Constructor Summary:

Constructor: TestGame()

Method Summary:

Modifier and Type	Method and Description
void	teststart() - Test if only between 2-10 can play and if they have 7 cards after Game start
void	testCurrentPlayer() - Test if currentplayer is selected at start
void	testWinner() - Test if the right players are selected as winners
void	testskipPlayer() - Test if player is skipped
void	testreversePlayer() - Test if ArrayList Players is reversed
void	testshuffle() – Test if deck is actually shuffled
void	testcompadibleWith() - Test if 2 cards are compatible, once by color and rank, aswell as one which can always be played

Inherited Methods from java.util.ArrayList;

get(), size(), add(), set()

Inherited Methods from org.junit.Assert.*;

assertEquals(), assertTrue(), assertArrayyEqauls(), assertNotSame(), assertFalse()

Constructor Details

Method Detail

testStatrt()

tests first if the players have been initialized by assertNotNull. After that it is tested if all players have gotten 7 cards at the start of the game. AT the end it is tested if the number of players is between 2-10

testCurrentPlayer()

at the Start it is tested if the first in the arraylist is equal the method that returns currentplayer.

testWinner()

first a new list with all players with one card is selected and it is compared with the method getWinner()

testSkipPlayer()

Test if the method skip() skips one player after executed

testreversePlayer()

Tests if after the method reversePlayers() is executed the players are in reversed order

Testsshuffle()

Checks if the deck after it is shuffled it is not the same then before

testcompadiblewith()

5 cards are initialized and assessed with compatibleWith(), once by color and rank aswell as with a card that can always be played. It is also tested that they are not compatible