

CS 1632 - DELIVERABLE 2: Unit Testing CitySim9006

Wei-Hao Chen

(yoshino0705)

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, 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. I have tried my best to come up with ways to use the technique in my test cases, but unfortunately I could only come up with one, and that is making a fake psuedo random number generator's rand method. But other than that, I wasn't able to think of other ways to use it. Stubbing is great, but when it comes to a simple program like this deliverable, I just don't think it's necessary to use it, at least with my design. Maybe the future deliverables will require more uses of stubs that are necessary.

```
C:\Users\Weihao>cd "Desktop\CS 1632\Deliverable 2"
C:\Users\Weihao\Desktop\CS 1632\Deliverable 2>cd CS1632_Deliverable_2
C:\Users\Weihao\Desktop\CS 1632\Deliverable 2\CS1632_Deliverable_2>ruby city_sim_9006_test.rb
Run options: --seed 20202
# Running:
.....Driver 0 obtained 0 books!
Driver 0 obtained 0 dinosaur toys!
Driver 0 attended 1 class!
..Driver 0 heading from Cathedral to Monroeville via Fourth Ave.
..
Finished in 0.007647s, 2615.3288 runs/s, 2615.3288 assertions/s.
20 runs, 20 assertions, 0 failures, 0 errors, 0 skips
C:\Users\Weihao\Desktop\CS 1632\Deliverable 2\CS1632_Deliverable_2>
```