

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using NUnit.Framework;
4 using UnityEngine;
5 using UnityEngine.UI;
6 using UnityEngine.TestTools;
7
8 public class RegressionTesting: Tutorial
9 {
10     /*
11     This test is part of regression testing to test after the error has been
12     changed,
13     does nextButton display text correctly
14     */
15     [Test]
16     public void testNextButtonDisplayCorrectly() {
17         string expected = nextButton.GetComponentInChildren<Text>().text;
18         // check if user is on the first tutorial page
19         if(counter == 0) {
20             Assert.AreEqual(expected, "Next");
21         }
22         // otherwise counter will be 1 and user is in second page of tutorial scene
23         else {
24             Assert.AreEqual(expected, "Start");
25         }
26     }
27
28     /*
29     This test is part of regression testing to test after the error has been
30     changed,
31     does previousButton display text correctly
32     */
33     [Test]
34     public void testPreviousButtonDisplayCorrectly() {
35         // This time the algorithm is different because
36         // if counter is 0, then there are no previousButton, so we can
37         // test to see if it equals to null
38         // check if user is on the first tutorial page
39         if(counter == 0) {
40             Assert.AreEqual(previousButton, null);
41         }
42         // otherwise counter will be 1 and user is in second page of tutorial scene
43         else {
44             string expected = previousButton.GetComponentInChildren<Text>().text;
45             Assert.AreEqual(expected, "Previous");
46         }
47     }
48
49 }
50
51 }
52
```