CS 1632 – DELIVERABLE 2: Unit Testing Ruby Gold Rush

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GitHub URL: https://github.com/ekiebler1/Deliverable-2

Write-Up

Writing this code piece by piece was the way to go. I started out with this approach, but then strayed off and did too much at a time. I started by making the Prospector class and initializing all the necessary values, and attempting to test those values. This is where the problem starts. No matter what tests I write, simplecov coverage doesn’t change. The only thing that showed up as ‘covered’ was the def statement of every method. It’s quite possible I did something wrong in setting it up, but I tried messing with a few different things and had no success. Because of this, I likely made way too many tests, many of which are likely redundant. I tried to make sure to cover every statement but without simplecov, that’s pretty hard to check. As far as my implementation goes, I have 2 classes Prospector and ProspectorGroup, and a separate starter method called gold\_rush which luckily is under 15 lines so I didn’t add it to the tester. The gold\_rush file is based heavily on D1’s launcher file. The Prospector and ProspectorGroup classes design are based off exercise 4’s Wolf and Wolfpack files. The Prospector file is likely way too beefy, almost 300 lines, I probably should have done the random sub-methods for move and mine in a different file. The ProspectorGroup class serves mostly as a way to call the methods of Prospector on a larger scale. The Prospector class runs through the whole thing through for that one Prospector. The ProspectorGroup seeds the random number generator, spawns a pod of Prospectors and then does the Prospector’s methods on all of them.

The code, as far as I know, works. The tests helped fix some smaller issues I didn’t see. Running too many iteration because of an off by one error, displaying too many decimals, using rand(1), not knowing it always returned 0, etc. Even with my SimpleCov mess up, writing the tests alongside my code helped me remove issues I weren’t even aware were happening.

In Rubocop, I have no errors, but a few warnings. The warnings are 1 in the gold\_rush.rb file in the line args == 2. This is a line I copied from your D1 launch file and changed the number from 1 to 2. I couldn’t figure out how to fix this. The other warnings are in the Prospector file, and are based on alignment of end statements. No matter what I tried I couldn’t fix these. I chalked it up to my editor (Sublime Text 3) doing something weird. It also gave me a ton of odd spacing comments (Tab Detected and indentation issues) that even when I manually went in and spaced these wouldn’t go away.

Command Prompt:

