CS 1632 – DELIVERABLE 2: Unit Testing Ruby Rush

Zikai Zhang

GitHub Username: zzklachlan

GitHub URL: https://github.com/zzklachlan/cs1632

Description

In general, this project is way more challenging the first one because it has so many details to take care of. Before I started writing the program, I spent a lot of time on figuring out how to arrange the functionalities, like how many classes I need and what a single class should be able to do. Basically, the location class contains the information of a city and can return a pseudorandom number of rubies and fake rubies. The prospector class contains the information of a single prospector, the rubies and fake rubies it has, and the result of its prospection. The driver.rb contains the most production codes so the ruby\_rush.rb will not be called during the tese.

During the texting, I found a lot of problems that I never expected, such as the exit code problem. I added a check for exit code before I call the method in driver.rb to run the game. I wrote all the codes once before I started to test it. That was when the problems started to get out of control, which proves TDD might be a great approach to use next time.

The code for program, as I know, works. It will always generate the same output as long as the arguments are the same. ~~However, the test has some problems. It has an error that indicates the name method in my code is called by a nil object which is the double I create~~. After professor laboon’s help, the problem is fixed. The ruby\_rush.rb will not be called so the actuall program will not run during the test.

The rubocop doesn’t give my any errors, which is pretty good. The rubocop does give me a yellow line of perceived complexity. It is not an error, but it has something to do with how I structure my codes and my logic. This is one what I could work on in the future.

Terminal:

A screenshot of a cell phone

Description automatically generated