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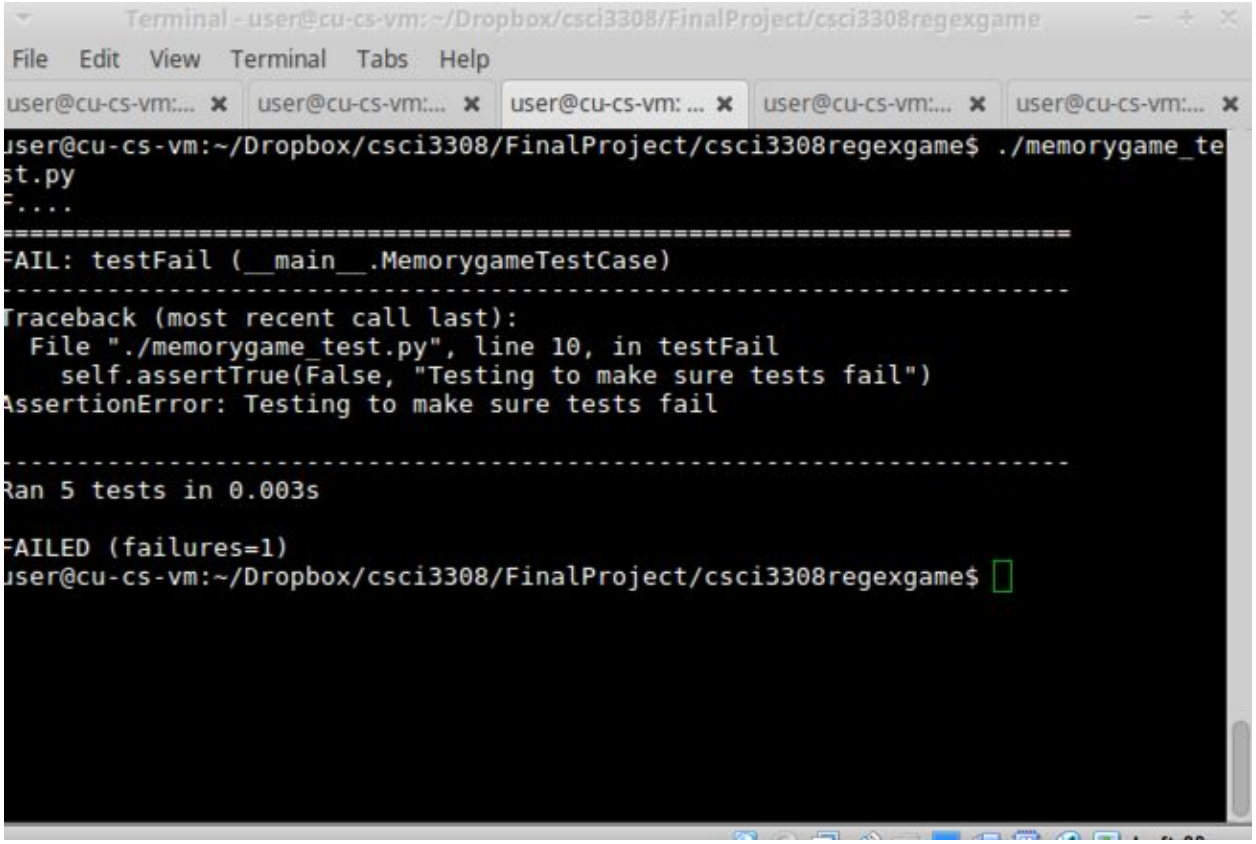
Regex Memory Game

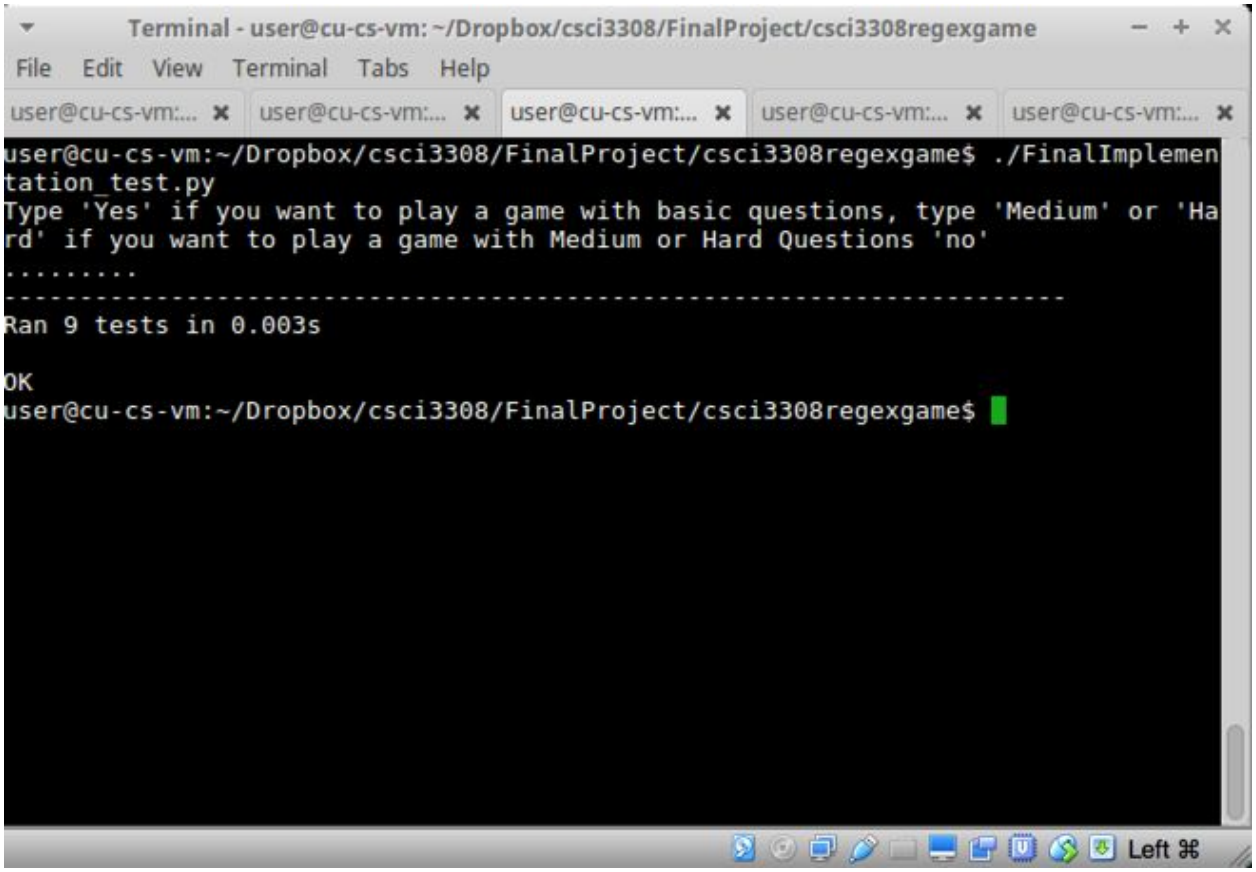
Our vision is to create a game that will help students learn Regex in a fun and interactive manner.

We used python unit tests to test both our pygame and our terminal game.

Here is the test of the pygame. The failure is intentional, to make sure the tests were working properly.



Here is the test of the terminal version. All the tests we ran passed.



Here is an example of the tests we wrote and ran to determine whether the questions and answers were pulled from the database correctly.

Terminal - user@cu-cs-vm: ~/Dropbox/csci3308/FinalProject/csci3308regexgame

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user@cu-cs-vm:... user@cu-cs-vm:... user@cu-cs-vm:... user@cu-cs-vm:... user@cu-cs-vm:...

```
#!/usr/bin/env python

import unittest
from FinalImplementation import *

class finalTest(unittest.TestCase):
    def testTests(self):
        self.assertTrue(True, "Error: Something is wrong with your tests")
    def testfillQuestionListBasic(self):
        test=fillQuestionListBasic()
        self.assertEqual(test,1, "Error: Did not fill basic questions correctly"
)
    def testfillAnswerListBasic(self):
        test=fillAnswerListBasic()
        self.assertEqual(test,1,"Error: Did not fill basic answers correctly")
    def testfillQuestionListDifficulty(self):
        test=fillQuestionListDifficulty('Hard')
        self.assertEqual(test,1,"Error: Did not fill hard questions correctly")
    def testfillQuestionListDififcultyMedium(self):
        test=fillQuestionListDifficulty("Medium")
        self.assertEqual(test,1,"Error:Did not fill medium questions correctly")
    def testbadfillQUestionListDifficulty(self):
        test=fillQuestionListDifficulty("Bad string")
                                                                19,1          Top
```