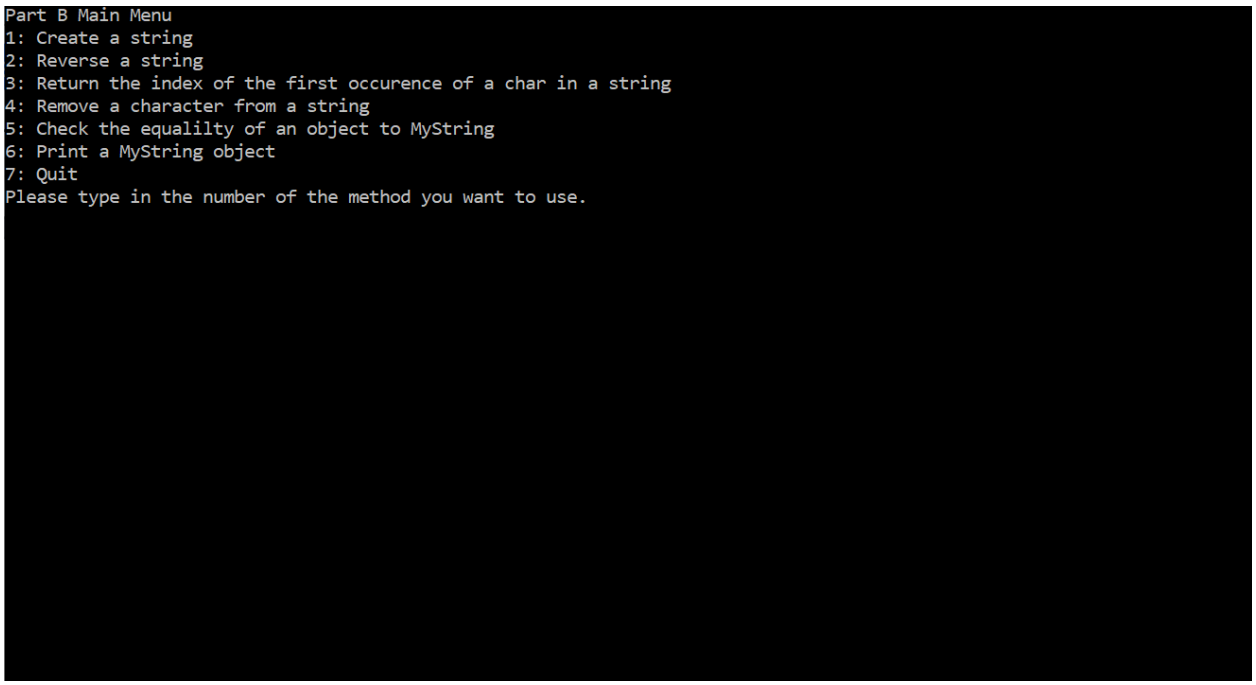
After entering the position of the string, in this case, “1”...

After entering the desired character, in this case, “A”...

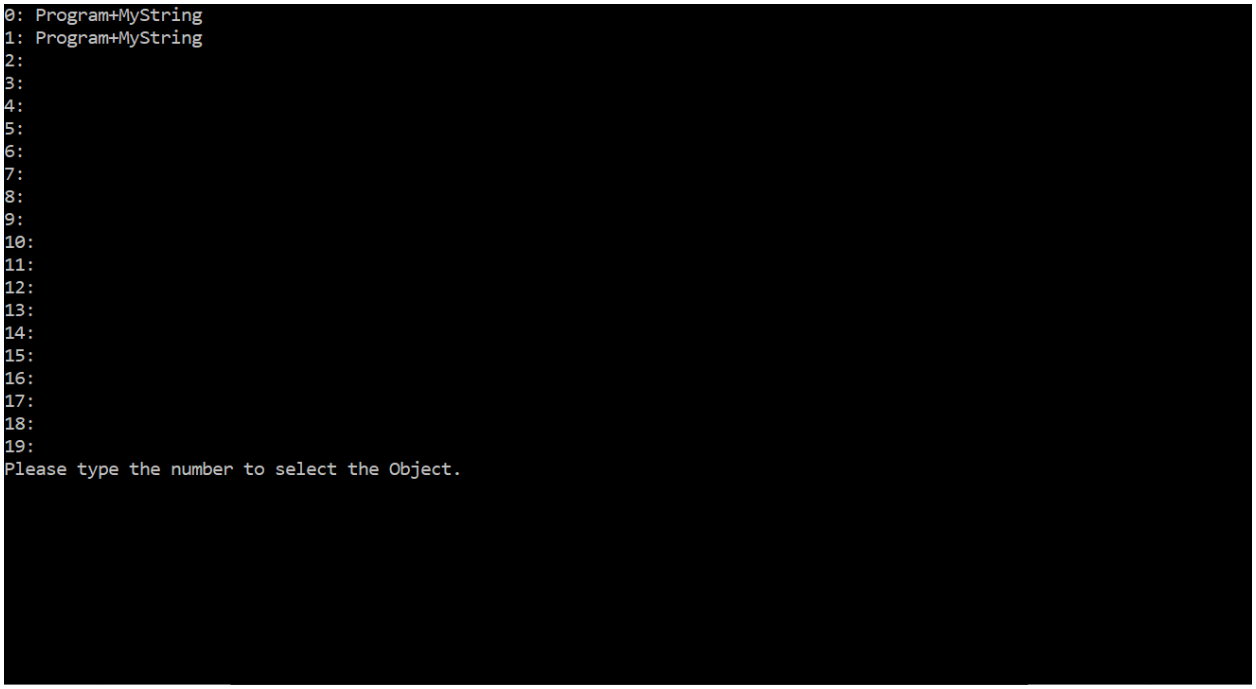
In the event that an unused character is attempted, a return to the main menu is implemented



Removing a character from the string



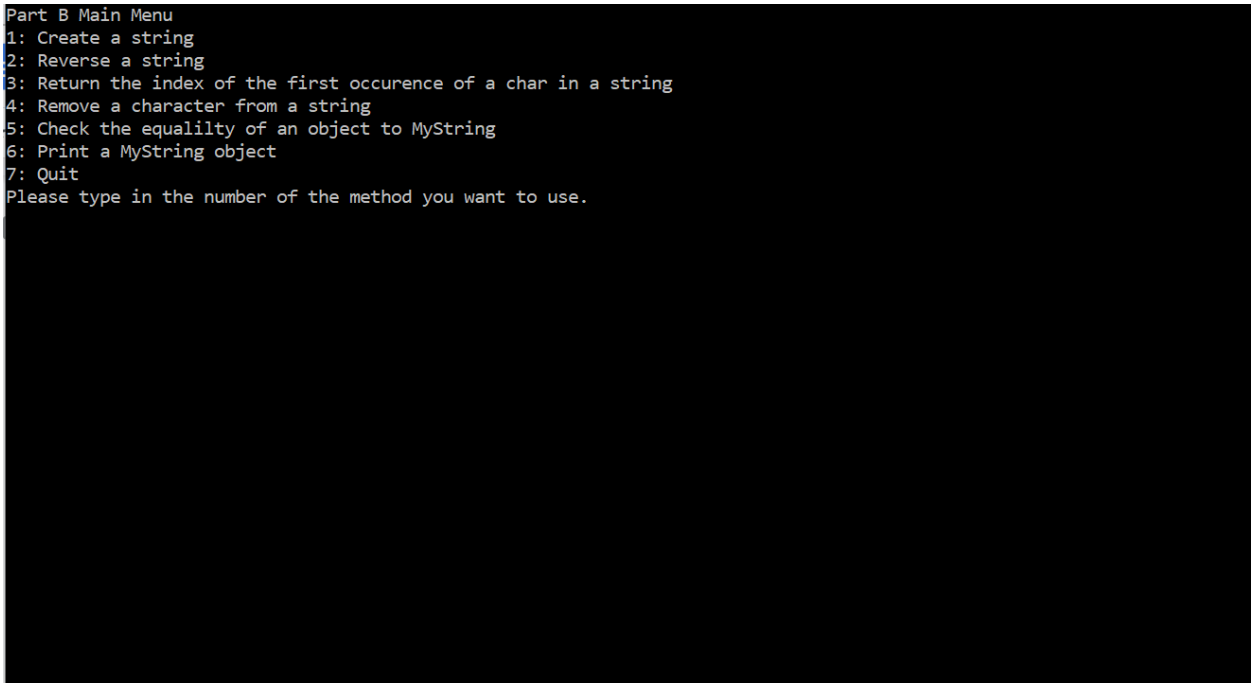
After entering “4”...



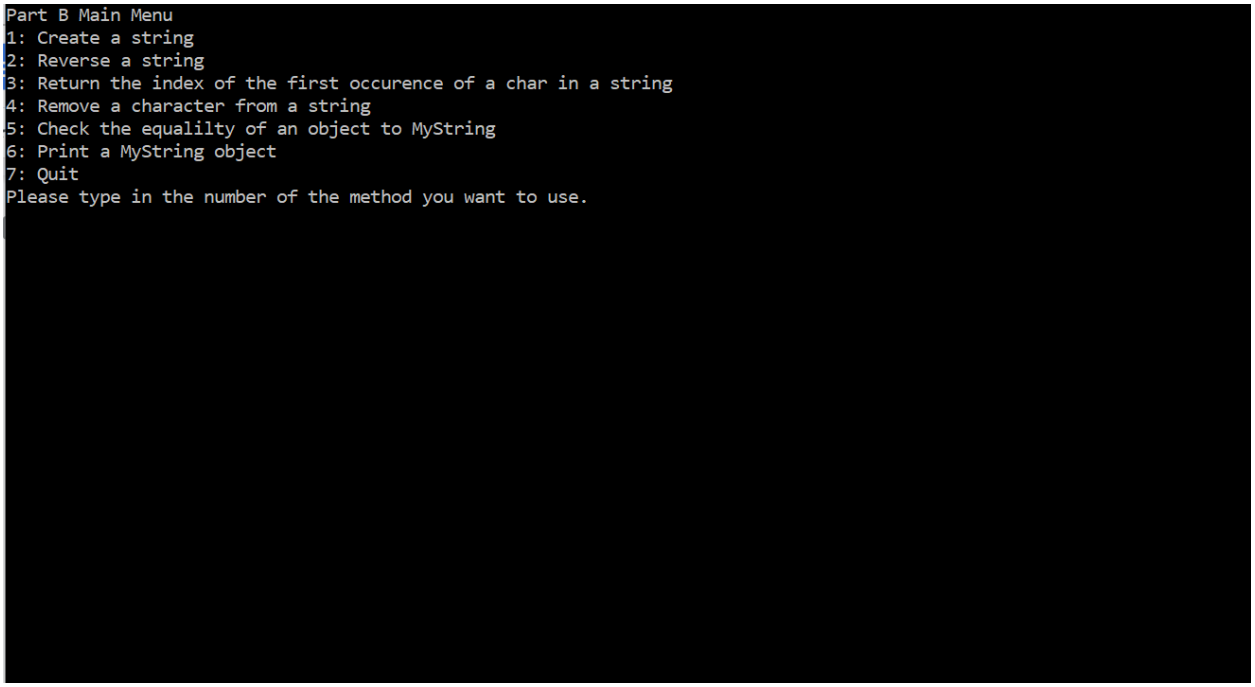
After entering the position of the string, in this case, “1”...

After entering the desired character, in this case, “A”…

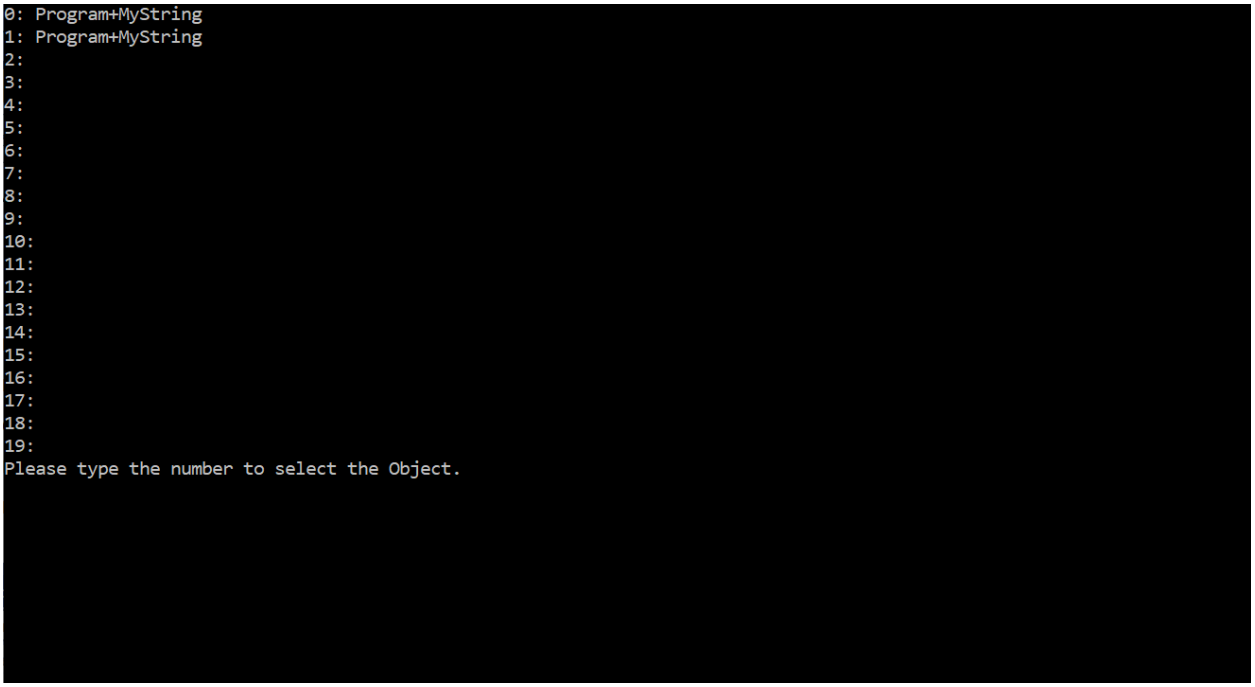
In the event that an unused character is attempted, a return to the main menu is implemented



Checking the equality of an object to MyString

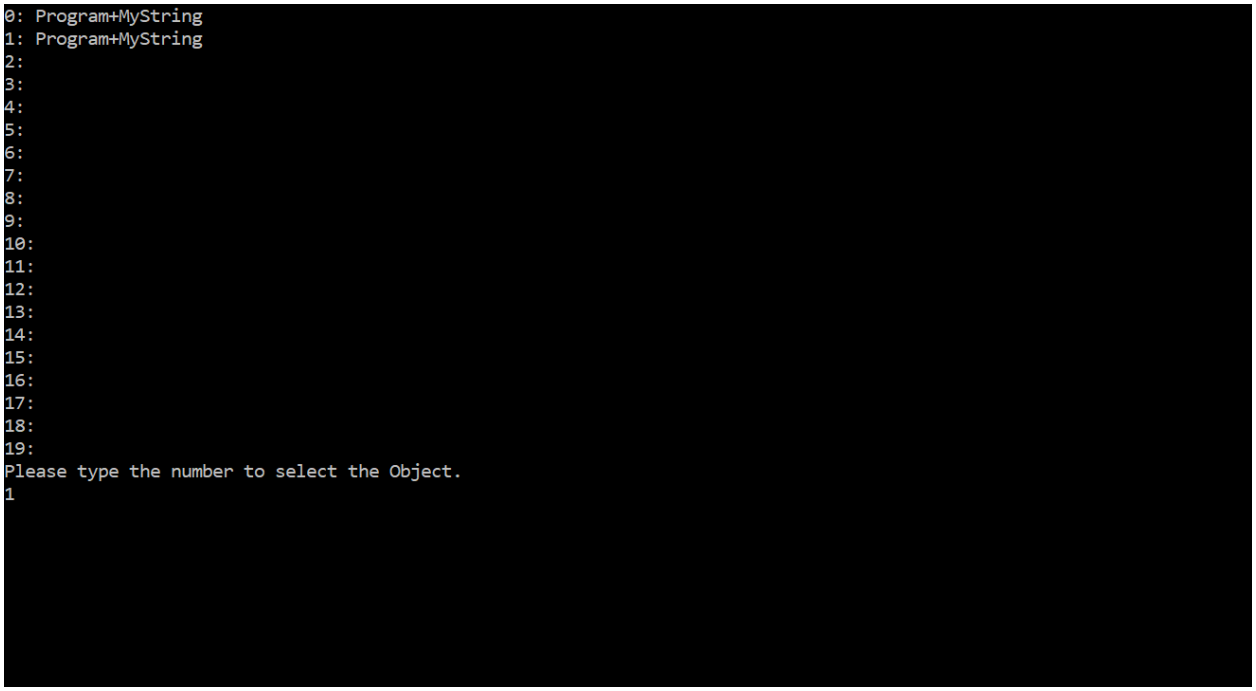


After entering “5”...

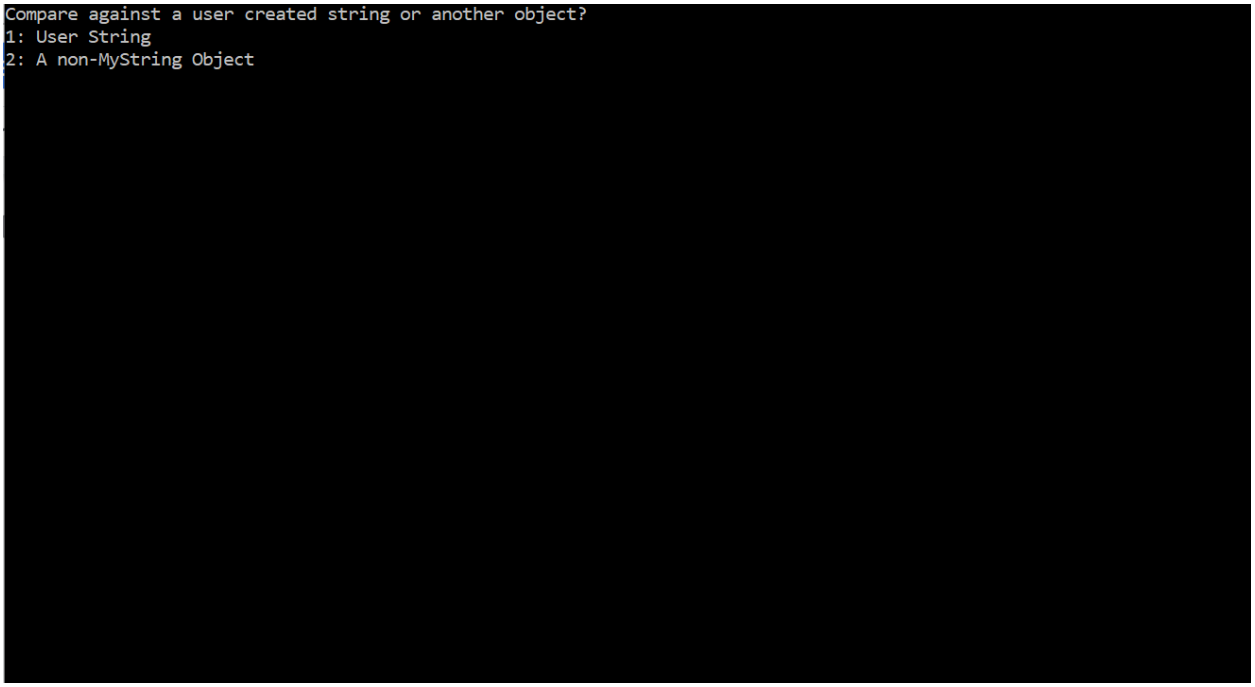


After entering the position of the string, in this case, “1”...

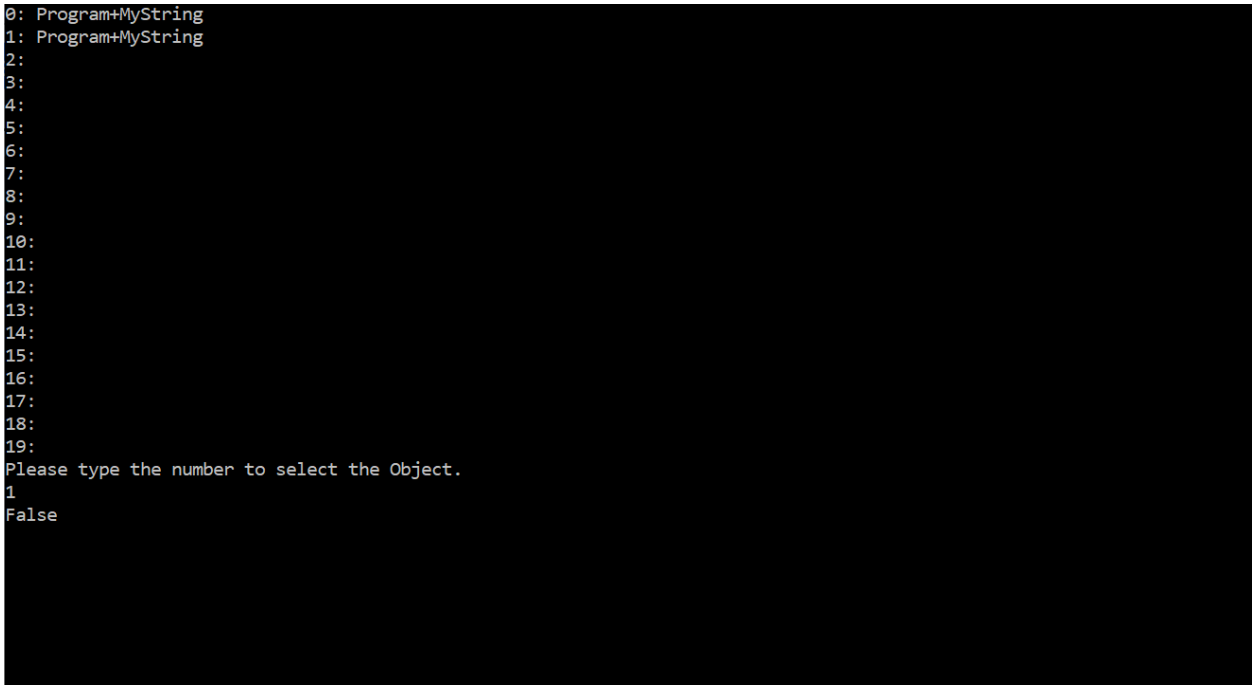
After entering “1”...



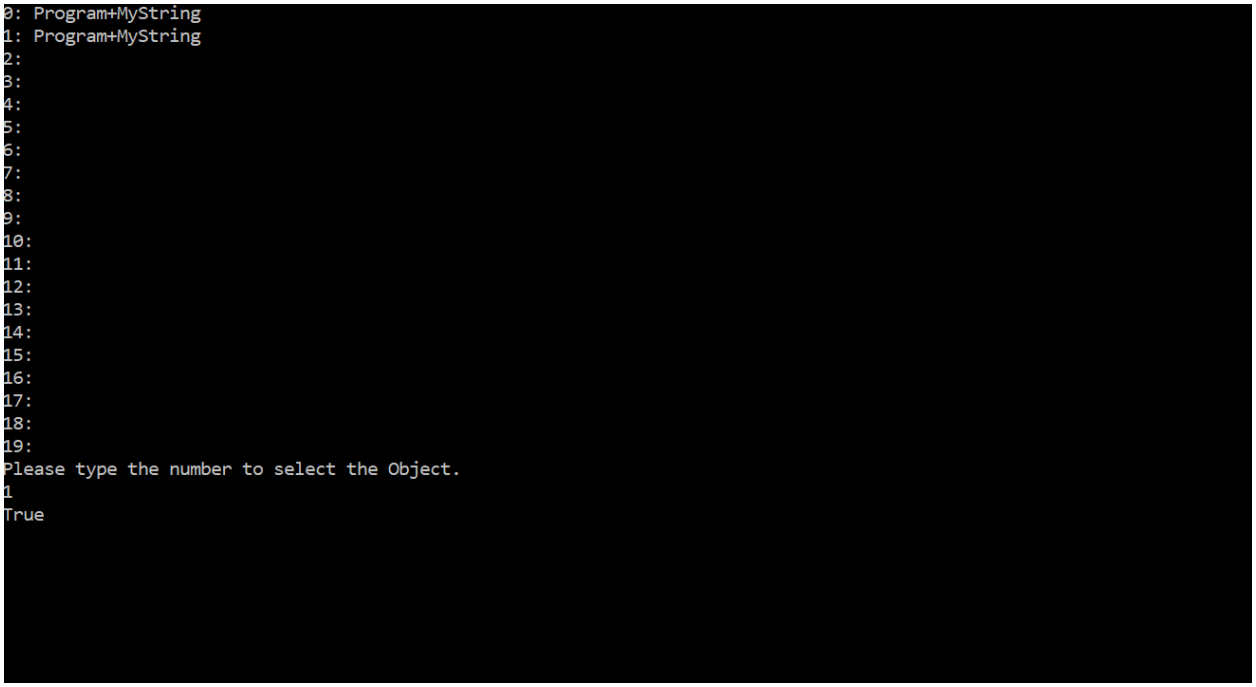
After entering the position of the string for comparison, in this case, “0”...



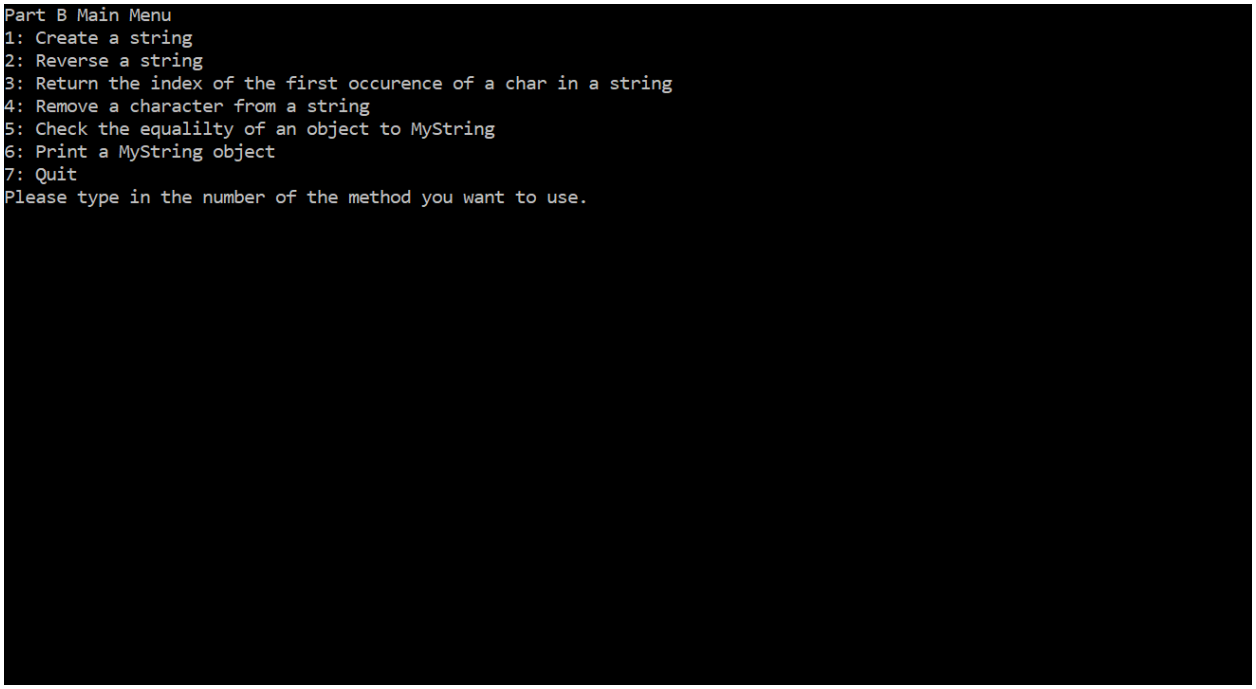
After entering the position of the string, in this case, “1”...



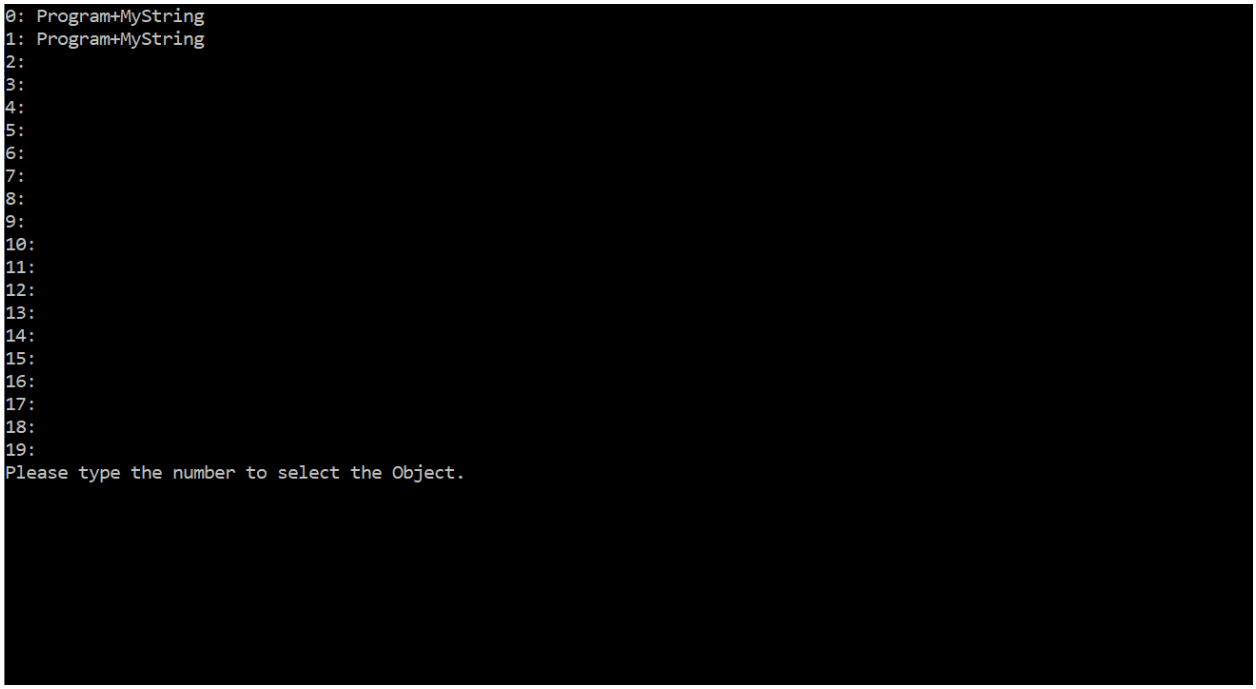
Comparing string 1 with itself returns a positive result



Returning the string



After entering “6”...



After entering the position of the string, in this case, “1”...

Entering an invalid selection, in this case, "14", results in no advancement. Non-numerical keys result in the same progression.