CS 1632 – DELIVERABLE 2: Unit Testing Ruby Rush

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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. At first, 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.

The output of usage is not the result from running the program. It is because of I have a method to check whether the arguments are valid.

Terminal:

A screenshot of a cell phone

Description automatically generated