

## **Evidence for Project Unit**

Luis Farid Tejero Aoun E - 21

### **P. 1 Github Contributors page**

### **P. 2 Project Brief**

### **P. 3 Use of Trello**

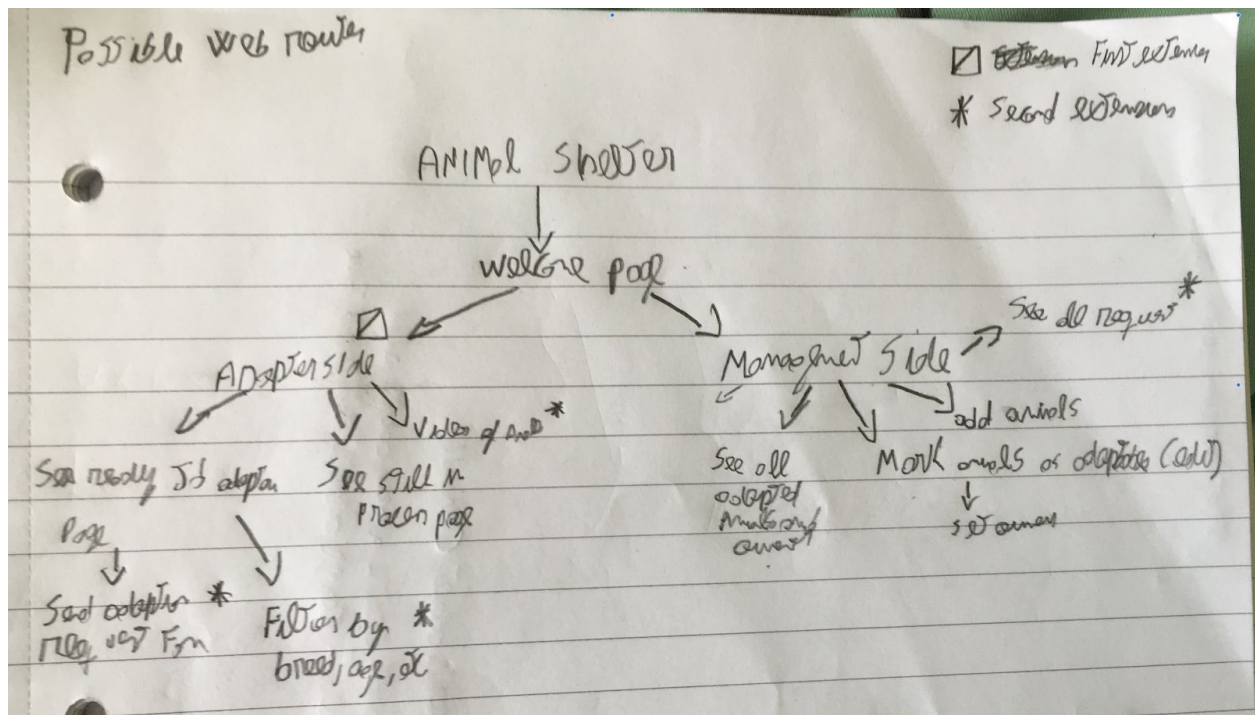
Evidence for unit

Evidence for unit

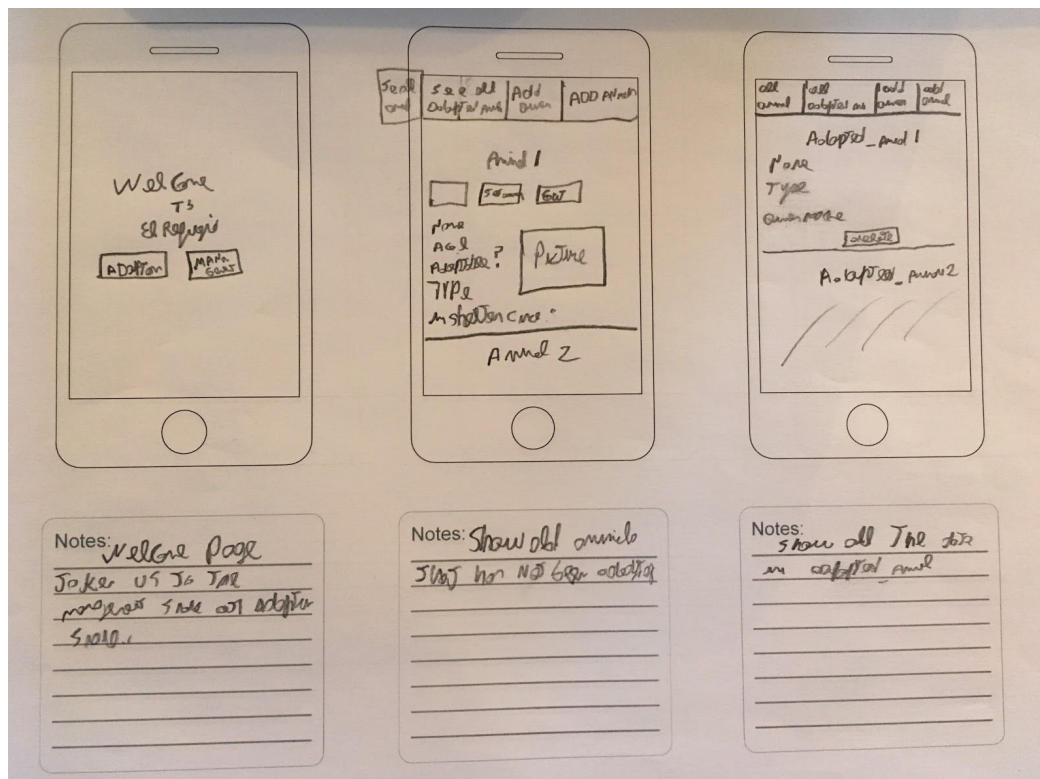
Evidence for unit

### **P. 4 Acceptance Criteria**

## P. 5 User sitemap



## P. 6 Wireframes designs



**P. 7 System interactions diagrams**

Evidence for unit

**P. 8 Two Object Diagrams**

Evidence for unit

**P. 9 Choice of two algorithms (find the algorithms on a program you might have written, show the code you have used. )**

**On this example please take a screenshot and write what it is doing and why you decided to use it.**

Evidence for unit

Evidence for unit

## P. 10 Example of Pseudocode

```
95
96  def adopted_by(owner)
97    #Check if the animal is adoptable
98    #Modify and update new animal
99    #create hash with the new data
100    #create the new object
101    #save new object in DB
102  end
```

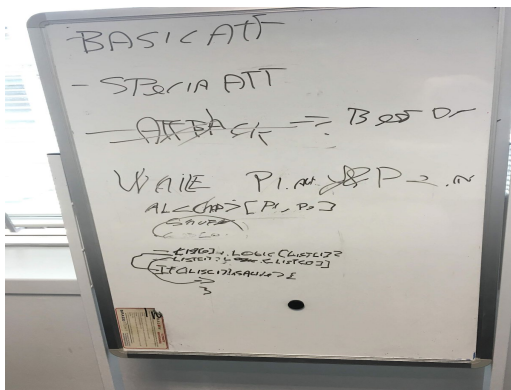
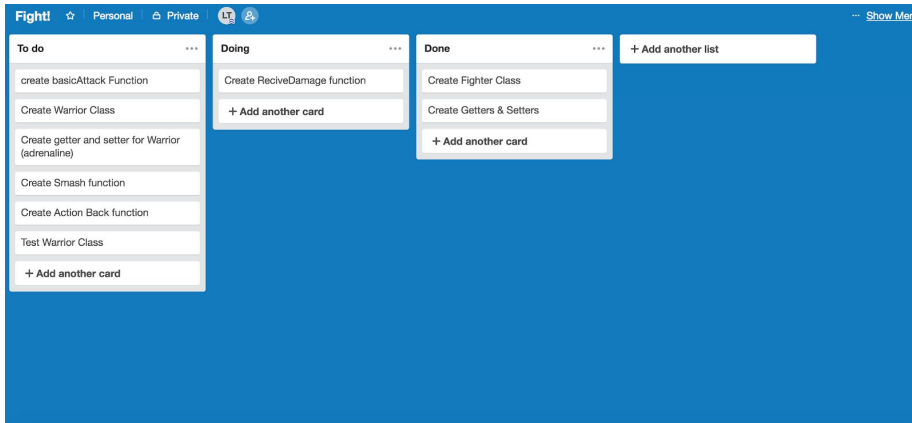
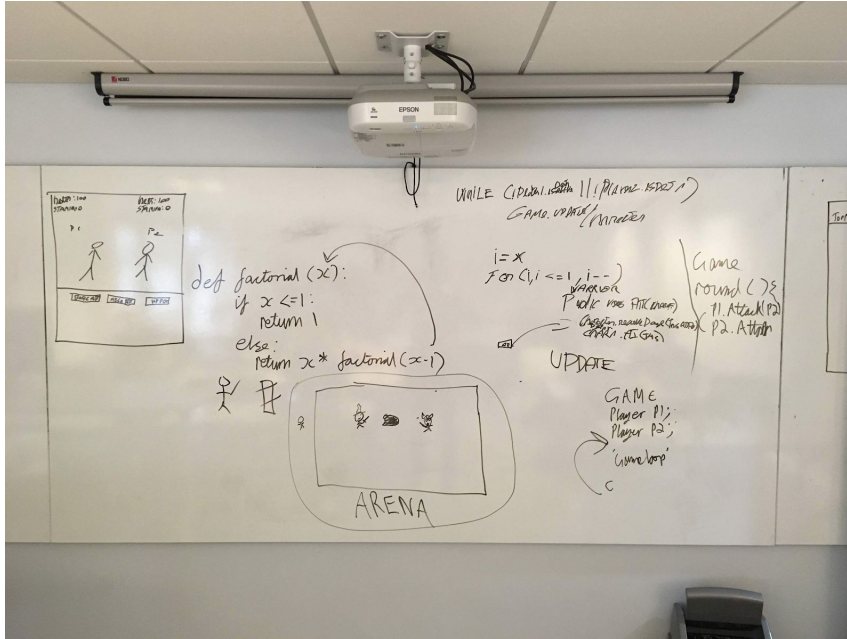
## P. 11 Github link to one of your projects

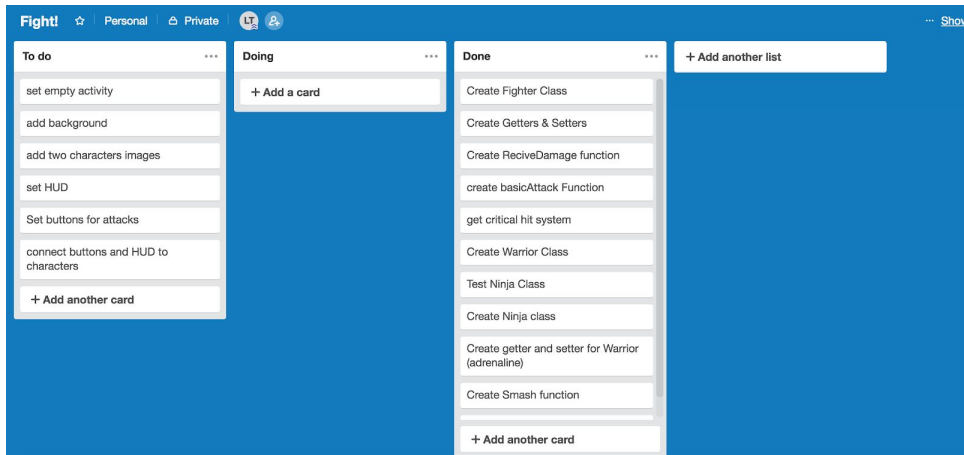
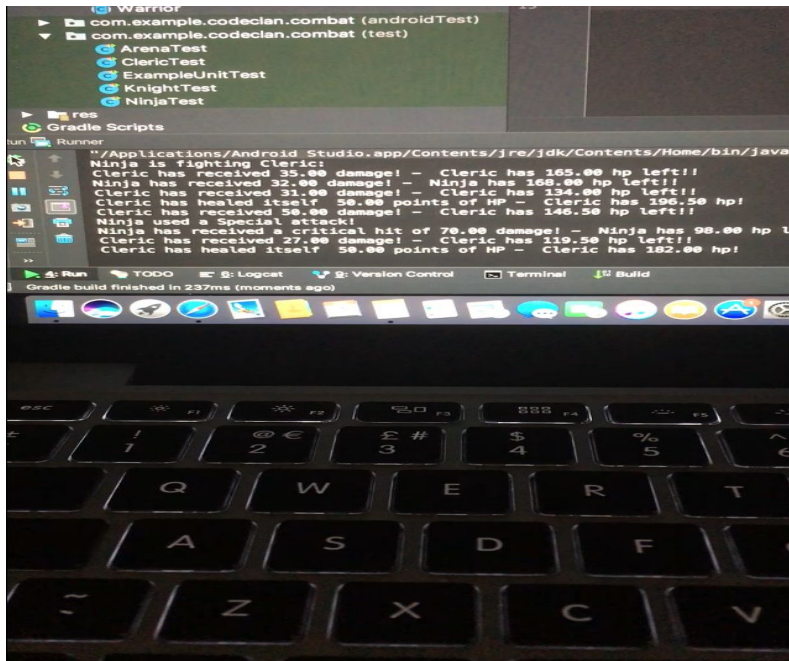
<https://github.com/luisfta17/Combat>

The screenshot shows the GitHub repository page for `luisfta17/Combat`. The repository is described as an Android game app made in Java for a CodeClan project, using Abstract Classes and TDD, without frameworks like Game Engine or similar. It includes a link to the Google Play Store. The repository statistics show 76 commits, 1 branch, 0 releases, and 1 contributor. The commit history table lists the following files and their commit dates:

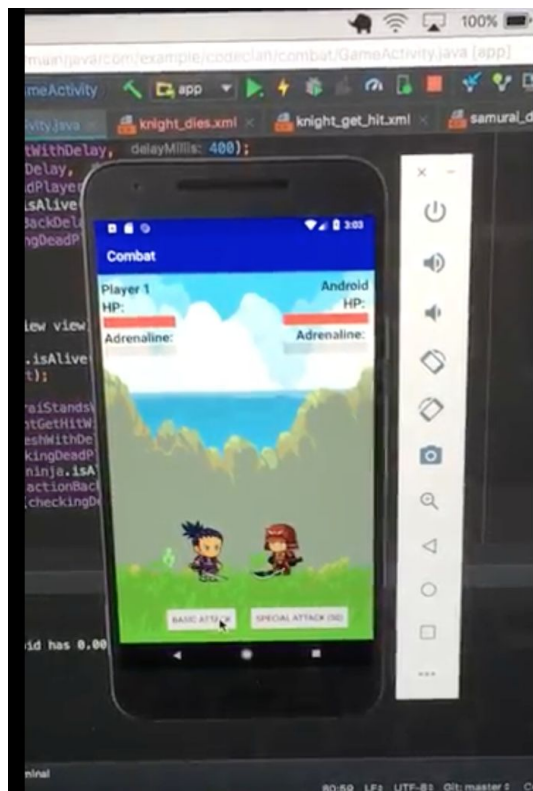
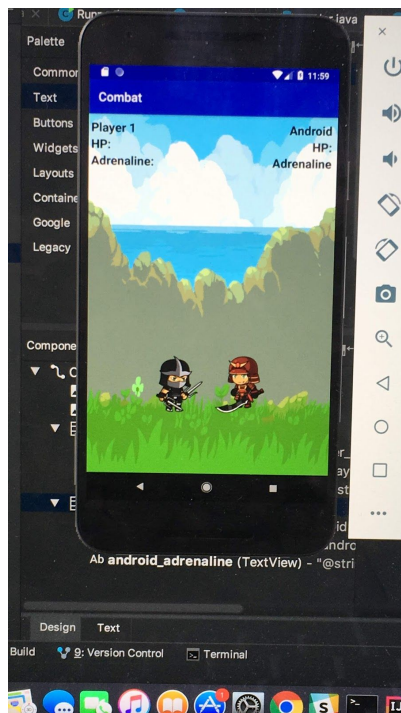
File	Commit Message	Time Ago
<code>.idea</code>	activity game 2 added	4 days ago
<code>app</code>	Improved HUD	2 days ago
<code>gradle/wrapper</code>	Initial commit	8 days ago
<code>release</code>	Apk added	3 days ago
<code>.gitignore</code>	Initial commit	8 days ago
<code>Combat Game.pdf</code>	Brief added	3 days ago
<code>build.gradle</code>	Initial commit	8 days ago
<code>gradle.properties</code>	Initial commit	8 days ago
<code>gradlew</code>	Initial commit	8 days ago
<code>gradlew.bat</code>	Initial commit	8 days ago
<code>settings.gradle</code>	Initial commit	8 days ago

**P. 12 Screenshot of your planning and the different stages of development to show changes.**











## P. 13 User input

El Refugio ❤️   All our Animals   Check all owners   Check all the adopted animals   Register an Animal   Register an Owner   See all requests

Name:

Select a type of animal:

Age:

Admission date:

Add picture Link:

Is this animal ready for adoption?


Register new Animal

## Input being added:

El Refugio ❤️   All our Animals   Check all owners   Check all the adopted animals   Register an Animal   Register an Owner   See all requests

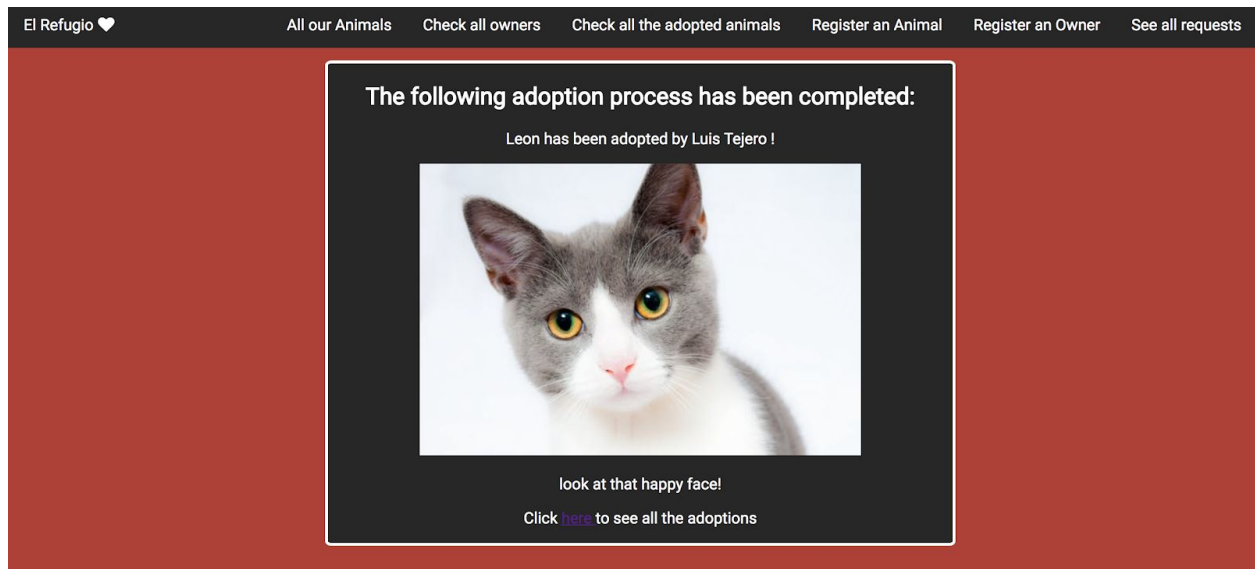
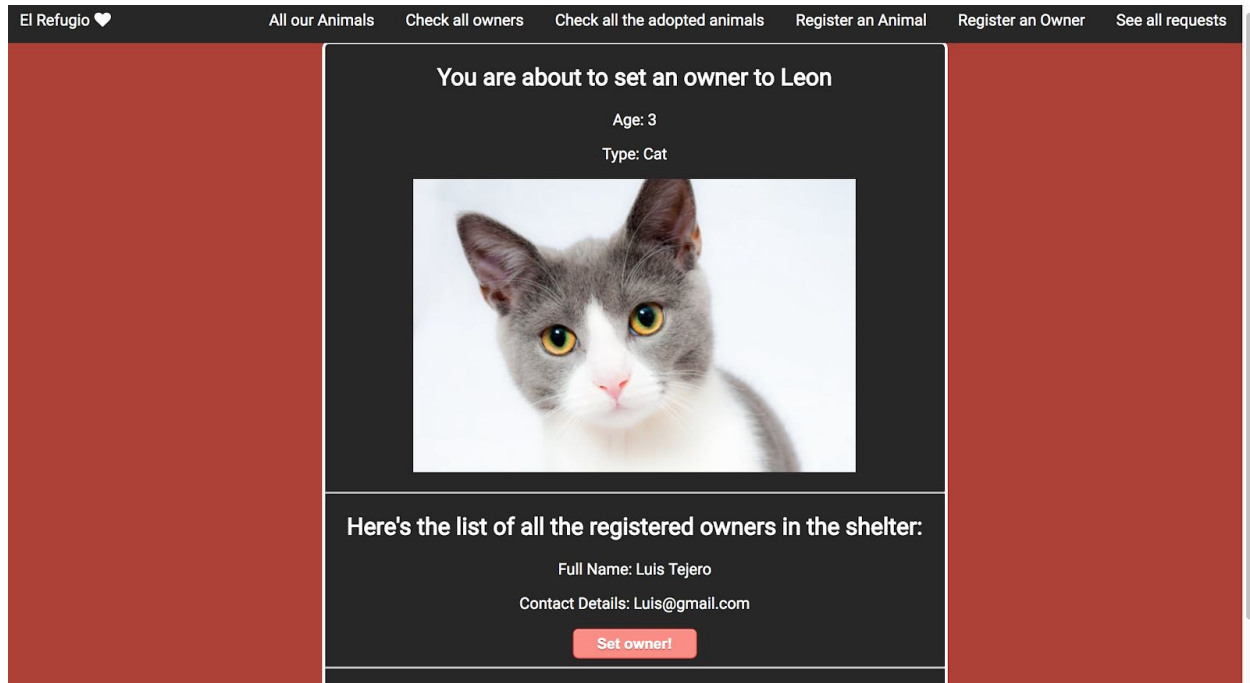
This animal has been registered, hopefully we will find a new home for Leon soon!

Age: 3  
Type: Cat



Leon have been in El Refugio since 2018-05-16

## P. 14 Interaction with data persistence



## P. 15 User output result

El Refugio ❤️


All our AnimalsCheck all ownersCheck all the adopted animalsRegister an AnimalRegister an OwnerSee all requests

Hello there! Here you will find all the animals that are in the shelter

Find animals by: Deer Not adoptable yet Find See All Animals

Name: Bambi

Type: Deer



Age: 1

Bambi has been in El Refugio since 2018-04-10

Bambi is not ready for adoption yet!

Edit

Delete

Set animal as adoptable

**P. 16 Show an API being used within your program:**

```
1  const RequestHelper = function (url) {
2    this.url = url
3  }
4
5  RequestHelper.prototype.get = function () {
6    return fetch(this.url)
7      .then(response => response.json());
8  }
9
10
11 module.exports = RequestHelper;
12
```

```
1  const Characters = require('./models/characters.js');
2  const CharactersView = require('./views/characters_view.js');
3
4  document.addEventListener('DOMContentLoaded', () => {
5    const dropDown = document.querySelector('#houses');
6    const characterInfo = document.querySelector('#characters');
7    const characters = new Characters('https://api.got.show/api/characters/');
8    characters.getData();
9    characters.bindEvents();
10   const characterView = new CharactersView(characterInfo, dropDown);
11   characterView.bindEvents();
12 })
13
```

```
CharacterInfo.prototype.setName = function (character) {
  const characterName = document.createElement('h4');
  characterName.textContent = character.name;
  this.element.appendChild(characterName);
};

CharacterInfo.prototype.setImage = function (character) {
  if (character.imageLink) {
    const link = character.imageLink;
    const characterImage = document.createElement('img');
    characterImage.src = `https://api.got.show${link}`;
    this.element.appendChild(characterImage);
  }
};

CharacterInfo.prototype.setTitles = function (character) {
  if (character.titles.length != 0) {
    const titles = document.createElement('p');
    titles.textContent = "Titles ";
    this.element.appendChild(titles);
    const titleList = document.createElement("ul");
    for (title of character.titles) {
      const titlename = document.createElement("li");
      titlename.textContent = title;
      titleList.appendChild(titlename);
      this.element.appendChild(titleList);
    }
  }
};
```

# Game Of Thrones Wiki

## Select a House

✓

House Hightower

House Frey

House Osgrey

House Marbrand

House Swyft

House Blackfyre

House Velaryon

House Targaryen

House Bracken

House Costayne

House Estermont

House Arryn

House Penrose

Night's Watch

House Greyjoy

Faith of the Seven

House Wynch

Chataya's brothel

House Royce of the Gates of the Moon

House Stark

Band of Nine

House Staedmon

House Torrent

House Florent

House Oakheart

House Norcross

City Watch of King's Landing

House Thorne

House Seaworth

## Select a House

House Targaryen

## Aegon I Targaryen



## Aegon II Targaryen



## **P. 17 Testing your program**

**Show the test code, the test not passing.....and then the test fixed.**

Evidence for unit

## P. 18 Demonstrating testing in the program

### Test failing, Showing class file and test file.

```
testing_task_2.rb  card.rb  testing_tas...  Static_&D...  card.rb
2  # Carry out dynamic testing on
3  * the code below.
4  * Correct the errors below
5  * that you spotted in task 1.
6  require_relative('card.rb')
7  class CardGame
8  def checkforace(card)
9    if card.value = 1
10     return true
11    else
12     return false
13    end
14  end
15
16 def highest_card(card1 card2)
17   if card1.value >
18     card2.value
19     return card1.suit
20   else
21     card2.suit
22   end
23 end
24
25 def self.cards_total(cards)
26   total = 0
27   for card in cards
28     total += card.value
29   end
30   return "You have a total
31   of" + total
32 end
33 end

testing_tas...  Static_&D...  card.rb
1  @card1 =
2  Card.new("hearts", 10)
3  @card3 =
4  Card.new("spades", 7)
5  @game1 = CardGame.new
6  end
7
8  def test_checkforace_true
9    assert_equal(true,
10     @game1.checkforace(@card1))
11  end
12
13  def test_checkforace_false
14    assert_equal(false,
15     @game1.checkforace(@card2))
16  end
17
18  def test_checkforace_false
19    assert_equal(false,
20     @game1.checkforace(@card3))
21  end
22
23  def test_highest_card
24    assert_equal("hearts",
25     @game1.highest_card(@card1,
26     @card2))
27  end
28
29  def test_cards_total
30    assert_equal("You have a
31    total of 18",
32     CardGame.cards_total([@card
33     1, @card2, @card3]))
34  end
35 end

PDA_Static_and_Dynamic_Task_A ruby specs/testing_task_2_spec.rb
specs/testing_task_2_spec.rb:3:in `require_relative': /Users/user/codeclan_work/PDA/wee
k_5/PDA_Static_and_Dynamic_Task_A/testing_task_2.rb:16: syntax error, unexpected tIDENT
IFIER, expecting ')' (SyntaxError)
  def highest_card(card1 card2)
    ^
/Users/user/codeclan_work/PDA/week_5/PDA_Static_and_Dynamic_Task_A/testing_task_2.rb:32
: syntax error, unexpected keyword_end, expecting end-of-input
  from specs/testing_task_2_spec.rb:3:in `<main>'
→ PDA_Static_and_Dynamic_Task_A
```



## Test File done

```
1 require("minitest/autorun")
2 require("minitest/rg")
3 require_relative("../testing_task_2")
4
5 class CardTest < MiniTest::Test
6   def setup
7     @card1 = Card.new("ace", 1)
8     @card2 = Card.new("hearts", 10)
9     @card3 = Card.new("spades", 7)
10    @card4 = Card.new("joker", 0)
11    @game1 = CardGame.new
12  end
13
14  def test_check_for_ace__true
15    assert_equal(true, @game1.check_for_ace(@card1))
16  end
17
18  def test_check_for_ace__false
19    assert_equal(false, @game1.check_for_ace(@card2))
20  end
21
22  def test_check_for_ace__false2
23    assert_equal(false, @game1.check_for_ace(@card3))
24  end
25
26  def test_highest_card__hearts
27    assert_equal("hearts", @game1.highest_card(@card1, @card2))
28  end
29
30  def test_highest_card__spades
31    assert_equal("spades", @game1.highest_card(@card1, @card3))
32  end
33
34  def test_highest_card__ace
35    assert_equal("ace", @game1.highest_card(@card4, @card1))
36  end
37
38
39  def test_cards_total__18
40    assert_equal("You have a total of 18", CardGame.cards_total([@card1, @card2, @card3]))
41  end
42
43  def test_cards_total__17
44    assert_equal("You have a total of 17", CardGame.cards_total([@card2, @card3]))
45  end
46
47  def test_cards_total__1
48    assert_equal("You have a total of 1", CardGame.cards_total([@card1]))
49  end
50 end
51
```

## Class file done

```
1  ### Testing task 2 code:
2
3  # Carry out dynamic testing on the code below.
4  # Correct the errors below that you spotted in task 1.
5  require_relative('card.rb')
6  class CardGame
7
8      def check_for_ace(card)
9          if card.value == 1
10             return true
11          else
12             return false
13          end
14      end
15
16      def highest_card(card1, card2)
17          if card1.value > card2.value
18             return card1.suit
19          else
20             card2.suit
21          end
22      end
23
24      def self.cards_total(cards)
25          total = 0
26          for card in cards
27             total += card.value
28          end
29          return "You have a total of #{total}"
30      end
31
32  end
33
```

**Test passing.**

```
[→ PDA_Static_and_Dynamic_Task_A ruby specs/testing_task_2_spec.rb  
Run options: --seed 25463
```

```
# Running:
```

```
.....
```

```
Finished in 0.001206s, 7462.6866 runs/s, 7462.6866 assertions/s.
```

```
9 runs, 9 assertions, 0 failures, 0 errors, 0 skips
```

```
→ PDA_Static_and_Dynamic_Task_A █
```