

Assignment 3

Due Sunday by 11:59pm	Points 100	Available after Mar 29 at 12am
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25% of total assignment grade.

I will try to post an example video of a unit test and/or few example tests from previous term students to help you.

Note:

- This is NOT part of the team project. Do it on your own!
 - You are NOT required to write random tests in this assignment.
 - Submit your code in class repository under your onid folder.
1. (20 points) Write unit tests for four functions (not card implementations or cardEffect) in **dominion.c**. Check these tests in as **unittest1.c, unittest2.c, unittest3.c,** and **unittest4.c**. (for example, you can create a test for updateCoins() method)
 2. (20 points) Write unit tests for four Dominion cards implemented in **dominion.c**. These tests should be checked in as **cardtest1.c, cardtest2.c, cardtest3.c,** and **cardtest4.c**. (For example, create a test for smithy card.). **It is mandatory to test smithy and adventurer card.**
 3. (10 points) Execute your unit tests and describe any bugs you find in a file named **bug1.txt**.
 4. (40 points) Use gcov to measure code coverage for all of these tests. Report your findings by discussing your tests' coverages (statement, branch, boundary, etc.), and describe their implications for the tests in a file called **coverage1.txt**, also checked in to your dominion directory. I want you to look at the dominion code coverage and find out what parts of your code are not covered so that in future you can improve your test suite.
 5. (10 points) Add a rule in **Makefile** that will generate and execute all of these tests, and append complete testing results (including % coverage) into a file called **unittestresults.out**. The rule should be named **unittestresults.out** and should depend on all your test code as well as the dominion code.
 6. Update your refactor.txt file of Assignment 2 with some information about the bugs that you introduced in Assignment 2 in case you have not done it already and resubmit the file.