

Simeon Patton

CS362 – OSU Spring 2021

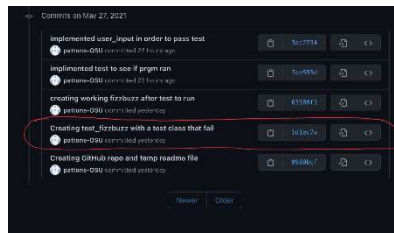
Homework 7 – Test first development

GitHub repo for files and programs can be found at:

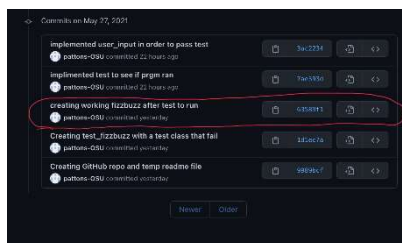
https://github.com/pattons-OSU/CS362_Homework/tree/master/Week_9

Question 1;

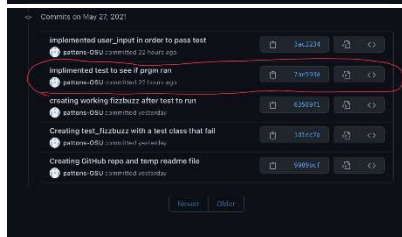
i) `test_fizzbuzz.py` and `fizzbuzz.py`



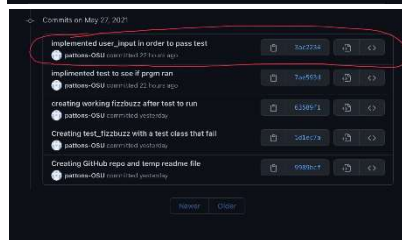
First, I created the test file and implemented the first test that would fail because the actual running program did not exist.



Next, I created the actual running program with one method that was intended to pass the initial unittest module.



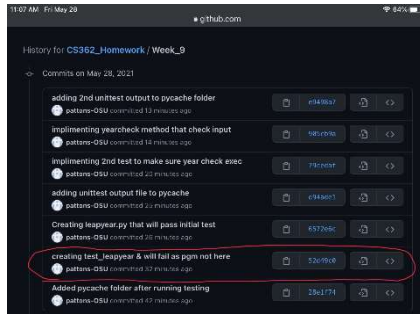
A Second test module was created without the implimitation of coresponding code in order to demonstrate test-driven development.



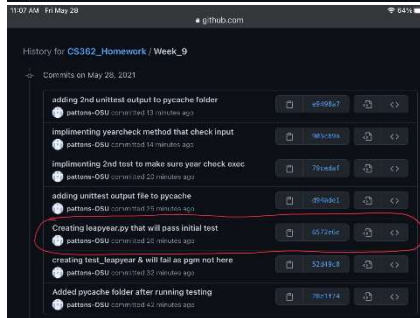
Last, another method was created within the running program in order to make the created test pass.

Question 2;

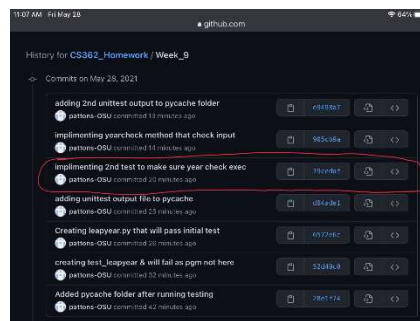
i) test_leapyear.py and leapyear.py



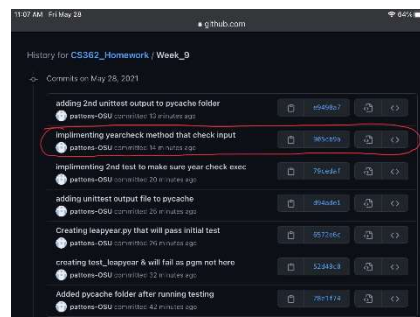
First, I created the test file and implemented the first test that would fail because the actual running program did not exist.



Next, I created the actual running program with one method that was intended to pass the initial unittest module.



A Second test module was created without the implimination of coresponding code in order to demonstrate test-driven development.



Last, another method was created within the running program in order to make the created test pass.

Question 3;

- i) For the social media application, I chose to showcase Facebook. Within Facebook, I will be looking at the peer-to-peer messaging system. In order to create this system with a test-driven development style I would:
 - a. Create a test that provides an error when the message or subject is empty.
 - b. Create code that checks to see if the input boxes and spaces are void of ANY datatype.
 - c. Create code that would supply some predetermined “quick reply” messages if the user does not want to fill in the boxes.
 - d. Create a test that verifies that the message is going to a specific user and confirms receipt.
 - e. Create code that packages and delivers the message to the intended recipient.
 - f. Create code that provides the original sender with a delivery receipt once the message has been confirmed to be delivered to the correct user.