Test Report

Covers the entire class testing process.
Basing on own unit test, random tests, whole game generator, etc.

- Describing own experience testing Dominion
- Code coverage information
- Status and own view of the reliability of the Dominion code of at least two classmates

Throughout this course of The Fundamentals of Software Engineering II, I honestly learned a lot that I did not know before. I attended every lecture, because I truly wanted to learn and be exposed to an area of computer science that I was pretty much a stranger to before taking this course this past term. I greatly appreciated it. I believe the main issue was though that I had with taking this course, was that I greatly lacked the basic knowledge that was needed to be amazingly successful with the work that had to be done. Only being my second pro-school class that I have taken, first being The Fundamentals of Software Engineering I that went pretty well for me, it was difficult to fully understanding what I had to do from taking what was taught in the course, which I understood pretty well, to knowing how to actually apply it into the act of debugging a program. There were simple processes, tricks, and code that I was and possibly still not aware of and even exist! Tools that are out there for my unlimited use, yet I have not been expose to/aware of.

So when it came to actually testing the Dominion code, it was a land I was not yet prepared for to work/live in. Even though I attended every single lecture, being fully aware of what I was supposed to do and how what is supposed to be done works, it was still land of mystery when it came to working individual on files that had great potential to teach me new things of software engineering that is worth learning. Truly certain situation worked out for the better, and some not so much, yet great valuable experiences have been created and will be remembered. Possibly could have done more than what has been done if that knowledge and ability was there, but it's okay. Unit tests were created, random testing was done, mutation testing was attempted, and recordings were documented.

Unit tests, random testing, code coverage, mutation processes, delta debugging, and documenting all that has been done, are all areas of learning that I have greatly improved on after taking this course, honestly! Writing unit tests for either certain cards or even function written, to creating random generators for either to completely play an entire game of Dominion, down to possibly just testing a single function of the code, to how create mutants in you code with creating a whole new file to test while still having your original, which is very important to keep overall, and also by making those multiple copies, there is the ability to compare different outcomes, and then seeing how a debugger may or may not catch certain bugs, and also going back on how different levels of code coverage would have been done through different tests and different files created and used.

There was also the learning portion of using classmates' code to test, debug and analyze for ourselves, giving us a greatly understanding and opportunity to work with different files of Dominion that we may have not be so familiar with even though we are working with the same, or started working on the same files from in the beginning. Being a valuable learning experience overall. Which is a point of view I have on the subject of testing.

Now touching on the subject to reliability though after looking at two of my classmates code, and possibly even taking into consideration of my own Dominion code itself, I have a feeling that they may not be all that different. We all would definitely appear to have a variety of bugs in each of files of code, but the functionality of comparing our programs, would be greatly similar, saying that the reliability would not change much of what there is available to use. I mean as long it complies and no errors are being presented, all is good! As long as it is capable to work with, then that valuable learning experience is there and will mean something.

Opinions on the game, if the program of Dominion actually worked successfully and playing the game as it should be played is possible, would make me happy. I download the online version and I enjoy playing it. It is fun! I did not actually know it was such a game, but I am glad I have been exposed to it. I do greatly enjoy not only learning how to play more games in general, but actually getting to apply my academic study and learn by getting to be expose to a new actually card game, makes me one happy student, and continues to encourage and motivate me to become the potential computer scientist that I can be and will be in the years to come by studying and being a student here at Oregon State Unvieristy.