K Tolliver

08 Ponder : Weekly Reflection

1. What is the purpose of a unit test?

The purpose unit testing is to test an individual function or method.

2. What are the pros and cons of Test Driven Development?

|  |  |
| --- | --- |
| Pros: | Cons: |
| Safety Net  Debug code  Reduced cost | More front cost  Not easy  Not overall testing tool |

3. How are assert statements used by JUnit for unit testing?

import static org.junit.Assert.\*;

...

assertEquals(...);

4. A common design-pattern interview question is "Describe a situation where you would use the Observer pattern.". How would you answer that question?

The observer pattern is a software design pattern in which an object

5. Of all of the resources and tutorials in this week's assignments, which was the \_most\_ helpful to you and why?

The most helpful was the prove quiz because I was able to learn more able to the patterns.

6. Of all of the resources and tutorials in this week's assignments, which was the \_least\_ helpful to you and why?

The least helpful was the reading quiz because it felt like it was the same as the reading quiz.

7. How would you say your team project is proceeding so far?

My team is moving forward as planned and we have gotten a good start to the project.

8. Did anyone on your team have any violations/infractions of the Team Agreement this week? If so, were the punishments enforced?

There were no infractions this week.

9. Are there any concerns regarding your project or your team that you want the teacher to know about?

There are not any concerns.

10. How many hours did you spend on this class this week?

08 Prepare - 1

08 Teach - 1

08 Prove - 1

08 Ponder - 1

08 Team Project - 4

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Total Hours - 8