

Assignment 2 Sample Test Case

Question 1

```
public static void testCode() {
    // Test for the first constructor,the default values both should be false.
    Code code1=new Code();
    System.out.println(code1.compile()==false );
    System.out.println(code1.run()==false );

    //Test for the second constructor,set the values
    Code code2=new Code(true,false, 100);
    System.out.println(code2.compile()==true );
    System.out.println(code2.run()==false );
    System.out.println(code2.countLines()==100);
    // Test Debug.
    code2.debug();
    //Then code should can both compile and run.
    System.out.println(code2.compile()==true );
    System.out.println(code2.run()==true );

    // Test Coding & countLines
    code2.coding(15);
    System.out.println(code2.countLines()==15);
}

public static void testAssignment() {
    // Test for the constructor
    Code code0=new Code();
    Assignment a0=new Assignment(code0,false,"xiaoyu");

    System.out.println(a0.getName()=="xiaoyu");
    System.out.println(a0.isSubmitted()==false);

    //Test for code
    //the default code can not be run
    System.out.println(a0.getCode().run()==false);

    //Test for submit
    a0.submit();
    System.out.println(a0.isSubmitted()==true);

    //Test for score
    a0.setScore(15);
    System.out.println(a0.getScore()==15);
}

public static void testStudent() {
    Assignment a1=new Assignment(null,true,"xiaoxue");
    //create 2 students to test
    Student stu1=new Student("xiaoxue",true);
    Student stu2=new Student("xiaoyu",false);

    System.out.println(stu1.getName()=="xiaoxue");
    System.out.println(stu2.getName()=="xiaoyu");

    //Student1 Write assignment
    stu1.writeAssignment(a1);
}
```

```

//get Student1's assignment
Assignment assignment1=stu1.getAssignment();
//Student2 Copy that assignment
stu2.copyAssignment.assignment1);
//stu2's name should NOT be equal with the name variable in the copied assignment object
System.out.println((stu2.getName()==assignment1.getName())==false);
}

public static void testTeacher() {
//set one teacher named xyz
Teacher t1=new Teacher("xyz");

//tests for grading

//4 kinds of code
Code code1=new Code(true,true, 50);
Code code2=new Code(true,false,120);
Code code3=new Code();
Code code4=new Code(true,true, 120);

//set 6 different students
//not submit,score 0
Assignment a1=new Assignment(code1,false,"abin");
Student stu1=new Student("abin",true);
stu1.writeAssignment(a1);
System.out.println(t1.grading(stu1)==0);

//Copying ,score 0
Student stu2=new Student("huanfeng",false);
stu2.copyAssignment(a1);
System.out.println(t1.grading(stu1)==0);

//submitted , cannot compile, score 0
Assignment a2=new Assignment(code3,true,"Potter");
Student stu3=new Student("potter",true);
stu3.writeAssignment(a2);
System.out.println(t1.grading(stu3)==0);

//submitted , can compile, cannot run ,score 50
Assignment a3=new Assignment(code2,true,"Ron");
Student stu4=new Student("Ron",true);
stu4.writeAssignment(a3);
System.out.println(t1.grading(stu4)==50);

//submitted , can compile, can run, code lines <100 ,score 80
Assignment a4=new Assignment(code1,true,"Lupin");
Student stu5=new Student("Lupin",true);
stu5.writeAssignment(a4);
System.out.println(t1.grading(stu5)==80);

//submitted , can compile, can run, code lines >100 ,score 100
Assignment a5=new Assignment(code4,true,"Hermione");
Student stu6=new Student("Hermione",true);
stu6.writeAssignment(a5);
System.out.println(t1.grading(stu6)==100);
}

```