

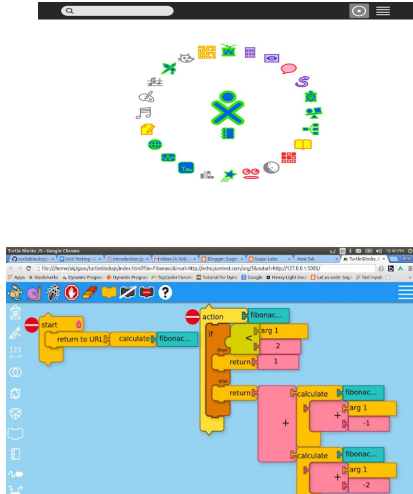
# CSCI 362 Term Project: Sugar Desktop Turtle Blocks

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## Introduction

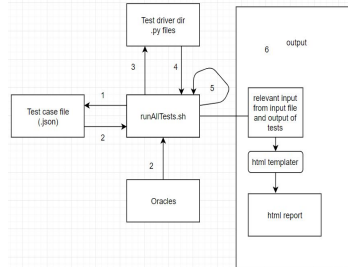
An automated framework was created to test Sugar Desktop's Turtle Blocks. A linux system was required to create this framework.

sugarlabs



## Implementation

A script called runAllScripts.sh runs the automation project. The runAllScripts.sh goes to fetch the test cases from a given Json, passes them to a driver, and then outputs to an html page that opens in a browser.



## Results

Generally, all test cases passed. When faults were injected into the program, many of the test cases failed. This allowed up to see the what possible errors could error if something were to be broken in the code.

A screenshot of a web browser displaying a page titled 'SugarOS Test Case Results'. The page shows a table with 7 test cases, each with columns for Test Case, Method Tested, Requirement Tested, Inputs, Output, Expected Output, and Status. All test cases show a 'Pass' status.

| Test Case | Method Tested   | Requirement Tested | Inputs  | Output | Expected Output | Status |
|-----------|---|--------------------|---|--------|-----------------|--------|
| 1         | sprites find_sprite when clicked on                                   |                    | [10, 110, u'yellow', 10, 100]                   | yellow | yellow          | Pass   |
| 2         | sprites find_sprite when Home when clicking on                        |                    | [0, 0, u'yellow', 10, 100]                      | Home   | Home            | Pass   |
| 3         | sprites find_sprite when Home when clicking on the top of the tail of |                    | [10, 110, u'yellow', 10, 100, 0, 100, u'green'] | pink   | pink            | Pass   |
| 4         | sprites find_sprite when Home clicking on black circles               |                    | [10, 110]                                       | Home   | Home            | Pass   |
| 5         | sprites find_sprite when Home when clicking on                        |                    | [10, 110, u'yellow', 10, 100]                   | Home   | Home            | Pass   |
| 6         | sprites find_sprite when Home when clicking on edge click             |                    | [10, 110, u'yellow', 10, 100]                   | yellow | yellow          | Pass   |
| 7         | sprites find_sprite when Home when clicking on                        |                    | [14, 110, u'yellow', 10, 100]                   | Home   | Home            | Pass   |

## Methods Tested

- find\_sprite()
- move\_relative()
- spr\_to\_turtle()

## Conclusion

This project allowed us to test and think in a different way when designing this framework. Code had to be thoroughly examined and understood to write test cases for a project we had no idea on. It was a great challenge.