

CS 1632 Software Quality Assurance

Deliverable 2

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1. Introduction

Write your introduction here. Please describe the division of work between group members. Also, please describe any difficulties that you faced while using JUnit.

Split the 12 basic tests in half. Added more tests afterwards. Modifying the Implementation was done as needed when writing the tests. Null pointer expections were the most trouble, some of which I could not explain. For example

```
@Test
public void testProcessCommandS() {
    cmq.setCurrentRoom(room1);
    assertEquals("should not allow to go south","A door in that direction does not exist.\n",cmq.processCommand("s"));
    //assertEquals("room shold not be changed", cmq.getCurrentRoom(), room1);
}
@Test
public void testProcessCommandS2() {
    cmq.setCurrentRoom(room4);
    assertEquals("should allow to go south","",cmq.processCommand("s"));
    assertEquals("room shold be changed", cmq.getCurrentRoom(), room3);
}
```

2. Code Coverage

At below, paste a screenshot of code coverage stats **after** having completed the coding.

CoffeeMakerQuestImpl

Element	Missed Instructions	Cov. \$	Missed Branches +	Cov. \$	Missed≑	Cxty \$	Missed	Lines	Missed \$	Methods =
doWin()		84%		76%	5	16	2	21	0	1
processCommand(String)		97%		90%	1	9	1	18	0	1
getCurrentRoom()		88%		75%	1	3	0	3	0	1
 addRoomAtNorth(Room, String, String) 		100%		85%	2	8	0	9	0	1
doLook()		100%		83%	1	5	0	12	0	1
CoffeeMakerQuestImpl()		100%		n/a	0	1	0	6	0	1
setCurrentRoom(Room)	_	100%	=	100%	0	2	0	4	0	1
addFirstRoom(Room)	=	100%	_	100%	0	3	0	5	0	1
isGameOver()	•	100%	•	100%	0	2	0	3	0	1
setPlayer(Player)		100%	•	50%	1	2	0	3	0	1
getInstructionsString()	I	100%		n/a	0	1	0	1	0	1
Total	22 of 379	94%	13 of 75	82%	11	52	3	85	0	11