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**DATE:** March 4, 2017  
**Week: 7**

* **Code Topic:** Junit tests  
  **Description of Understanding:**.   
  Testing the code is a key to making large projects work. With the physics of the pong game, testing the code is key to making sure each ball goes in the right direction or goes at all. I have had a hard time testing it because it won’t compile right on some of them. But I grasp the concept of it. I have spent numerous hours watching videos and coding to make it work and even if I copy exactly how they do it on the video mine won’t compile in net beans or eclipse.

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| FILE | GIT HUB LINK | What should I be looking for | CODE: sandbox or mine |
| Pong.java | https://github.com/traneb/cit360/blob/Junit/Pong.java | code | mine |
| MathUtilTest.java | https://github.com/traneb/cit360/blob/Junit/mathUtil.java | testing | mine |
| Testing.java | https://github.com/traneb/cit360/blob/Junit/Testing.java | Junit testing | mine |
| newEmptyTestNGTest.java | https://github.com/traneb/cit360/blob/Junit/newEmptyTestNGTest.java | Testing | mine |
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Teaching Video: