# 08 Ponder : Weekly Reflection

1. What is the purpose of a unit test?

Using unit testing we can test the behavior of different class independently. We can apply this even in a incomplete project which makes t very helpful.

2. What are the pros and cons of Test Driven Development?

Focusing more on fulfilling the test, helps to design better code from the beginning than editing later, when code fails.

Test has to cover all aspect and needs time to write.

3. How are assert statements used by JUnit for unit testing?

Asserts statement checks two different results and compares if the logic is true or not. If it is not it terminates the program.

4. A common design-pattern interview question is "Describe a situation where you would use the Observer pattern.". How would you answer that question?

Observer pattern is used when change in one object affects the lot of other objects. In thins situation the change in one has to be notified to other.

5. Of all of the resources and tutorials in this week's assignments, which was the \_most\_ helpful to you and why?

All

6. Of all of the resources and tutorials in this week's assignments, which was the \_least\_ helpful to you and why?  
None

7. How would you say your team project is proceeding so far?

Team project is in good phase

8. Did anyone on your team have any violations/infractions of the Team Agreement this week? If so, were the punishments enforced?

Nope

9. Are there any concerns regarding your project or your team that you want the teacher to know about?

No

10. How many hours did you spend on this class this week?

10 hours

08 Prepare -

08 Teach -

08 Prove -

08 Ponder -

08 Team Project - 8 hours

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Total Hours -