Adrià Orozco Lorente

Arnau Cruz 1494996

**Funcionalitat**: <descripció de la funcionalitat introduida o modificada>

**Localització**: <Arxiu, classe i mètode desenvolupat>

**Test**: <Arxiu, classe i mètode de test associat a la funcionalitat>. <Descripcio del tipus de test realitzat (caixa negra, caixa blanca, …) i les tècniques utilitzades (particions equivalents, pairwise testing, mockups, automatització)>

…

(Repetiu els punts anterior tants cops com funcionalitats introduiu o modifiqueu)

**Functionality:** First Implementation of Constructor from Player

**Localization**: src/main/java/HundirFlota/Player.java, class Player, Player()

**Test**: src/test/java/HundirFlota/PlayerTest.java, PlayerTest, testConstructor.

Black box test to see if the constructor is working well for the Player class without added parameters.

**Functionality:** First Implementation of GetName from Player

**Localization**: src/main/java/HundirFlota/Player.java, class Player, getNombre()

**Test**: src/test/java/HundirFlota/PlayerTest.java, PlayerTest, testgetNombre()

Black box test to see if the getter is working well for the Player class comparing exactly the same result.

**Functionality:** First Implementation of SetName from Player

**Localization**: src/main/java/HundirFlota/Player.java, class Player, setNombre()

**Test**: src/test/java/HundirFlota/PlayerTest.java, PlayerTest, testsSetNombre()

Black box test to see if the setter is working well for the Player class comparing exactly the same result.

**Functionality:** First Implementation of SetTurn and GetTurn from Player

**Localization**: src/main/java/HundirFlota/Player.java, class Player, setTurno(), getTurno()

**Test**: src/test/java/HundirFlota/PlayerTest.java, PlayerTest, testsetygetTurno()

Black box test to see if the setter and getter of the Turn are working well for the Player class comparing exactly the same result.

**Functionality:** First Implementation of constructor from Boat class

**Localization**: src/main/java/HundirFlota/Barco.java, class Barco, Barco()

**Test**: src/test/java/HundirFlota/BarcoTest.java, BarcoTest, testconstructor()

Black box test to see if the constructor of the Barco class is working properly comparing exactly the same result.

**Functionality:** First Implementation of setBoat from Boat class

**Localization**: src/main/java/HundirFlota/Barco.java, class Barco, setBarco()

**Test**: src/test/java/HundirFlota/BarcoTest.java, BarcoTest, testsetbarco()

Black box test to see if the Setter of the Barco class is working properly comparing exactly the same result.

**Functionality:** First Implementation of getBoat from Boat class

**Localization**: src/main/java/HundirFlota/Barco.java, class Barco, getBarco()

**Test**: src/test/java/HundirFlota/BarcoTest.java, BarcoTest, testgetbarco()

Black box test to see if the Getter of the Barco class is working properly comparing exactly the same result.

**Functionality:** First Implementation of constructor from Board class

**Localization**: src/main/java/HundirFlota/Board.java, class Board, Board(), iniciarTablero()

**Test**: src/test/java/HundirFlota/BoardTest.java, BoardTest, testIniciar()

Black box test to see if the constructor of the Board class is working properly comparing exactly the same result, and the limit values of he Board matrix.

**Functionality:** First Implementation of constructor from Board class

**Localization**: src/main/java/HundirFlota/Board.java, class Board, Board(), iniciarTablero()

**Test**: src/test/java/HundirFlota/BoardTest.java, BoardTest, testIniciar()

Black box test to see if the constructor of the Board class is working properly comparing exactly the same result, and the limit values of he Board matrix.

**Functionality:** First Implementation of insertBoats from Board class

**Localization**: src/main/java/HundirFlota/Board.java, class Board, CrearBarcos()

**Test**: src/test/java/HundirFlota/BoardTest.java, BoardTest, testIniciar()

Black box test to see if the boats are inserted correctly on the board. Simple test that check the number of positions occupied. The test detect a lot of errors at these functionality.

**Functionality:** First Implementation of showBoard from Board class

**Localization**: src/main/java/HundirFlota/Board.java, class Board, mostrarTabero()

**Test**: src/test/java/HundirFlota/BoardTest.java, BoardTest, testMostrarTablero()

Black box test to see if the Board is showed correctly to the comparing exactly the same result.

**Functionality:** First Implementation of setInformationBoard from Player

**Localization**: src/main/java/HundirFlota/Player.java, class Player, iniciarTableroInfo()

**Test**: src/test/java/HundirFlota/PlayerTest.java, PlayerTest, testIniciarTableroInfo()

Black box test to see if the setter of the information board is working well for the Player class comparing exactly the same result, and added Frontier values to test it.

**Functionality:** First Implementation of shoot from Player.

**Localization**: src/main/java/HundirFlota/Player.java, class Player, disparar()

**Test**: src/test/java/HundirFlota/PlayerTest.java, PlayerTest, testdisparar ()

Black box test to see if the shoot method well for the Player class comparing exactly the same result, and added some Frontier values to test it.

**Functionality:** First Implementation of posicionesOcupadas from Board, this function count the number of positions that are occupied by ships in a board.

**Localization**: src/main/java/HundirFlota/Board.java, class Board, posicionesOcupadas()

**Test**: src/test/java/HundirFlota/BoardTest.java, BoardTest, testPosicionesOcupadas()

Black box test to see if the posicionesOcupadas method was returning correctly the number of positions occupied, for this test we implemented a mock object called mockOb, this mock object implemented some boards so we could test the function in different scenarios.

**Functionality**: First Implementation of insertBoatfirstpos from Board, this function return true if we can place the first position from our ships, and false if we cannot.

**Localization**: src/main/java/HundirFlota/Board.java, class Board, insertBoatfirstpos()

**Test**: src/test/java/HundirFlota/BoardTest.java, BoardTest, testInsertBoats1()

Black box test to see if the insertBoatFirstPos method was placing correctly the ships into the board, for this test we used the mock object called mockOb, this mock object implements some boards so we could test the function in different scenarios, we also tested frontier values from the board to check that you can’t place the first position from a ship outside the board.

**Functionality:** First Implementation of checkSpace from Board, this function return true if we have space to place the ship in the board, it checks from the first position counting the length of the boat to the north, east, west, and south, if you can’t place the boat in any of this direction this method return false.

**Localization**: src/main/java/HundirFlota/Board.java, class Board, checkSpace()

**Test**: src/test/java/HundirFlota/BoardTest.java, BoardTest, testcheckSpace()

Black box test to see if the checkSpace method was returning true when we have enough space to place it in the board, and returning false if we haven’t enough space, for this test we used the mock object called mockOb, this mock object implements some boards so we could test the function in different scenarios, we also tested some frontier values from the board to check that you can’t place a ship outside the board.

**Functionality:** Second Implementation of checkSpace from Board, we just added some test so we can coverage every scenario, and also added more boards to the mock object .

**Localization**: src/main/java/HundirFlota/Board.java, class Board, checkSpace()

**Test**: src/test/java/HundirFlota/BoardTest.java, BoardTest, testcheckSpace()

Black box test to see if the checkSpace method was returning true when we have enough space to place it in the board, and returning false if we haven’t enough space, for this test we used the mock object called mockOb, this mock object implements some boards so we could test the function in different scenarios, we also tested some frontier values from the board to check that you can’t place a ship outside the board.