



# QS

Tobias Schulz, Maximilian Reuter, Pascal Knodel,  
Gerd Augsburg, Christina Erler, Daniel Warzel

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# Zuverlässigkeit

Komponenten-Testabdeckung: ~ 90 %

```
[Test]
0 Verweise
public void Knot_Selection_Test ()
{
    Knot knot = DefaultKnot;
    Edge[] edges = knot.ToArray ();

    knot.AddRangeToSelection (edges [2]);
    Assert.AreEqual (1, knot.SelectedEdges.Count ());
    knot.ClearSelection ();
    Assert.AreEqual (0, knot.SelectedEdges.Count ());
    knot.AddToSelection (edges [0]);
    knot.RemoveFromSelection (edges [0]);
    knot.AddToSelection (edges [0]);
    Assert.AreEqual (1, knot.SelectedEdges.Count ());
    knot.AddRangeToSelection (edges [2]);
    Assert.AreEqual (3, knot.SelectedEdges.Count ());
    knot.RemoveFromSelection (edges [1]);
    Assert.AreEqual (2, knot.SelectedEdges.Count ());
    knot.ClearSelection ();
    Assert.AreEqual (0, knot.SelectedEdges.Count ());
    knot.AddToSelection (edges [0]);
    knot.AddRangeToSelection (edges [5]);
    Assert.AreEqual (2, knot.SelectedEdges.Count ());
}
```

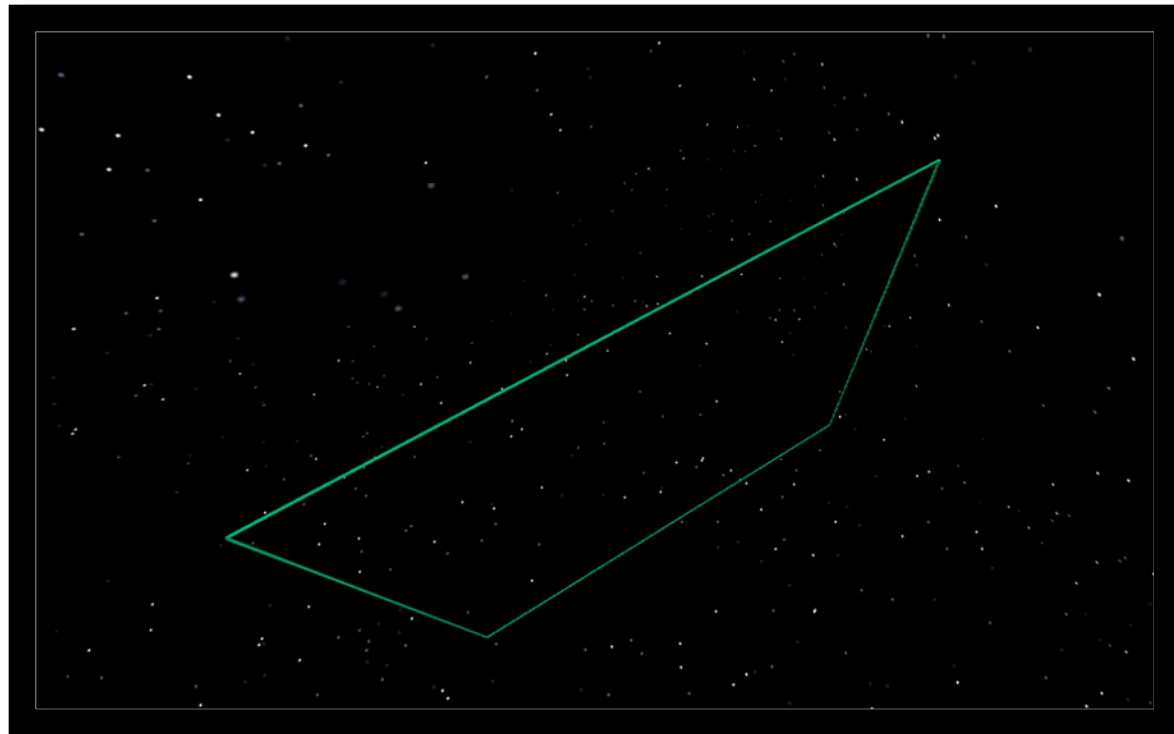
# Zuverlässigkeit

Funktionstests



# Zuverlässigkeit

	Standard-PC	Spiele-PC
Max. $\Sigma$ Kanten	< 2500	< 5000





# Konsistenz

- ✓ Oberflächen
- ✓ Code-Qualität

# Spielerfreundlichkeit

# Effizienz

# Portabilität





# Wartbarkeit