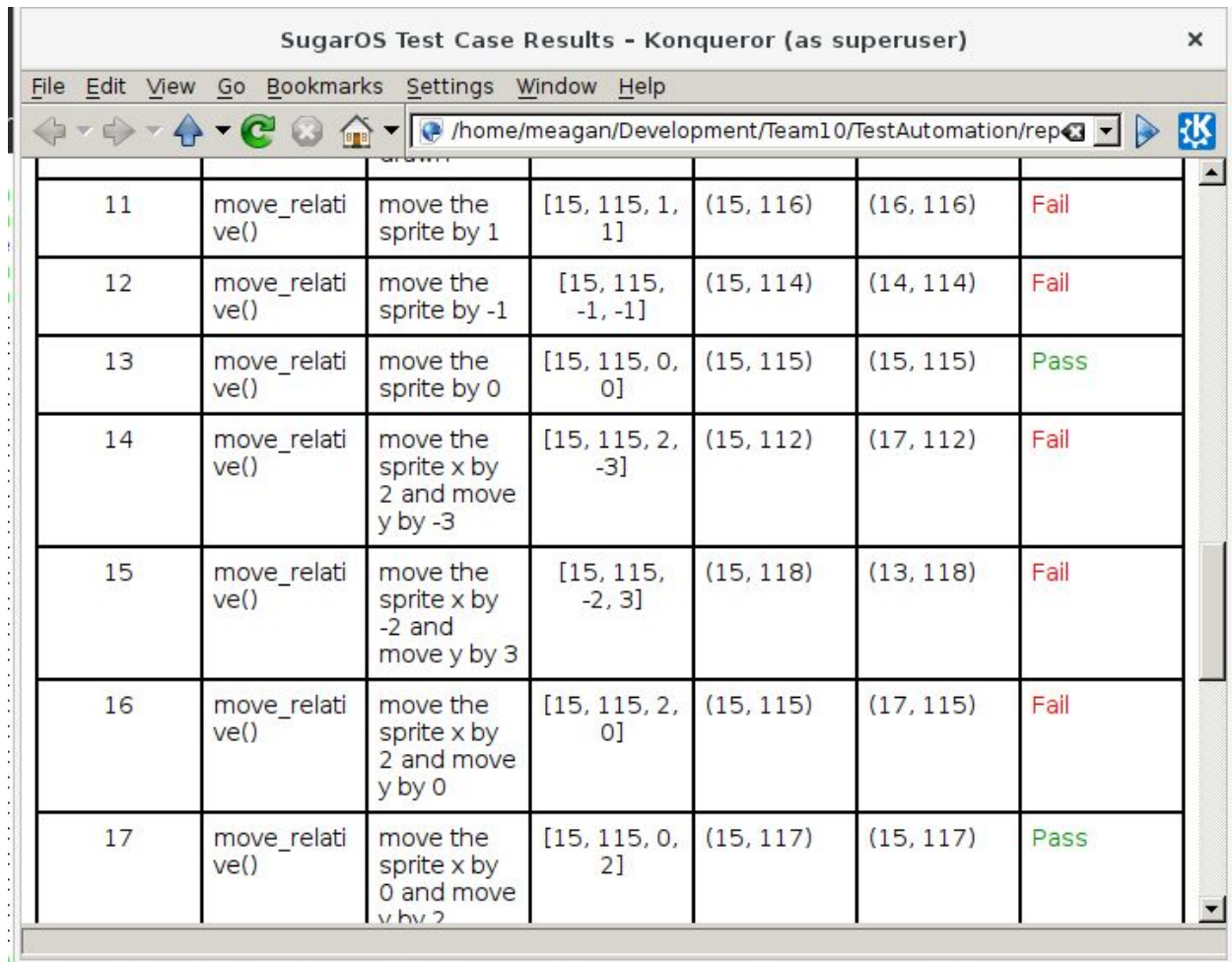


Chapter 5: The Fault in Our Stars

For `move_relative()`, the x coordinate change was commented out on line 243 in `Team10/TestAutomation/Project/TurtleBlocks/TurtleArt/sprites.py`. This would stop any changes to the x coordinate, causing most of the test cases to fail since they move x and y. Only a few does not change x, and that is the test case 0,0 and 0, 2 which does not add anything to the x coordinate.



11	<code>move_relative()</code>	move the sprite by 1	[15, 115, 1, 1]	(15, 116)	(16, 116)	Fail
12	<code>move_relative()</code>	move the sprite by -1	[15, 115, -1, -1]	(15, 114)	(14, 114)	Fail
13	<code>move_relative()</code>	move the sprite by 0	[15, 115, 0, 0]	(15, 115)	(15, 115)	Pass
14	<code>move_relative()</code>	move the sprite x by 2 and move y by -3	[15, 115, 2, -3]	(15, 112)	(17, 112)	Fail
15	<code>move_relative()</code>	move the sprite x by -2 and move y by 3	[15, 115, -2, 3]	(15, 118)	(13, 118)	Fail
16	<code>move_relative()</code>	move the sprite x by 2 and move y by 0	[15, 115, 2, 0]	(15, 115)	(17, 115)	Fail
17	<code>move_relative()</code>	move the sprite x by 0 and move y by 2	[15, 115, 0, 2]	(15, 117)	(15, 117)	Pass

For `find_sprite()`, two faults were injected. One to stop the reversing and the other to change a `>` to `>=` in several different conditions. To stop the reversing, comment out line 142 in `Team10/TestAutomation/Project/TurtleBlocks/TurtleArt/sprites.py`. For `>` to `>=` change, the lines 377, 379, 381, and 383 needs the `=` added to the end. Adding the `=` sign causes edge clicking test cases to fail. Taking out the reverse function in line 142 causes test case 3 to fail.

3	sprites.find_sprite()	Return sprite on the top of the list if ambiguous	[15, 115, u'yellow', 10, 100, 0, 100, u'pink']	yellow	pink	Fail
4	sprites.find_sprite()	Return None clicking on blank canvas	[15, 115]	None	None	Pass
5	sprites.find_sprite()	Return None when erroneous click	[15, 115, u'yellow', -10, -100]	None	None	Pass
6	sprites.find_sprite()	Return sprite on edge click	[15, 118, u'yellow', 15, 115]	None	yellow	Fail
7	sprites.find_sprite()	Don't return on one pixel outside of sprite	[14, 115, u'yellow', 15, 115]	None	None	Pass
8	sprites.find_sprite()	Return Top sprite on ambiguous click (on edge of	[29, 115, u'yellow', 10, 100, 15, 100, u'pink']	yellow	pink	Fail

For spr_to_turtle(), the .spr was taken out on line 109 in taturtle.py. This takes away converting a turtle to a sprite for the comparison of the two. This causes for any test case to fail unless there is a case where no sprite exists.

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		and move y by 2				
18	taturtle.spr_to_turtle()	Return Turtle of a Sprite	[0, 0]	None	None	Pass
19	taturtle.spr_to_turtle()	Return Turtle of a Sprite	[0, 1]	None	None	Pass
20	taturtle.spr_to_turtle()	Return Turtle of a Sprite	[1, 0]	None	None	Pass
21	taturtle.spr_to_turtle()	Return Turtle of a Sprite	[1, 1]	None	good turtle	Fail
22	taturtle.spr_to_turtle()	Return Turtle of a Sprite	[2, 0]	None	None	Pass
23	taturtle.spr_to_turtle()	Return Turtle of a Sprite	[2, 1]	None	good turtle	Fail
24	taturtle.spr_to_turtle()	Return Turtle of a Sprite	[100, 0]	None	None	Pass
25	taturtle.spr_to_turtle()	Return Turtle of a Sprite	[100, 1]	None	good turtle	Fail
TESTS PASSED			TESTS FAILED			
22			3			

****Note each test case fault was tested separately.**

****Note other documentation to exactly see what to do comment out or change can be found by looking through TestAutomation/docs/*.txt.**