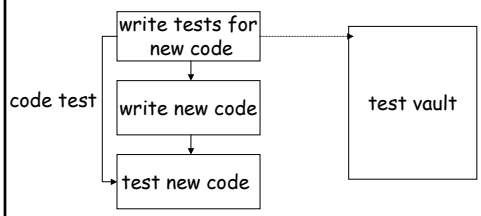
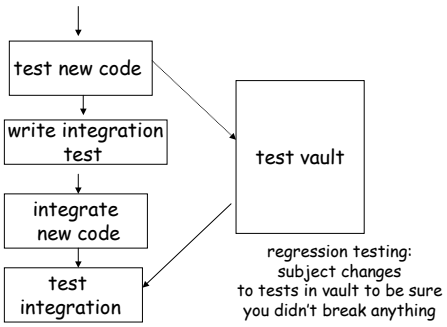
Test Plans

This does not mean the code is debugged!

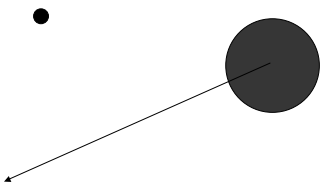
Test Driven Development I



Test Driven Development II



Unit Test for Vertex Collision



Test Cases

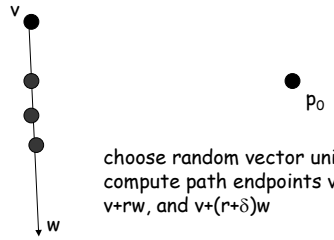
- You know answer ahead of time
- Tests include problem cases

Step 1

choose v and p_0 randomly

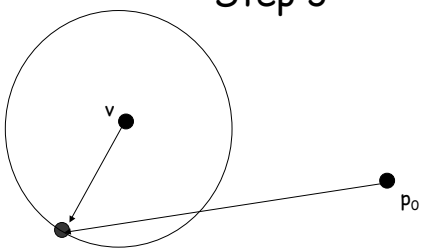
1. distance < r
2. distance = r
3. distance > r

Step 2



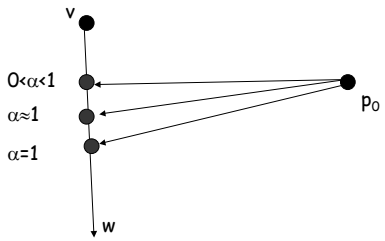
choose random vector unit w
compute path endpoints v+(r-δ)w, v+rw, and v+(r+δ)w

Step 3

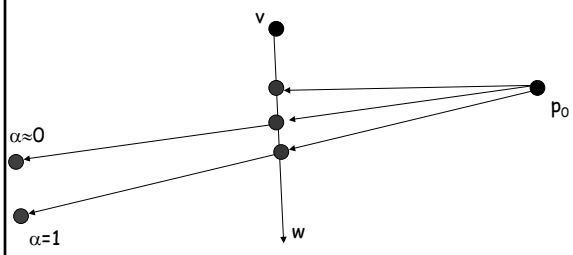


throw out test case if dot product is positive.

Step 4



Step 5



test

- One jump positive tests
- One jump negative tests
- Two jump positive tests
- Two jump negative tests

Questions

- Are these good test?
- Are there other kinds of tests we should do?
- How can we automate testing?
  - Test generation
  - Running the tests
- How will we do regression testing?

Come up with a test plan for Prototype II.
How will you evolve the plan over the course of the project?
Implement the plan.