

CS 1632 - DELIVERABLE 2: Unit Testing CitySim9006

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https://github.com/yoshino0705/CS1632_Deliverable_2/

Description of issues

The only trouble I struggled the most when writing these test cases was the use of stubbing methods. I understand the convenience of stubbing methods, but stubbing is usually used to solve the dependency problems between multiple classes or methods. However, there is only one class in my program. The example of using stub in tests in the course github repository is also used to solve dependency problems between two classes, where the Graph class has a method that requires a Node class object. So I tried to partition one of my methods further, and make one method depend on the other's output, and then I was able to create another 3 test cases that uses the stubbing technique.

```
C:\Users\Weihao\Desktop\CS 1632\Deliverable 2\CS1632_Deliverable_2>ruby city_sim_9006_test.rb  
Run options: --seed 65484
```

```
# Running:
```

```
.....Driver 0 heading from Hospital to Hillman via Foo St.
```

```
....Driver 0 obtained 0 books!
```

```
Driver 0 obtained 0 dinosaur toys!
```

```
Driver 0 attended 1 class!
```

```
.....
```

```
Finished in 0.034756s, 661.7582 runs/s, 661.7582 assertions/s.
```

```
23 runs, 23 assertions, 0 failures, 0 errors, 0 skips
```