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| --- | --- | --- | --- |
| Test suite | Test case | Observed Failure | Fix |
| PointerTester::testIsEquivalentTo | P0==p0 | Returned false but should be true | #1 |
| PointTester::testConstructorWithDoubles() | P0= 0,0,0 | Returned false when it should be true | #2 |
| PointerTester::testIsEquivalentTo | P1==p1 | Returned false when it should be true | #3 |
| EdgeTester::testEdge01 | zSlope !=0 | Returned infinity when it should be 0 | #4 |
| TriangleTester::testEquilateralTriangles() | !T1.isTriangle | Returned false when it should be true | #5 |
| TriangleTester::testFirstConstructor() | t.getTriangleType != ‘S’ | Returned n when it should be S | #6 |
| TriangleTester::testFirstConstructor() | t.getTriangleType != ‘S’ | Return n when it should be I | #7 |
| TriangleTester::testEquilateralTriangles() | !t1.isTriangle | Returned false when it should be true | #8 |
| TriangleTester::testFirstConstructor | Std::cout << testConstructorWithStrings | Should say with pointer | #9 |
| TriangleTester::testFirstConstructor | t.getTriangleType()!='S' | Returns type I when it should be S | #10 |
| TriangleTester::testFirstConstructor | !approximatelyEquals(t.computerArea(), 9.35414, 0.001) | Returns -21.9 and should be 9.354 | #11 |

Fixes:

#1 Changed the lesser than sign to greater than in the Point::isEquivalentTo method.

#2 Changed the check for Infinity to be all != in the Point::CheckForInfinity method.

#3 Changed the getX to getY for the diffY in the Edge::getLength method.

#4 Changed the xyOffset == 0 in the Edge::getSlopeZ method.

#5 Changed the m\_points[2] = new Point(values[2]) in the Triangle constructor.

#6 Changed the areSlopesEquivalent(getSlopeZ(), otherEdge.getSlopeZ()) in the Edge::isParallelTo method.

#7 Changed the !isTriangle to isTriangle in the Triangle::getTriangleType method.

#8 Changed the m\_y twice to one m\_y and one m\_z in Point::initialize method.

#9 Changed the output to match the code.

#10 Fixed the Edges so that it uses the three points in Triangle::getTriangleType method.

#11 Fixed the computerArea because it was using a+b+b to find s in the Traingle::computerArea method.