CS 1632 – DELIVERABLE 2: CitySim9004

Josh Demusz

https://github.com/joshdemusz/CS1632\_D2

Description of Issues

One issue I had when writing the code had to do with the random number generator objects. At first, when I was determining the next move for the car, I had the random object being created inside the moveCar method. This is problematic because the random number generator is reset every time the method is called and, since the seed is always the same, the generated move would always be the same. After running into infinite loops, I realized this mistake.

Apart from this issue, which was due to me forgetting how random seeds worked, I did not have much trouble writing the code for the program itself. My issues with the project, besides testing, seemed to revolve around getting the environment set up. These issues were solved by a few Google searches on how to set up the environment (Junit/ Mockito) in InteliJ.

An issue I had with testing had to do with actually getting the tests to run. Initially, when I compiled and ran the tests, it seemed to be taking an infinite amount of time to finish, on top of taking up over 700% of my CPU. Eventually I discovered that this was due to an improper use of mock objects. I created a mock object of a class whose functionality was important to the class I was testing.

Furthermore, I also had issues with method stubbing. I wanted to count how many times a method was called from a method in the same class. However, this proved to be impossible since this would require making a mock object of the class in question, then directly calling its methods.

Screen Shot of Executed Tests



