One of the biggest challenges I had with the assignment was my general lack of knowledge regarding unittest. I’ve had classes that used unittest in the past, but these were almost always given to us, or on the occasions when they were not, we only had to use assertEquals(). I had to deal with a bit of a learning curve when determining which of the other functions would be beneficial in testing this specific function. I decided to only use assertEqual and assertNotEqual, because the other options did not seem applicable for the outputs of this assignment.

I think the specification for this assignment was completely understandable. I also think since the actual task was something we learn relatively young, there did not need to be an in depth description of the task like some other assignments might need.

I had some issues with connecting Github to my VSCode. I had done this for another class in the past, but for some reason I had a lot of trouble this time around. I ended up having to delete my repo and recreate it to be able to efficiently push to git from VSCode. I’m not sure what the problem was that caused this, but it was mostly just an annoyance in the process of starting rather than a real issue.

When making the tests, I thought about what may stump someone learning about classifying triangles for the first time. For example, one of the tests I made sure to include was 10,10,40. This may look like an isosceles triangle at first, but since the two smaller sides aren’t greater than the longest side, it should actually be ‘NotATriangle’. I also made sure to have at least one of each category represented by the tests. I wanted to try out assertNotEquals(), so I also followed the example in including those. I also wanted to test edge cases where applicable, such as the two smaller sides equalling the longer one, rather than being smaller than it. The last thing I made sure to test for was decimal inputs.