# TI1705 - Part I

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## 3 Part I

Your introduction goes here!

### 3.1 End-to-End Testing

**Exercise 1** *Execute the smoke test, with coverage enabled. What overall (line) coverage percentage do you get? Name 2 classes that are not well-tested, and explain why the smoke test does not cover it.*

**Exercise 2** *Study the acceptance scenarios for User Stories 1, 2, and 4. Turn each of them into a test case, as far as possible. To do so, use the approach adopted in LauncherSmokeTest to start the game and trigger specific behavior.*

**Exercise 3** *Which functionality of story 2 was hard (or even impossible) to test? Why?*

**Exercise 4** *Now try the same for Story 3 (moving monsters). Why are these scenarios hard to test?*

### 3.2 Boundary Testing

**Exercise 5** *Provide a domain matrix for the desired behavior of the boundary values in the withinBorders method.*

**Exercise 6** *Implement the corresponding test by using JUnit's Parameters annotation.*

### 3.3 Submit Part I

**Exercise 7** *In your report, analyze whether the code is ready for submission: Explain check-style violations that remain (if any), provide a log of all tests passing, and include a brief assessment of the additional adequacy achieved in the jpacman-framework thanks to your new classes. Also reflect on your continuous integration server results, and your commit behavior.*

**Exercise 8** *Create a release with appropriate version number in your pom file, git tag and push. Submit the zip and report to CPM as well.*