CS 1632 - DELIVERABLE 2: Unit Testing CitySim9006

Oliver Fleischmann

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ISSUES:

The coding itself was fairly straightforward. Besides the challenges of adjusting to ruby, the hardest part was actually chopping up my original code into readily testable pieces. Originally, I had a much more concise loop, but everything was accomplished with a few methods. I should have thought about the tests I would need before I started writing the code.

It took a while to wrap my head around the file structure to keep the “main” as simple as possible

I had difficulty finding a use for stubs.

