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CSC 260 - Project 2

Test Report

Tests have been conducted on most methods of the concreteFSM. These are currently relatively rudimentary tests; the Node and Edge classes were written without setters and getters, for ease of quickly putting together a functional FSM, and so values within the Nodes and Edges are not examined. The tests, as they exist, simply confirm that the functions within the FSM work without producing errors.

These tests are:

construct()	Makes sure the FSM constructor works
nodeConstructor()	Makes sure nodes can properly construct (this constructor was made public for these tests)
addNode()	Makes sure the the addNode function of the concreteFSM functions without fail.
edgeConstructor()	Makes sure edges can properly construct (this constructor was made public for these tests)
addEdge()	Makes sure the addEdge function of the concreteFSM functions without fail.
setNodeLabel()	Makes sure the concreteFSM can set the label of a node it contains.
setEdgeLabel()	Makes sure the concreteFSM can set the label of an edge it contains.
getMachine()	Makes sure the getMachine function of the concreteFSM correctly returns an ArrayList.

We had grand plans to implement test doubles, but we failed to have the structure well enough laid out beforehand to implement them early, and we did not have time, once the structure was as ironed out as it now is, to implement them after.