

- Summary
  - We want to develop a JUnit test for most of the functionality of program 4
    - Two constructors
    - `getNumberOfVertices()`
    - `getNumberOfEdges()`
    - `addVertex()`
    - `addEdge()`
    - `isDirected()`
    - `toString()`
    - `isConnected()`
    - Exceptions

- Tests
  - Two constructors
    - Test via checking if `isDirected()` is correct, three tests
  - `getNumberOfVertices()`
    - One test, add a bunch of vertices
  - `getNumberOfEdges()`
    - One test, add a bunch of edges
  - `addVertex()`
    - One test, add a bunch of vertices, with duplicates
  - `addEdge()`
    - One test, add a bunch of edges, with duplicates
  - `isDirected()`
    - Covered by constructor tests
  - `toString()`
    - One test, add vertices and edges
  - `isConnected()`
    - Four tests, two per directed/undirect, one of each connected/not connected
  - Exceptions
    - Five tests, one for each exception type, and one for non-exception