Testing the Simple Java Text Editor:

The open-source project our team decided to embark upon was the Simple Java Text Editor. It was a GUI project, so much of the testing was done manually rather than through a framework such as J-Unit. However, in retrospect, utilizing such a framework would have been helpful in testing the statistics (word count, character count, line count). This would be helpful in fixing bugs such as errors in the character counter.

Much of our testing amounted to using the text editor itself and observing whether our intended modifications worked as intended. For example, we would enter an unclosed bracket such as "[" and run select "Check Brackets" from our tools pulldown menu. If our code was running successfully, it would return a red message in the pop-up window. We then put the appropriate closing bracket "]" and observed whether the pop-up message returned a green confirmation message.

Our statistics counters were tested in much the same way. We would enter texts of various lengths of characters, words, and lines and observe whether the counters were correct or included errors. Again, this would be an aspect of the project in which a more sophisticated means of testing could have been more helpful. Perhaps writing a test in which the length of a string was taken in and asserted as an expected value and tested against what CharacterCount actually returned would have helped us catch potential bugs. However, as a GUI project, it did require visual confirmation, which made manual testing essential.

In future projects, we plan to integrate both manual "eye-ball" tests with automated and framework testing.