

JoinGameDialog Unit Tests

Brendan Reilly-Langer:

JoinGameDialog.py

- Contains the code that creates a menu option and retrieves a list of live streams from a user specified category.
- Tested by entering a valid game title and checking that the returned list of streams matched the results from a manual search on twitch.
- Entered invalid game titles to ensure that the program continued to function and gave a warning if the title of the game you entered was invalid.

Individual Functions:

- `getGameID(gameName)`
 - Tested using valid names against known game IDs to check if it returned the correct result.
 - Created checks in which a sentinel value is returned if an invalid gameName is entered into the function
- `getListofStreams(gameID)`
 - Tested using by comparing valid gameIDs of known games versus a manual search of the game on twitch to ensure that it returned a correct list of all active games on twitch.
 - Input incorrect values to ensure the program still functioned correctly and returned an empty array if the gameID was invalid.
- `clickBox(self,state)`
 - Used printing statements to monitor the state changes of the clickbox in the message prompt.
- `joinChannelMessage(self)`
 - Added error checking to ensure the message wasn't empty and the function would still work if an invalid input was entered.
 - Tested by entering both invalid input and valid input and checking that the program didn't crash with invalid input and joined the correct list of streams with valid input.