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<https://github.com/lnm29/CS1632_Deliverable2>

**CS 1632 – DELIVERABLE 2: Unit Testing**

Issues I faced:

When I started to write the code, my first simple issue was whether I could possibly modify any of the code that was given for the only JBefunge program. After that problem was cleared up (with the go ahead of modification, but keeping the functionality), I proceeded to find out where in the program lies the actions of the symbols/letters/numbers are determined for the Program Area in Befunge. I made minor changes that would take more control over how the testing worked. There’s more isolation over what should be printed out. I also added a ProgramsModifciationsTest file that has the 20 test methods for the new JBefunge IDE. I didn’t use the mockito that was described in class because I wanted to try to make a method called mock and stub to use with the test methods. They seem to work fine, but I wasn’t sure if that goes against the guidelines, so if it does, grade me accordingly! I didn’t have MAJOR issues to the point that I couldn’t get the program working as well as the tests.

Test screenshot: