Summary

In summary, the implementation and getting this project to initially function was not very difficult. I think what was the most difficult was testing the project after its implementation. In order to test the project, a lot of variable and object manipulation was required since a lot of the functions our team implemented had multiple block objects acting as parameters. Throughout the time that we tested this project, we found that we had hit various errors and failures, and these errors and failures that we encountered definitely helped us realize the sheer importance of testing and just how greatly testing actually helps us improve and find logical bugs within our program. In this program, I did not deal with very many edge cases, but I did deal with a lot of failure or corner cases as that was part of the requirement for the program to implement functions to check for errors. Since we created functions to check for errors, in order to test these functions, creating multiple corner/failure cases was necessary. According to our flame graph, to our surprise, even though at first glance, it would seem that the methods in the block.rb file would take up more time, the methods in our main file, deliverable3.rb (also known as verifier.rb) were taking up the most time, as all of the methods were mainly being called in that file. I did not make any changes based on the flame graph or the timing.