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CS 362

Assignment 3

Bugs

Of the card that I tested, being the initialize game function as well as the play card function, I did not find any bugs. The findings from the tests showed consistency across testing. The results form the initialize function was able to assign the correct amounts to variables that hold the amounts of cards that the game will start with, according to the number of players.

The play card function was a little trickier to test as you needed to manually find out what cards the hand would start with to accurately test how the function will play out once a card is played. In retrospect you could manually set the cards in the appropriate positions to see if the correct return values are returned by the function.

Unit Testing

The results found in the gcov file showed that I needed to do a better job at creating unit tests for each of the functions. It would be hard to test the initialize function in retrospect due to the sheer amount of information that is set in the function. The initialize function deals with the whole game, and to test this function would possibly mean to test all the sub-functions as well to make sure that they are working correctly.