

CS-405 Secure Coding – Module 4 Milestone

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# MODULE FOUR MILESTONE

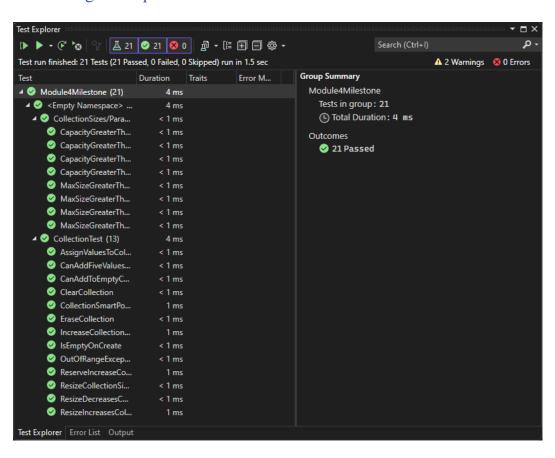


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	Exception testing screenshot	3
	SHIMMARY OF EXCEPTION TESTING PROCESS	_



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## Unit testing test explorer screenshot





#### Unit testing results screenshot

```
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Microsoft Visual Studio Debu X
                      Running 21 tests from 2 test cases.
Global test environment set-up.
                       13 tests from CollectionTest
                      CollectionTest.CollectionSmartPointerIsNotNull
CollectionTest.CollectionSmartPointerIsNotNull (1 ms)
RUN
                     CollectionTest.SEmptyOnCreate
CollectionTest.IsEmptyOnCreate (0 ms)
CollectionTest.IsEmptyOnCreate (0 ms)
CollectionTest.CanAddToEmptyCollection
CollectionTest.CanAddToEmptyCollection (0 ms)
CollectionTest.CanAddFiveValuesToCollection
CollectionTest.CanAddFiveValuesToCollection
CollectionTest.CanAddFiveValuesToCollection(0 ms)
CollectionTest.ResizeIncreasesCollectionSize
CollectionTest.ResizeIncreasesCollectionSize
RUN
RUN
RUN
                   CollectionTest.ResizeIncreasessOtlectionSize (1 ms)
CollectionTest.ResizeDecreasesCollectionSize (1 ms)
CollectionTest.ResizeDecreasesCollectionSize (0 ms)
CollectionTest.ResizeOblectionSizeToZero
CollectionTest.ResizeCollectionSizeToZero
CollectionTest.ResizeCollectionSizeToZero (0 ms)
                     CollectionTest.ClearCollection
CollectionTest.ClearCollection (1 ms)
CollectionTest.EraseCollection
                   CollectionTest.EraseCollection (0 ms)

CollectionTest.ReserveIncreaseCollectionCapacity

CollectionTest.ReserveIncreaseCollectionCapacity (0 ms)
RUN
                      CollectionTest.OutOfRangeExceptionThrown
CollectionTest.OutOfRangeExceptionThrown (3 ms)
                      CollectionTest.AssignValuesToCollection
CollectionTest.AssignValuesToCollection (0 ms)
                       CollectionTest.IncreaseCollectionReserveAboveMaxSize
RUN
                     CollectionTest.IncreaseCollectionReserveAboveMaxSize (2 ms) 13 tests from CollectionTest (16 ms total)
                      8 tests from CollectionSizes/ParameterizedCollectionTest
                      CollectionSizes/ParameterizedCollectionTest.MaxSizeGreaterThanSize/0
CollectionSizes/ParameterizedCollectionTest.MaxSizeGreaterThanSize/0
CollectionSizes/ParameterizedCollectionTest.MaxSizeGreaterThanSize/1
RUN
                    CollectionSizes/ParameterizedCollectionTest.MaxSizeGreaterThanSize/1 (0 ms)
CollectionSizes/ParameterizedCollectionTest.MaxSizeGreaterThanSize/2
                      CollectionSizes/ParameterizedCollectionTest.MaxSizeGreaterThanSize/2 (0 ms)
                      CollectionSizes/ParameterizedCollectionTest.MaxSizeGreaterThanSize/3
CollectionSizes/ParameterizedCollectionTest.MaxSizeGreaterThanSize/3 (0 ms)
                      CollectionSizes/ParameterizedCollectionTest.CapacityGreaterThanOrEqualToSize/0
CollectionSizes/ParameterizedCollectionTest.CapacityGreaterThanOrEqualToSize/0 (0 ms)
CollectionSizes/ParameterizedCollectionTest.CapacityGreaterThanOrEqualToSize/1
                      Collection Sizes/Parameterized Collection Test. Capacity Greater Than Or Equal To Size/1 \ (0 \ ms) \\ Collection Sizes/Parameterized Collection Test. Capacity Greater Than Or Equal To Size/2 \\
RUN
                      CollectionSizes/ParameterizedCollectionTest.CapacityGreaterThanOrEqualToSize/2 (0 ms)
                      CollectionSizes/ParameterizedCollectionTest.CapacityGreaterThanOrEqualToSize/3
CollectionSizes/ParameterizedCollectionTest.CapacityGreaterThanOrEqualToSize/3 (0 ms)
RUN
                      8 tests from CollectionSizes/ParameterizedCollectionTest (8 ms total)
                      Global test environment tear-down
                     21 tests from 2 test cases ran. (28 ms total) 21 tests.
```

### Summary of unit testing process

All of the unit tests that were created were appropriately named to convey what each specific test is attempting to verify. Each unit test used EXPECT to ensure that everything was set up correct for the test. Then ASSERT was used to test and verify the specific condition of the test. In some cases, a negative unit test was performed that the test will fail as expected in certain scenarios. C++ programming functionality and

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best practices were followed with documenting the code and utilizing test fixtures in some cases and parameterized test fixtures. Throughout this process of testing, it was able to find issues with divide by zero, length issues, and out of bounds issues.