Matt Duffy

COSC 603 Project 3

3 April 2016

In project 3 I learned a lot about the proper way to write a JUnit test form the documentation on the JUnit website. This helped while trying to find the bugs that appeared in Tasks 2 and 3. Using the unit testing in the second task it was easy to find that the switch was using the wrong return for the first case and returning a 1 instead of the expected 0. In Task 3 finding that the point was setting the value of x to the incoming value of y was a little harder to find but after added a test to see if the correct values where going into their correct variable, the mistake was easily caught.

Task 4 involved writing unit tests for the vending machine program. When writing these unit tests I was looking to try to cover as much of the different paths through the method that was being tested. For some of the methods multiple unit tests were used to check different inputs to the method. For instance methods one method used an input of a location of where the vending machine item would be, testing for a condition that would satisfy this as well as testing for two other conditions that would brake it three test needed to be written.

I liked the support the eclipses has for Junit tests. It is nice to be able to attach the class that you are writing the unit test for to auto generate the shell of the unit test that you are trying to write. It would be nicer if this went a little further, auto generating more unit tests based on other criteria, not just on the method class names.

I’m not entirely sure what the purpose of creating a test suite. Adding this suite seems to create a second instance of the tests. I do like that it does combine all the test classes into a single location so they are easier to find.