

! This class has been made inactive. No posts will be allowed until an instructor reactivates the class.

question

33 views

## Sharing Test Cases for Bayou

Are we allowed to share test cases with each other (Say on Piazza)? I guess it will be very helpful in testing our code.

bayou

Updated 7 months ago by Anonymous

the students' answer, where students collectively construct a single answer

Click to start off the wiki answer

the instructors' answer, where instructors collectively construct a single answer

We don't see a problem with this. Just be sure you're not sharing anything more than test cases and expected outputs.

Updated 7 months ago by David Wetterau

followup discussions for lingering questions and comments

☒ Resolved ☐ Unresolved



**Anonymous** 7 months ago

Here are some test cases I created. They are very simple and may not be all correct. Any correction is welcomed.

Please share at least one test before using :)

xf\_tests.zip



**Anonymous** 7 months ago for xf\_err\_dep.test

line 14 'get 2 b' should give ERR\_KEY instead of ERR\_DEP, since b was never written.

And 'NOT\_FOUND' should be 'ERR\_KEY'



**Anonymous** 7 months ago

line 14 'get 2 b' should give ERR\_KEY instead of ERR\_DEP, since b was never written.

Some clarification on this would be nice - if both apply, should ERR\_KEY or ERR\_DEP take precedence?



**Michael** 7 months ago I want to assume ERR\_DEP goes first, since ERR\_KEY is technically giving the client information about the current state of the playlist. ex. if a client adds a new song, then asks an ignorant server about the song and gets ERR\_KEY, that's the same problem as changing the url from A to B, then asking an ignorant server and getting A.

☒ Resolved ☐ Unresolved



**Anonymous** 7 months ago

3 more test cases. Any correction is welcomed.

anonymous.zip



**Ethan Petuchowski** 7 months ago In 3\_1.ans, "DELETE: (c5, ):TRUE" should be "DELETE: (c5):TRUE"



**Anonymous** 6 months ago These tests do not accurately reflect conditions of the project.

In 3\_1, you have a "put" between a pause and start. According to @91, this is not something we will be tested on.

Additionally, in 3\_1, you retire a server with a client still attached to it. This is against @97.

☒ Resolved ☐ Unresolved



**Michael** 7 months ago

3tests.zip



**Eric Nguyen** 7 months ago In 3\_1.test, you should issue breakConnection 7 2 before issuing retireServer 2, as per @97.