Tu Lam

CS 362 / Instructor Vijay Tadimeti

March 4th, 2021

# Homework #7

### 1. *FizzBuzz*

i) *Follow the instructions and submit your code and tests to github.*

**Answer:** The following program and test are submitted through GitHub and the link is below:

GitHub: https://github.com/tulam1/CS362-hw7

### 2. *Leap Year*

i) *Follow the instructions and submit your code and tests to github.*

**Answer:** The following program and test are submitted through GitHub and the link is below:

GitHub: https://github.com/tulam1/CS362-hw7

### 3. *In-Class Revisit*

i) *Would you apply test driven development within your social media system from in-class activity 1? Explain with a scenario.*

**Answer:** Visiting back to the first in-class activity, I focus on the design of Snapchat, where a program let people send picture and video to their friends temporary before it gets delete once the friend saw it. Now, we have to apply test-driven development (TDD) on this social media platform, so one part out of the platform I would choose is the sending video/picture part of the app.

In the case of this specific part of the app, the user can send the video/picture to their friend with the button of "send" and them selecting who they want to send. Now with TDD involve, we can create a test to fail at first when we know new feature can be implemented to correct it. First, we could redirect the sending to display error

while the sending to the person and ask the user to try again. Since the program need at least internet/LTE data to send stuff, write a code to check if the user has already connected to the internet. Then create a code that would let the user and redirect the sending to the other person to be complete showing an icon and with the word "send success". Next, we would run a test to verify everything is working correctly after creating the code for the sending function. Lastly, we can then create the send button once the user finish editing the video/photo and select the person they want to send it to.