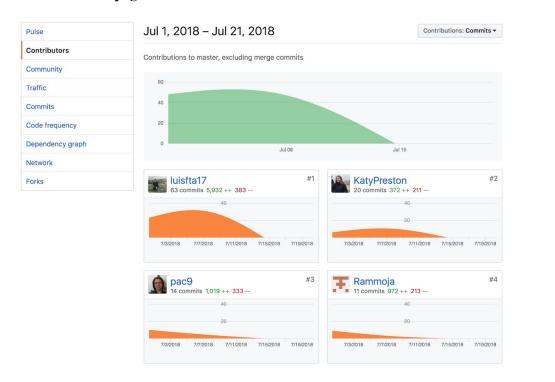
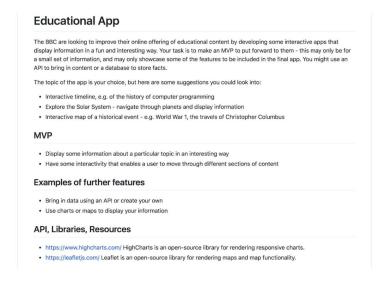
Evidence for Project Unit

Luis Farid Tejero Aoun E-21

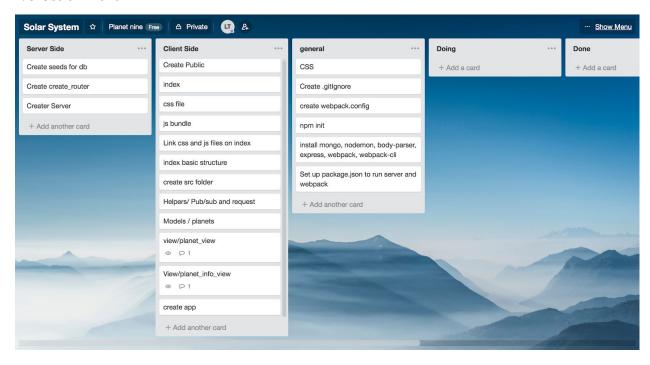
P. 1 Github Contributors page



P. 2 Project Brief



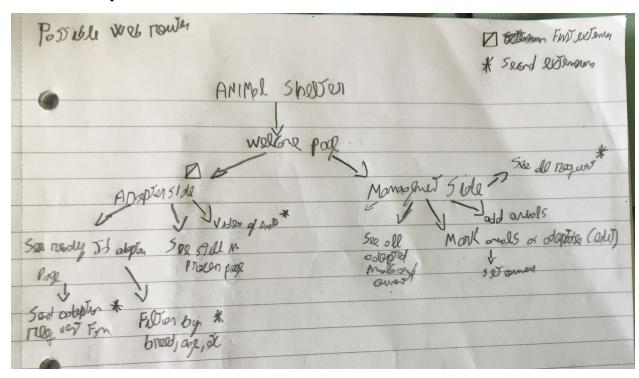
P. 3 Use of Trello



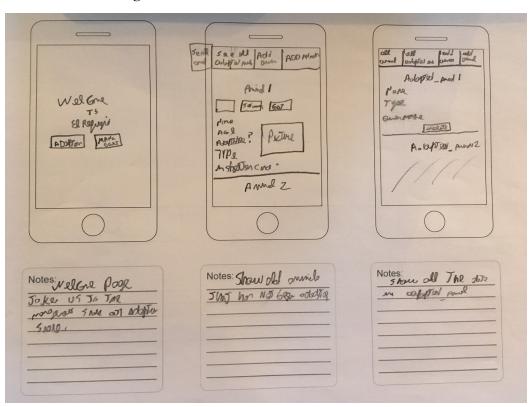
P. 4 Acceptance Criteria

Acceptance Criteria	Expected outcome	Pass/Fail
Be able to see a list of planets	See a list in the dropdown	Pass
Be able to see the information for each planet	When more info button is clicked, more information is displayed	Pass
Be able to track the ISS	When ISS link clicked, see a map with its location changing in real time	Pass
Be able to navigate back to current planet from the more info page of that planet	When click on back button on more info page, navigate back to current planet in list	Pass

P. 5 User sitemap

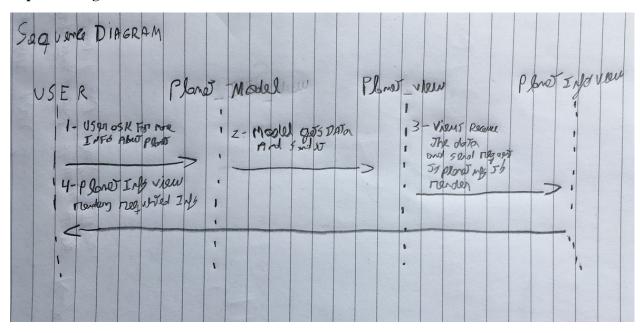


P. 6 Wireframes designs

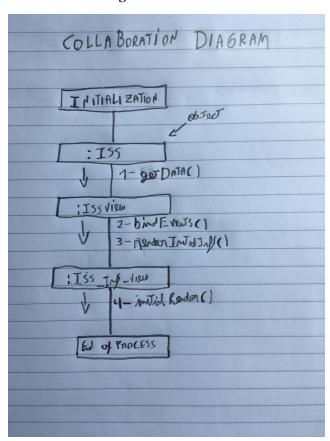


P. 7 System interactions diagrams

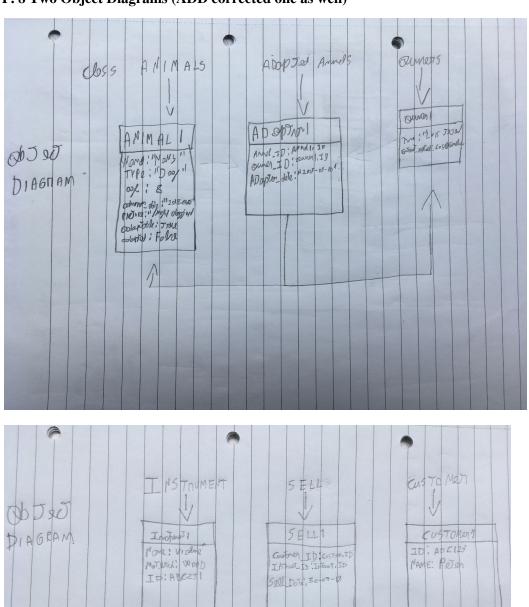
Sequence Diagram



Collaboration Diagram



P. 8 Two Object Diagrams (ADD corrected one as well)



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

```
public void reciveDamage(int damage){
    if (damage >= this.defenseFormula()){
        int total = damage - this.defenseFormula();
        this.hp -= total;
        if (!this.isAlive()){
            this.hp = 0;
        }
    }
}
```

This algorithm called receiveDamage will first check if the amount of damage is greater than the defense formula of the character, if that is true then it will calculate the total of damage that the character will receive, in this case it will be, damage that has been passed as an argument minus the amount of defense points of the characters, then it will reduce the amount of life (hp) of the character by the total. The the algorithm will check if the character is still alive, if is not, it will set it's hp (life) to zero.

```
public void collectTreasure(Treasure treasure) {
    for (Item item : treasure.getItems()) {
        this.addItem(item);
    }
    treasure.removeAllItemsFromTreasure();
}
```

The collectTreasure algorithm will receive a Treasure as an argument, then for each item inside of the treasure it will call the addItem function that is going to add that item to the inventory of the Character. Then the algorithm will call the function removeAllItemsFromTreasure to remove all items from the array List of Treasure.

P. 10 Example of Pseudocode

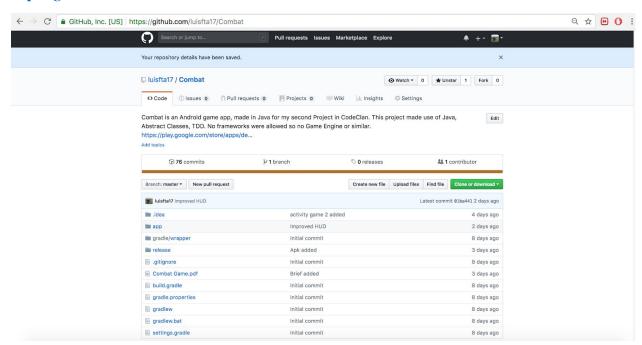
```
def adopted_by(owner)

#Check if the animal is adoptable
#Modify and update new animal
#create hash with the new data
#create the new object
#save new object in DB

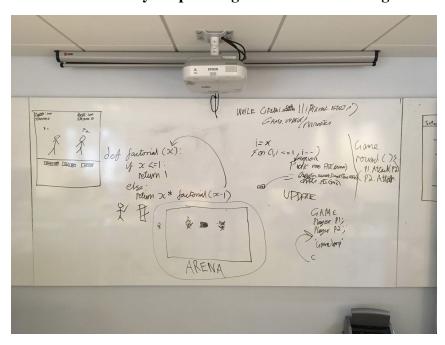
end
```

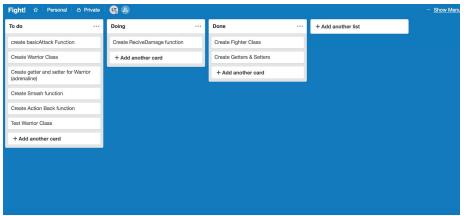
P. 11 Github link to one of your projects

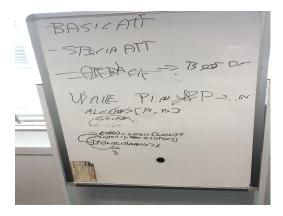
https://github.com/luisfta17/Combat

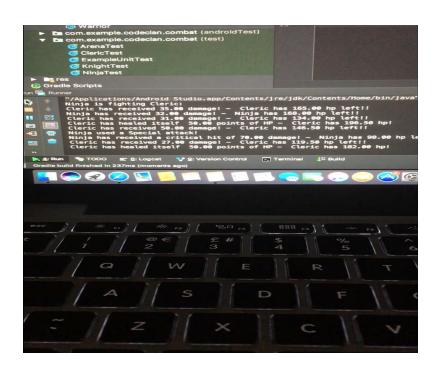


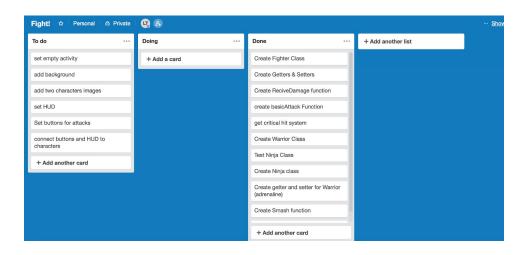
P. 12 Screenshot of your planning and the different stages of development to show changes.

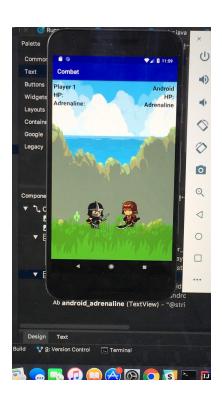






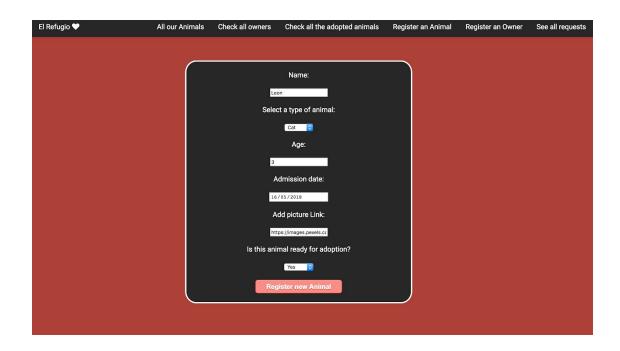




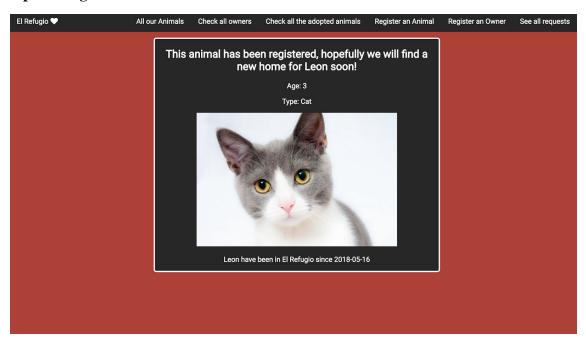




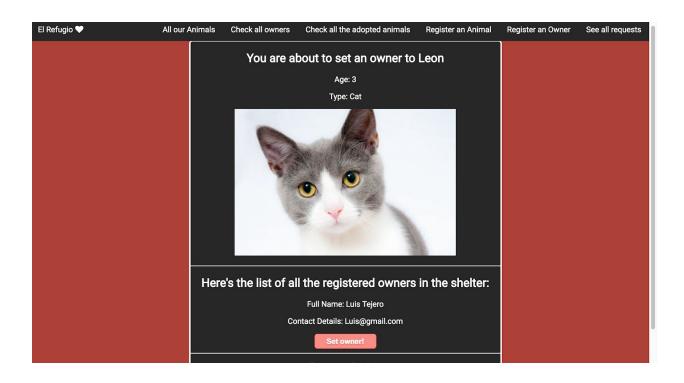
P. 13 User input

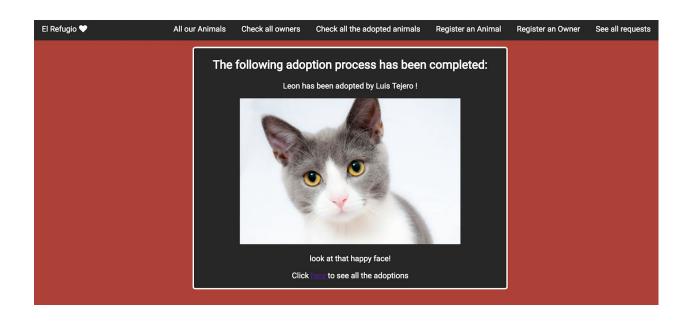


Input being added:

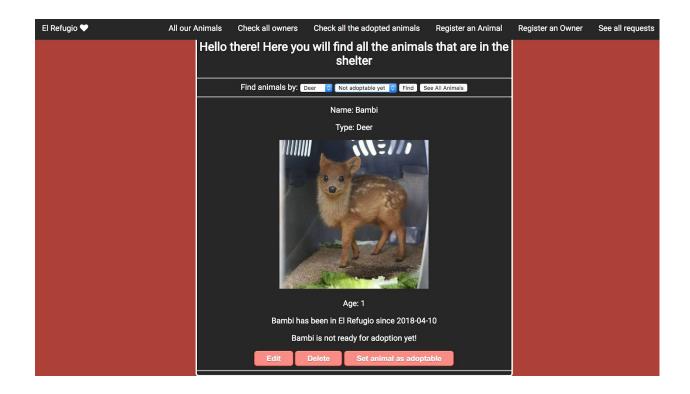


P. 14 Interaction with data persistence





P. 15 User output result



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

```
const RequestHelper = function (url) {
   this.url = url
}

RequestHelper.prototype.get = function () {
   return fetch(this.url)
   | .then(response => response.json());
}

module.exports = RequestHelper;
```

```
const Characters = require('./models/characters.js');
const CharactersView = require('./views/characters_view.js');

document.addEventListener('DOMContentLoaded', () => {
    const dropDown = document.querySelector('#houses');
    const characterInfo = document.querySelector('#characters');
    const characters = new Characters('https://api.got.show/api/characters/')
    characters.getData();
    characters.bindEvents();
    const characterView = new CharactersView(characterInfo, dropDown);
    characterView.bindEvents();
})
```

```
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');
     characterInage.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(titlelame);
     this.element.appendChild(titlelame);
     this.element.appendChild(titlelaist);
}
```

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

Select a House

House Seaworth

House Targaryen

Aegon I Targaryen



Aegon II Targaryen



P. 17 Testing your program

Bug Tracking Report

			Pass/Fail
Scroll of ISS map	Failed	Difficulty in identifying between zooming in on map and scrolling down screen as both use same motion movement on mac. Restricted the zoom in capability of map so that can scroll down page easier.	Passed
Next/previous button to navigate to between planet.	Failed	Previous button was going below 0. Changed logic v<=0 to prevent going below zero.	Passed
Tracker position of ISS through a popup	Failed	Popup was not clearing when ISS moved therefore had a trail of popups. Resolved by	Passed
Next/previous button to navigate to between planet.	Failed	Button wasn't always loading next plant as to get next planet a number was being added to a string, ie rather than result being planet 2 in the array, the program was adding '1' + 1 giving a string of '11'. Resolved by parse string to integer.	Passed
API keys to be ignored to prevent uploaded to GitHub	Failed	Set up js file to only hold the key and put js file into gitignore. All team members had to set up the files which were ignored locally on their computer.	Passed

P. 18 Demonstrating testing in the program

Test failing, Showing class file and test file.

```
testing_task_2.rb
                                                                        testing_tas... Static_&_D...
                                                                                                                                                                      ..ynamic_Task_A
                                                                                                                                            | 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
IFER, expecting ')' (SyntaxError)
def highest_card(card1 card2)
                                                                                   Card.new("hearts", 10)
                                                                                   Card.new("spades", 7)
                                                                                                                                             /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 = "
                                                                                  @game1 = CardGame.new
 class CardGame
          return false
                                                                                 assert_equal(false,
    def highest_card(card1 card2)
        total = 0
        for card in cards
                                                                                 assert_equal("You have a
                                                                                  CardGame.cards_total([@card
```

Test File done

```
require("minitest/autorun")
    require("minitest/rg")
    require_relative("../testing_task_2")
   class CardTest < MiniTest::Test</pre>
    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
     def test_check_for_ace__true
      assert_equal(true, @game1.check_for_ace(@card1))
      def test_check_for_ace__false
      assert_equal(false, @game1.check_for_ace(@card2))
     def test_check_for_ace__false2
      assert_equal(false, @game1.check_for_ace(@card3))
     def test_highest_card__hearts
       assert_equal("hearts", @game1.highest_card(@card1, @card2))
     def test_highest_card__spades
      assert_equal("spades", @game1.highest_card(@card1, @card3))
     def test_highest_card__ace
      assert_equal("ace", @game1.highest_card(@card4, @card1))
     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]))
     def test_cards_total__1
      assert_equal("You have a total of 1", CardGame.cards_total([@card1]))
     end
50 end
```

Class file done

```
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
```