

CS 362 Test Report:

In this class we were testing the implementation of a software version of the Dominion board game. To do this we utilized several different tool. Unit testing was used to test specific aspects and situations of individual functions. Random testing was used to try to get at edge cases and to possibly find hidden bugs in places where they were not expected to be. We attempted to test individual functions to make sure small scale implementations were working correctly as well as system wide tests in order to check for seamless system integration. Gcov was utilized to try to get an idea of exactly how much of either a single function or of the entire program was being tested.

ZHENGZH(onid)

Onid: zhengzh tested the Dominion implementation with unit testing, random testing, and coverage. He used unit testing to cover the smithy card. He used unit testing to cover the great hall card. He used unit testing to cover the outpost card. He also used unit testing to cover the embargo card. He also used the unit testing method to cover a series of functions that were not cards. He used unit testing to cover the supply count function. He used unit testing to cover the