CS 1632 – DELIVERABLE 2: Unit Testing Ruby Rush

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GitHub URL: <https://github.com/orlandronen1/D2.git>

One issue that I had to consider early on in developing the code was how to make sure my methods were small enough to test well. At first, I planned on all my print statements to be included in the methods that they would be displaying the information from, but I realized that if I wanted to test the print outputs themselves, they’d have to go in their own methods. This then led to some changes in the code for the classes, though not to relatively minor lengths.

I did struggle to determine if some test cases were edge cases, as most of it seemed like it’d be accounted for or just expected behavior. It may have simply been that I felt that edge cases should be harder to try to account for than they really are.

A definite struggle with this assignment was trying to refactor parts of my code to appease rubocop. Some of it is just that the desired way to do things in Ruby is not how I’m used to doing things that I’ve done in other languages. There were also times where I was just unsure of what rubocop was trying to tell me was wrong and how to fix it, so I simply changed those parts to the best of my ability to remain the same functionally but appease rubocop.