

# Reflection & Test Plan - Assignment 2 Question 5

[Commentary](#)

[Normal Data](#)

[Test Run 1](#)

[Program Input](#)

[Expected Program Output](#)

[Actual Output](#)

[Test Run 2](#)

[Program Input](#)

[Expected Program Output](#)

[Actual Output](#)

[Abnormal Data](#)

[Test Run 3](#)

[Program Input](#)

[Expected Program Output](#)

[Actual Output](#)

[Test Run 4](#)

[Program Input](#)

[Expected Program Output](#)

[Actual Output](#)

[Test Run 5](#)

[Program Input](#)

[Expected Program Output](#)

[Actual Output](#)

## Commentary

- resources that you referred to
  - I used this instead of the Oracle docs, I found it much easier to go through the different functions I needed and decide which one to use: [http://www.tutorialspoint.com/java/java\\_arraylist\\_class.htm](http://www.tutorialspoint.com/java/java_arraylist_class.htm)
- any other comment that reflects on your learning to program
  - I learned that ArrayLists are probably the most general and easiest way to organize data into array-like objects. I would much prefer to use them over a stack or a queue and iterating in different directions. There are arguments for more appropriate use of memory, speed, etc. But for most of the things I'll be coding, this is not relevant.

## Normal Data

### Test Run 1

### **Program Input**

```
jenga.push(0);
```

### **Expected Program Output**

```
[1, 2, 3, 4, 5]
```

```
[1, 2, 3, 4, 5, 0]
```

### **Actual Output**

as expected

### **Test Run 2**

#### **Program Input**

```
jenga.push(-12);
```

#### **Expected Program Output**

```
[1, 2, 3, 4, 5]
```

```
[1, 2, 3, 4, 5, -12]
```

#### **Actual Output**

as expected

### **Abnormal Data**

### **Test Run 3**

#### **Program Input**

```
jenga.push("ABC");
```

#### **Expected Program Output**

Will not compile

#### **Actual Output**

as expected

### **Test Run 4**

#### **Program Input**

```
jenga.push(1.5);
```

### **Expected Program Output**

Will not compile

### **Actual Output**

as expected

### **Test Run 5**

#### **Program Input**

jenga.push();

#### **Expected Program Output**

Will not compile

#### **Actual Output**

as expected