

Forked Repository: <https://github.com/StacL/munch>

## 2.1: Writing Unit Tests

| Element ▲                    | Class, %   | Method, %  | Line, %      |
|------------------------------|------------|------------|--------------|
| ✓  nl.tudelft.jpacman        | 3% (2/55)  | 1% (5/312) | 1% (14/1137) |
| >  board                     | 20% (2/10) | 9% (5/53)  | 9% (14/141)  |
| >  fuzzer                    | 0% (0/1)   | 0% (0/6)   | 0% (0/32)    |
| >  game                      | 0% (0/3)   | 0% (0/14)  | 0% (0/37)    |
| >  integration               | 0% (0/1)   | 0% (0/4)   | 0% (0/6)     |
| >  level                     | 0% (0/13)  | 0% (0/78)  | 0% (0/345)   |
| >  npc                       | 0% (0/10)  | 0% (0/47)  | 0% (0/237)   |
| >  points                    | 0% (0/2)   | 0% (0/7)   | 0% (0/19)    |
| >  sprite                    | 0% (0/6)   | 0% (0/45)  | 0% (0/119)   |
| >  ui                        | 0% (0/6)   | 0% (0/31)  | 0% (0/127)   |
| Launcher                     | 0% (0/1)   | 0% (0/21)  | 0% (0/41)    |
| LauncherSmokeTest            | 0% (0/1)   | 0% (0/4)   | 0% (0/29)    |
| PacmanConfigurationException | 0% (0/1)   | 0% (0/2)   | 0% (0/4)     |

*Testing coverage before creating any tests*

Before creating tests, the coverage is almost non-existent. Many have 0% covered on tests.

My unit tests are below:

```
1 package nl.tudelft.jpacman.level;
2
3 import nl.tudelft.jpacman.npc.ghost.*;
4 import nl.tudelft.jpacman.sprite.PacManSprites;
5 import org.junit.jupiter.api.Test;
6 import nl.tudelft.jpacman.npc.Ghost;
7
8 import static org.junit.jupiter.api.Assertions.assertEquals;
9 import static org.junit.jupiter.api.Assertions.assertNotNull;
10
11 new *
12 public class LevelFactoryTest {
13     new *
14     @Test
15     public void createGhostTest() {
16         // Create a PacManSprites instance
17         PacManSprites sprites = new PacManSprites();
18
19         // Create a GhostFactory instance
20         GhostFactory ghostFactory = new GhostFactory(sprites);
21
22         // Create a LevelFactory instance
23         LevelFactory levelFactory = new LevelFactory(sprites, ghostFactory, pointCalculator: null);
24
25         // Call createGhost method
26         Ghost ghost = levelFactory.createGhost();
27
28         // Assert that the returned Ghost is not null
29         assertNotNull(ghost, message: "Ghost should not be null");
30     }
31 }
```

*Unit test for CreateGhost*

```

29
30 new *
31 @Test
32 public void createPelletTest() {
33     // Create a PacManSprites instance
34     PacManSprites sprites = new PacManSprites();
35
36     // Create a LevelFactory instance
37     LevelFactory levelFactory = new LevelFactory(sprites, ghostFactory: null, pointCalculator: null);
38
39     // Call createPellet method
40     Pellet pellet = levelFactory.createPellet();
41
42     // Assert that the returned Pellet is not null
43     assertNotNull(pellet, message: "Pellet should not be null");
44 }
45

```

*Unit test for createPellet*

```

1 package nl.tudelft.jpacman.board;
2
3 import org.junit.jupiter.api.Test;
4 import static org.assertj.core.api.Assertions.assertThat;
5
6 new *
7 public class BoardTest {
8     new *
9     @Test
10     void withinBordersTest() {
11         // Create a 3x3 board
12         Square[][] grid = {
13             { new BasicSquare(), new BasicSquare(), new BasicSquare() },
14             { new BasicSquare(), new BasicSquare(), new BasicSquare() },
15             { new BasicSquare(), new BasicSquare(), new BasicSquare() }
16         };
17         Board board = new Board(grid);
18
19         // Test with valid coordinates
20         assertThat(board.withinBorders(x: 2, y: 2)).isTrue();
21
22         // Test with invalid coordinates
23         assertThat(board.withinBorders(x: -2, y: 2)).isFalse();
24     }
25 }
26

```

*Unit test for withinBorders*

|                              |             |              |                |
|------------------------------|-------------|--------------|----------------|
| nl.tudelft.jpacman           | 30% (17/55) | 16% (52/310) | 13% (155/1163) |
| board                        | 50% (5/10)  | 29% (15/51)  | 27% (40/144)   |
| fuzzer                       | 0% (0/1)    | 0% (0/6)     | 0% (0/32)      |
| game                         | 0% (0/3)    | 0% (0/14)    | 0% (0/37)      |
| integration                  | 0% (0/1)    | 0% (0/4)     | 0% (0/6)       |
| level                        | 30% (4/13)  | 11% (9/78)   | 7% (28/353)    |
| npc                          | 40% (4/10)  | 12% (6/47)   | 6% (17/243)    |
| points                       | 0% (0/2)    | 0% (0/7)     | 0% (0/19)      |
| sprite                       | 66% (4/6)   | 48% (22/45)  | 54% (70/128)   |
| ui                           | 0% (0/6)    | 0% (0/31)    | 0% (0/127)     |
| Launcher                     | 0% (0/1)    | 0% (0/21)    | 0% (0/41)      |
| LauncherSmokeTest            | 0% (0/1)    | 0% (0/4)     | 0% (0/29)      |
| PacmanConfigurationException | 0% (0/1)    | 0% (0/2)     | 0% (0/4)       |

*Coverage after creating tests*

After creating the 3 unit tests, coverage increased based on where the methods I chose were located (in the Board and Level).

### 3: JaCoCo Report on JPacman

#### jpacman

| Element                      | Missed Instructions | Cov. | Missed Branches | Cov. | Missed Cxty | Missed Lines | Missed Methods | Missed Classes |
|------------------------------|---------------------|------|-----------------|------|-------------|--------------|----------------|----------------|
| nl.tudelft.jpacman.level     |                     | 67%  |                 | 57%  | 74 155      | 104 344      | 21 69          | 4 12           |
| nl.tudelft.jpacman.npc.ghost |                     | 71%  |                 | 55%  | 56 105      | 43 181       | 5 34           | 0 8            |
| nl.tudelft.jpacman.ui        |                     | 77%  |                 | 47%  | 54 86       | 21 144       | 7 31           | 0 6            |
| default                      |                     | 0%   |                 | 0%   | 12 12       | 21 21        | 5 5            | 1 1            |
| nl.tudelft.jpacman.board     |                     | 86%  |                 | 59%  | 43 93       | 2 110        | 0 40           | 0 7            |
| nl.tudelft.jpacman.sprite    |                     | 86%  |                 | 59%  | 30 70       | 11 113       | 5 38           | 0 5            |
| nl.tudelft.jpacman           |                     | 69%  |                 | 25%  | 12 30       | 18 52        | 6 24           | 1 2            |
| nl.tudelft.jpacman.points    |                     | 60%  |                 | 75%  | 1 11        | 5 21         | 0 9            | 0 2            |
| nl.tudelft.jpacman.game      |                     | 87%  |                 | 60%  | 10 24       | 4 45         | 2 14           | 0 3            |
| nl.tudelft.jpacman.npc       |                     | 100% |                 | n/a  | 0 4         | 0 8          | 0 4            | 0 1            |
| Total                        | 1,212 of 4,694      | 74%  | 292 of 637      | 54%  | 292 590     | 229 1,039    | 51 268         | 6 47           |

The values on JaCoCo and the IntelliJ are slightly different, but that might be because the JaCoCo coverage has a lot more details. Most of the code is not covered, which is consistent with the IntelliJ report.

JaCoCo's report adds a lot more details and visuals, which was nice to see. I liked the convenience of IntelliJ's coverage window, but JaCoCo's report had a lot more details that could give a more comprehensive overview of testing.

I liked JaCoCo's report because of the additional details that let me know additional details, and it was helpful seeing the visual of how much coverage there was.

### 4: Test Coverage for Account.py

## Test Account Model

- Test creating multiple Accounts
- Test Account creation using known data

| Name               | Stmts | Miss | Cover | Missing                            |
|--------------------|-------|------|-------|------------------------------------|
| models/__init__.py | 7     | 0    | 100%  |                                    |
| models/account.py  | 40    | 13   | 68%   | 26, 30, 34-35, 45-48, 52-54, 74-75 |
| TOTAL              | 47    | 13   | 72%   |                                    |

Ran 2 tests in 1.286s

OK

### Testing coverage before creating any tests

```
73     def test_from_dict(self):
74         """Test setting attributes from a dictionary"""
75         data = {'name': 'Stacey', 'email': 'lais3@unlv.nevada.edu', 'phone_number': '0000000000', 'disabled': False}
76
77         # create an empty account
78         account = Account()
79
80         # set account data
81         account.from_dict(data)
82
83         # check that account data is correct
84         self.assertEqual(account.name, 'Stacey')
85         self.assertEqual(account.email, 'lais3@unlv.nevada.edu')
86         self.assertEqual(account.phone_number, '0000000000')
87         self.assertEqual(account.disabled, False)
```

### Test for lines 34-35 (from\_dict)

```
def test_update(self):
    """Test updating an account"""
    data = {'name': 'Stacey', 'email': 'lais3@unlv.nevada.edu', 'phone_number': '0000000000', 'disabled': False}

    # create an empty account
    account = Account()

    try:
        # try updating non-existing account (empty id)
        account.update()
    except DataValidationError as e:
        # should hit with DataValidationError, check the error msg
        self.assertEqual(str(e), "Update called with empty ID field")

    # set account data
    account.from_dict(data)

    # create account
    account.create()

    # update name of account
    updatedName = "Stacey Lai"
    account.name = updatedName
    account.update()

    # check that account name was updated
    updatedAccount = Account.find(account.id)
    self.assertEqual(updatedAccount.name, updatedName)
```

### Test for lines 45-48 (update)

```

def test_delete(self):
    """Test deleting an account"""
    data = {'name': 'Stacey', 'email': 'lais3@unlv.nevada.edu', 'phone_number': '0000000000', 'disabled': False}

    # create an empty account
    account = Account()

    # set account data
    account.from_dict(data)

    # create account
    account.create()

    # delete account
    account.delete()

    # check that account is no longer found
    deletedAccount = Account.find(account.id)
    self.assertIsNone(deletedAccount)

```

*Test for lines 52-54 (delete)*

```

138     def test_find(self):
139         """Test finding an account"""
140         data = {'name': 'Stacey', 'email': 'lais3@unlv.nevada.edu', 'phone_number': '0000000000', 'disabled': False}
141
142         # create an empty account
143         account = Account()
144
145         # set account data
146         account.from_dict(data)
147
148         # create account
149         account.create()
150
151         foundAccount = Account.find(account.id)
152         self.assertEqual(foundAccount.id, account.id)
153

```

*Test for lines 74-75 (find)*

```

Test Account Model
- Test creating multiple Accounts
- Test Account creation using known data
- Test deleting an account
- Test finding an account
- Test setting attributes from a dictionary
- Test the representation of an account
- Test account to dict
- Test updating an account

Name                Stmts   Miss  Cover    Missing
-----
models/__init__.py    7      0   100%
models/account.py    40      0   100%
-----
TOTAL                47      0   100%
-----
Ran 8 tests in 0.717s

OK

```

*Test Coverage at 100%*

## Task 5: Test Driven Development (TDD)

```
proglang@proglang:~/Documents/GitHub/tdd$ nosetests

Counter tests
- It should create a counter
- It should return an error for duplicates
- It should update a counter by 1 (ERROR)

=====
ERROR: It should update a counter by 1
-----
Traceback (most recent call last):
  File "/home/proglang/Documents/GitHub/tdd/tests/test_counter.py", line 49, in test_update_a_counter
    self.assertEqual(originalValue + 1, updated.json['boo'])
TypeError: 'NoneType' object is not subscriptable
-----
>> begin captured logging << -----
src.counter: INFO: Request to create counter: boo
-----
>> end captured logging << -----

Name          Stmt% Miss Cover Missing
-----
src/counter.py    11    0 100%
src/status.py     6    0 100%
-----
TOTAL            17    0 100%
-----
Ran 3 tests in 0.176s

FAILED (errors=1)

proglang@proglang:~/Documents/GitHub/tdd$ nosetests

Counter tests
- It should create a counter
- It should return an error for duplicates
- It should update a counter by 1

Name          Stmt% Miss Cover Missing
-----
src/counter.py    17    0 100%
src/status.py     6    0 100%
-----
TOTAL            23    0 100%
-----
Ran 3 tests in 0.175s

OK
```

*Red Phase and Green Phase after refactoring for Update Counter*

```

proglang@proglang:~/Documents/GitHub/tdd$ nosetests

Counter tests
- It should create a counter
- It should return an error for duplicates
- It should read the value of a counter (ERROR)
- It should update a counter by 1

=====
ERROR: It should read the value of a counter
-----
Traceback (most recent call last):
  File "/home/proglang/Documents/GitHub/tdd/tests/test_counter.py", line 58, in test_read_a_counter
    self.assertEqual(0, readValue.json['foobar'])
TypeError: 'NoneType' object is not subscriptable
-----
>> begin captured logging << -----
src.counter: INFO: Request to create counter: foobar
-----
>> end captured logging << -----

Name          Stmts   Miss  Cover   Missing
-----
src/counter.py    18      1    94%    33
src/status.py      6      0   100%
-----
TOTAL              24      1    96%
-----

Ran 4 tests in 0.191s

FAILED (errors=1)

```

● proglang@proglang:~/Documents/GitHub/tdd\$ nosetests

```

Counter tests
- It should create a counter
- It should return an error for duplicates
- It should read the value of a counter
- It should update a counter by 1

Name          Stmts   Miss  Cover   Missing
-----
src/counter.py    24      2    92%    33, 42
src/status.py      6      0   100%
-----
TOTAL              30      2    93%
-----

Ran 4 tests in 0.192s

OK

```

*Red Phase and Green Phase after refactoring for Read Counter*

```

test_counter.py
41 def test_update_a_counter(self):
42     """It should update a counter by 1"""
43     result = self.client.post("/counters/boo")
44     self.assertEqual(result.status_code, status.HTTP_201_CREATED)
45     self.assertEqual(result.json['boo'], 0)
46
47     originalValue = result.json['boo']
48     updated = self.client.put("/counters/boo")
49     self.assertEqual(originalValue + 1, updated.json['boo'])
50
51 def test_read_a_counter(self):
52     """It should read the value of a counter"""
53     result = self.client.post("/counters/foobar")
54     self.assertEqual(result.status_code, status.HTTP_201_CREATED)
55     self.assertEqual(result.json['foobar'], 0) # initial starting coun
56
57     readValue = self.client.get("/counters/foobar")
58     self.assertEqual(0, readValue.json['foobar'])

```

```

counter.py
24
25 @app.route('/counters/<name>', methods=['PUT'])
26 def update_counter(name):
27     """Update a counter"""
28     app.logger.info(f"Request to update counter: {name}")
29     global COUNTERS
30     if name in COUNTERS:
31         COUNTERS[name] += 1
32     else:
33         return {"Error": f"Counter '{name}' does not exist."}, status.HTTP_404_NOT_FOUND
34     return {name: COUNTERS[name]}, status.HTTP_200_OK
35
36 @app.route('/counters/<name>', methods=['GET'])
37 def read_counter(name):
38     """Read a counter"""
39     app.logger.info(f"Request to read counter: {name}")
40     global COUNTERS
41     if name not in COUNTERS:
42         return {"Error": f"Counter '{name}' does not exist."}, status.HTTP_404_NOT_FOUND
43     return {name: COUNTERS[name]}, status.HTTP_200_OK
44

```

*Code For Update Counter and Read Counter*