Required Code

- Create unit test implementation files in `cs4300-code-ai-agents/prog/RubiksCube/tests`.
- At a minimum, there should be a test for every possible outcome of every method of every class.
- Consider writing unit tests for your Rubik’s Cube class from the first assignment.
- Consider using different unit test .cpp files for different purposes. For example, `test_search_action.cpp` might be useful for holding the unit tests of the `Action` class.

Required Functionality

- Your code and tests must compile.
- The unit tests must all pass.

Passoff

Submit your source code by committing and pushing the repository.