Unit Testing Report: Shubham Mehta, Harnoor Reen, Tyler Hong

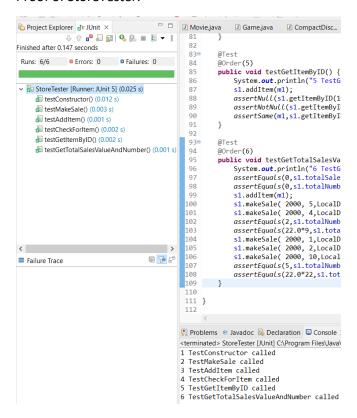
All testConstructors: All these tets check if the values have been initialized(not null), and that the values are initialized properly. They also check the copy constructors by checking the details and thr ItemID. After using the copy constructor we check to see if the CurrentItemID is incremented or not.

All getPrice: For Item we check the boundary conditions by providing a date of before 1 year, exactly 1 year and 1 day after 1 year to see if the discounts are applied properly or not. For book we check that no matter what the date is the value is not affected. For Game we check that if the game is discontinued then the value is times 20 because it is vintage. For the other classes the test is the same as for Item.

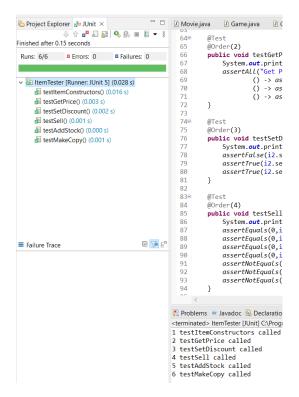
All makeCopy: We get the object returned from the makeCopy() and check that the two objects are not same i.e. they do not refer to the same memory by using assertNotSame().

For the rest of the tests we use Boundary testing and descision testing to rigrously test all the units.

Proof of StoreTester:



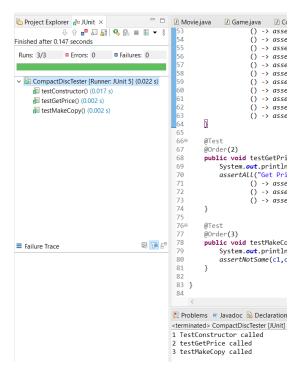
Proof of ItemTester:



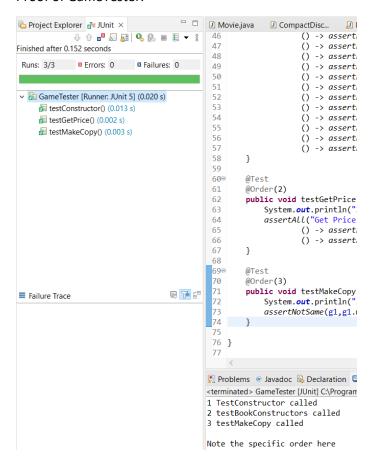
Proof of BookTester:



Proof of CompactDiscTester:



Proof of GameTester:



Proof of MovieTester:

