Entornos de Desarrolo

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# Caja blanca

**Casos de prueba:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | | | | | |
| **Entrada** | | | | **Condiciones de ejecución** | **Salida** |
| startrow | startcol | endrow | endcol |
| 3 | 5 | 2 | 5 | Probamos de mover figura nula | false |
| 6 | 5 | 4 | 5 | Probamos de mover figura blanca en su torno | true |
| 1 | 5 | 3 | 5 | Probamos de mover figura blanca en torno de blancos | false |

# Caja negra

## Metodo getCell:

Clases de equivalencia:

|  |  |
| --- | --- |
| Row | |
| **Código** | **Clase de equivalencia** |
| e1a | Numero mayor de 8 |
| e1b | Numero menor de cero |
| e1c | Numero entre 0 y 8 |

|  |  |
| --- | --- |
| Column | |
| **Código** | **Clase de equivalencia** |
| e1a | Numero mayor de 8 |
| e1b | Numero menor de cero |
| e1c | Numero entre 0 y 8 |

|  |  |
| --- | --- |
| salida | |
| **Código** | **Clase de equivalencia** |
| s1a | Cell |
| s1b | null |

|  |  |
| --- | --- |
| Row | |
| **Código** | **Valor limite** |
| l1a | 8 |
| l1b | -1 |
| l1c | 0 |
| l1d | 7 |

|  |  |
| --- | --- |
| Column | |
| **Código** | **Valor limite** |
| l2a | 8 |
| l2b | -1 |
| l2c | 0 |
| l2d | 7 |

# Casos de prueba

|  |  |  |  |
| --- | --- | --- | --- |
|  | | | |
| **Entrada** | | **Condiciones de ejecución** | **Salida** |
| row | col |
| 6 | 1 | Elegimos un cell en matriz | Cell |
| -2 | -10 | Probamos sacar un cell con valores incorrectas | Null |
| 5 | 5 | Probamos sacar cell de punto vacio | Null |
| -1 | 8 | Valores limites incorrectos | Null |
| 7 | 0 | Valores limites correctos | Cell |
| 8 | -1 | Valores limites incorrectos | Null |
| 0 | 7 | Valores limites correctos | Cell |

# Método reset de la clase Board

Clases de equivalencia:

|  |  |
| --- | --- |
| Reset | |
| **Código** | **Clase de equivalencia** |
| e1a | Pawn black |
| e1b | Pawn white |
| e1c | Rook black |
| e1d | Rook white |
| e1e | Knight black |
| e1f | Knight white |
| e1g | Bishop black |
| e1h | Bishop white |
| e1i | King black |
| e1j | King white |
| e1k | Queen white |
| e1l | Queen black |

# Casos de prueba

|  |  |  |  |
| --- | --- | --- | --- |
|  | | | |
| **Entrada** | | **Condiciones de ejecución** | **Salida** |
| row | col |
| 1 | 0 | Pawn black | Piece.Pawn, Type.Black |
| 6 | 0 | Pawn white | Piece.Pawn, Type.White |
| 0 | 0 | Rook black | Piece.Rook, Type.Black |
| 7 | 0 | Rook white | Piece.Rook, Type.White |
| 0 | 1 | Knight black | Piece. Knight , Type.Black |
| 7 | 1 | Knight white | Piece. Knight, Type.White |
| 0 | 2 | Bishop black | Bishop.Pawn, Type. Black |
| 7 | 2 | Bishop white | Bishop .Pawn, Type.White |
| 0 | 3 | King black | Piece. King, Type. Black |
| 7 | 3 | King white | Piece. King, Type.White |
| 0 | 4 | Queen black | Piece. Queen, Type. Black |
| 7 | 4 | Queen white | Piece. Queen, Type.White |