

# unitTests

## Modules

[random](#)

[sys](#)

## Classes

[unittest.case.TestCase](#)([builtins.object](#))

[TestGame](#)

class **TestGame**([unittest.case.TestCase](#))

[TestGame](#)(methodName='runTest')  
Main.py test cases.

Method resolution order:

[TestGame](#)

[unittest.case.TestCase](#) [builtins.object](#)

Methods defined here:

**test\_getCollisions**(self)

Tests the player collisions getter for a given starting game.

**test\_getCollisions\_hobo**(self)

Tests the hobo collisions getter for a given starting game.

**test\_getDuration**(self)

Tests a duration getter for a given track.

**test\_getNextTrain**(self)

Tests the time untill next train for a given track

**test\_getNumTracks**(self)

Tests the number of track getter for a given game.

**test\_getProb**(self)

Test the random generation of a probablilty distribution for a given game.

**test\_getTOnCurTrack**(self)

Tests the player time on current track getter for a given starting game.

**test\_getTOnCurTrack\_hobo**(self)

Tests the hobo time on current track getter for a given starting game.

**test\_getTotalTime**(self)

Test the total time getter for a given game.

**test\_get\_curret\_hobo\_track**(self)

Tests the hobo current track getter for a given starting game.

**test\_get\_curret\_track**(self)

Tests the player current track getter for a given starting game.

**test\_get\_health**(self)

Tests the player health getter for a given starting game.

**test\_get\_hobo\_health**(self)

Tests the hobo health getter for a given starting game.

**test\_hasTrainFunc**(self)

Tests a has train function for given track for a given game.

**test\_reset**(self)

Test the reset function for a given game which will be used in the optimization.  
The probablity distribution is also tested to be sure it is kept the same.

**test\_setCollisions**(self)

Tests the player collisions setter for a given game.

**test\_setCollisions\_hobo**(self)

Tests the hobo collisions setter for a given game.

**test\_setLastTime**(self)

Tests a given tracks last collision time for a given track

**test\_setTOnCurTrack**(self)

Tests the players time on current track setter.

**test\_setTOnCurTrack\_hobo**(self)

Tests the hobo time on current track setter.

**test\_set\_health**(self)

Tests the player health setter for a given game.

**test\_set\_hobo\_health**(self)

Tests the hobo health setter for a given game.

## Data

**expon** = <scipy.stats.\_continuous\_distns.expon\_gen object>