

Back to Project

search

ENABLE AUTO REFRESH

20 tests (±0)

Took 21 ms. add description

Age

Hudson » gameoflife-default » #2 » Test Result

Test Result

Status

11 failures (+11) Changes

Console Output

History

Tag this build

Test Result

Previous Build

Te <u>>></u>

>>

All Failed Tests

$>>> \underline{\text{com.ciwithhudson.gameoflife.domain.UniverseTest.aLiveCellWithFourNeighboursWillDieInTheNextGeneration}}$
$>>> \underline{com.ciwithhudson.gameoflife.domain.UniverseTest.aLiveCellWithFiveNeighboursWillDieInTheNextGeneration} \\$
$>>> \underline{com.ciwithhudson.qameoflife.domain.UniverseTest.aDeadCellWithThreeNeighboursWillLiveInTheNextGeneration}$
$>>> \underline{\text{com.ciwithhudson.qameoflife.domain.UniverseTest.aUniverseCanHaveManySuccessiveGeneration}}$

est Name	
>> com.ciwithhudson.gameoflife.domain.CellTest.aLivingCellShouldPrintAsAPlus	
>> com.ciwithhudson.gameoflife.domain.CellTest.thePlusSymbolShouldProduceALivingCell	
>> com.ciwithhudson.qameoflife.domain.UniverseTest.aPopulatedGridCanBeInitializedWithAFormattedGridStringCanBeInitializedWithAFormattedCanBeInitializedW	
$>> \underline{com.ciwithhudson.qameoflife.domain.UniverseTest.aLiveCellWithNoNeighboursWillDieInTheNextGeneration} \\$	
$>> \underline{com.ciwithhudson.gameoflife.domain.UniverseTest.aLiveCellWithOneNeighbourWillDieInTheNextGeneration} \\$	
$>> \underline{com.ciwithhudson.qameoflife.domain.UniverseTest.aLiveCellWithTwoNeiqhboursWillLiveInTheNextGeneration} \\$	
>> com.ciwithhudson.gameoflife.domain.UniverseTest.aLiveCellWithThreeNeighboursWillLiveInTheNextGeneration	

aLivingCellShouldPrintAsAPlus .thePlusSymbolShouldProduceALivingCell eTest.aPopulatedGridCanBeInitializedWithAFormattedGridString

0.0 0.0

Duration

0.0040

0.0 0.0 0.0010 0.0

0.0 0.0 0.0

0.0010

ithhudson.gameoflife.domain.UniverseTest.aUniverseCanHaveManySuccessiveGeneration

	All Tests								
N- /	Package	Duration	Fail	(diff)	Skip	(diff)	Total	(dif	
	com.ciwithhudson.gameoflife.domain	21 ms	11	+11)	20		