Mohit Jain

CS 1632

Deliverable #1

SUMMARY: Moving past the last entry of an eastern wall throws an ArrayIndexOutOfBounds Exception.

DESCRIPTION: If a player tries to go past the last entry of any row within the matrix, the system will throw an array out of bounds exception and end the program instead of displaying that you bumped into the eastern wall.

REPRODUCTION STEPS:

1. The player starts the game at the very first entry of the matrix.
2. The player continues to move east till the player reaches the last entry of the first row of the matrix.
3. Assuming that the player has not met Professor Wumpus and/or the TA, the player is at the last entry of the first row of the matrix and presses the east key one more time
4. An Array Index Out of Bounds Exception will then be displayed.

EXPECTED BEHAVIOR: The system notifies you that you have bumped into the Eastern wall, i.e. the room does not exit. It displays: “There’s a wall there buddy!”

OBSERVED BEHAVIOR: An ArrayIndexOutOfBounds Exception has been displayed i.e.

Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: 5

at ProfWumpus.moveStudent(ProfWumpus.java:51)

at ProfWumpus.playGame(ProfWumpus.java:335)

at ProfWumpus.main(ProfWumpus.java:362)

SUMMARY: Starting the program displays a 5 by 5 matrix, instead of a 6 by 6 matrix.

DESCRIPTION: As per said by requirement #1, a 6 by 6 matrix must be displayed, and when the program is run as well as throughout the duration of the program, the program only reads in, understands, and displays a 5 by 5 matrix.

REPRODUCTION STEPS:

1. The program is run.
2. The matrix is displayed. You count the number or rows to be 5 and the number of columns to be 5 as well.
3. The matrix as you can see is a 5 by 5 matrix.

EXPECTED BEHAVIOR: The matrix displayed is a 6 by 6 matrix in which the location is indicated using the “S” symbol at the very first entry of the matrix.

OBSERVED BEHAVIOR: The matrix displayed in a 5 by 5 matrix in which the location is indicated using the “S” symbol at the very first entry of the matrix.

SUMMARY: Invalid argument causes program to crash with an exception displayed instead of simply running without the argument.

DESCRIPTION: Entering an argument in the command line after “java –jar profwumpus.jar” that is a letter, word, or is greater than a 32-bit integer, causes an exception, instead of ignoring the argument and running the program without it.

REPRODUCTION STEPS:

1. Open your command line and go to the folder where profWumpus.jar lies in.
2. Type “java –jar profWumpus.jar [whatever word you want/letter/number greater than 32 bit standard]”
3. Press enter to run the program.

EXPECTED BEHAVIOR: The program runs without the argument you entered and generates a different, arbitrary numbered seed.

OBSERVED BEHAVIOR: The program does not run and instead shows the following:

Welcome to Professor Wumpus

Exception in thread "main" java.lang.NumberFormatException: For input string: "bl"

at java.lang.NumberFormatException.forInputString(NumberFormatException.java:65)

at java.lang.Integer.parseInt(Integer.java:580)

at java.lang.Integer.parseInt(Integer.java:615)

at ProfWumpus.main(ProfWumpus.java:358)