# Assignment 2 - Unit Tests

nswecker SER 316

### Reading the given code (10 points)

**DONE** 

#### Five things that I would change

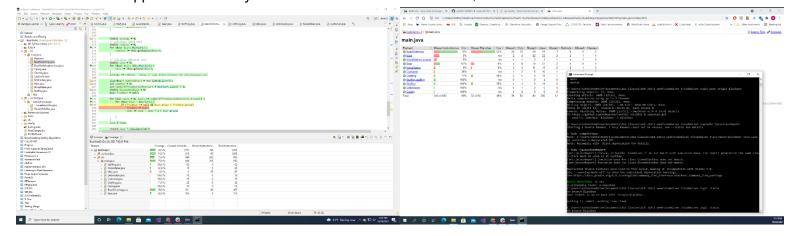
- 1. Creating a bear requires first desginating the stuffing. I think bear creation should happen without being dependent on stuffing type.
- 2. Adding a noise maker looks confusing to me. Having a default setting that puts the price at \$5 may cause future problems. Specify the exact cost for the exact location.
- 3. There are no getters or setters for the Customer class. Its hard to test customer if I have no access to their attributes.
- 4. The compareTo method in Clothing has no description. I have no idea what this method is for, and so have no basis for how to test it.
  - 5. checkout() for BearWorkshop indicates an age restriction on purchasing. I have no idea why this exists.

#### Task 1

10. Which implementation adheres to the specification best?

Answer: implementation 1, 3, and 4 past 15 out of 17 tests, while 0 and 2 past 14 out of 17. Obviously none passed all tests.

- 11. List errors found
  - a. app does not properly calculate the 10% discount for 10+ paid accessories
  - b. app does not always calculate the correct ink costs for embroidery
  - c. app does not always calcute the free ink discount for \$70+ bears



## Task 2

