

Which of the following would be an example of a unit test in Project 0 (2048)?

* 2 points

Select all that apply.

- ☐ A test that checks if the score increases by the expected amount after a merge.
- ☐ A test that runs a series of randomized tilt moves to see if the resulting board is what we expect.
- ☐ A test that checks if the UI in GUI.java integrates with the game logic we wrote in Model.java.
- ☐ A test that checks if tilt successfully avoids merging tiles that have already been merged.

What are the benefits of writing pseudocode? *

1 point

Select all that apply.

- ☐ We can the run the pseudocode to see if the output matches what we expect
- ☐ Helps bridge the gap between our ideas to solve a problem and the final program we write
- ☐ It has strict syntax requirements to ensure our code is written correctly

The creators of Minecraft have decided to write a unit test to check if eating a carrot works as expected. Fill in the blanks to help complete the test using the Truth library.

* 3 points

```
public class TestMinecraft
/** Tests that the player's hunger increases after eating a carrot */
@Test
public void testEatCarrot() {
    Player steve = new Player();
    steve.setHunger(5);

    int expected = 8;
    steve.eatCarrot();
    int actual = steve.getHunger();

    ___1___(expected).___2___(___3___)
}
}
```

assertThat verify equals isEqualTo expected actual

Blank 1 ☐ ☐ ☐ ☐ ☐ ☐

Blank 2 ☐ ☐ ☐ ☐ ☐ ☐

Blank 3 ☐ ☐ ☐ ☐ ☐ ☐

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