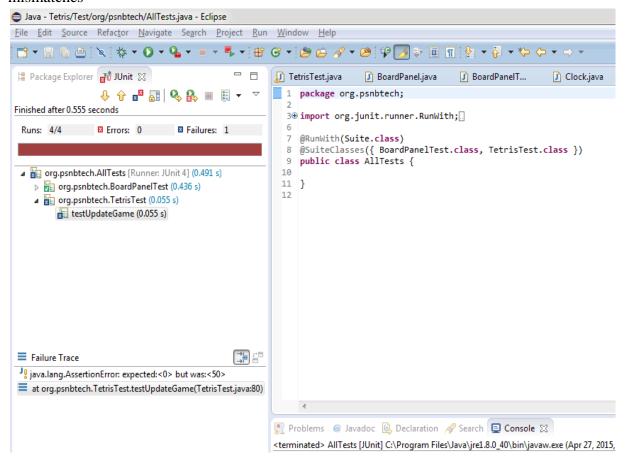# Software Methods and Tools

Assignment 7 Report

1) Problems found in the code

I found two problems in the code. They are

➢ The first one is the score is updating every time the tile goes to bottom of panel, but the score should update only when line clears. I found this problem while testing updateGame() method in Tetris.java class.
➢ The second one is, sometimes tiles are overlapping with each other. This is because of error in isValidAndEmpty() method in BoardPanel.java class. This is found while testing this method. This method is returning true even when tile touces other tile while moving down

2) The updateGame method is called every time a tile moves down one cell in board panel. In updateGame (), I have created test case for to test whether correct score is calculated or not. To reach that line of code the update game should be called minimum 20 times. After 20 times the tile reaches bottom of board and the score is updating and is increased by 50 which is wrong in the code. There is no input because there are no parameters in updateGame method. Expected output is 0 but actual output is 50.

3) Screenshot of Test Results : TestUpdateGame() failed because expected and actual output mismatches

In TestIsValidEmpty() method, when tile touches other tile it should return false but it is returning true