

# CS5010 - Problem Set 03 - Test Results

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This test suite tests your implementation of inventory question of Problem Set 03

## 1 File: inventory.rkt

This week, we codewalk problem 2  
Common Definitions

```
(define inventory-1
(list
  (make-book
    15
    "How to Design Programs"
    "Felleisen et al."
    "MIT Press"
    59
    49
    100
    (make-reorder 2 5)
    1/12)
  (make-book
    16
    "A Game of Thrones"
    "George R. R. Martin"
    "Bantam"
    12
    5
    15
    (make-empty-reorder 'any)
    1/20)))

(define inventory-2
(list
  (make-book
    15
```

```

    "How to Design Programs"
    "Felleisen et al."
    "MIT Press"
    49
    39
    2
    (make-reorder 0 50)
    1/12)
(make-book
  16
  "A Game of Thrones"
  "George R. R. Martin"
  "Bantam"
  12
  5
  15
  (make-empty-reorder 'any)
  1/20)))

(define line-item-1 (make-line-item 15 3))

(define order-1 (list line-item-1))

(define order-2 (list (make-line-item 42 1)))

```

## 1.1 Test-Group: Required Functions (2 Points)

Basic tests for the required functions not tested below

### 1.1.1 Test (equality)

The total profit of an empty inventory should be 0

Input:

```
(inventory-potential-profit empty)
```

Expected Output:

```
0
```

Expected Output Value:

```
0
```

Correct

### 1.1.2 Test (equality)

The total profit of inventory-1 should be  $(100 * 10 + 15 * 7)$

Input:

```
(inventory-potential-profit inventory-1)
```

Expected Output:

```
(+ (* 100 10) (* 15 7))
```

Expected Output Value:

```
1105
```

Correct

### 1.1.3 Test (equality)

The total volume of an empty inventory should be 0

Input:

```
(inventory-total-volume empty)
```

Expected Output:

```
0
```

Expected Output Value:

```
0
```

Correct

### 1.1.4 Test (equality, 0.2 partial points)

The total volume of inventory-1 should be  $(100 / 12 + 15 / 20)$

Input:

```
(inventory-total-volume inventory-1)
```

Expected Output:

```
(+ (* 100 1/12) (* 15 1/20))
```

Expected Output Value:

```
109/12
```

Correct

### 1.1.5 Test (equality)

For an empty inventory, price-for-line-item should return false

Input:

```
(price-for-line-item empty line-item-1)
```

Expected Output:

```
false
```

Expected Output Value:

```
#f
```

Correct

### 1.1.6 Test (equality, 0.2 partial points)

The price for line-item-1 in inventory-1 should be 3\*59

Input:

```
(price-for-line-item inventory-1 line-item-1)
```

Expected Output:

```
(* 59 3)
```

Expected Output Value:

```
177
```

Correct

### 1.1.7 Test (equality)

An empty inventory can not fill a non-empty order

Input:

```
(fillable-now? order-1 empty)
```

Expected Output:

```
false
```

Expected Output Value:

```
#f
```

Correct

### 1.1.8 Test (equality, 0.2 partial points)

inventory-1 should be able to fill order-1

Input:

```
(fillable-now? order-1 inventory-1)
```

Expected Output:

```
true
```

Expected Output Value:

```
#t
```

Correct

### 1.1.9 Test (equality, 0.1 partial points)

An inventory cannot fill an order where it has not enough books on hand

Input:

```
(fillable-now? order-1 inventory-2)
```

Expected Output:

```
false
```

Expected Output Value:

```
#f
```

Correct

### 1.1.10 Test (equality, 0.1 partial points)

An inventory cannot fill an order that contains books that are not in the inventory

Input:

```
(fillable-now? order-2 inventory-1)
```

Expected Output:

```
false
```

Expected Output Value:

```
#f
```

Correct

### 1.1.11 Test (equality, 0.1 partial points)

The price of an order should be the sum of the prices of the line items

Input:

```
(price-for-order inventory-1 order-1)
```

Expected Output:

```
(* 3 59)
```

Expected Output Value:

```
177
```

Correct

### 1.1.12 Test (equality, 0.1 partial points)

The price of an order should be the sum of the prices of the line items

Input:

```
(price-for-order inventory-2 order-1)
```

Expected Output:

```
(* 3 49)
```

Expected Output Value:

```
147
```

Correct

## 1.2 Test-Group: days-til-fillable (2 Points)

More detailed tests for days-til-fillable

### 1.2.1 Test (equality)

An empty inventory can never fill a non-empty order

Input:

```
(days-til-fillable order-1 empty)
```

Expected Output:

```
false
```

Expected Output Value:

```
#f
```

Correct

### 1.2.2 Test (equality, 0.5 partial points)

inventory-1 should be able to fill order-1 immediately

Input:

```
(days-til-fillable order-1 inventory-1)
```

Expected Output:

```
0
```

Expected Output Value:

```
0
```

Correct

### 1.2.3 Test (or, 0.5 partial points)

This is a tricky detail, so we also accept a slightly wrong interpretation

**Test (equality)**

inventory-2 should be able to fill order-1 tomorrow

Input:

```
(days-til-fillable order-1 inventory-2)
```

Expected Output:

```
1
```

Expected Output Value:

```
1
```

Wrong Output:

```
0
```

**Test (equality)**

It is also okay to say that inventory-2 should be able to fill order-1 today

Input:

```
(days-til-fillable order-1 inventory-2)
```

Expected Output:

```
0
```

Expected Output Value:

```
0
```

Correct

### 1.3 Test-Group: inventory-after-order (3 Points)

More detailed tests for inventory-after-order  
Common Definitions

```
(define inventory-1-after-order-1
(list
  (make-book
    15
    "How to Design Programs"
    "Felleisen et al."
    "MIT Press"
    59
    49
    97
    (make-reorder 2 5)
    1/12)
  (make-book
    16
    "A Game of Thrones"
    "George R. R. Martin"
    "Bantam"
    12
    5
    15
    (make-empty-reorder 'any)
    1/20)))

(define order-3 (list line-item-1 (make-line-item 16 5)))

(define inventory-1-after-order-3
(list
  (make-book
    15
    "How to Design Programs"
    "Felleisen et al."
    "MIT Press"
    59
    49
    97
    (make-reorder 2 5)
    1/12)
  (make-book
    16
    "A Game of Thrones"
```



```

"George R. R. Martin"
"Bantam"
12
5
10
(make-empty-reorder 'any)
1/20)))

```

### 1.3.1 Test (equality, 0.5 partial points)

An empty order should leave the inventory unchanged

Input:

```
(inventory-after-order inventory-1 empty)
```

Expected Output:

```
inventory-1
```

Expected Output Value:

```

(#(struct:book
  15
  "How to Design Programs"
  "Felleisen et al."
  "MIT Press"
  59
  49
  100
  #(struct:reorder 2 5)
  1/12)
#(struct:book
  16
  "A Game of Thrones"
  "George R. R. Martin"
  "Bantam"
  12
  5
  15
  #f
  1/20))

```

Correct

### 1.3.2 Test (equality, 0.5 partial points)

After processing order-1, inventory-1 should have three books (of ISBN 15) less in stock

Input:

```
(inventory-after-order inventory-1 order-1)
```

Expected Output:

```
inventory-1-after-order-1
```

Expected Output Value:

```
(#(struct:book
  15
  "How to Design Programs"
  "Felleisen et al."
  "MIT Press"
  59
  49
  97
  #(struct:reorder 2 5)
  1/12)
  #(struct:book
    16
    "A Game of Thrones"
    "George R. R. Martin"
    "Bantam"
    12
    5
    15
    #f
    1/20))
```

Correct

### 1.3.3 Test (equality, 1 partial points)

After processing order-3, inventory-2 should have three books less of ISBN 15 and 5 books less of ISBN 16.

Input:

```
(inventory-after-order inventory-1 order-3)
```

Expected Output:

```
inventory-1-after-order-3
```

Expected Output Value:

```
(#(struct:book
  15
  "How to Design Programs"
```

```

"Felleisen et al."
"MIT Press"
59
49
97
#(struct:reorder 2 5)
1/12)
#(struct:book
  16
  "A Game of Thrones"
  "George R. R. Martin"
  "Bantam"
  12
  5
  10
  #f
  1/20))

```

Correct

#### 1.4 Test-Group: increase-prices (2 Points)

More detailed tests for increase-prices  
Common Definitions

```

(define inventory-1-after-increase
(list
  (make-book
    15
    "How to Design Programs"
    "Felleisen et al."
    "MIT Press"
    59
    49
    100
    (make-reorder 2 5)
    1/12)
  (make-book
    16
    "A Game of Thrones"
    "George R. R. Martin"
    "Bantam"
    15
    5
    15
    (make-empty-reorder 'any)
    1/20)))

```

```

(define inventory-3
  (cons
    (make-book
      14
      "A Storm of Swords"
      "George R. R. Martin"
      "Bantam"
      20
      5
      3
      (make-empty-reorder 'test)
      1/20)
    inventory-1))

(define inventory-3-after-increase
  (cons
    (make-book
      14
      "A Storm of Swords"
      "George R. R. Martin"
      "Bantam"
      25
      5
      3
      (make-empty-reorder 'test)
      1/20)
    inventory-1-after-increase))

```

#### 1.4.1 Test (equality)

An empty inventory should not change when prices are increased

Input:

```
(increase-prices empty "MIT Press" 5)
```

Expected Output:

```
empty
```

Expected Output Value:

```
()
```

Correct

#### 1.4.2 Test (equality, 0.5 partial points)

Only books of the given Publisher should have their prices increased

Input:

```
(increase-prices inventory-1 "Bantam" 25)
```

Expected Output:

```
inventory-1-after-increase
```

Expected Output Value:

```
(#(struct:book
  15
  "How to Design Programs"
  "Felleisen et al."
  "MIT Press"
  59
  49
  100
  #(struct:reorder 2 5)
  1/12)
  #(struct:book
    16
    "A Game of Thrones"
    "George R. R. Martin"
    "Bantam"
    15
    5
    15
    #f
    1/20))
```

Correct

#### 1.4.3 Test (equality, 0.5 partial points)

All books of the given Publisher should have their prices increased

Input:

```
(increase-prices inventory-3 "Bantam" 25)
```

Expected Output:

```
inventory-3-after-increase
```

Expected Output Value:

```

(struct:book
14
"A Storm of Swords"
"George R. R. Martin"
"Bantam"
25
5
3
#f
1/20)
(struct:book
15
"How to Design Programs"
"Felleisen et al."
"MIT Press"
59
49
100
(struct:reorder 2 5)
1/12)
(struct:book
16
"A Game of Thrones"
"George R. R. Martin"
"Bantam"
15
5
15
#f
1/20))

```

Correct

## 2 File: balls-in-box.rkt

Tests your implementation of Balls in Box  
Common Definitions

```

(define CANVAS-WIDTH 400)

(define CANVAS-HEIGHT 300)

(define CANVAS-HALF-WIDTH (/ CANVAS-WIDTH 2))

```

```

(define CANVAS-HALF-HEIGHT (/ CANVAS-HEIGHT 2))

(define BALL-RADIUS 20)

(define world-after-key
  (lambda (world kev) (world-after-key-event world kev)))

(define world-after-mev
  (lambda (world x y mev) (world-after-mouse-event world x y mev)))

(define INITIAL-WORLD (initial-world "TEST"))

(define ONE-BALL-WORLD (world-after-key-event (initial-world 1) "n"))

(define balls-after
  (lambda (w)
    (map
     (lambda (ball)
      (list
       (ball-x-pos ball)
       (ball-y-pos ball)
       (ball-selected? ball))))
     (world-balls w))))

```

## 2.1 Test-Group: Basic functionality (1 Points)

Covers the basic requirement of the problem

### 2.1.1 Test (equality, 1/2 partial points)

The initial world should not contain any balls

Input:

```
(world-balls INITIAL-WORLD)
```

Expected Output:

```
empty
```

Expected Output Value:

```
()
```

Correct

### 2.1.2 Test (equality, 1/2 partial points)

Pressing 'n' should create a ball

Input:

```
(length (world-balls ONE-BALL-WORLD))
```

Expected Output:

```
1
```

Expected Output Value:

```
1
```

Correct

### 2.1.3 Test (equality, 1/2 partial points)

A new ball should appear halfway between the left and right edges

Input:

```
(ball-x-pos (first (world-balls ONE-BALL-WORLD)))
```

Expected Output:

```
CANVAS-HALF-WIDTH
```

Expected Output Value:

```
200
```

Correct

### 2.1.4 Test (equality)

Any other key event than 'n' should not change the world

Input:

```
(world-after-key-event ONE-BALL-WORLD "w")
```

Expected Output:

```
ONE-BALL-WORLD
```

Expected Output Value:

```
(#(struct:ball 200 150 #f 0 0))
```

Correct



### 2.1.5 Test (equality, 1/2 partial points)

Additional balls should be visible in the world's ball-list

Input:

```
(length (world-balls (world-after-key-event ONE-BALL-WORLD "n")))
```

Expected Output:

```
2
```

Expected Output Value:

```
2
```

Correct

## 2.2 Test-Group: Mouse Events (1/2 Points)

The initial world should not change on a mouse event

### 2.2.1 Test (equality)

World changed on button-down

Input:

```
(world-after-mouse-event INITIAL-WORLD 150 100 "button-down")
```

Expected Output:

```
INITIAL-WORLD
```

Expected Output Value:

```
()
```

Correct

### 2.2.2 Test (equality)

World changed on button-up

Input:

```
(world-after-mouse-event INITIAL-WORLD 120 200 "button-up")
```

Expected Output:

```
INITIAL-WORLD
```

Expected Output Value:

```
()
```

Correct

1/2/1/2

### 2.2.3 Test (equality)

World changed on drag

Input:

```
(world-after-mouse-event INITIAL-WORLD 0 0 "drag")
```

Expected Output:

```
INITIAL-WORLD
```

Expected Output Value:

```
()
```

Correct

### 2.2.4 Test (equality)

World changed on enter

Input:

```
(world-after-mouse-event INITIAL-WORLD 150 100 "enter")
```

Expected Output:

```
INITIAL-WORLD
```

Expected Output Value:

```
()
```

Correct

### 2.2.5 Test (equality)

World changed on leave

Input:

```
(world-after-mouse-event INITIAL-WORLD 17 65 "leave")
```

Expected Output:

```
INITIAL-WORLD
```

Expected Output Value:

```
()
```

Correct

1/2/1/2

## 2.3 Test-Group: Key Events (1/2 Points)

The initial world should not change on a key event other than "n"

### 2.3.1 Test (equality)

World changed on backspace

Input:

```
(world-after-key-event INITIAL-WORLD "\b")
```

Expected Output:

```
INITIAL-WORLD
```

Expected Output Value:

```
()
```

Correct

### 2.3.2 Test (equality)

World changed on q

Input:

```
(world-after-key-event INITIAL-WORLD "q")
```

Expected Output:

```
INITIAL-WORLD
```

Expected Output Value:

```
()
```

Correct

### 2.3.3 Test (equality)

World changed on space

Input:

```
(world-after-key-event INITIAL-WORLD " ")
```

Expected Output:

```
INITIAL-WORLD
```

Expected Output Value:

```
()
```

Correct

### 2.3.4 Test (equality)

World changed on %

Input:

```
(world-after-key-event INITIAL-WORLD "%")
```

Expected Output:

```
INITIAL-WORLD
```

Expected Output Value:

```
()
```

Correct

## 2.4 Test-Group: Key events (1 Points)

Pressing n should spawn a new ball at the center of the canvas

Common Definitions

```
(define one-world-balls (world-balls ONE-BALL-WORLD))
```

```
(define one-ball (first one-world-balls))
```

### 2.4.1 Test (equality)

There should be only one ball after n was pressed in the initial world

Input:

```
(length one-world-balls)
```

Expected Output:

```
1
```

Expected Output Value:

```
1
```

Correct

1/1

### 2.4.2 Test (equality)

A new ball should spawn in the center of the canvas

Input:

```
(list (ball-x-pos one-ball) (ball-y-pos one-ball))
```

Expected Output:

```
(list CANVAS-HALF-WIDTH CANVAS-HALF-HEIGHT)
```

Expected Output Value:

```
(200 150)
```

Correct

### 2.4.3 Test (equality, 1/2 partial points)

A new ball should not be selected

Input:

```
(ball-selected? one-ball)
```

Expected Output:

```
false
```

Expected Output Value:

```
#f
```

Correct

### 2.4.4 Test (equality, 1/2 partial points)

If the world already contains some balls, it should still spawn new balls on KeyEvent n and ignore all other KeyEvents

Input:

```
(length
(world-balls
(world-after-key-event
(world-after-key-event
(world-after-key-event
(world-after-key-event
(world-after-key-event INITIAL-WORLD "n")
"n")
"%")
"n")
"left")
"n")))
```

Expected Output:

4

Expected Output Value:

4

Correct

## 2.5 Test-Group: Mouse Events (3 Points)

Tests balls behavior on mouse events

Common Definitions

```
(define CX-200 (+ CANVAS-HALF-WIDTH 5))

(define CY-150 (+ CANVAS-HALF-HEIGHT 5))

(define ONE-BALL-AFTER-BUTTON-DOWN
  (world-after-mouse-event
   ONE-BALL-WORLD
   CX-200
   CY-150
   "button-down"))

(define ONE-BALL-AFTER-DRAG
  (world-after-mouse-event ONE-BALL-AFTER-BUTTON-DOWN 300 50 "drag"))

(define ONE-BALL-AFTER-BUTTON-UP
  (world-after-mouse-event ONE-BALL-AFTER-DRAG 300 50 "button-up"))

(define TWO-BALLS-WORLD
  (world-after-key-event ONE-BALL-AFTER-BUTTON-UP "n"))

(define TWO-BALLS-AFTER-BUTTON-DOWN
  (world-after-mouse-event
   TWO-BALLS-WORLD
   CX-200
   CY-150
   "button-down"))

(define TWO-BALLS-AFTER-DRAG
  (world-after-mouse-event TWO-BALLS-AFTER-BUTTON-DOWN 50 200 "drag"))
```

```

(define TWO-BALLS-AFTER-BUTTON-UP
  (world-after-mouse-event TWO-BALLS-AFTER-DRAG 50 200 "button-up"))

(define OVERLAP-TEST-BUTTON-DOWN
  (world-after-mouse-event
    TWO-BALLS-AFTER-BUTTON-UP
    50
    200
    "button-down"))

(define OVERLAP-TEST-DRAG
  (world-after-mouse-event OVERLAP-TEST-BUTTON-DOWN 300 50 "drag"))

(define multiple-balls
  (balls-after
    (world-after-mouse-event
      (world-after-key-event
        (world-after-key-event
          (world-after-key-event
            (world-after-key-event
              (world-after-key-event INITIAL-WORLD "n")
              "n")
            "n")
          "left")
          "n")
        CANVAS-HALF-WIDTH
        CANVAS-HALF-HEIGHT
        "button-down"))))

(define multiple-balls-selected?
  (andmap (lambda (ball) (third ball)) multiple-balls))

```

### 2.5.1 Test (equality)

The ball should be selected but it's position shouldn't change if mouse is not in center!

Input:

```
(balls-after ONE-BALL-AFTER-BUTTON-DOWN)
```

Expected Output:

```
('(,(' (,CANVAS-HALF-WIDTH ,CANVAS-HALF-HEIGHT ,true))
```

Expected Output Value:

```
((200 150 #t))
```

Correct

### 2.5.2 Test (equality, 1/2 partial points)

Mouse relative distance to ball's center should be maintained while dragging the ball

Input:

```
(balls-after ONE-BALL-AFTER-DRAG)
```

Expected Output:

```
('(', '(', (- 300 5) , (- 50 5) , true))
```

Expected Output Value:

```
((295 45 #t))
```

Correct

### 2.5.3 Test (equality, 1/2 partial points)

The ball should be placed in position and gets unselected

Input:

```
(balls-after ONE-BALL-AFTER-BUTTON-UP)
```

Expected Output:

```
('(', '(', (- 300 5) , (- 50 5) , false))
```

Expected Output Value:

```
((295 45 #f))
```

Correct

### 2.5.4 Test (or)

#### Test (equality)

The second ball should be selected but it's position shouldn't change if mouse is not in center! First ball should not be affected

Input:

```
(balls-after TWO-BALLS-AFTER-BUTTON-DOWN)
```

Expected Output:

```
('(', '(', CANVAS-HALF-WIDTH , CANVAS-HALF-HEIGHT , true)  
, '(', (- 300 5) , (- 50 5) , false))
```

Expected Output Value:



```
((200 150 #t) (295 45 #f))
```

Correct

**Test (equality)**

The second ball should be selected but it's position shouldn't change if mouse is not in center! First ball should not be affected

Input:

```
(balls-after TWO-BALLS-AFTER-BUTTON-DOWN)
```

Expected Output:

```
('('(- 300 5) ,(- 50 5) ,false)
,'(CANVAS-HALF-WIDTH ,CANVAS-HALF-HEIGHT ,true))
```

Expected Output Value:

```
((295 45 #f) (200 150 #t))
```

Wrong Output:

```
((200 150 #t) (295 45 #f))
```

### 2.5.5 Test (or, 1/2 partial points)

**Test (equality)**

The second ball should be selected and dragged along with the mouse! Mouse relative distance to ball's center should be maintained while dragging the ball

Input:

```
(balls-after TWO-BALLS-AFTER-DRAG)
```

Expected Output:

```
('('(- 50 5) ,(- 200 5) ,true) ,'((- 300 5) ,(- 50 5) ,false))
```

Expected Output Value:

```
((45 195 #t) (295 45 #f))
```

Correct

**Test (equality)**

The second ball should be selected and dragged along with the mouse! Mouse relative distance to ball's center should be maintained while dragging the ball

Input:

```
(balls-after TWO-BALLS-AFTER-DRAG)
```

Expected Output:

```
'(,('(- 300 5) ,(- 50 5) ,false) ,('(- 50 5) ,(- 200 5) ,true))
```

Expected Output Value:

```
((295 45 #f) (45 195 #t))
```

Wrong Output:

```
((45 195 #t) (295 45 #f))
```

### 2.5.6 Test (or, 1/2 partial points)

#### Test (equality)

The second ball should be unselected and dropped in the position!

Input:

```
(balls-after TWO-BALLS-AFTER-BUTTON-UP)
```

Expected Output:

```
'(,('(- 50 5) ,(- 200 5) ,false) ,('(- 300 5) ,(- 50 5) ,false))
```

Expected Output Value:

```
((45 195 #f) (295 45 #f))
```

Correct

#### Test (equality)

The second ball should be unselected and dropped in the position!

Input:

```
(balls-after TWO-BALLS-AFTER-BUTTON-UP)
```

Expected Output:

```
'(,('(- 300 5) ,(- 50 5) ,false) ,('(- 50 5) ,(- 200 5) ,false))
```

Expected Output Value:

```
((295 45 #f) (45 195 #f))
```

Wrong Output:

```
((45 195 #f) (295 45 #f))
```

### 2.5.7 Test (or)

#### Test (equality)

The second ball should be selected!

Input:

```
(balls-after
(world-after-mouse-event
 TWO-BALLS-AFTER-BUTTON-UP
 50
 200
 "button-down"))
```

Expected Output:

```
‘(, ‘(, (- 50 5) , (- 200 5) , true) , ‘(, (- 300 5) , (- 50 5) , false))
```

Expected Output Value:

```
((45 195 #t) (295 45 #f))
```

Correct

#### Test (equality)

The second ball should be selected!

Input:

```
(balls-after
(world-after-mouse-event
 TWO-BALLS-AFTER-BUTTON-UP
 50
 200
 "button-down"))
```

Expected Output:

```
‘(, ‘(, (- 300 5) , (- 50 5) , false) , ‘(, (- 50 5) , (- 200 5) , true))
```

Expected Output Value:

```
((295 45 #f) (45 195 #t))
```

Wrong Output:

```
((45 195 #t) (295 45 #f))
```

### 2.5.8 Test (or, 1/2 partial points)

#### Test (equality)

Overlapping the balls should not affect each others state!

Input:

```
(balls-after OVERLAP-TEST-DRAG)
```

Expected Output:

```
‘(,‘(,(- 300 5) ,(- 50 5) ,true) ,‘(,(- 300 5) ,(- 50 5) ,false))
```

Expected Output Value:

```
((295 45 #t) (295 45 #f))
```

Correct

#### Test (equality)

Overlapping balls should not affect each others state!

Input:

```
(balls-after OVERLAP-TEST-DRAG)
```

Expected Output:

```
‘(,‘(,(- 300 5) ,(- 50 5) ,false) ,‘(,(- 300 5) ,(- 50 5) ,true))
```

Expected Output Value:

```
((295 45 #f) (295 45 #t))
```

Wrong Output:

```
((295 45 #t) (295 45 #f))
```

### 2.5.9 Test (or)

#### Test (equality)

Dragging the ball shouldn't affect a new ball creation

Input:

```
(balls-after (world-after-key-event OVERLAP-TEST-DRAG "n"))
```

Expected Output:

```
‘(,‘(,(- 300 5) ,(- 50 5) ,false)  
,‘(,(- 300 5) ,(- 50 5) ,true)  
,‘(,CANVAS-HALF-WIDTH ,CANVAS-HALF-HEIGHT ,false))
```

Expected Output Value:

```
((295 45 #f) (295 45 #t) (200 150 #f))
```

Wrong Output:

```
((200 150 #f) (295 45 #t) (295 45 #f))
```

#### Test (equality)

Dragging the ball shouldn't affect a new ball creation

Input:

```
(balls-after (world-after-key-event OVERLAP-TEST-DRAW "n"))
```

Expected Output:

```
('(,(' (,CANVAS-HALF-WIDTH ,CANVAS-HALF-HEIGHT ,false)
,(' (,(- 300 5) ,(- 50 5) ,true)
,(' (,(- 300 5) ,(- 50 5) ,false))
```

Expected Output Value:

```
((200 150 #f) (295 45 #t) (295 45 #f))
```

Correct

#### 2.5.10 Test (equality, 1/2 partial points)

If there is a button-down event on multiple balls, every ball in the mouse position should be selected

Input:

```
multiple-balls-selected?
```

Expected Output:

```
true
```

Expected Output Value:

```
#t
```

Correct

## 3 Results

Successes: 49

Wrong Outputs: 0

Errors: 0

Achieved Points: 15

Total Points (rounded): 15/15