

Quiz Submissions - Quiz #4



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Attempt 1

Written: Feb 15, 2020 9:20 AM - Feb 15, 2020 9:38 AM

Submission View

You successfully submitted your quiz.

Question 1

1 / 1 point

In TDD Test cases are written before writing code for some new functionality

- ✓ ☒ True
☐ False

Question 2

1 / 1 point

Use the provided FruitCollection Java documentation to answer the question

FruitsCollection - comp1451quiz4

Class Edit Tools Options

Documentation

CompileUndoCutCopyPasteFind...Close

Class FruitsCollection

java.lang.Object

- FruitsCollection

public class FruitsCollectionextends java.lang.Object

Field Summary

(package private)fruits

java.util.ArrayList<java.lang.String>

Constructor Summary

FruitsCollection()

Constructotr for objects of class FruitsCollection

Method Summary

void

addFruit(java.lang.String toAdd)

method to add a fruit object to the collection if not null or empty String

int

countFruits()

java.lang.String

getFruitByIndex(int index)

gets a specific fruit from the collection validate the passed parameter if invalid parameter returns null

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

fruits

java.util.ArrayList<java.lang.String> fruits

Loading class interface... Done.

saved

Windows Taskbar

Ask me anything, File Explorer, Edge, Word, PowerPoint, Chrome, Firefox, VS Code, Java IDE, Taskbar icons, System tray, 12:32 PM, 2017-02-17

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- 0 X

Class Edit Tools Options

Compile Undo Cut Copy Paste Find... Close
Documentation

```
java.util.ArrayList<java.lang.String> fruits
```

Constructor Detail

FruitsCollection

```
public FruitsCollection()
```

Constructotr for objects of class FruitsCollection

Method Detail

addFruit

```
public void addFruit(java.lang.String toAdd)
```

method to add a fruit object to the collection if not null or empty String

Parameters:

toAdd -

countFruits

```
public int countFruits()
```

Returns:

the number of the fruits in the collection

getFruitByIndex

```
public java.lang.String getFruitByIndex(int index)
```

gets a specific fruit from the collection validate the passed parameter if invalid parameter returns null

Parameters:

index -

Returns:

the fruit in the specified index

Loading class interface... Done.
saved

Assume that a test class exists for the FruitCollection class, and that it has this field and setup() method

```
private FruitsCollection fruits;
```

```

/**
 * Sets up the test fixture.
 */
public void setUp()
{
    fruits = new FruitsCollection();
}

```

Write a positive test to test method addFruit(String fruitToAdd)

```

@Test
public void testAddFruit(){
    fruits.addFruit("Apple");
    assertEquals(1, fruits.countFruits());
}

```

The correct answer is not displayed for Written Response type questions.

▼ Hide Feedback

```

@Test
public void testAddPositive(){
    fruits.addFruit("apple");
    assertEquals("apple", fruits.getFruitByIndex(0));
}

```

Question 3

2 / 2 points

Test Driven Development have many advantages, mention two

all components is tested at least once.
 Bugs can be found at the early stage
 Easy to fix bugs

The correct answer is not displayed for Written Response type questions.

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Writing clear requirements, Development is done in small steps which means less debug time, Code is guaranteed to meet requirements as it is tested at least once

Question 4**1 / 1 point**

What is the smallest unit you test/target in your Unit Testing

- ☐ a) Variables
- ☐ b) Class
- ☒ c) Method
- ☐ d) Package

Question 5**1 / 1 point**

When should the unit test be written

- ☒ a) Before writing the code
- ☐ b) Only when needed
- ☐ c) At the end when the application is ready
- ☐ d) None of the above

Question 6**0 / 1 point**

Which of the following describes Unit Testing correctly?

- ☒ a) Unit Testing is the testing of single entity (a method)
- ☐ b) Unit Testing is the process of checking the functionality of the application whether it is working as per requirements
- ☒ c) Both of the above

☐ d) None of the

Question 7

1 / 1 point

Fixture includes tearDown() method which runs after all test methods get executed

☐ True

✓ ☒ False

Question 8

1 / 1 point

What is Test Driven Development(TDD)?

TDD is a process to develop the application to ensure it is working as per requirements.
Process is write test cases, write code and then refactor.

The correct answer is not displayed for Written Response type questions.

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TDD is a software development process that relies on a short development cycle which is write test , write code, refactor the code to pass the test

Question 9

0 / 1 point

In TDD code is written then tested thoroughly in very small unit

✗ ☐ True

➡ ☐ False

Question 10

0 / 1 point

In TDD Test cases are written instead of functional code

✗ ☐ True

➡ ☐ False

Question 11

1 / 1 point

What annotations from the following do you used before each test method?

☐ a) @Before

☐ b) @After

✓ ☒ c) @Test

☐ d) @TestMethod

Attempt Score:9 / 12

Overall Grade (highest attempt):9 / 12

Done