

```

/* Wordle Test Class
 * Tester: Jordan Lim
 * Purpose: To test and ensure a 90% or greater class coverage of the
 provided Wordle game.
 */

package test;
import static org.junit.jupiter.api.Assertions.*;

import org.junit.jupiter.api.Test;

import main.WordleGame;
import main.Feedback;

public class WordleTest {

    //Feedback on all upper case guesses
    @Test
    void testGameCaps() {
        var game = new WordleGame();
        game.setSecretWord("APPLE");
        var fb = new Feedback("CIDER", game.makeGuess("CIDER").getPattern() ,
        "APPLE");
        assertEquals("BBBYB",fb.getPattern(),"Feedback on all uppercase
        guesses");
    }

    //Feedback on all lower case guesses
    @Test
    void testLowerCase() {
        var game = new WordleGame();
        game.setSecretWord("APPLE");
        var fb = new Feedback("brave", game.makeGuess("brave").getPattern() ,
        "APPLE");
        assertEquals("BBYBG",fb.getPattern(),"Feedback on all lowercase
        guesses");
    }
}

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//Feedback on duplicate letter guesses
@Test
void testDupes() {
    var game = new WordleGame();
    game.setSecretWord("APPLE");
    var fb = new Feedback("EAGLE", game.makeGuess("EAGLE").getPattern() ,
        "APPLE");
    assertEquals("BYBGG",fb.getPattern(),"Feedback on duplicate letter
guesses");
}

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//Feedback on other than a 5 letter word
@Test
void testLetterAmount() {
    var game = new WordleGame();
    IllegalArgumentException thrown = assertThrows(
        IllegalArgumentException.class,
        () -> game.makeGuess("APPLES")
    );
    assertEquals("Guess must be exactly 5
letters.",thrown.getMessage(),"Feedback on a > 5 letter word");
    thrown = assertThrows(
        IllegalArgumentException.class,
        () -> game.makeGuess("APPL")
    );
    assertEquals("Guess must be exactly 5
letters.",thrown.getMessage(),"Feedback on a < 5 letter word");
}

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//Feedback on a intelligible word
@Test
void testDictionary() {
    var game = new WordleGame();
    IllegalArgumentException thrown;
    String[] inputs = {"TLPAE", "23ADS", "WOOL!"};
    for(String a: inputs) {
        thrown = assertThrows(
            IllegalArgumentException.class,

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    () -> game.makeGuess(a)
    );
    assertEquals("Word not found in
dictionary.",thrown.getMessage(),"Feedback on a intelligible word");
}
}

```

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//Test attempt counter

```

```

@Test

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```

void testAttempts() {
    var game = new WordleGame();
    game.setSecretWord("APPLE");
    for(int i = 0; i < 5; i++) {
        game.makeGuess("EAGLE").getPattern();
    }
    assertEquals(5,game.getAttempts(),"Test attempt counter");
}

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//Check if game is over attempts & state exception

```

```

@Test

```

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void testGameOver() {
    var game = new WordleGame();
    game.setSecretWord("APPLE");
    for(int i = 0; i < 6; i++) {
        game.makeGuess("EAGLE").getPattern();
    }
    assertEquals(false,game.isGameOver());
    var game2 = new WordleGame();
    game2.setSecretWord("APPLE");
    for(int i = 0; i < 7; i++) {
        game2.makeGuess("EAGLE").getPattern();
    }
    assertEquals(true,game2.isGameOver(),"Check if game is over
attempts");
    IllegalStateException thrown = assertThrows(
        IllegalStateException.class,
        () -> new Feedback("EAGLE", game2.makeGuess("EAGLE").getPattern() ,
"APPLE")
    );
}

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```
assertEquals("Game already ended.",thrown.getMessage(),"Exception  
thrown if input ongoing to a ended game");
```

```
}
```

```
//Testing the output to terminal
```

```
@Test
```

```
void testToString() {
```

```
var game = new WordleGame();
```

```
game.setSecretWord("APPLE");
```

```
var fb = new Feedback("CIDER",
```

```
game.makeGuess("CIDER").getPattern() , "APPLE");
```

```
assertEquals("CIDER\nBBBBYB",fb.toString(),"Output Test");
```

```
}
```

```
//Testing random selection
```

```
@Test
```

```
void testRandom() {
```

```
var game = new WordleGame();
```

```
game.startGame();
```

```
String word1 = game.getSecretWord();
```

```
game.startGame();
```

```
String word2 = game.getSecretWord();
```

```
game.startGame();
```

```
String word3 = game.getSecretWord();
```

```
assertEquals(false,word1.equals(word2) &&
```

```
word1.equals(word3),"Randomized Selection on Secret Word");
```

```
}
```

```
}
```

Runs: 9/9

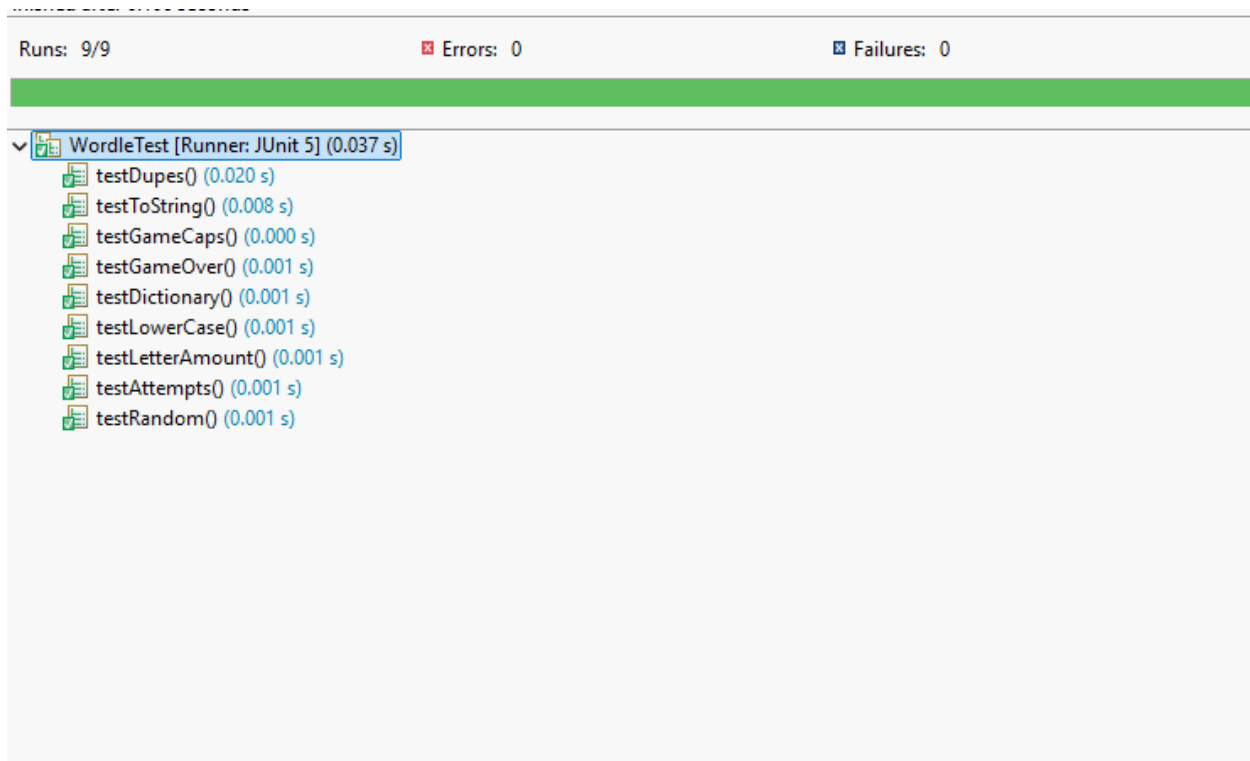
Errors: 0

Failures: 5

WordleTest [Runner: JUnit 5] (0.048 s)

- testDupes() (0.029 s)
- testToString() (0.003 s)
- testGameCaps() (0.001 s)
- testGameOver() (0.003 s)
- testDictionary() (0.001 s)
- testLowerCase() (0.004 s)
- testLetterAmount() (0.001 s)
- testAttempts() (0.001 s)
- testRandom() (0.001 s)

Element	Coverage	Covered Instructio...	Missed Instructions	Total Instructions
src	<div><div></div></div> 81.6 %	492	111	603
main	<div><div></div></div> 82.1 %	261	57	318
> Main.java	<div><div></div></div> 0.0 %	0	55	55
> Dictionary.java	<div><div></div></div> 96.4 %	53	2	55
> Feedback.java	<div><div></div></div> 100.0 %	27	0	27
> WordleGame.java	<div><div></div></div> 100.0 %	181	0	181



[jlim1336/CS483F25_Assignment-3B](#)

Bugs:

- Duplicate letters showed incorrect pattern
- Mixed upper and lower case guesses not considered
- Dictionary was mixed with upper and lower case words
- Randomized secret letter not implemented
- Output for word and pattern was not optimized for readability
- Did not end the game when the word was guessed right
- Testing attempts were not counted correctly

Experience:

I enjoyed doing code coverage and faced challenges when bug fixing it as I had a little difficulty with the duplicate letter bug but was able to find a suitable algorithm for it.

Overall, I have a decent idea of testing and how important it is to do coverage on the entire code.