



QS

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Zuverlässigkeit

Komponenten-Testabdeckung: **> 80 %**

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

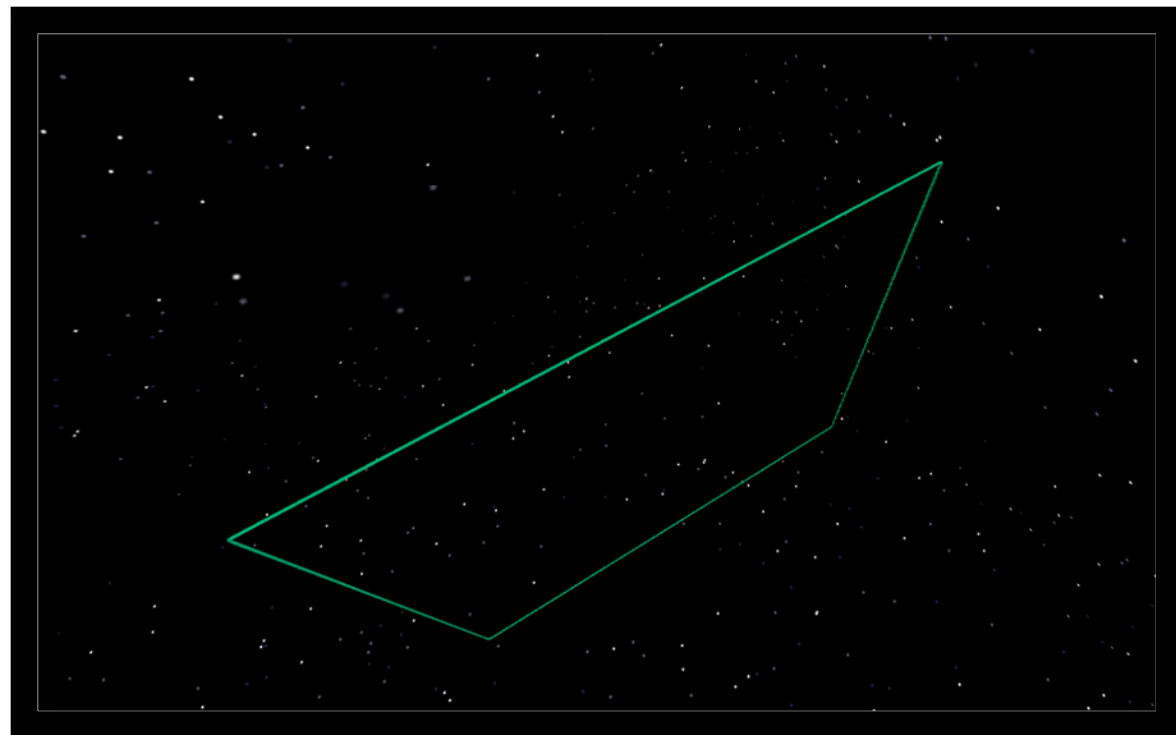
    knot.AddRangeToSelection (edges [2]);
    Assert.AreEqual (1, knot.SelectedEdges.Count ());
    knot.ClearSelection ();
    Assert.AreEqual (0, knot.SelectedEdges.Count ());
    knot.AddToSelection (edges [0]);
    knot.RemoveFromSelection (edges [0]);
    knot.AddToSelection (edges [0]);
    Assert.AreEqual (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
- ✓ Negativtests
- ✓ Fehlerfrei (**90 %**) ??? Besseres Wort

Zuverlässigkeits-Grenzen

	Standard-PC	Spiele-PC
Max. Σ Kanten	< 2500	< 5000





Konsistenz

- ✓ Oberflächen
- ✓ Code-Qualität

Spielerfreundlichkeit

Effizienz

Portabilität



Knot³

Wartbarkeit