Software Verification and Validation, ESOF 411, Fall 2019
Unit Testing Exercise, Jan. 9
Due Jan. 14 (Monday)

This is a follow-up to the previous exercise.

For this assignment pretend you are a team at a small consulting firm that has a contract to do V&V (including any necessary modifications) on TTT3d (the 3D Tic-Tac-Toe game). In addition to the source file this application includes a standard for the text used to describe the algorithm in the header of most methods. There is not a standard for the code, but the style of the application should be consistent and also appropriate from an educational perspective.

The execution requirements for the TTT3d application are given in the heading comment for TTT3dPlay.play3dTTT(). Requirements for other methods are given in the heading comment for each method.

Your assignment is:

1. To create NUnit tests for the application according to the accompanying standard.

2. To make any corrections to either the code or the requirements necessary to make the requirements fully and correctly describe the application execution.

3. To make any modifications to the code necessary for good NUnit testing.

4. To make any other corrections to the source text to improve its quality.

The CS department GitLab repository `TTT3d` contains all the starting material you will need for this lab, including individual files for your logs.

As a team you are to assign primary individual responsibility for creating NUnit tests for each of the application. At the end of this assignment the `TTT3d_Test` GitLab repository should contain a single project that:
   • Can be used to thoroughly test any future modifications to the methods that you have unit tested

On Wednesday, divide up the work.
Meet on Friday to be certain that things are finished up.

Your grade will be determined on my ability to break the code without any of your tests failing.