

Testing Strategy

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Since our code was completely untested as we received it, our goal was to test the various logical pieces as we improved them, and as we were able to untangle them from the surrounding GUI code. To this end, we have created a variety of tests for the logical sections of the code, that cover the sections we have improved as the project continues. We have covered a large chunk of the code that we are able to test, and have done amicably with the testing therein.

Currently our tests cover the fitness functions, selection strategies, main loop, and basic operations very well, which make up the critical functionality of the application. As the GUI cannot be tested easily within the testing framework we have used, JUnit, it has not been tested in the same way as the functionality. A higher level of testing, such as system testing, can instead be used to test it.