CS 1632 – DELIVERABLE 2:

Unit Testing Ruby Rush

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<https://github.com/iamjaypatel/D2>

There were several issues that I faced while implementing this program. First, this issue was for the actual program. It had to be planned out perfectly to implement the program that matched the requirements. One of the things that I have never done was creating a class that was just used for checking if the arguments that user entered are within spec of requirement. Usually this is done in the same file as the main program. Here the reason for programming this way was that it could eliminate the testing for the main file, in this case ruby\_rush.rb. This was excluded from the testing because with the creation of separate files to check the argument, and the main program becoming less than twenty lines. Another issue that I faced was actually implementing the prospector class. This took the most amount of time, mainly because of the small errors, which caused certain edge cases to output to be incorrect. Another issue that I faced was the rubocop errors. This could not be regarded as an issue, but the test that rubocop was running was not using the (.rubocop.yml) file that was provided. There were several errors for method being too long, and time complexity of the method. This was fixed once I figured out that it was not using the provided file, and then I copied all my files to the cloned directory from course github. Another issue was when writing test cases, sometimes the tests failed to get the correct method to test, this was mainly because of the require relative issue and incorrect method name. These were the major issues that I faced, but in the end all of the test cases passed and program worked as intended.

