Ask me anything

Mentimeter

0 questions
0 upvotes

Why do people like the waterfall model?

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easier to "understand" --> more intuitiv

It's supposed to show how far into the project we are

Because they misread the paper it was described in

Test cases shouldn't have that many Asserts

4

How would you refactor the testState() method?

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```
@Test public void testState() {
  assertEquals(game.get('a','1'), ' ');
  assertEquals(game.get('c','3'), ' ');
  game.set('c','3','X');
  assertEquals(game.get('c','3'), 'X');
  game.set('c','3',' ');
  assertEquals(game.get('c','3'), ' ');
  assertFalse(game.inRange('d','4'));
}
```

reorder

Test cases shouldn't have that many Asserts, split it into different tests

It tests multiple things at once, maybe divide it into multiple tests

Separate into multiple test cases, one test cases to check if the game is initialized properly, one to set it, and one test case to check if the board is out of the range.

in the assertEquals the "actual" and "expected" parameters are the wrong way around

seperate one for range

6

Why is it preferable to build up a String using a StringBuffer rather than simply concatenating String instances?

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because of the memory..

concat always produces a new string instance

Stack overflow

3

What's wrong with this code?

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```
public Player() {
  this();
}
```

- it doesnt do anything
- The constructor calls itself
- nothing..?
- infinite loop
- calling this(); like a method is weird
- This is a constructor that calls itself, which will then call itself -> infinite recursion
- runs itself but there is no such function except maybe the constructor

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What's wrong with this code?

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Seems good to me

player doesn't have a parent, so super is not defined

```
public Player() {
  super();
}
```

2

The TicTacToe invariant says nothing about the gameState variable. What could we add?

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check if its of the correct size

gamestate != null

number of X <= number of Y in the array

sorry i meant X <= O

```
protected boolean invariant() {
   return (turn == X || turn == O)
     && ( this.notOver()
        || this.winner() == player[X]
        || this.winner() == player[O]
        || this.winner().isNobody())
     && (squaresLeft < 9
        || turn == X && this.winner().isNobody());
}
```

4

How can we make clear in the code that new Player() represents “nobody”?

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```
public class TicTacToe {
   …
   protected Player winner = new Player(); // = nobody
   …
```

new Nobody class inheriting from Player

use a method that produces a null objectwinner = nobody();

We could maybe introduce a NullPlayer-class that does absolutely nothing apart from being a placeholder for the future winner

how would we implement the nobody() method?

new Nobody

5

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Last chance for questions