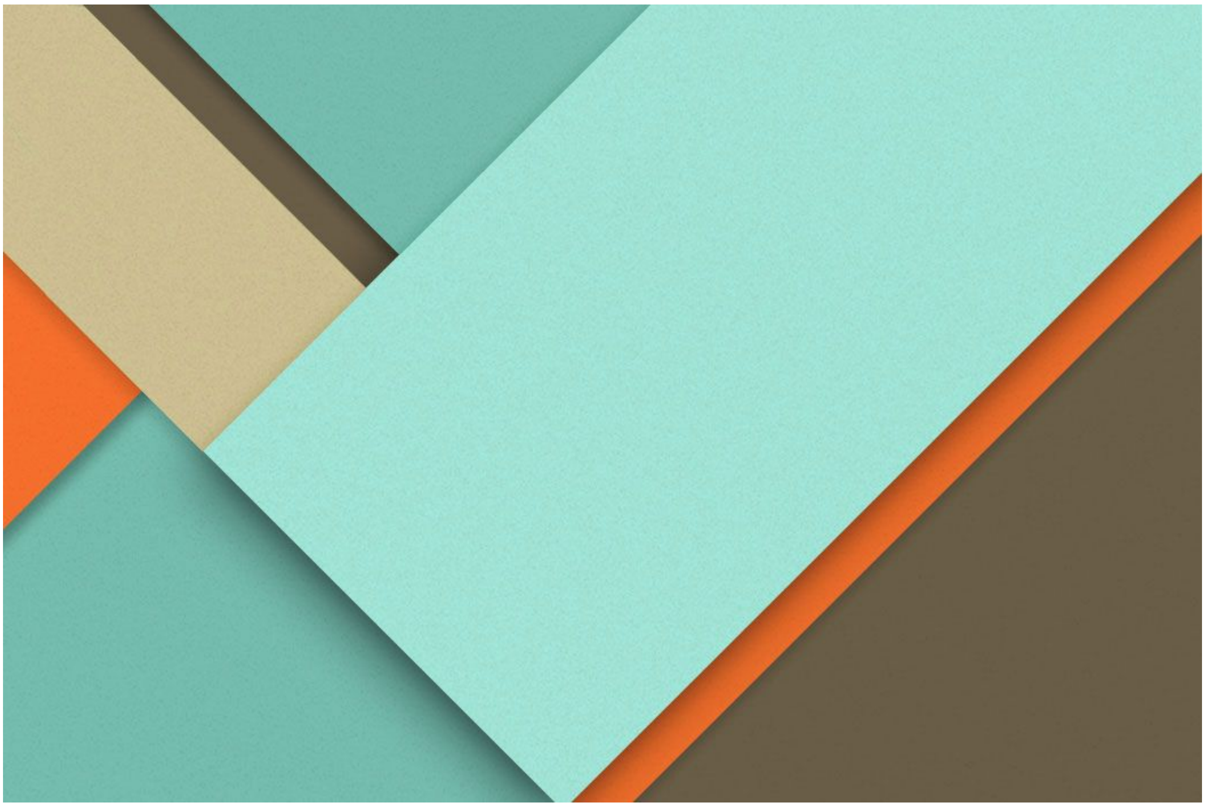


PDA - Project Unit

CodeClan Course Evidence

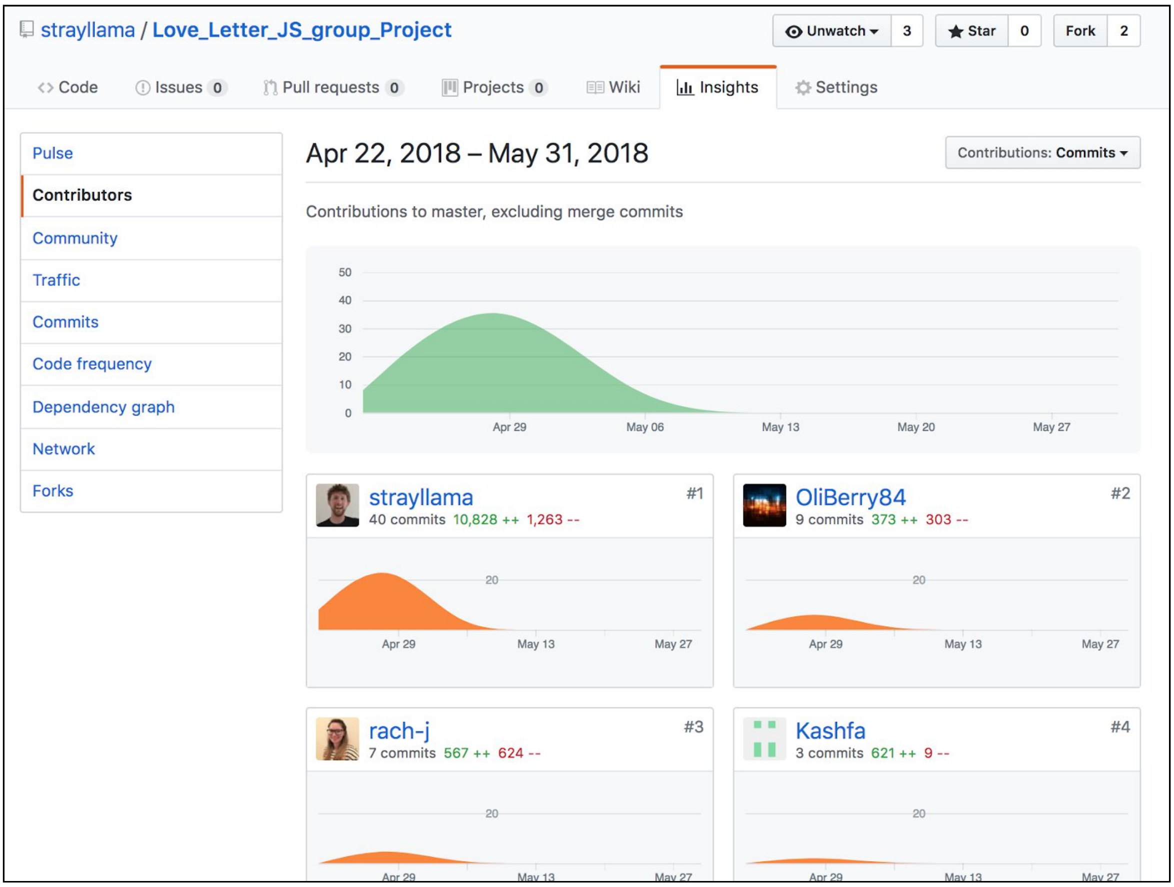
12.03.2018

—

Paul Clatworthy
2 Liberton Tower Lane, Edinburgh, EH16 6TQ

P 1

- Take a screenshot of the contributor's page on Github from your group project to show the team you worked with.



strayllama / Love_Letter_JS_group_Project

Apr 22, 2018 – May 31, 2018

Contributions to master, excluding merge commits

strayllama #1
40 commits 10,828 ++ 1,263 --

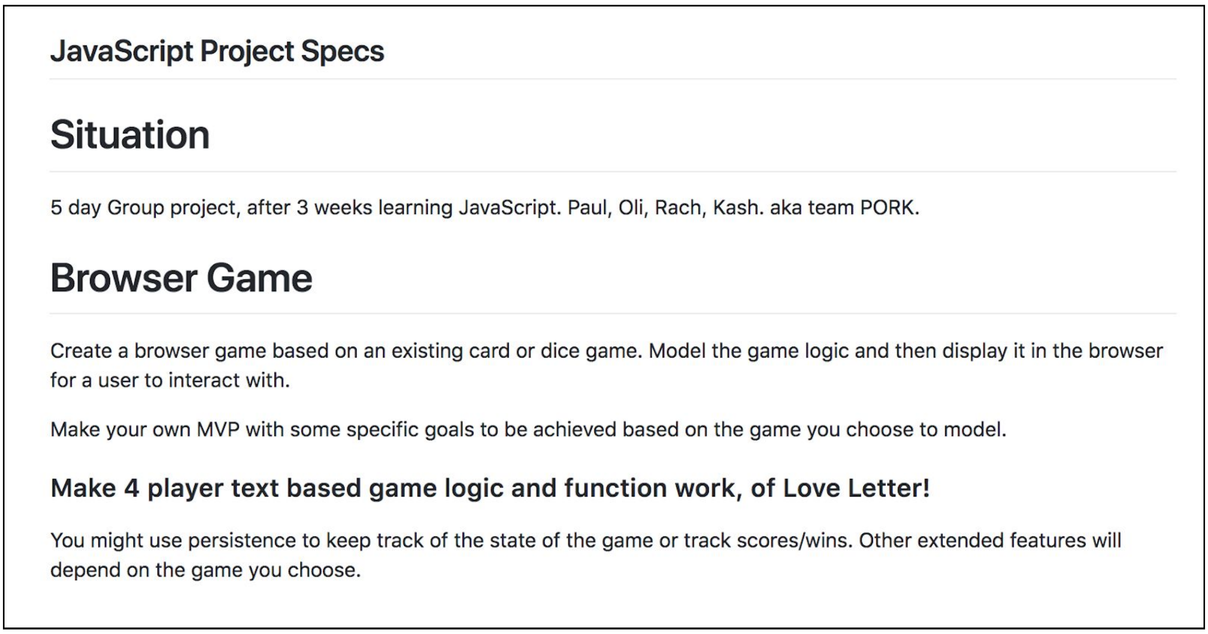
OliBerry84 #2
9 commits 373 ++ 303 --

rach-j #3
7 commits 567 ++ 624 --

Kashfa #4
3 commits 621 ++ 9 --

P 2

- Take a screenshot of the project brief from your group project.



JavaScript Project Specs

Situation

5 day Group project, after 3 weeks learning JavaScript. Paul, Oli, Rach, Kash. aka team PORK.

Browser Game

Create a browser game based on an existing card or dice game. Model the game logic and then display it in the browser for a user to interact with.

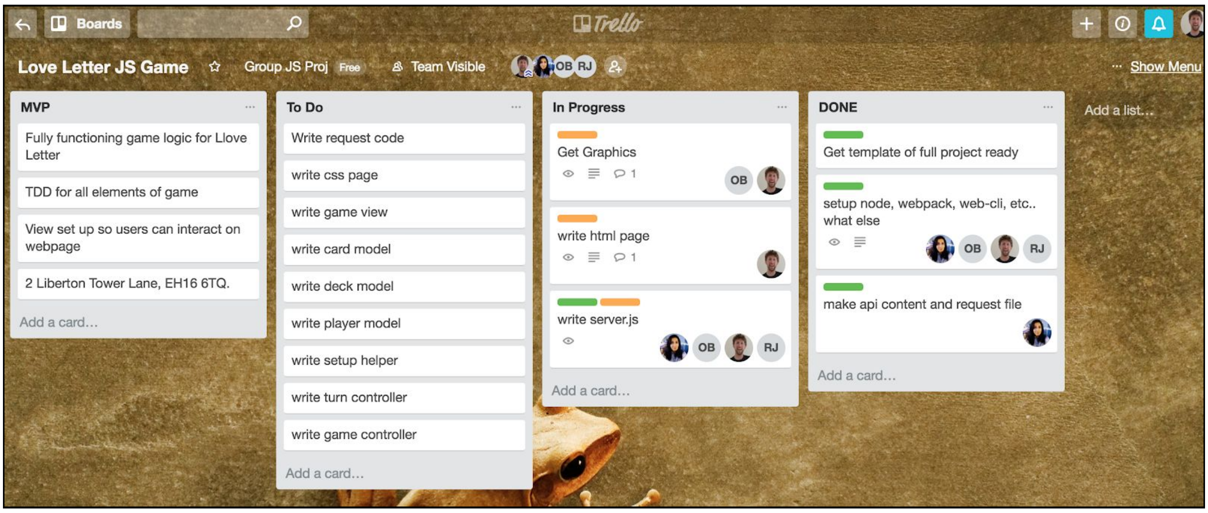
Make your own MVP with some specific goals to be achieved based on the game you choose to model.

Make 4 player text based game logic and function work, of Love Letter!

You might use persistence to keep track of the state of the game or track scores/wins. Other extended features will depend on the game you choose.

P 3

- Provide a screenshot of the planning you completed during your group project, e.g. Trello MOSCOW board



Love Letter JS Game

MVP
- Fully functioning game logic for Llove Letter
- TDD for all elements of game
- View set up so users can interact on webpage
- 2 Liberton Tower Lane, EH16 6TQ.
- Add a card…

To Do
- Write request code
- write css page
- write game view
- write card model
- write deck model
- write player model
- write setup helper
- write turn controller
- write game controller
- Add a card…

In Progress
- Get Graphics
- write html page
- write server.js
- Add a card…

DONE
- Get template of full project ready
- setup node, webpack, web-cli, etc.. what else
- make api content and request file
- Add a card…

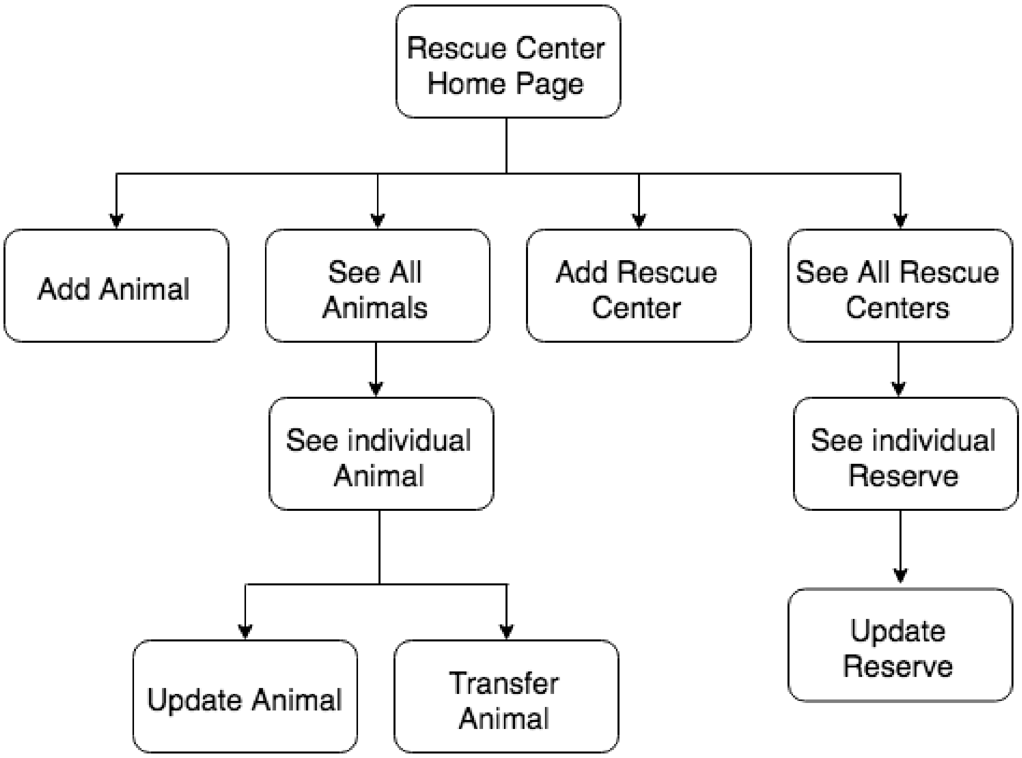
P 4 - An Acceptance Criteria and Test Plan.

Acceptance Criteria	Expected Result/Output	Pass/Fail
Clicking Start to initiate game	Text input boxes for names, change to labels with same contents. First players cards show	Pass
Running out of deck cards ends the game	When more than one player is alive and the next go can't be played to to empty deck, the winner should be announced and be the	Pass

	player with highest value card	
User can choose one of the two cards to play	The chosen card's action should be carried out. The other card is discarded	Pass
Played cards should be discarded	A discarded card should appear on the discard pile - even if its not been used but the result of the action of another player's card	Pass
Certain cards mean the player has no choice of which card to play	When Countess is in hand with king or prince, the king or prince must be the only card playable.	Pass
Player can win by killing all other players	If there is only one active player, they automatically win, regardless of card in hand and if the deck has cards left or not	Pass

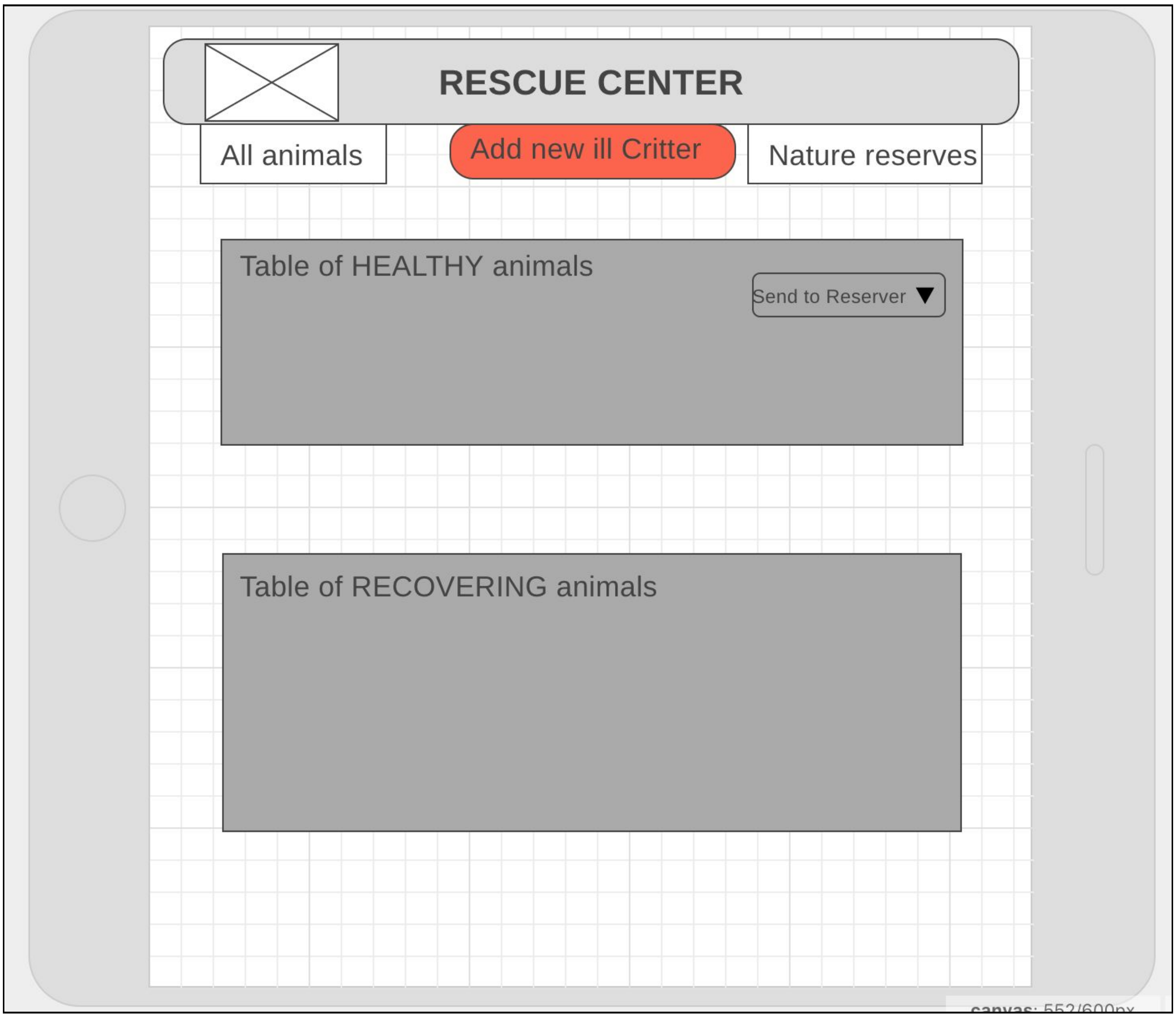
P 5 - Create a user sitemap

- A Site map:

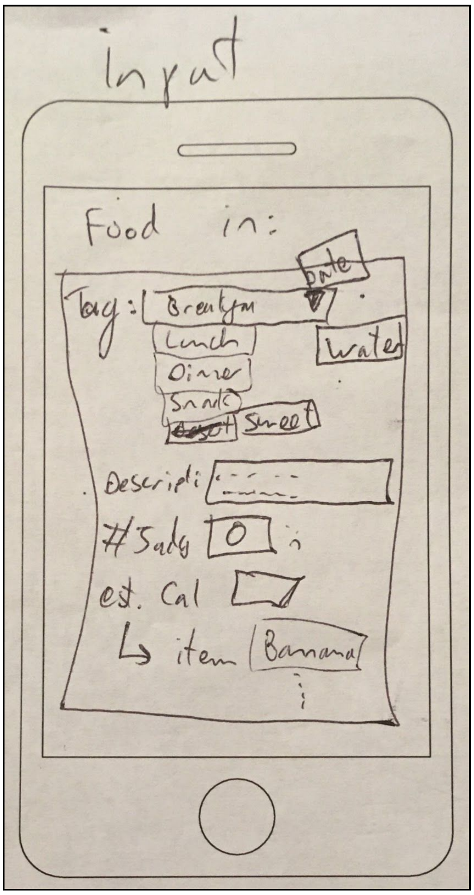


P 6 - Produce two wireframe designs

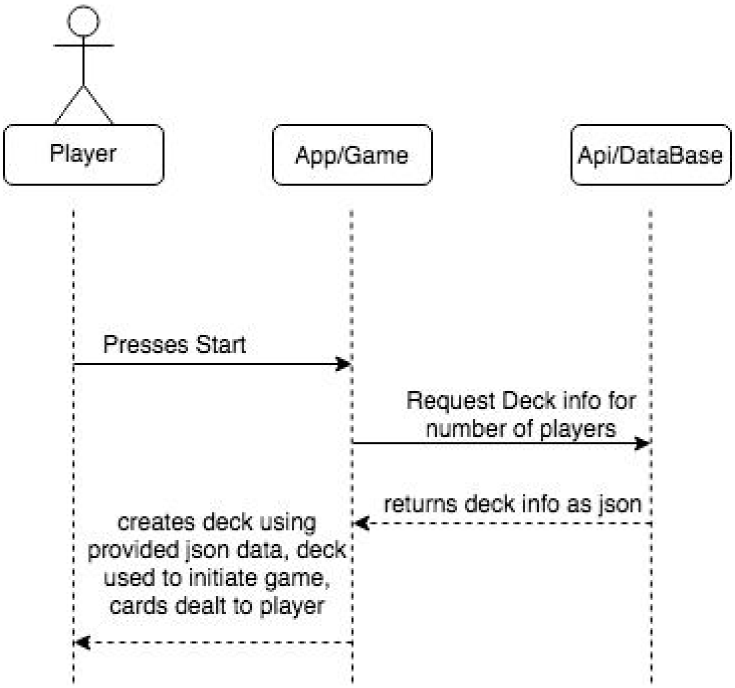
- Wire Frame 1:



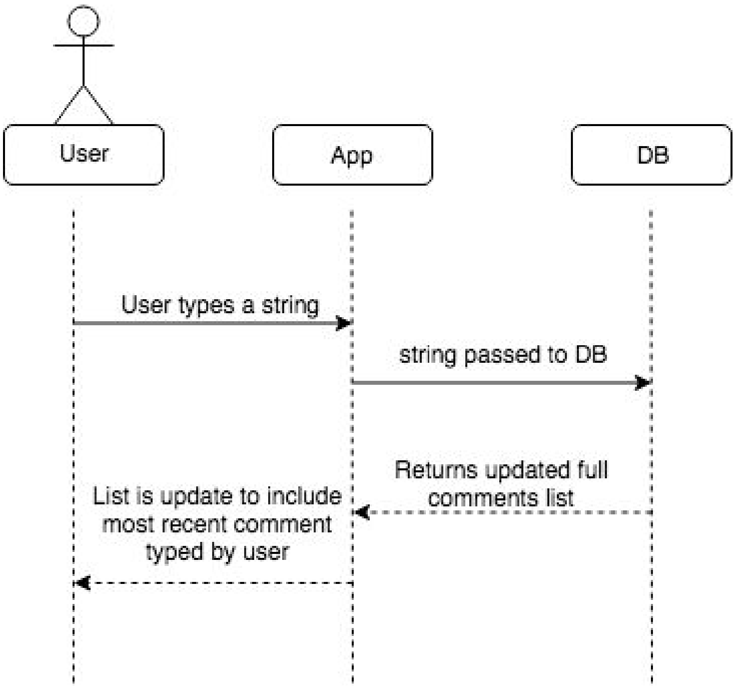
- Wire Frame 2:



P 7 - Produce two system interaction diagrams


Player
App/Game
Api/DataBase
Presses Start
Request Deck info for number of players
returns deck info as json
creates deck using provided json data, deck used to initiate game, cards dealt to player

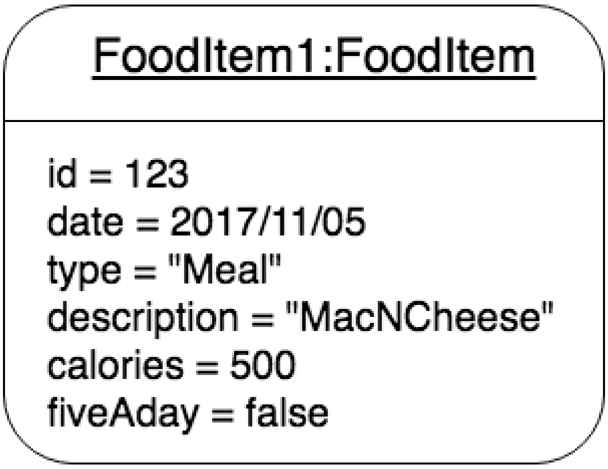
Game being started


User
App
DB
User types a string
string passed to DB
Returns updated full comments list
List is update to include most recent comment typed by user

Web App chat list page, on comment input.

P 8 - Produce two object diagrams:

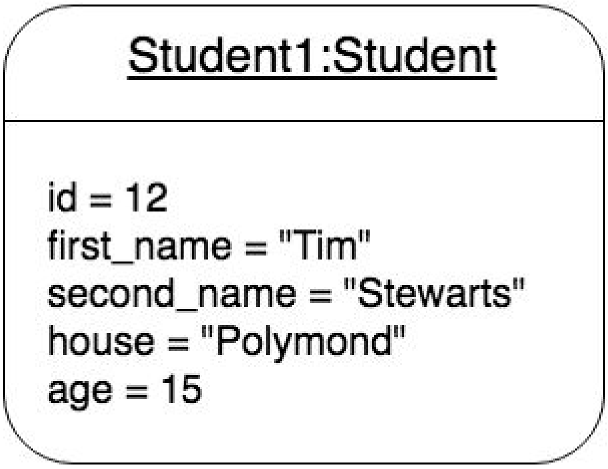
- FoodItem Object:



FoodItem1:FoodItem

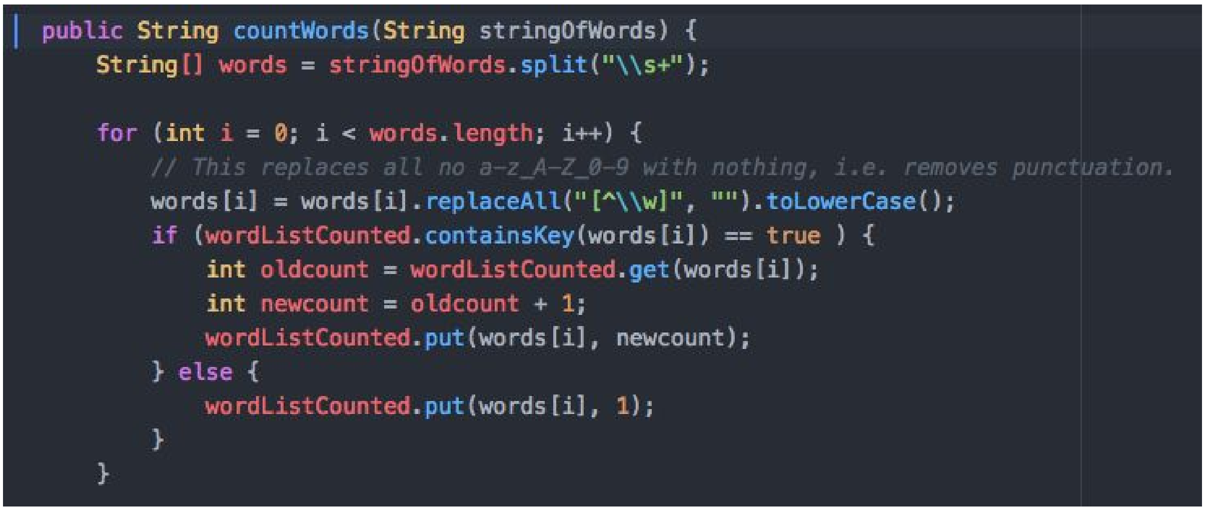
id = 123
date = 2017/11/05
type = "Meal"
description = "MacNCheese"
calories = 500
fiveAday = false

- Student Object:



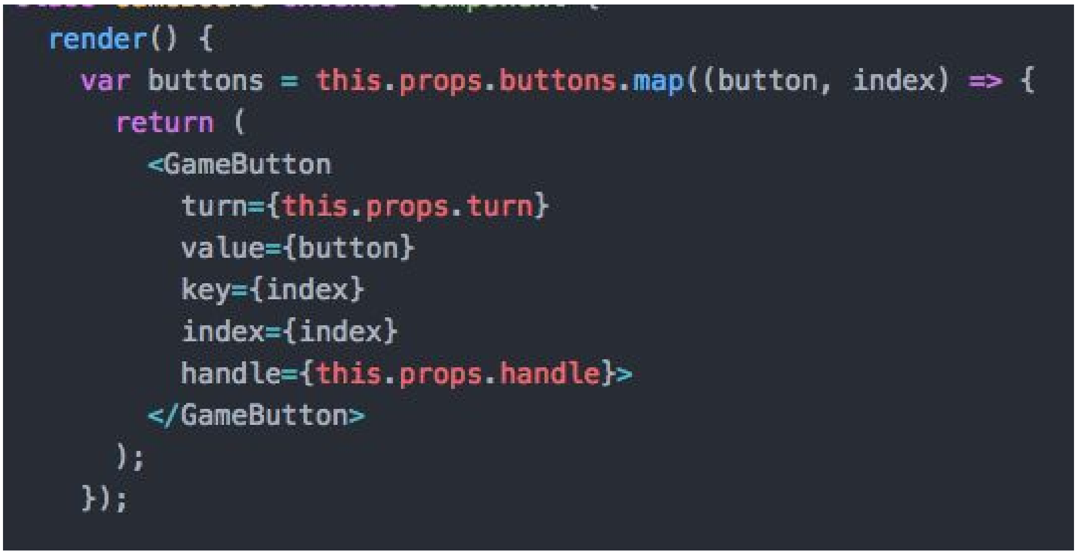
P 9

- Select two algorithms you have written (NOT the group project). Take a screenshot of each and write a short statement on why you have chosen to use those algorithms.



```
public String countWords(String stringOfWords) {
    String[] words = stringOfWords.split("\\s+");

    for (int i = 0; i < words.length; i++) {
        // This replaces all no a-z_A-Z_0-9 with nothing, i.e. removes punctuation.
        words[i] = words[i].replaceAll("[^\\w]", "").toLowerCase();
        if (wordListCounted.containsKey(words[i]) == true ) {
            int oldcount = wordListCounted.get(words[i]);
            int newcount = oldcount + 1;
            wordListCounted.put(words[i], newcount);
        } else {
            wordListCounted.put(words[i], 1);
        }
    }
```

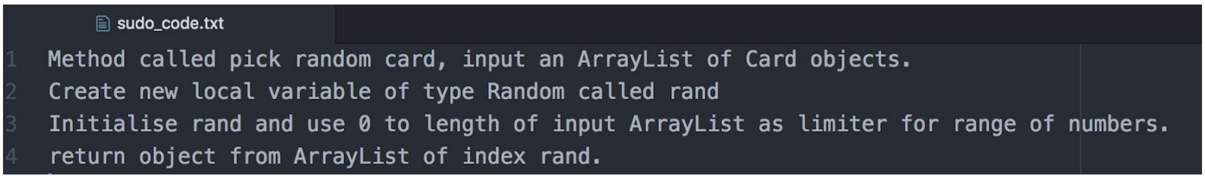
This algorithm takes a string of words input, and outputs a hashmap of unique words as keys with their count as the value. Without it there is no good way to actually get the number of times each word is used in the sentence. Any string can be input, it's repeatable and effcient.



```
  render() {
    var buttons = this.props.buttons.map((button, index) => {
      return (
        <GameButton
          turn={this.props.turn}
          value={button}
          key={index}
          index={index}
          handle={this.props.handle}>
        </GameButton>
      );
    });
```

This one maps over an array this.props.buttons and returns an object <GameButton> for each item in the array. I used it as the action is repeatable, so saves writing it out many time, but also now doesn't rely on you knowing how many are being input, just that the format is the same.

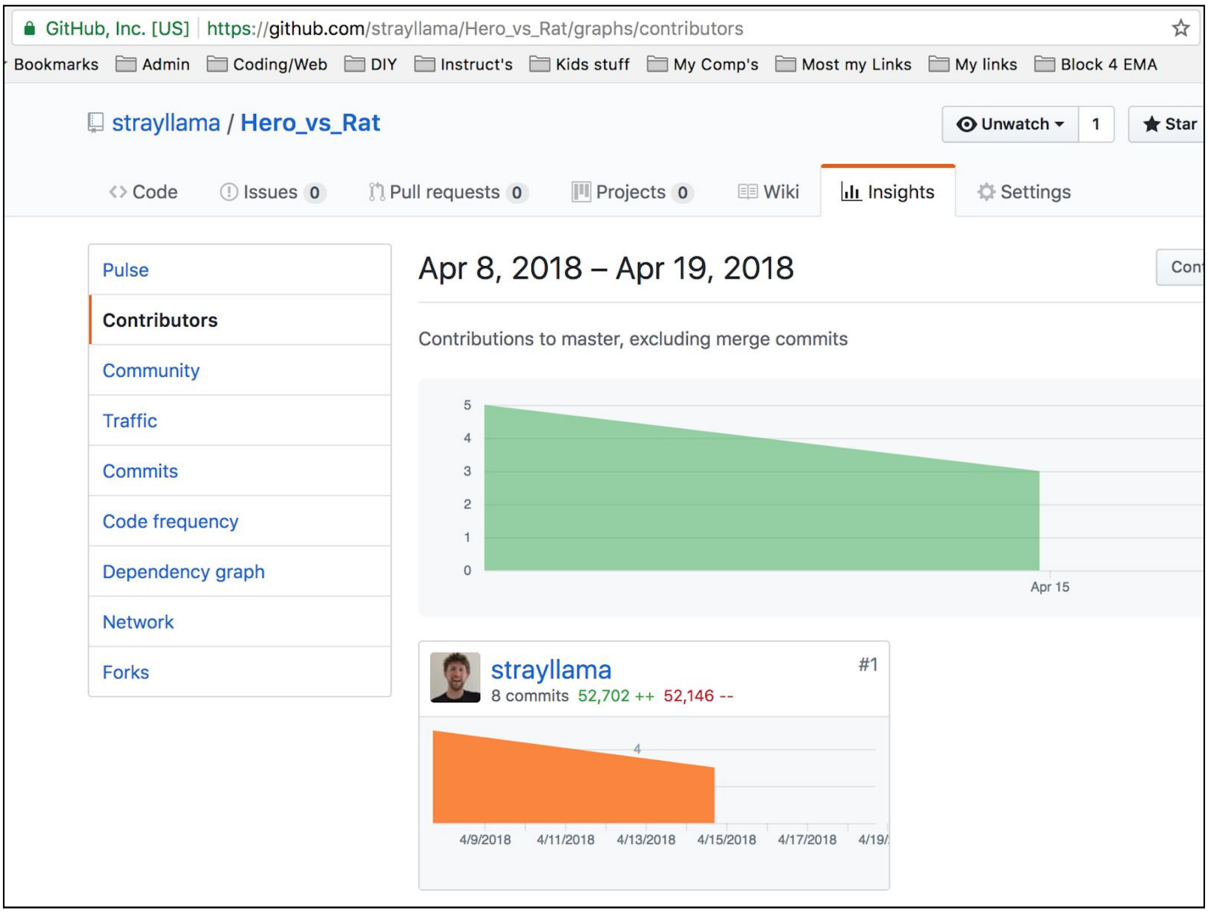
P 10 - A screenshot of an example of pseudocode for a function:



```
Method called pick random card, input an ArrayList of Card objects.
Create new local variable of type Random called rand
Initialise rand and use 0 to length of input ArrayList as limiter for range of numbers.
return object from ArrayList of index rand.
```

P 11

- Take a screenshot of one of your projects where you have worked alone and attach the Github link:



Apr 8, 2018 – Apr 19, 2018

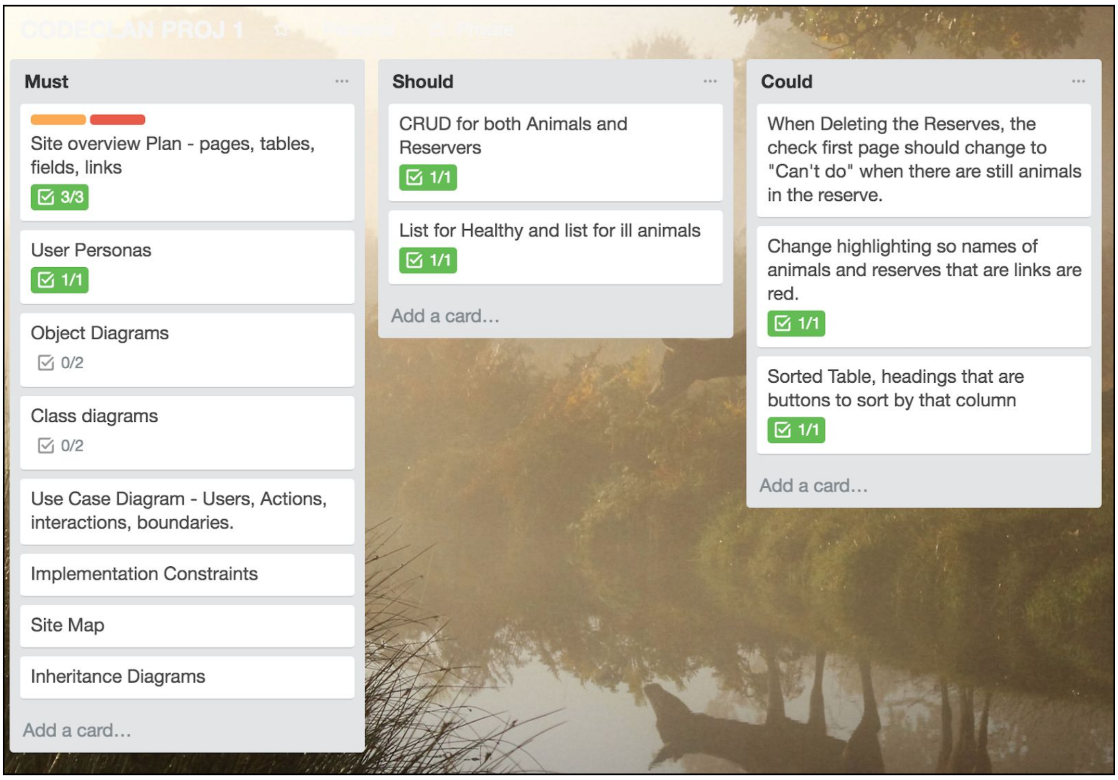
Contributions to master, excluding merge commits

strayllama
8 commits 52,702 ++ 52,146 --

LINK: https://github.com/strayllama/Hero_vs_Rat

P 12

- Take screenshots or photos of your planning and the different stages of development to show changes:



CODECLAN PROJ 1 · Personal · Private

Must

- Site overview Plan - pages, tables, fields, links ☑ 3/3
- User Personas ☑ 1/1
- Object Diagrams ☑ 0/2
- Class diagrams ☑ 0/2
- Use Case Diagram - Users, Actions, interactions, boundaries.
- Implementation Constraints
- Site Map
- Inheritance Diagrams

Add a card…

Should

- CRUD for both Animals and Reservers ☑ 1/1
- List for Healthy and list for ill animals ☑ 1/1

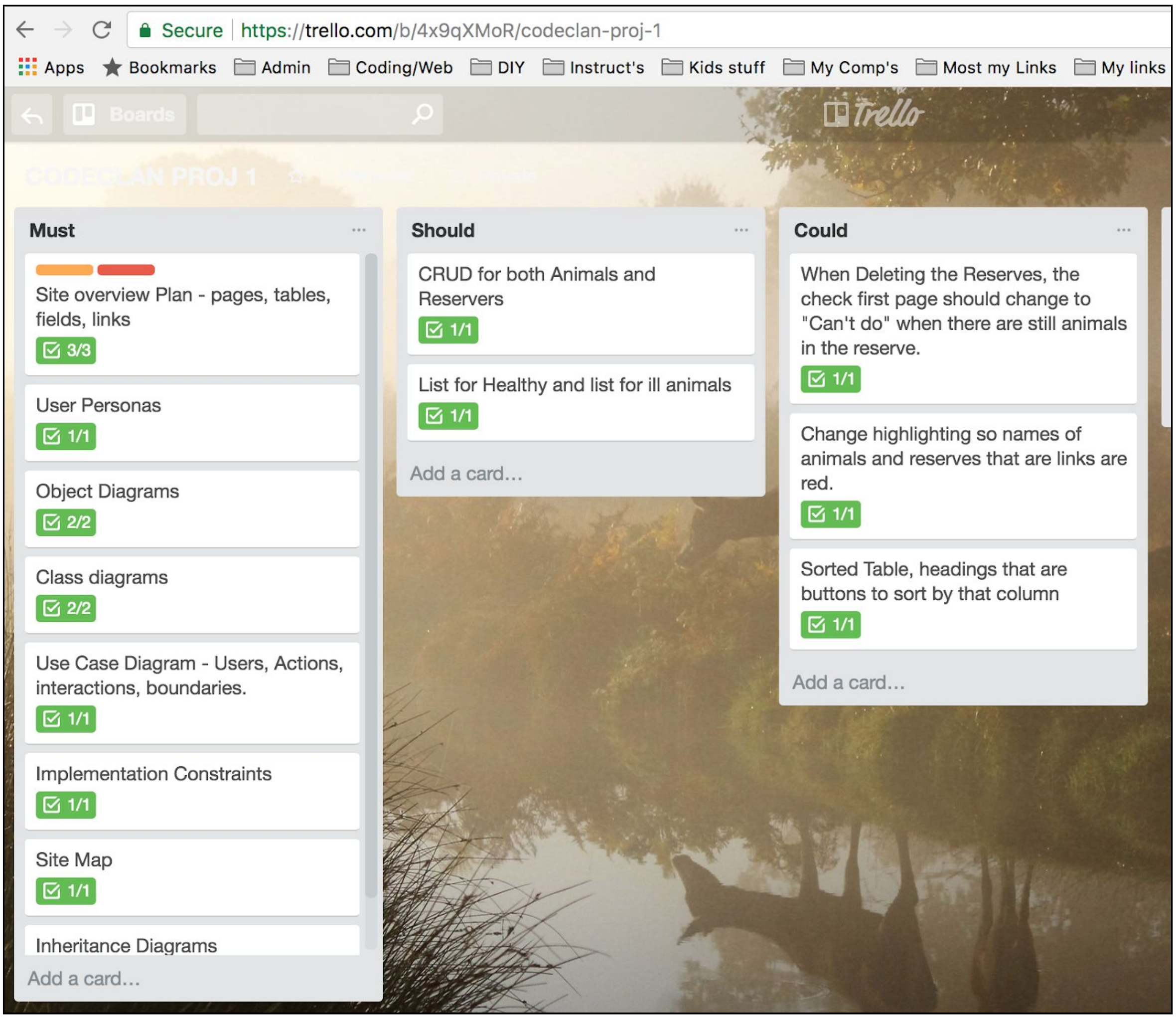
Add a card…

Could

- When Deleting the Reserves, the check first page should change to "Can't do" when there are still animals in the reserve.
- Change highlighting so names of animals and reserves that are links are red. ☑ 1/1
- Sorted Table, headings that are buttons to sort by that column ☑ 1/1

Add a card…

Midway through project



Must

- Site overview Plan - pages, tables, fields, links ☑ 3/3
- User Personas ☑ 1/1
- Object Diagrams ☑ 2/2
- Class diagrams ☑ 2/2
- Use Case Diagram - Users, Actions, interactions, boundaries. ☑ 1/1
- Implementation Constraints ☑ 1/1
- Site Map ☑ 1/1
- Inheritance Diagrams

Add a card…

Should

- CRUD for both Animals and Reservers ☑ 1/1
- List for Healthy and list for ill animals ☑ 1/1

Add a card…

Could

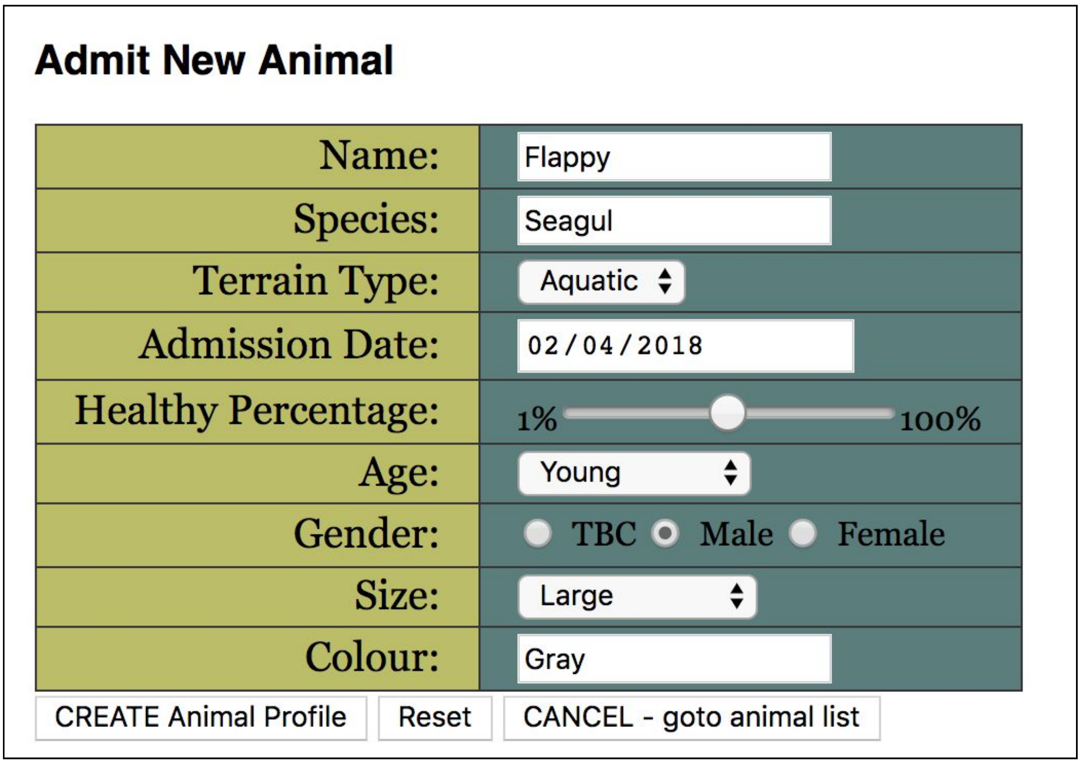
- When Deleting the Reserves, the check first page should change to "Can't do" when there are still animals in the reserve. ☑ 1/1
- Change highlighting so names of animals and reserves that are links are red. ☑ 1/1
- Sorted Table, headings that are buttons to sort by that column ☑ 1/1

Add a card…

End of Project

P 13 + P 14 + P 15

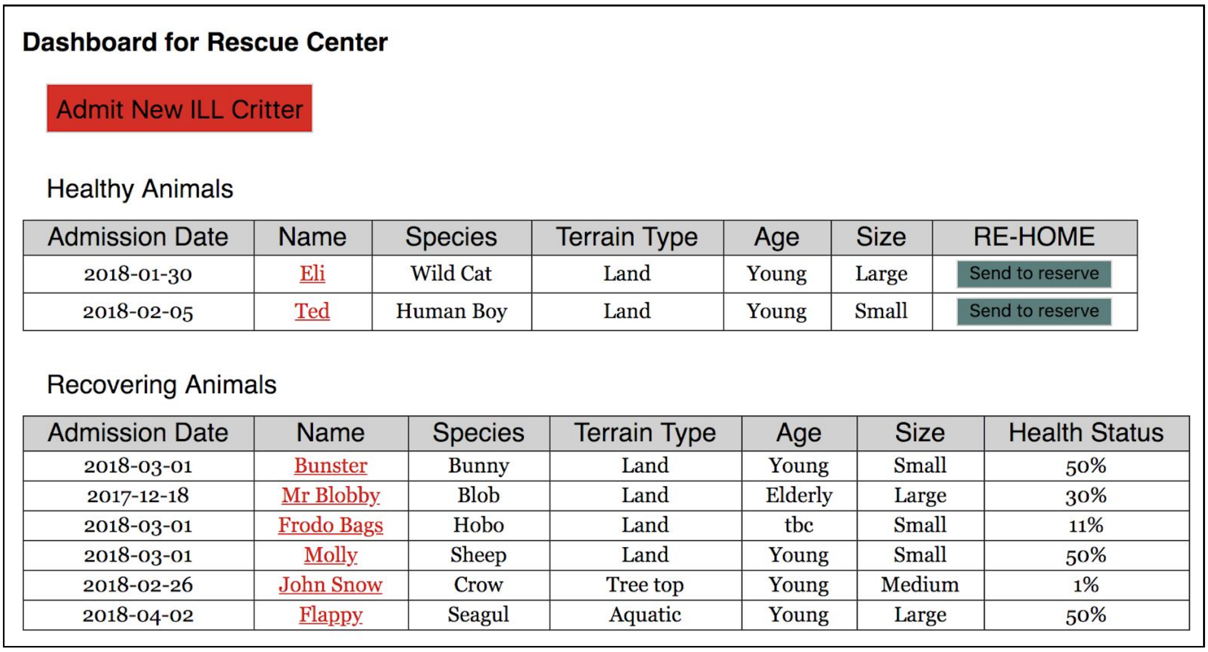
- User input being processed according to design requirements AND show an interaction with data persistence AND show the correct output of results and feedback to user:
  - The user inputting Data into your program - FILLED OUT FORM:



Admit New Animal

Name:	Flappy
Species:	Seagul
Terrain Type:	Aquatic
Admission Date:	02/04/2018
Healthy Percentage:	1% 100%
Age:	Young
Gender:	○ TBC ● Male ○ Female
Size:	Large
Colour:	Gray

- The user input / data being saved and processed in some way - LISTED:



Dashboard for Rescue Center

Healthy Animals

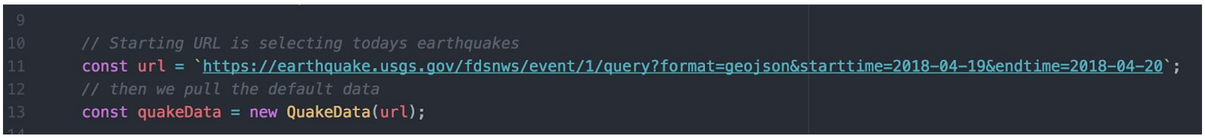
Admission Date	Name	Species	Terrain Type	Age	Size	RE-HOME
2018-01-30	Eli	Wild Cat	Land	Young	Large	Send to reserve
2018-02-05	Ted	Human Boy	Land	Young	Small	Send to reserve

Recovering Animals

Admission Date	Name	Species	Terrain Type	Age	Size	Health Status
2018-03-01	Bunster	Bunny	Land	Young	Small	50%
2017-12-18	Mr Blobby	Blob	Land	Elderly	Large	30%
2018-03-01	Frodo Bags	Hobo	Land	tbc	Small	11%
2018-03-01	Molly	Sheep	Land	Young	Small	50%
2018-02-26	John Snow	Crow	Tree top	Young	Medium	1%
2018-04-02	Flappy	Seagul	Aquatic	Young	Large	50%

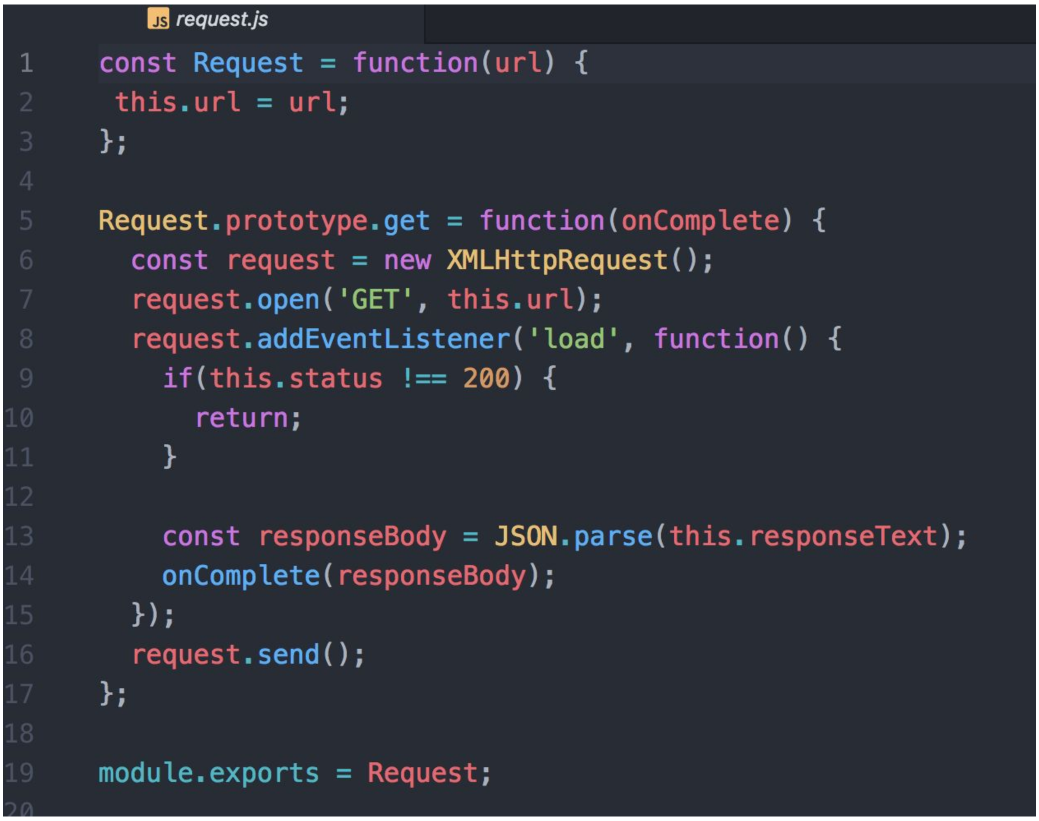
P 16

- Show an API being used within your program. Take a screenshot of:
  - The code that uses or implements the API



```
// Starting URL is selecting todays earthquakes
const url = `https://earthquake.usgs.gov/fdsnws/event/1/query?format=geojson&starttime=2018-04-19&endtime=2018-04-20`;
// then we pull the default data
const quakeData = new QuakeData(url);
```

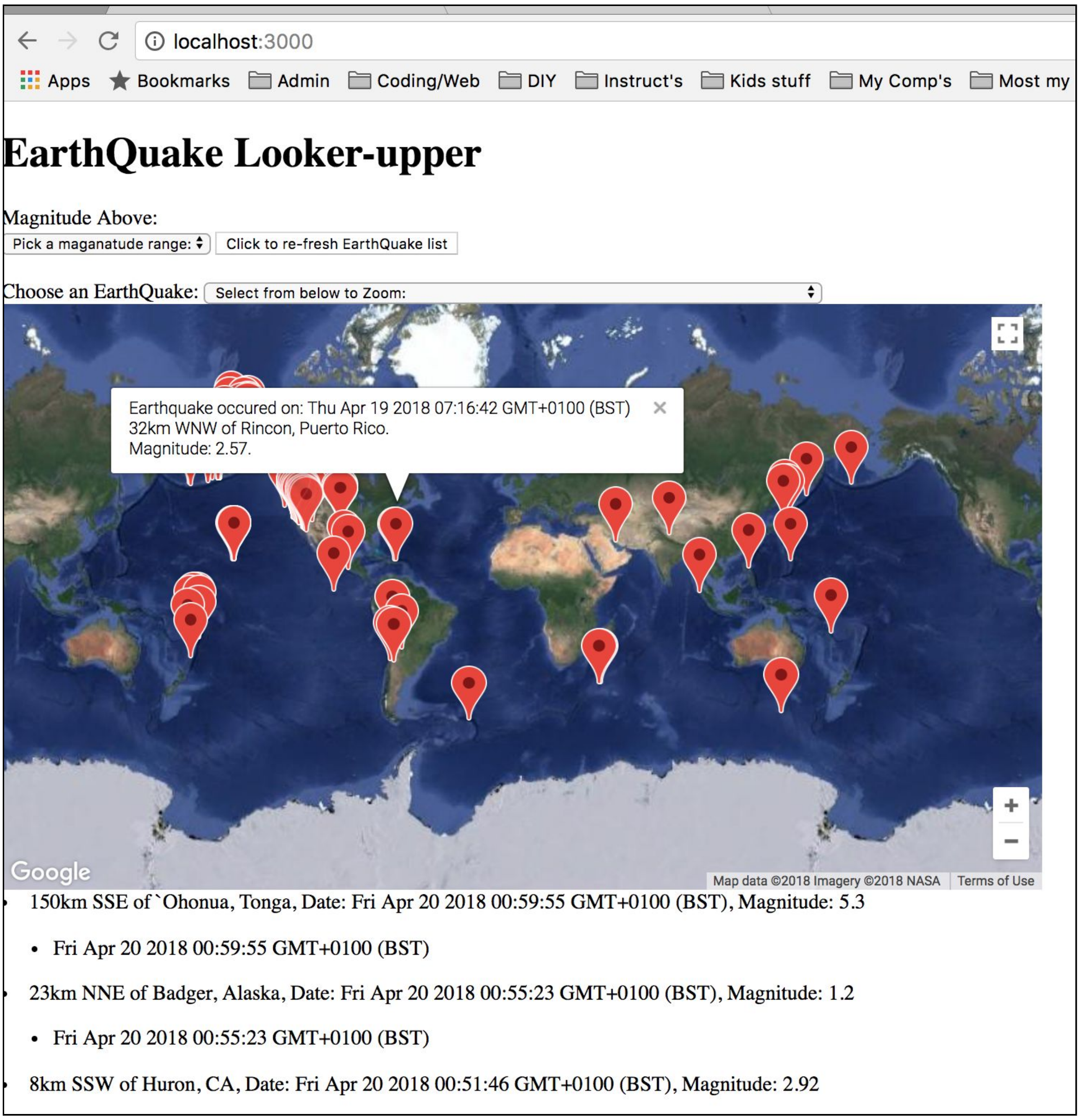
QuakeData is Request.js



request.js

```
const Request = function(url) {
 this.url = url;
};

Request.prototype.get = function(onComplete) {
  const request = new XMLHttpRequest();
  request.open('GET', this.url);
  request.addEventListener('load', function() {
    if(this.status !== 200) {
      return;
    }

    const responseBody = JSON.parse(this.responseText);
    onComplete(responseBody);
  });
  request.send();
};

module.exports = Request;
```

- The API being used by the program whilst running



EarthQuake Looker-upper

Magnitude Above:

Pick a maganatude range: | Click to re-fresh EarthQuake list

Choose an EarthQuake: Select from below to Zoom:

Earthquake occured on: Thu Apr 19 2018 07:16:42 GMT+0100 (BST)
32km WNW of Rincon, Puerto Rico.
Magnitude: 2.57.

- 150km SSE of `Ohonua, Tonga, Date: Fri Apr 20 2018 00:59:55 GMT+0100 (BST), Magnitude: 5.3
  - Fri Apr 20 2018 00:59:55 GMT+0100 (BST)
- 23km NNE of Badger, Alaska, Date: Fri Apr 20 2018 00:55:23 GMT+0100 (BST), Magnitude: 1.2
  - Fri Apr 20 2018 00:55:23 GMT+0100 (BST)
- 8km SSW of Huron, CA, Date: Fri Apr 20 2018 00:51:46 GMT+0100 (BST), Magnitude: 2.92

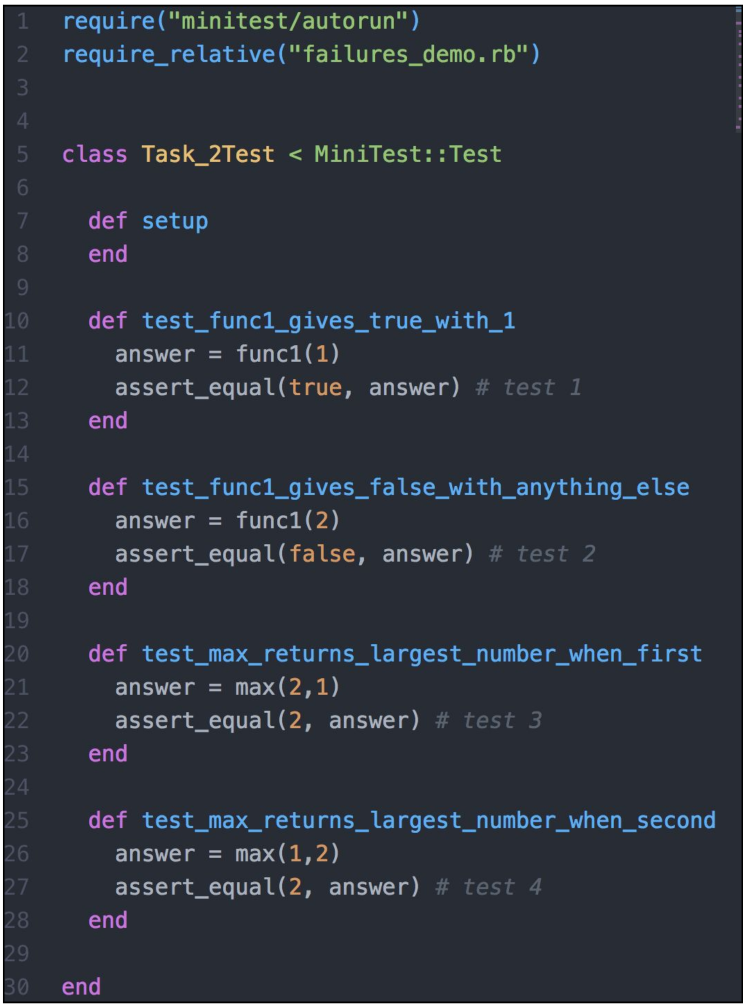
P 17 - A Bug tracking Reports:

BUG	Fail / Pass
Player can save can change their name	Pass
Discarded cards appear on the discard pile	Pass
Number of active players can be chosen as 2,3 or 4	Fail
Deck takes out one card before dealing player cards	Fail
When player wins, as the deck runs out of cards, the message should be	Fail

player won, not cards ran out.	

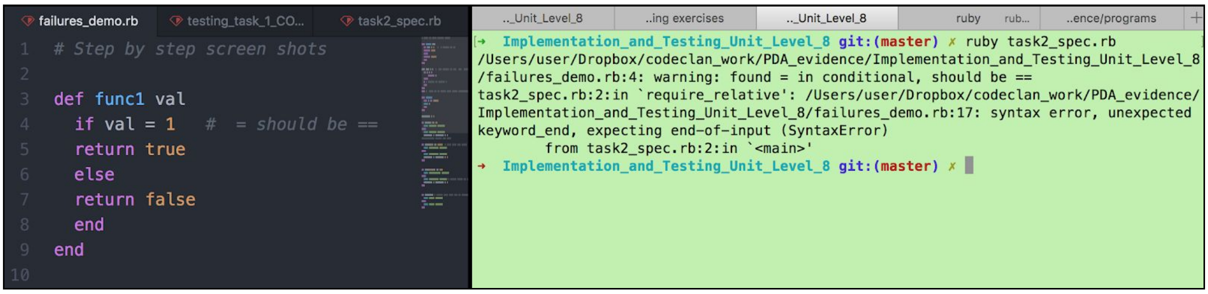
P 18 - Testing in my program:

- Example of test code:



```ruby
require("minitest/autorun")
require_relative("failures_demo.rb")


class Task_2Test < MiniTest::Test

  def setup
  end

  def test_func1_gives_true_with_1
    answer = func1(1)
    assert_equal(true, answer) # test 1
  end

  def test_func1_gives_false_with_anything_else
    answer = func1(2)
    assert_equal(false, answer) # test 2
  end

  def test_max_returns_largest_number_when_first
    answer = max(2,1)
    assert_equal(2, answer) # test 3
  end

  def test_max_returns_largest_number_when_second
    answer = max(1,2)
    assert_equal(2, answer) # test 4
  end

end
```

- The test code failing to pass:

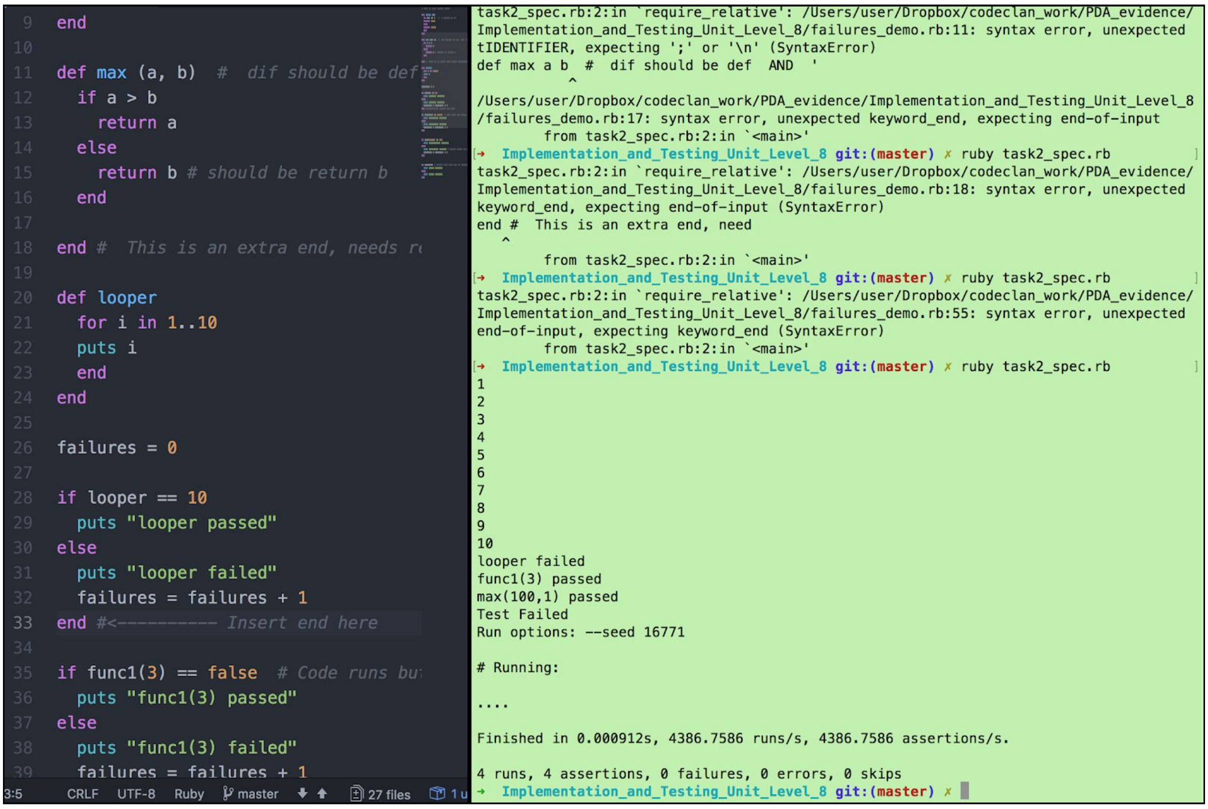


```ruby
1  # Step by step screen shots
2
3  def func1 val
4    if val = 1   #  = should be ==
5    return true
6    else
7    return false
8    end
9  end
10
```

```
→  Implementation_and_Testing_Unit_Level_8 git:(master) ✗ ruby task2_spec.rb
/Users/user/Dropbox/codeclan_work/PDA_evidence/Implementation_and_Testing_Unit_Level_8
/failures_demo.rb:4: warning: found = in conditional, should be ==
task2_spec.rb:2:in `require_relative': /Users/user/Dropbox/codeclan_work/PDA_evidence/
Implementation_and_Testing_Unit_Level_8/failures_demo.rb:17: syntax error, unexpected
keyword_end, expecting end-of-input (SyntaxError)
        from task2_spec.rb:2:in `<main>'
→  Implementation_and_Testing_Unit_Level_8 git:(master) ✗
```

Failing on line 4 due to single = where double == is needed.

- Example of the test code once errors have been corrected + test code passing:



```ruby
end

def max (a, b)  #  dif should be def
  if a > b
    return a
  else
    return b # should be return b
  end

end #  This is an extra end, needs re

def looper
  for i in 1..10
  puts i
  end
end

failures = 0

if looper == 10
  puts "looper passed"
else
  puts "looper failed"
  failures = failures + 1
end #<---------- Insert end here

if func1(3) == false  # Code runs bu
  puts "func1(3) passed"
else
  puts "func1(3) failed"
  failures = failures + 1
```

```
task2_spec.rb:2:in `require_relative': /Users/user/Dropbox/codeclan_work/PDA_evidence/
Implementation_and_Testing_Unit_Level_8/failures_demo.rb:11: syntax error, unexpected
tIDENTIFIER, expecting ';' or '\n' (SyntaxError)
def max a b  #  dif should be def  AND  '
           ^
/Users/user/Dropbox/codeclan_work/PDA_evidence/Implementation_and_Testing_Unit_Level_8
/failures_demo.rb:17: syntax error, unexpected keyword_end, expecting end-of-input
        from task2_spec.rb:2:in `<main>'
→  Implementation_and_Testing_Unit_Level_8 git:(master) ✗ ruby task2_spec.rb
task2_spec.rb:2:in `require_relative': /Users/user/Dropbox/codeclan_work/PDA_evidence/
Implementation_and_Testing_Unit_Level_8/failures_demo.rb:18: syntax error, unexpected
keyword_end, expecting end-of-input (SyntaxError)
end #  This is an extra end, need
   ^
        from task2_spec.rb:2:in `<main>'
→  Implementation_and_Testing_Unit_Level_8 git:(master) ✗ ruby task2_spec.rb
task2_spec.rb:2:in `require_relative': /Users/user/Dropbox/codeclan_work/PDA_evidence/
Implementation_and_Testing_Unit_Level_8/failures_demo.rb:55: syntax error, unexpected
end-of-input, expecting keyword_end (SyntaxError)
        from task2_spec.rb:2:in `<main>'
→  Implementation_and_Testing_Unit_Level_8 git:(master) ✗ ruby task2_spec.rb
1
2
3
4
5
6
7
8
9
10
looper failed
func1(3) passed
max(100,1) passed
Test Failed
Run options: --seed 16771

# Running:

....

Finished in 0.000912s, 4386.7586 runs/s, 4386.7586 assertions/s.

4 runs, 4 assertions, 0 failures, 0 errors, 0 skips
→  Implementation_and_Testing_Unit_Level_8 git:(master) ✗
```