

Testing Zuul

Purpose: To understand how to perform Unit Testing

Learning Objectives:

- Developing good unit testing techniques

TESTING:

Create a new test class called **GameTester**

CODING

- You will revisit some of the steps of the previous Zuul lab.
 - 6.5 -- Test using GameTester class
 - 6.7 -- Test this using the same test method you wrote for 6.5
 - 6.14 -- Test using GameTester class
 - 6.22 -- Test using GameTester class