

North South University

CSE427



Assignment -01

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Sec:1

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List of input variables and State variables :

here in my code my stack file is Stack.java I created a Generics Type Stack that it can take input of any variable

```
int size;
    StackElement<T> top;

    public Stack(){
        size = 0;
        top = null;
```

in my GenericsStack.java file I created some variable A , B , C , D , null and pushed some random names and number some of them are string and some of them are float , double type Boolean type

```
int A = 1000;
String B = "something";
double C = 12.6;
float D = (float) 13.3;
```

in our **GenericStackTest.java** which is our main test file and there out input variables and state variables are :

intArray -> Integer variable
stringArray -> String variable
doubleArray -> Double variable
floatArray -> Float variable

Characteristics:

Yes we have cover all types of character and we used them for every option where using is possible and enough test within those variables
Some are :

```
for(int i = 0 ; i<stringArray.length;i++){
    myStringStack.push(stringArray[i]);
}
for(int i = 0 ; i<intArray.length;i++){
    evm.push(intArray[i]);
}
for(int i = 0 ; i<doubleArray.length;i++){
    dvm.push(doubleArray[i]);
}
for(int i = 0 ; i<floatArray.length;i++){
    ft.push(floatArray[i]);
}
```

Define characteristics of input :

There are all characteristics as String , Float , Double , Integer
In test code we used them very effectively even we used for null values also .

```
public static int[] intArray = { 1, 3, 4 , 5 , 22 , 0 , 44,1001 , -23 ,
76 }; /// 10 elements
    public static String[] stringArray = { "AUG", "M24", "ShotGun" ,
"Vector" , "M-416", "UZI" , "AKM","SCAR-L" , "KAR-98" , "ump-9" , null
}; /// 11 elements
    public static double[] doubleArray = { 1.1, 3.3, 4 , 5.5 , 22.66,
0 , 44,1001 , -23 , 76 , 11 }; /// 10 elements
    public static Float[] floatArray = { 1.3f, 3.6f, 4.6f , 5.1f ,
22.3f, 0.1f , 44.4f , null ,1001.3f , -23.6f , 76.3f }; /// 10
```

All the partitions are based on their characteristics first I used for float then Integer then Double and then for Float and at end there are some random value test for make it more comfortable and to understanding what kind of test we also can implement