

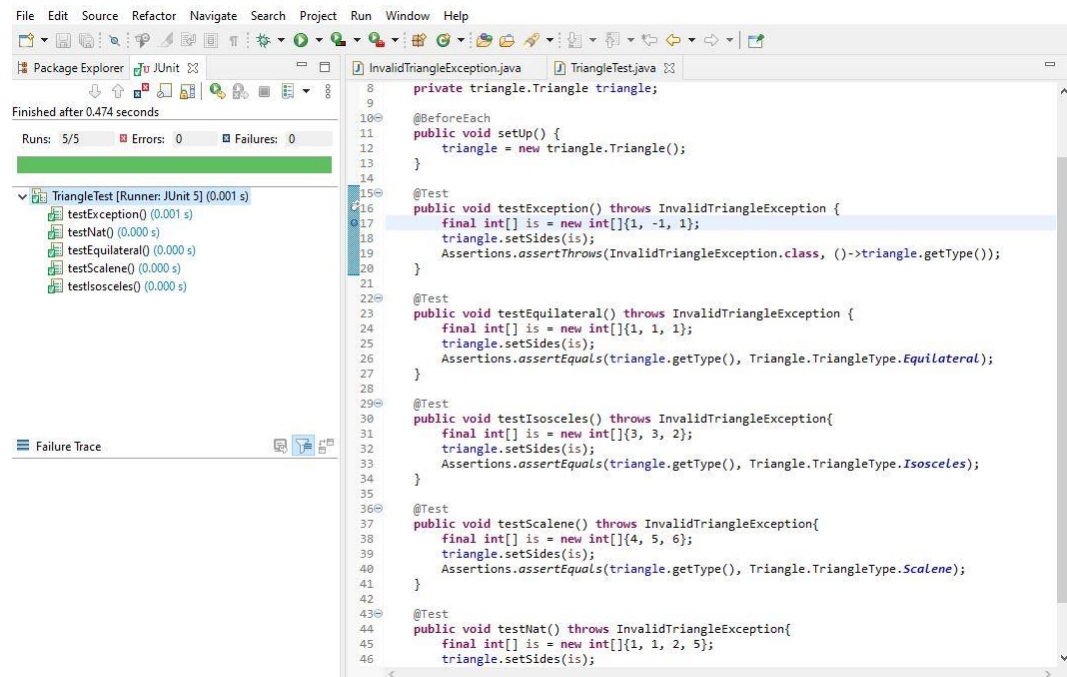
Unit testing TDDD04 LAB 1-report

Part 1

Test Cases:

Input1	Input2	Input3	Expected	Actual	Exception
1	2	3	invalid	invalid	no
3	2	1	invalid	invalid	no
2	2	2	Equilateral	Equilateral	no
A	B	C	invalid	Exception	Number format exception
1	2	a	invalid	Exception	Number format exception
abc	3	xyz	invalid	Exception	Number format exception
4444444444444444	4	4	invalid	Exception	Number format exception
Empty	Empty	Empty	invalid	Exception	Number format exception

Test cases in code: pass



Changes in triangle application:

1: I added try catch to handle wrong input error. For example if user enter char or string instead of int then this try catch will handle the error.

```
try {  
    intSides[i++] = Integer.parseInt(string);  
} catch (NumberFormatException e) {  
    System.err.println("invalid Input");  
}
```

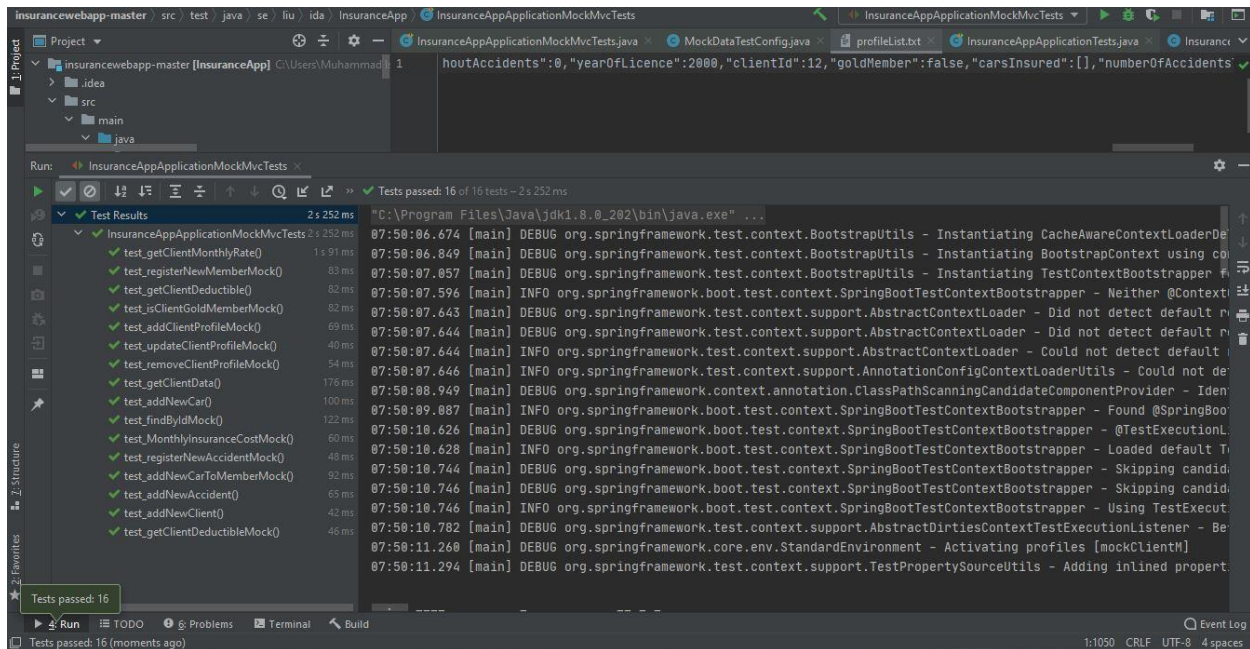
2: in below code it was throwing InvalidTriangleException but I change it with return because if it receive more than 3 parameters or less than 3 parameter for triangle it should return Nat a triangle.

TriangleType result = TriangleType.Nat;

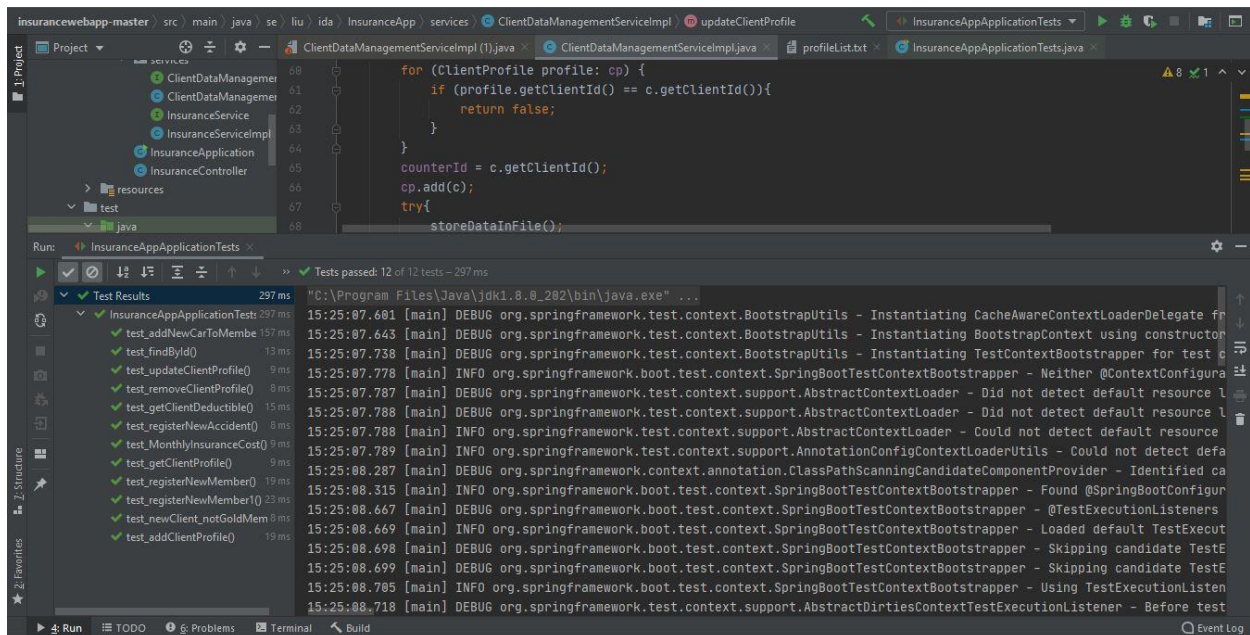
```
if (sides.length != 3) {  
    //throw new InvalidTriangleException();  
    return result;  
}
```

Part 2

Mock tests:



Integration Tests:

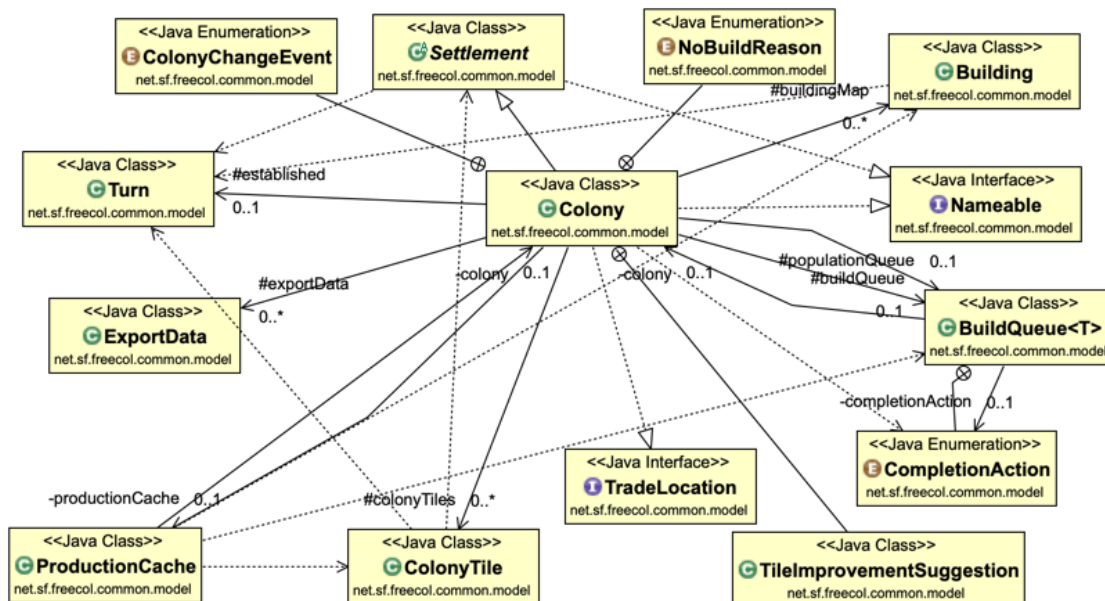


Motivation:

First I wrote Mock test and their stubs, by writing this I was able to understand the behaviors of functions/methods. Then I wrote some integration tests that all fails in start but after implementing code all tests are passed. As shown in above images. I try to write all cases test so I can achieve full coverage of testing.

Part 3-FreeCol

Dependency diagram:



Questions:

1: Have all statements in the test methods been executed? If not, what does that tell us?

This shows, our tests are not running through all the software. It means skipping some parts of the code.

2: Suggest a design change that would simplify testing Colony methods?

In above design the thing that creating problem in testing is high dependency of classes on other classes. We can change that to simplify the testing. We can use TDD approach to minimize it. By trying to create individuals objects of each class.

3: Describe why it is a problem, in concrete terms and in this situation, to have high coupling?

In this case when we wrote test cases for colony class, we can't access the dependent classes freely. Because when we create an object of a dependent class, it can depend on other class. That makes it harder to reach the depth of code for testing. Reason is high coupling between classes.

4: What are the effects on your test code? On your code coverage? Could there be issues in understanding the reason behind failing tests?

Test code will be difficult to test, like we can test main class but for other classes it could be difficult to test all methods and difficult to write test for deeper methods. This reduces the code coverage and might be chances to skip part of code in testing. Yes, it will be difficult because code complexity is high due to high coupling and finding a reason behind failing of test is also difficult.