

# In-Class Exercise 14: Unit Tests

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1. Download: <https://www.clear.rice.edu/comp431/sample/tictactoe/react/tictactoeSlice.test.js> to `src/features/game`
2. Modify board using dispatch actions cause “X” to win game (remember new state is returned)
3. Test redux global state to verify that “X” won game and “O” lost game
4. Download: <https://www.clear.rice.edu/comp431/sample/tictactoe/angular/board.service.spec.ts> to `src/app/board`
5. Create an empty board (array) in “should determine game winner” test in `board.service.spec.ts`
6. Modify board to cause “X” to win game
7. Test board service `wonGame` function to verify that “X” won game and “O” lost game
8. Run code coverage for unit tests (optional)

Submit `board.service.spec.ts` and `tictactoeSlice.test.js` to [IC 14](#)

