Evidence for Project Unit

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P. 1 Github Contributors page

P. 2 Project Brief

P. 3 Use of Trello

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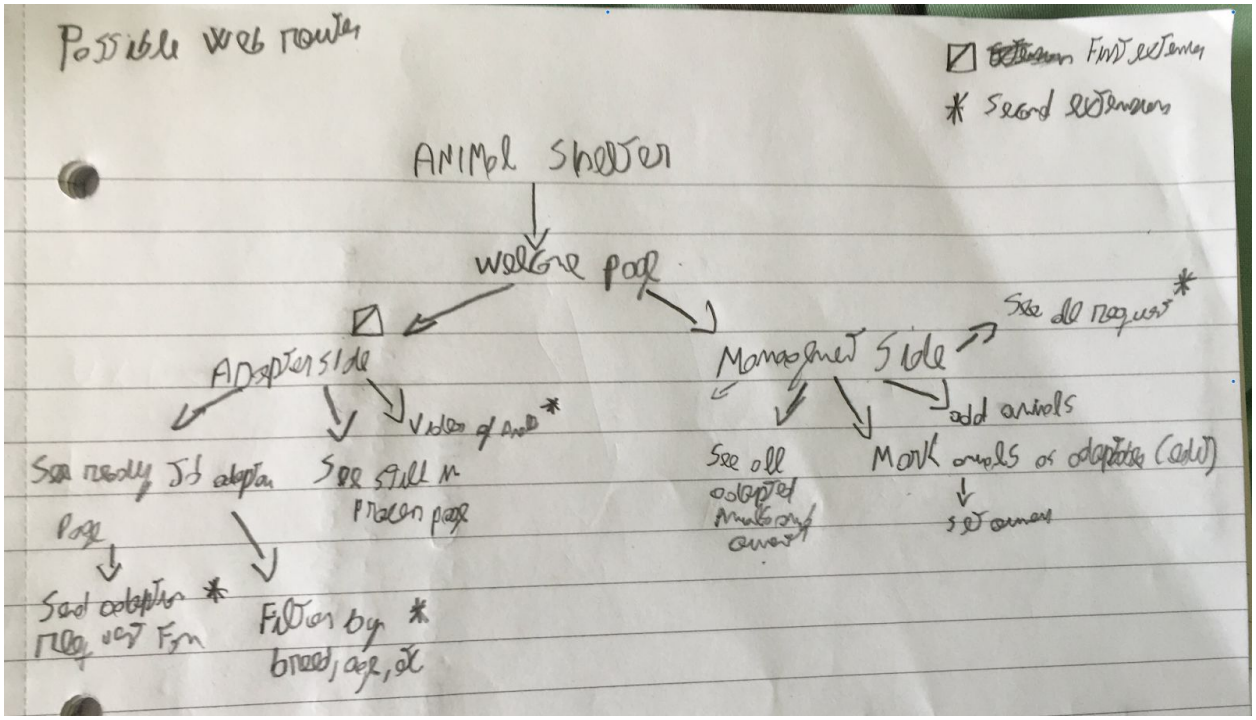
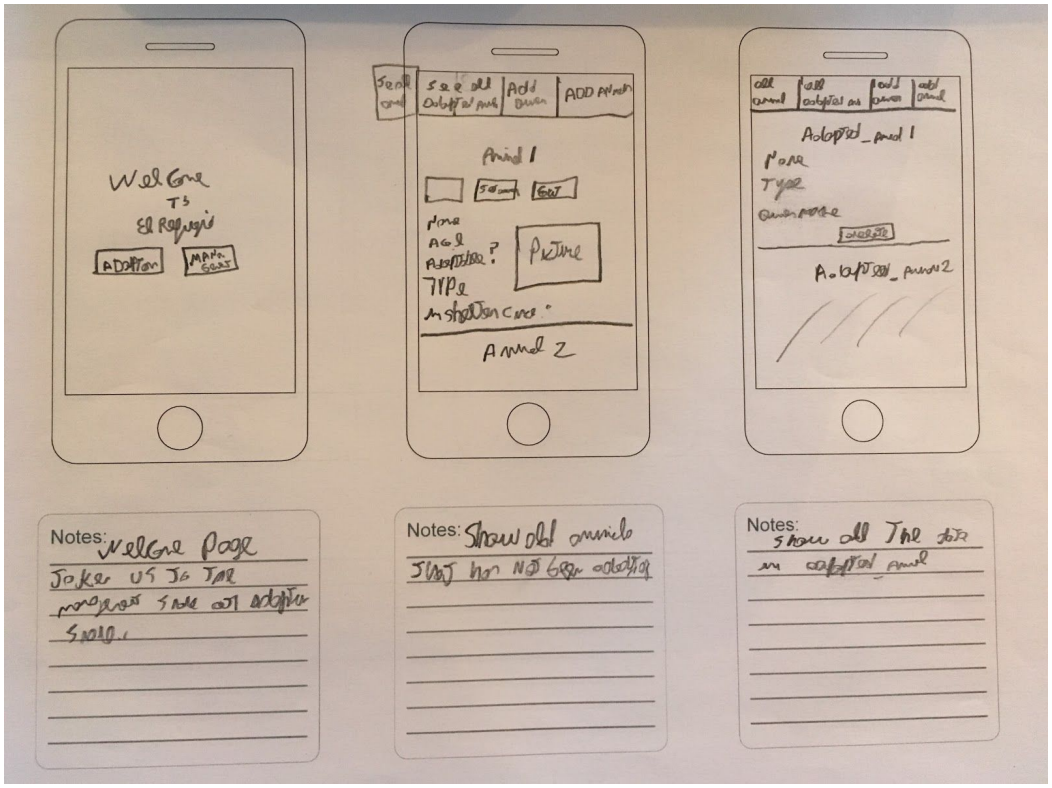
P. 4 Acceptance Criteria

P. 5 User sitemap



P. 6 Wireframes designs



P. 7 System interactions diagrams

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P. 8 Two Object Diagrams

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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.

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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

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

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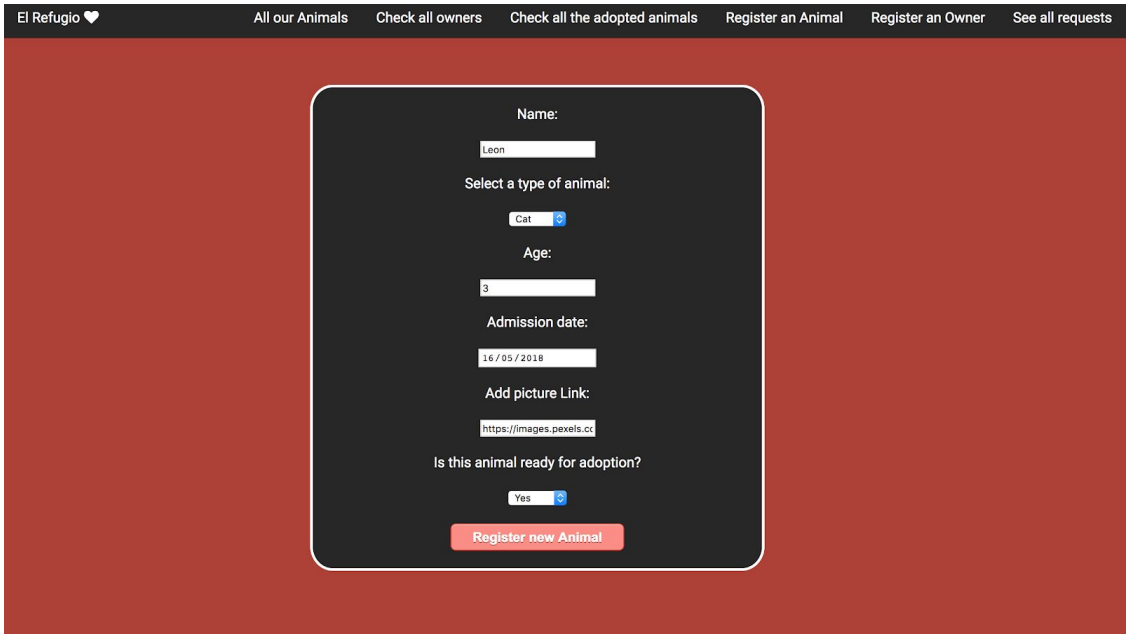
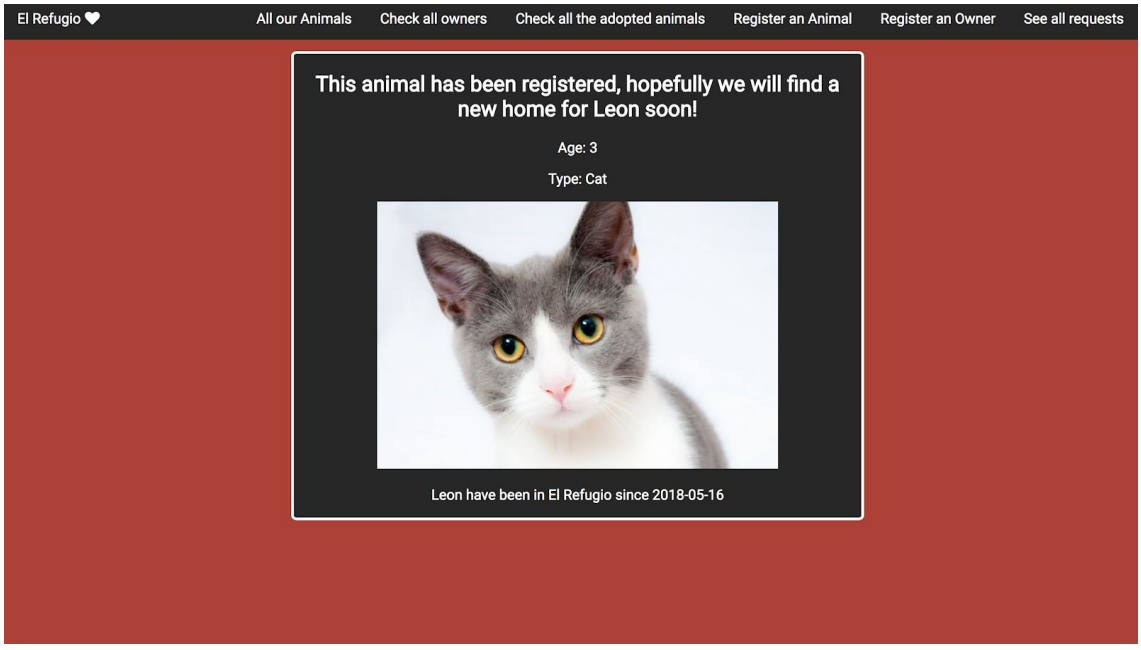
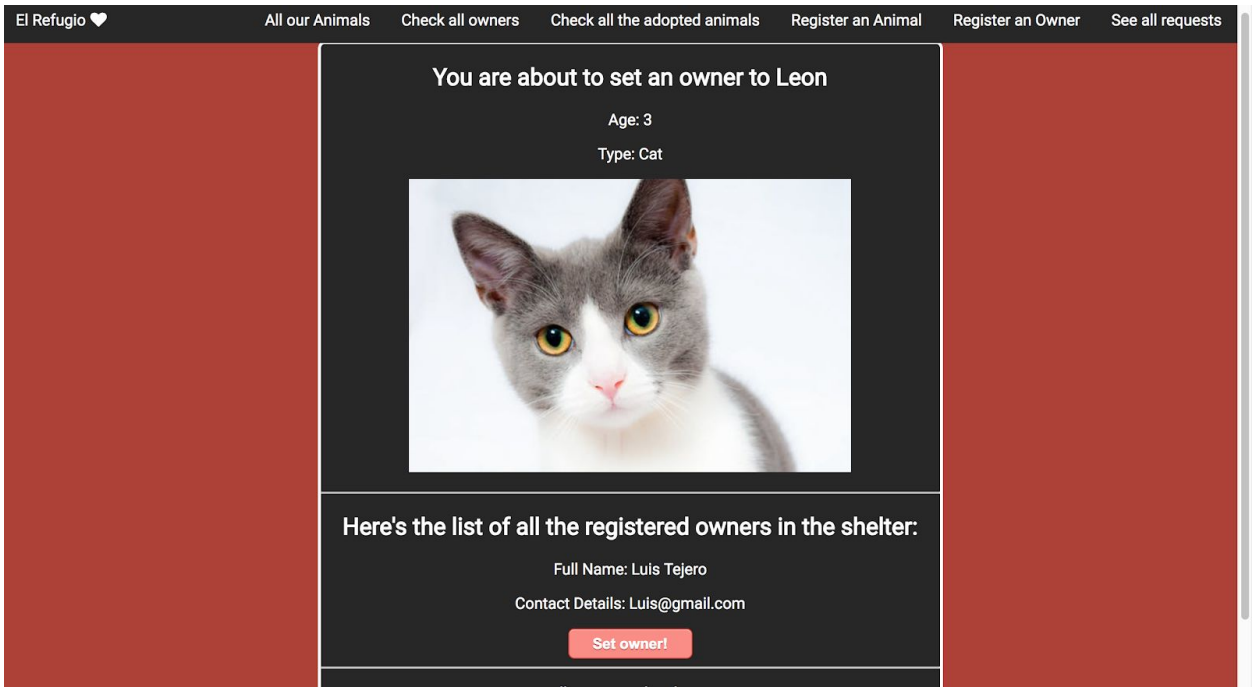
P. 13 User input

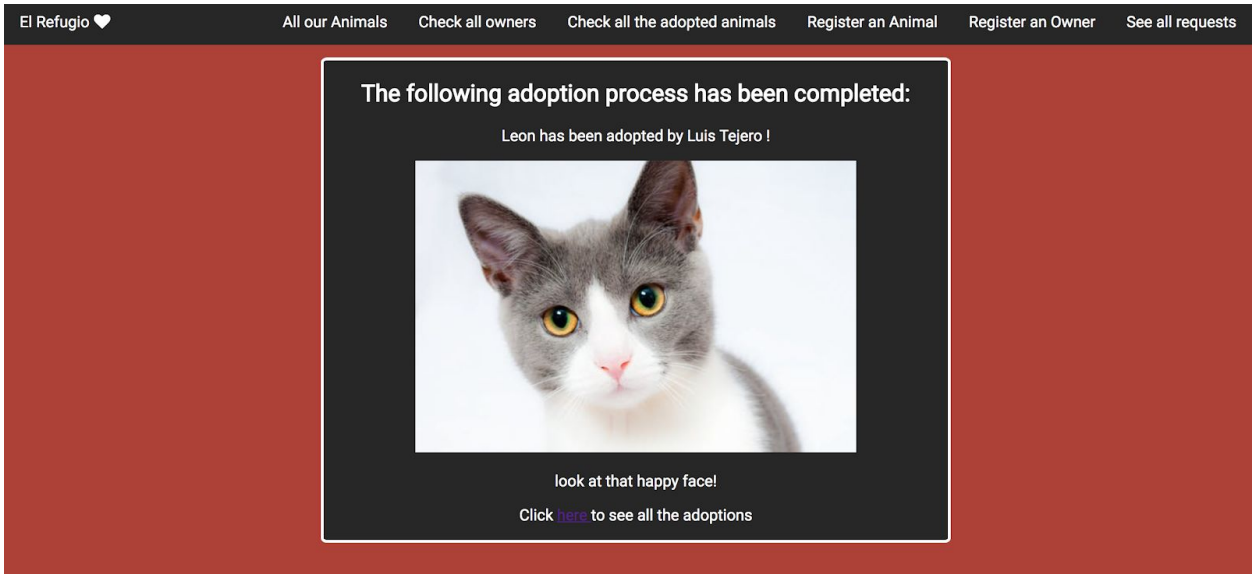


Input being added:

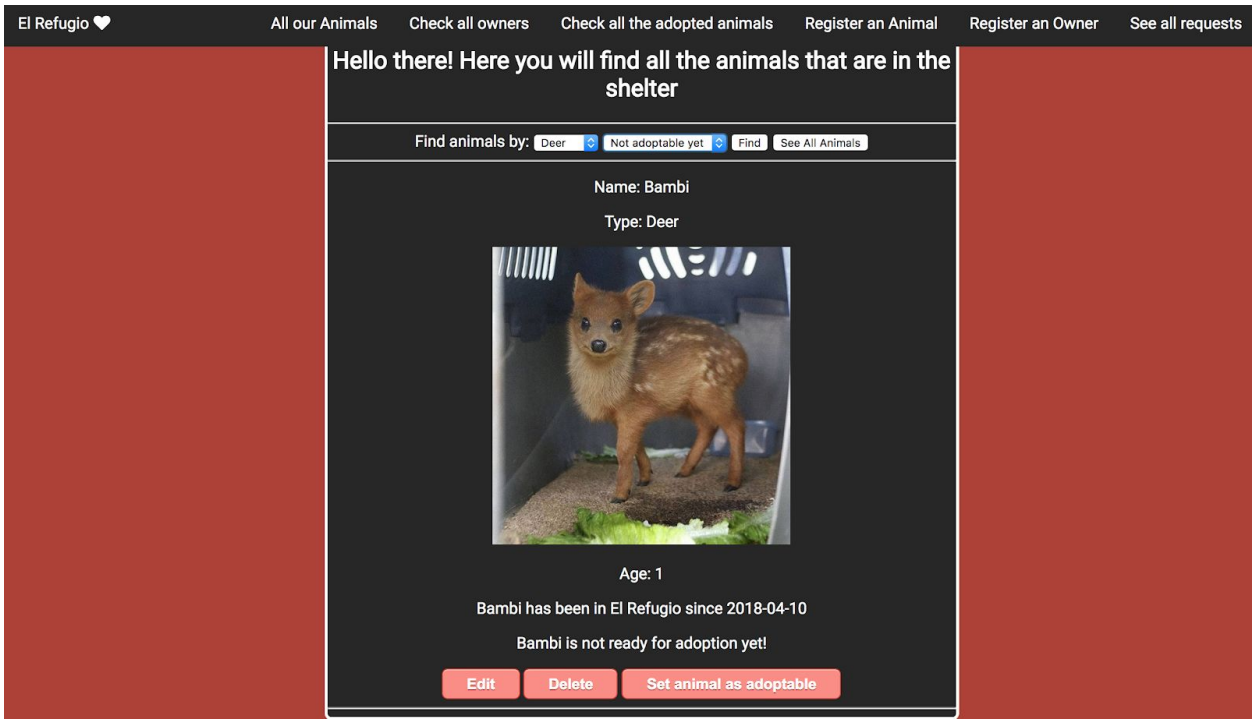


P. 14 Interaction with data persistence





P. 15 User output result



P. 16 Bug tracking report showing the errors diagnosed and corrected.

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P. 17 Testing your program

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

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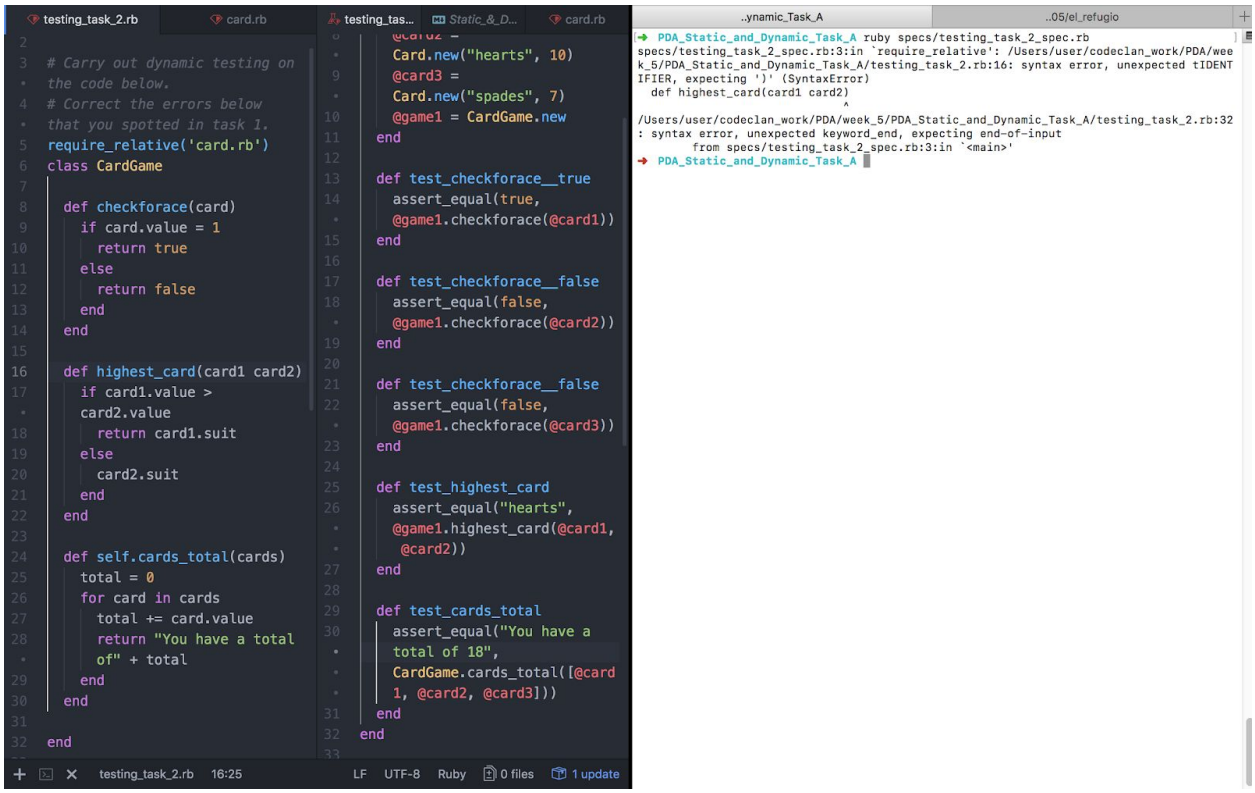
P. 18 Demonstrating testing in the program

Test failing, Showing class file and test file.



Test File done

```ruby
require("minitest/autorun")
require("minitest/rg")
require_relative("../testing_task_2")

class CardTest < MiniTest::Test
  def setup
    @card1 = Card.new("ace", 1)
    @card2 = Card.new("hearts", 10)
    @card3 = Card.new("spades", 7)
    @card4 = Card.new("joker", 0)
    @game1 = CardGame.new
  end

  def test_check_for_ace__true
    assert_equal(true, @game1.check_for_ace(@card1))
  end

  def test_check_for_ace__false
    assert_equal(false, @game1.check_for_ace(@card2))
  end

  def test_check_for_ace__false2
    assert_equal(false, @game1.check_for_ace(@card3))
  end

  def test_highest_card__hearts
    assert_equal("hearts",  @game1.highest_card(@card1, @card2))
  end

  def test_highest_card__spades
    assert_equal("spades",  @game1.highest_card(@card1, @card3))
  end

  def test_highest_card__ace
    assert_equal("ace",  @game1.highest_card(@card4, @card1))
  end


  def test_cards_total__18
    assert_equal("You have a total of 18",  CardGame.cards_total([@card1, @card2, @card3]))
  end

  def test_cards_total__17
    assert_equal("You have a total of 17",  CardGame.cards_total([@card2, @card3]))
  end

  def test_cards_total__1
    assert_equal("You have a total of 1",  CardGame.cards_total([@card1]))
  end
end

```

Class file done

```ruby
### Testing task 2 code:

# Carry out dynamic testing on the code below.
# Correct the errors below that you spotted in task 1.
require_relative('card.rb')
class CardGame

  def check_for_ace(card)
    if card.value == 1
      return true
    else
      return false
    end
  end

  def highest_card(card1, card2)
    if card1.value > card2.value
      return card1.suit
    else
      card2.suit
    end
  end

  def self.cards_total(cards)
    total = 0
    for card in cards
      total += card.value
    end
    return "You have a total of #{total}"
  end

end
```

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
```