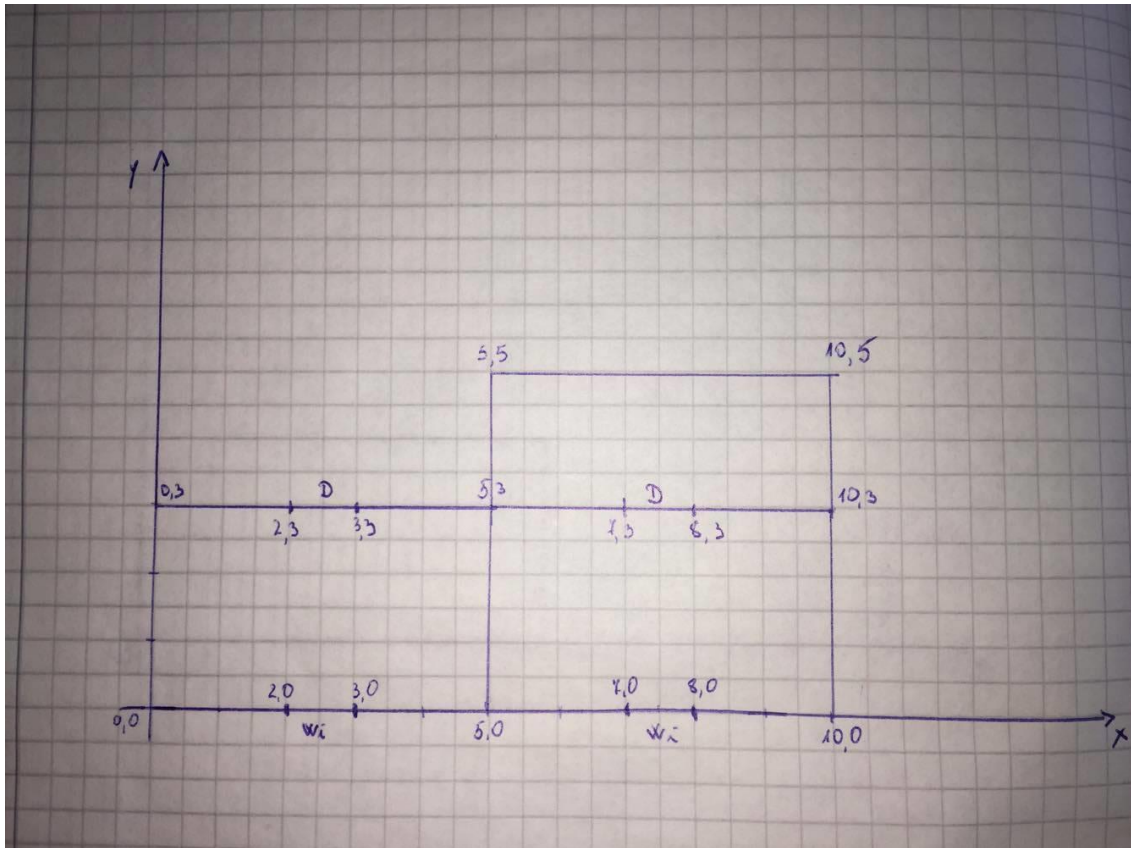


Raport testare

Testare identificare incaperi

Am testat algoritmul de indentificare a camerelor pe urmatorul exemplu:



Coordonatele sunt introduse in felul urmatoar:

```
windows.add(new Window(new Coordinates(2, 0), new Coordinates(3,0)));
windows.add(new Window(new Coordinates(7,0), new Coordinates(8,0)));

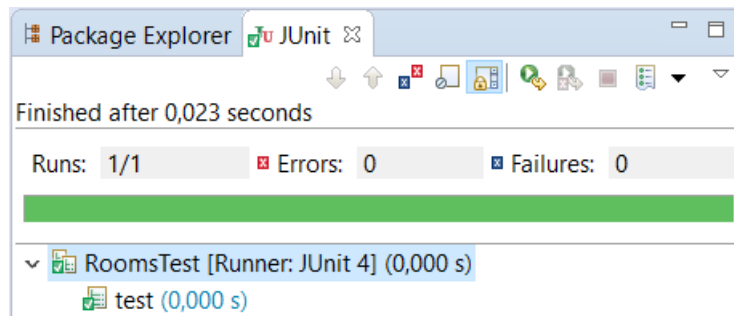
doors.add(new Door(new Coordinates(2,3), new Coordinates(3,3)));
doors.add(new Door(new Coordinates(7,3), new Coordinates(8,3)));

walls.add(new Wall(new Coordinates(0,0), new Coordinates(2,0)));
walls.add(new Wall(new Coordinates(0,0), new Coordinates(0,3)));
walls.add(new Wall(new Coordinates(3,0), new Coordinates(5,0)));
walls.add(new Wall(new Coordinates(5,0), new Coordinates(7,0)));
walls.add(new Wall(new Coordinates(8,0), new Coordinates(10,0)));
walls.add(new Wall(new Coordinates(10,0), new Coordinates(10,3)));
```

```
walls.add(new Wall(new Coordinates(10,3),new Coordinates(8,3)));
walls.add(new Wall(new Coordinates(7,3),new Coordinates(5,3)));
walls.add(new Wall(new Coordinates(5,3),new Coordinates(3,3)));
walls.add(new Wall(new Coordinates(2,3),new Coordinates(0,3)));
walls.add(new Wall(new Coordinates(5,3),new Coordinates(5,0)));

walls.add(new Wall(new Coordinates(5,3),new Coordinates(5,5)));
walls.add(new Wall(new Coordinates(5,5),new Coordinates(10,5)));
walls.add(new Wall(new Coordinates(10,5),new Coordinates(10,3)));
```

Am testat daca obtinem 3 camere si adiacenta a doua dintre ele:



Camere:

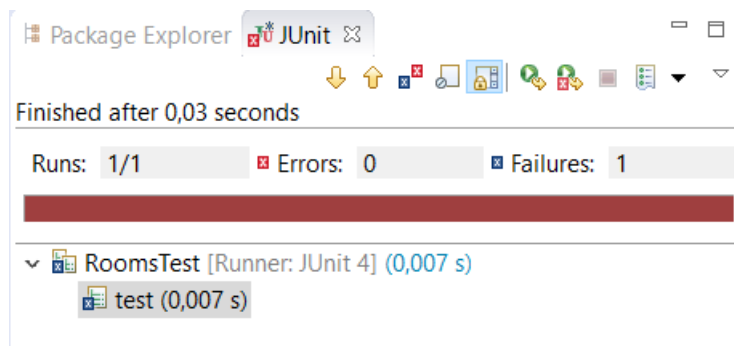
```
Camera 1: wall(8.0,3.0-->10.0,3.0) wall(10.0,3.0-->10.0,5.0) wall(10.0,5.0-->5.0,5.0) wall(5.0,5.0-->5.0,3.0)
wall(5.0,3.0-->7.0,3.0) door(7.0,3.0-->8.0,3.0)
Camera 2: wall(8.0,3.0-->10.0,3.0) wall(10.0,3.0-->10.0,0.0) wall(10.0,0.0-->8.0,0.0) window(8.0,0.0-->7.0,0.0)
wall(7.0,0.0-->5.0,0.0) wall(5.0,0.0-->5.0,3.0) wall(5.0,3.0-->7.0,3.0) door(7.0,3.0-->8.0,3.0)
Camera 3: wall(2.0,0.0-->0.0,0.0) wall(0.0,0.0-->0.0,3.0) wall(0.0,3.0-->2.0,3.0) door(2.0,3.0-->3.0,3.0)
wall(3.0,3.0-->5.0,3.0) wall(5.0,3.0-->5.0,0.0) wall(5.0,0.0-->3.0,0.0) window(3.0,0.0-->2.0,0.0)
```

Camere in total: 3

```
Camerele adiacente cu camera 1: 2
Camerele adiacente cu camera 2: 1
Camerele adiacente cu camera 3:
```

Este corect.

Am verificat ce se intampla daca eliminam, de exemplu, ultimul perete:



```
Camere:
Camera 1: wall(2.0,0.0-->0.0,0.0) wall(0.0,0.0-->0.0,3.0) wall(0.0,3.0-->2.0,3.0) door(2.0,3.0-->3.0,3.0)
wall(3.0,3.0-->5.0,3.0) wall(5.0,3.0-->5.0,0.0) wall(5.0,0.0-->3.0,0.0) window(3.0,0.0-->2.0,0.0)
Camera 2: wall(8.0,3.0-->10.0,3.0) wall(10.0,3.0-->10.0,0.0) wall(10.0,0.0-->8.0,0.0) window(8.0,0.0-->7.0,0.0)
wall(7.0,0.0-->5.0,0.0) wall(5.0,0.0-->5.0,3.0) wall(5.0,3.0-->7.0,3.0) door(7.0,3.0-->8.0,3.0)

Camere in total: 2

Camerele adiacente cu camera 1:
Camerele adiacente cu camera 2:
```

Obtinem doar 2 camere, deoarece coordonatele celei de a treia camere sunt incomplete.

Testare scari

Am verificat daca urmatoarele doua scari sunt conectate:

```
stairs.add(new Stairs(new Coordinates(12,3),new Coordinates(14,0)));
stairs.add(new Stairs(new Coordinates(11,3),new Coordinates(12,0)));
```

Sunt conectate.

```
Scara 1 si Scara 2 sunt conectate
Scara 2 si Scara 1 sunt conectate
```

