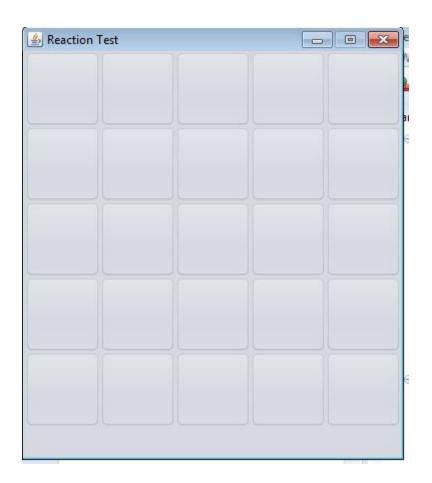
Liz Simpson 951428 Scott Simmons 960689

Lab Class 9



```
Project Explorer 🗗 JUnit 🛭
                                                          □ GameFrame2.java ☑ GameTest.java ☒ ☑ DisplayWinTest.java
          @Test
public void testOne() throws InterruptedException {
   GameFrame2 g = new GameFrame2("Reaction Game", 5);
   Thread.sleep(1000);
   ...
                                                                            140
Finished after 10.762 seconds
  Runs: 3/3 ☐ Errors: 0 ☐ Failures: 0
                                                                                               int x = 1;
int y = 1;
                                                                            19
20
21
22
23
                                                                                               Int y = 1;
g.displaySquare(x, y);
Thread.sleep(1000);
assertEquals(1, g.getNumberReds());
 ■ GameTest [Runner: JUnit 4] (10.689 s)
          testOne (3.382 s)
          testTwo (3.182 s)
         testThree (4.125 s)
                                                                            24
                                                                                         @Test
public void testTwo() throws InterruptedException {
   GameFrame2 g = new GameFrame2("Reaction Game 2", 5);
   Thread.sleep(1000);
   int x = 1;
   int y = 1;
   g.disnlauSquare(x, x);
}
                                                                            25⊖
                                                                            26
27
                                                                            28
29
                                                                            30
31
32
33
34
35
36
37
38
39
40
                                                                                               int y = 1;
g.displaySquare(x, y);
boolean correct = false;
if (g.getDisplayedSquareY() == y && g.getDisplayedSquareX() == x) {
    correct = true;
                                                                                               }
Thread.sleep(1000);
assertEquals(true, correct);
                                                                                         public void testThree() throws InterruptedException {
   GameFrame2 g = new GameFrame2("Reaction Game 2", 5);
   Thread.sleep(1000);
                                                                            41
                                                                            42
43
                                                                            44
45
                                                                                               int x = 1;
int y = 1;
                                                                            46
47
48
                                                                                                g.displaySquare(x, y);
                                                            F
 Failure Trace
                                                                                                pressButton(1);
boolean correct = false;
                                                                                               if (g.getLastClickedSquareY() == y && g.getLastClickedSquareX() == x) {
    correct = true;
                                                                            49
50
                                                                            51
52
                                                                                               }
Thread.sleep(1000);
assertEquals(true, correct);
                                                                            53
                                                                            54
```

Part 2:

```
☑ GameFrame2.java ☑ GameTest.java ☑ *DisplayWinTest.java ※
Project Explorer Junit
                                                        _ _
                                                                           import javax.swing.JLabel;
import org.junit.Test;
import abbot.finder.matchers.ClassMatcher;
import abbot.tester.JButtonTester;
              Finished after 5.903 seconds
 Runs: 2/2 

☐ Errors: 0 ☐ Failures: 0
                                                                            import \ junit.extensions.abbot.ComponentTestFixture;
                                                                           public\ class\ DisplayWinTest\ extends\ ComponentTestFixture\ \{

■ DisplayWinTest [Runner: JUnit 4] (5.838 s)

                                                                       10
                                                                                  public String observeDisplay() {
        testOne (3.023 s)
                                                                      12
                                                                                       JLabel display = null;
        testTwo (2.815 s)
                                                                       13
                                                                                       try {
                                                                                       display = (JLabel) getFinder().find(new ClassMatcher(JLabel.class));
} catch (Exception e) {
                                                                      14
15
                                                                       16
                                                                                       e.printStackTrace();
                                                                       17
                                                                       18
                                                                                       return display.getText();
                                                                       19
                                                                      20
                                                                      210
                                                                      22
23
                                                                                 public void testOne() throws InterruptedException {
   GameFrame2 g = new GameFrame2("Reaction Game 2", 5);
                                                                       24
                                                                                       Thread.sleep(1000);
                                                                      25
                                                                                       int x = 1;
int y = 1;
                                                                      26
                                                                      27
28
                                                                                       g.displaySquare(x, y);
                                                                                       pressButton(1);
String message = observeDisplay();
                                                                       29
                                                                                       boolean correct = false;
if (message.equals("correct square or summin?")) {
                                                                       30
                                                                       31
                                                                       32
                                                                                            correct = true;
                                                         Failure Trace
                                                                      33
                                                                                       Thread.sleep(1000);
                                                                       35
                                                                                       assertEquals(true, correct);
                                                                       36
                                                                                 }
                                                                       37
                                                                      389
40
41
42
43
44
45
46
47
48
49
                                                                                 public void testTwo() throws InterruptedException {{
    GameFrame2 g = new GameFrame2("Reaction Game 2", 5);
    Thread.sleep(1000);
                                                                                       int x = 1;
int y = 1;
                                                                                       g.displaySquare(x, y);
                                                                                       g.displayaqua e(x, y),
pressButton(5);
String message = observeDisplay();
boolean correct = false;
if (message.equals("incorrect square idiot!")) {
    correct = true;
                                                                       50
51
                                                                                       Thread.sleep(1000);
assertEquals(true, correct);
```

Part 3: