QS

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Zuverlässigkeit

Komponenten-Testabdeckung: **> 80 %**

```csharp
[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 ());
}
```
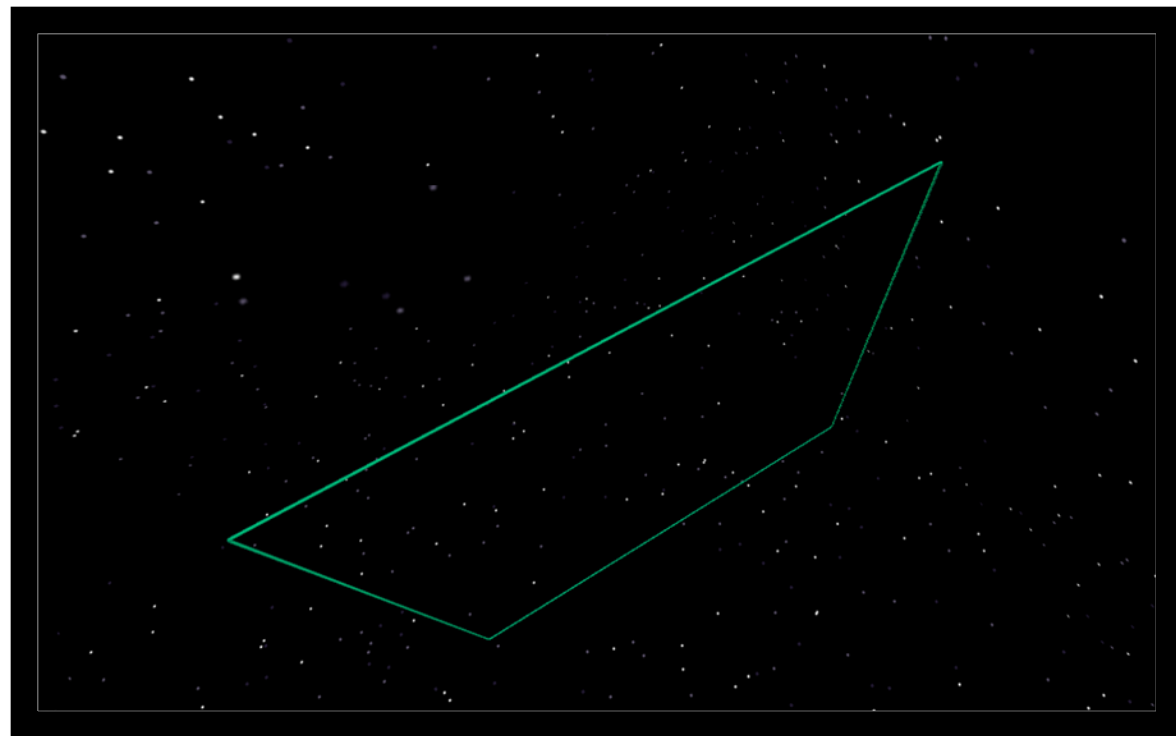
Knot³

Zuverlässigkeit

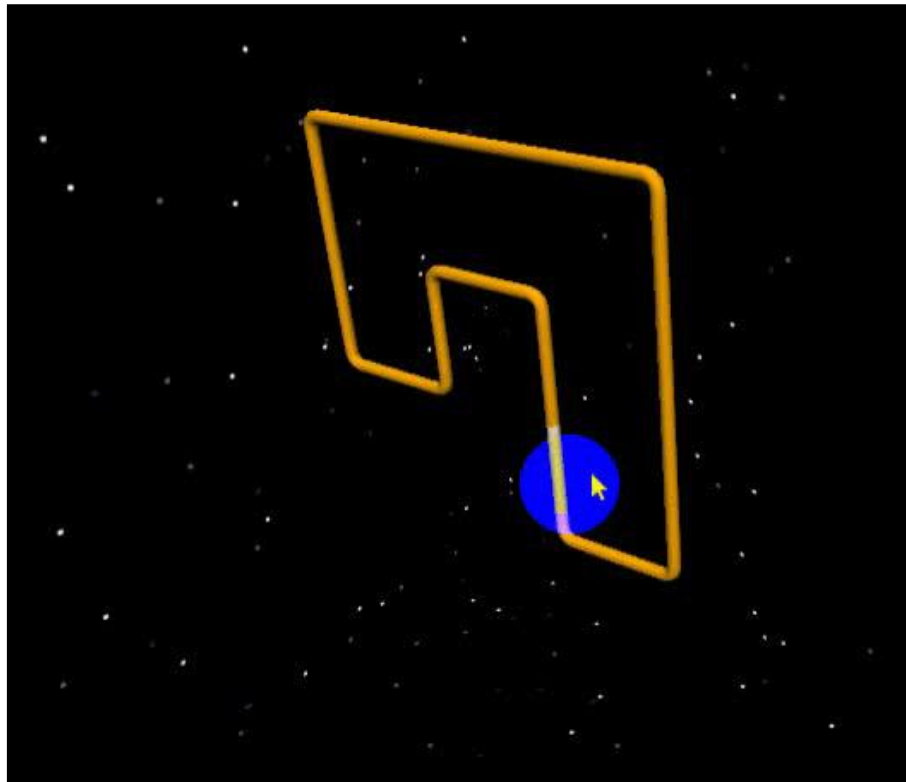✓ Funktionstests

✓   **90 %**   der Probleme verbessert.

Zuverlässigkeits-Grenzen

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

Robustheit

✓ Negativtests

Robustheit

✓ Ausnahmebehandlung

Konsistenz

✓ Oberflächen

✓ Code-Qualität

Spielbarkeit

✓ Testspieler

„intuitiv klar"

„schnell verstanden"

„ansprechend"

Effizienz

Portabilität

Wartbarkeit

Änderungen

- Knoten-Transformations-Vorschau

BACKUP

Knot³

Knot³