Ocean Testing Activity

Advanced Object-Oriented Design

Gerb

# Objective

Use a test script to test software written by another programmer.

# Procedure

Load the Oceans.jar file into a project containing the test script your group created. To do this, create a project containing only your test script, and then follow the instructions in the **How-to-Load-a-Jar-File-Into-Eclipse** file. The Oceans.jar file contains 10 classes. There is an Ocean class, which is abstract and contains no code and nine other classes, named Ocean1 through Ocean9 that each extend the Ocean class. There is also a Position class and a Boat class for use with the Ocean classes.

You will run your test script 9 times, once for each of the Ocean subclasses. This means for each run, instead of creating instances of the Ocean class, you will create instances of whichever subclass (Ocean1, Ocean2, etc.) that you are testing. You will use your test script to figure out whether it works or not. On your answer sheet, put a Y if it works correctly and an N if it does not. If you put an N, write a one line description next to it briefly describing the problem you saw.

# Assessment

You will be assessed based on how many of the subclasses you correctly determined whether or not they worked. For those that did not, you will be assessed on whether your description approximates an identification of the actual problem