

Assignment 2: Due 7/13/14 (July, 13th)

1. 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`.
2. Write unit tests for four Dominion cards implemented in `dominion.c`. Do not test more than two of the cards you chose to refactor. Write these tests so that they work whether a card is implemented inside `cardEffect` or in its own function. These tests should be checked in as `cardtest1.c`, `cardtest2.c`, `cardtest3.c`, and `cardtest4.c`.
3. Execute your unit tests and describe any bugs you find.
4. Use `gcov` to measure code coverage for all of these tests. Report your findings, and describe their implications for the tests in a file called `coverage2.txt`, also checked in to your `dominion` directory.
5. Add a rule that will generate and execute all of these tests, and append complete testing results (including coverage %ages) 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.