Ong Teck Wu

1001539

PSet 3

Cohort Exercise 1:

FindMaxTest.java

Cohort Exercise 2:

StackTest.java

Cohort Exercise 3:

ParameterizedTest.java

Cohort Exercise 4:

FindMaxUsingSortingTest.java

Cohort Exercise 5:

Exercise5.java

Exercise5Test.java

Cohort Exercise 6:

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| --- | --- | --- | --- |
| Test ID | Description | Expected Results | Actual Results |
| playerSize | Precondition:  Consumes unhealthy food, causing the character to become FATTER | Size of player increase-> the matrix scale of the character changes appropriately |  |
| playersMovement | Precondition:  After clicking start, after 3 seconds, the movement of players would automatically start | Player will be stationary first, then 3 2 1 will be shown, then the player will start moving |  |
| playerConnects | Precondition:  Player presses the “Start game” button | A modal of a room pops up, and the player’s character will be shown to be waiting in the room |  |
| gameEnds | Precondition:  Everyone has crossed the finishing line | The game changes scene, and then the results get displayed. Experience points are also awarded. |  |
| playerGetsdisconnected | Precondition:  Players wifi gets cut | For player: player gets a “Disconnected message”  For other players: player is removed from the game |  |
| randomFoodPlacement | Precondition:  Game is in play | Food gets placed on the ground, reachable by any character |  |

Cohort Exercise 7:

BisectionTest.java

Cohort Exercise 8:

RussianTest.java

RussianBlackBoxTest.java

RussianWhiteBoxTest.java

RussianFaultBasedTesting.java