Testing for COM2001 Haskell Assignment Part 2

# PlayDomsRound

I implemented the traceShow function to make my code print out the board every step of the round. It then prints out the final score after.

Here I tested the playDomsRound function with 5 different seeds.

**\*DominoGame>** playDomsRound simplePlayer simplePlayer 1

"Updated board: [(1,3)]"

"Updated board: [(1,3),(3,0)]"

"Updated board: [(1,1),(1,3),(3,0)]"

"Updated board: [(1,1),(1,3),(3,0),(0,0)]"

"Updated board: [(1,1),(1,3),(3,0),(0,0),(0,4)]"

"Updated board: [(2,1),(1,1),(1,3),(3,0),(0,0),(0,4)]"

"Updated board: [(2,1),(1,1),(1,3),(3,0),(0,0),(0,4),(4,5)]"

"Updated board: [(2,1),(1,1),(1,3),(3,0),(0,0),(0,4),(4,5),(5,6)]"

"Updated board: [(2,1),(1,1),(1,3),(3,0),(0,0),(0,4),(4,5),(5,6),(6,1)]"

"Updated board: [(6,2),(2,1),(1,1),(1,3),(3,0),(0,0),(0,4),(4,5),(5,6),(6,1)]"

"Updated board: [(6,6),(6,2),(2,1),(1,1),(1,3),(3,0),(0,0),(0,4),(4,5),(5,6),(6,1)]"

"Updated board: [(3,6),(6,6),(6,2),(2,1),(1,1),(1,3),(3,0),(0,0),(0,4),(4,5),(5,6),(6,1)]"

(3,2)

**\*DominoGame>** playDomsRound simplePlayer simplePlayer 2

"Updated board: [(3,3)]"

"Updated board: [(6,3),(3,3)]"

"Updated board: [(6,3),(3,3),(3,0)]"

"Updated board: [(5,6),(6,3),(3,3),(3,0)]"

"Updated board: [(5,6),(6,3),(3,3),(3,0),(0,1)]"

"Updated board: [(5,5),(5,6),(6,3),(3,3),(3,0),(0,1)]"

"Updated board: [(5,5),(5,6),(6,3),(3,3),(3,0),(0,1),(1,4)]"

"Updated board: [(2,5),(5,5),(5,6),(6,3),(3,3),(3,0),(0,1),(1,4)]"

"Updated board: [(6,2),(2,5),(5,5),(5,6),(6,3),(3,3),(3,0),(0,1),(1,4)]"

"Updated board: [(6,6),(6,2),(2,5),(5,5),(5,6),(6,3),(3,3),(3,0),(0,1),(1,4)]"

"Updated board: [(6,6),(6,2),(2,5),(5,5),(5,6),(6,3),(3,3),(3,0),(0,1),(1,4),(4,3)]"

"Board: [(6,6),(6,2),(2,5),(5,5),(5,6),(6,3),(3,3),(3,0),(0,1),(1,4),(4,3)]"

"Updated board: [(6,6),(6,2),(2,5),(5,5),(5,6),(6,3),(3,3),(3,0),(0,1),(1,4),(4,3),(3,5)]"

"Updated board: [(6,6),(6,2),(2,5),(5,5),(5,6),(6,3),(3,3),(3,0),(0,1),(1,4),(4,3),(3,5),(5,0)]"

"Updated board: [(6,6),(6,2),(2,5),(5,5),(5,6),(6,3),(3,3),(3,0),(0,1),(1,4),(4,3),(3,5),(5,0),(0,4)]"

"Board: [(6,6),(6,2),(2,5),(5,5),(5,6),(6,3),(3,3),(3,0),(0,1),(1,4),(4,3),(3,5),(5,0),(0,4)]"

"Updated board: [(0,6),(6,6),(6,2),(2,5),(5,5),(5,6),(6,3),(3,3),(3,0),(0,1),(1,4),(4,3),(3,5),(5,0),(0,4)]"

"Updated board: [(2,0),(0,6),(6,6),(6,2),(2,5),(5,5),(5,6),(6,3),(3,3),(3,0),(0,1),(1,4),(4,3),(3,5),(5,0),(0,4)]"

(16,13)

**\*DominoGame>** playDomsRound simplePlayer simplePlayer 3

"Updated board: [(0,3)]"

"Updated board: [(0,3),(3,6)]"

"Updated board: [(0,3),(3,6),(6,4)]"

"Updated board: [(0,3),(3,6),(6,4),(4,5)]"

"Updated board: [(0,3),(3,6),(6,4),(4,5),(5,3)]"

"Updated board: [(0,3),(3,6),(6,4),(4,5),(5,3),(3,1)]"

"Updated board: [(0,3),(3,6),(6,4),(4,5),(5,3),(3,1),(1,2)]"

"Updated board: [(0,3),(3,6),(6,4),(4,5),(5,3),(3,1),(1,2),(2,3)]"

"Updated board: [(0,3),(3,6),(6,4),(4,5),(5,3),(3,1),(1,2),(2,3),(3,3)]"

"Updated board: [(6,0),(0,3),(3,6),(6,4),(4,5),(5,3),(3,1),(1,2),(2,3),(3,3)]"

"Updated board: [(1,6),(6,0),(0,3),(3,6),(6,4),(4,5),(5,3),(3,1),(1,2),(2,3),(3,3)]"

"Board: [(1,6),(6,0),(0,3),(3,6),(6,4),(4,5),(5,3),(3,1),(1,2),(2,3),(3,3)]"

"Updated board: [(4,1),(1,6),(6,0),(0,3),(3,6),(6,4),(4,5),(5,3),(3,1),(1,2),(2,3),(3,3)]"

"Updated board: [(4,4),(4,1),(1,6),(6,0),(0,3),(3,6),(6,4),(4,5),(5,3),(3,1),(1,2),(2,3),(3,3)]"

"Updated board: [(2,4),(4,4),(4,1),(1,6),(6,0),(0,3),(3,6),(6,4),(4,5),(5,3),(3,1),(1,2),(2,3),(3,3)]"

"Updated board: [(2,2),(2,4),(4,4),(4,1),(1,6),(6,0),(0,3),(3,6),(6,4),(4,5),(5,3),(3,1),(1,2),(2,3),(3,3)]"

(6,10)

**\*DominoGame>** playDomsRound simplePlayer simplePlayer 4

"Updated board: [(1,3)]"

"Updated board: [(1,3),(3,6)]"

"Updated board: [(1,3),(3,6),(6,5)]"

"Updated board: [(1,3),(3,6),(6,5),(5,0)]"

"Updated board: [(6,1),(1,3),(3,6),(6,5),(5,0)]"

"Updated board: [(6,6),(6,1),(1,3),(3,6),(6,5),(5,0)]"

"Updated board: [(0,6),(6,6),(6,1),(1,3),(3,6),(6,5),(5,0)]"

"Board: [(0,6),(6,6),(6,1),(1,3),(3,6),(6,5),(5,0)]"

"Updated board: [(3,0),(0,6),(6,6),(6,1),(1,3),(3,6),(6,5),(5,0)]"

"Board: [(3,0),(0,6),(6,6),(6,1),(1,3),(3,6),(6,5),(5,0)]"

"Updated board: [(4,3),(3,0),(0,6),(6,6),(6,1),(1,3),(3,6),(6,5),(5,0)]"

"Updated board: [(5,4),(4,3),(3,0),(0,6),(6,6),(6,1),(1,3),(3,6),(6,5),(5,0)]"

"Updated board: [(5,4),(4,3),(3,0),(0,6),(6,6),(6,1),(1,3),(3,6),(6,5),(5,0),(0,1)]"

"Updated board: [(2,5),(5,4),(4,3),(3,0),(0,6),(6,6),(6,1),(1,3),(3,6),(6,5),(5,0),(0,1)]"

"Updated board: [(6,2),(2,5),(5,4),(4,3),(3,0),(0,6),(6,6),(6,1),(1,3),(3,6),(6,5),(5,0),(0,1)]"

"Updated board: [(6,2),(2,5),(5,4),(4,3),(3,0),(0,6),(6,6),(6,1),(1,3),(3,6),(6,5),(5,0),(0,1),(1,5)]"

"Updated board: [(6,2),(2,5),(5,4),(4,3),(3,0),(0,6),(6,6),(6,1),(1,3),(3,6),(6,5),(5,0),(0,1),(1,5),(5,3)]"

(10,6)

**\*DominoGame>** playDomsRound simplePlayer simplePlayer 5

"Updated board: [(2,6)]"

"Updated board: [(5,2),(2,6)]"

"Updated board: [(5,2),(2,6),(6,0)]"

"Updated board: [(5,2),(2,6),(6,0),(0,0)]"

"Updated board: [(6,5),(5,2),(2,6),(6,0),(0,0)]"

"Updated board: [(3,6),(6,5),(5,2),(2,6),(6,0),(0,0)]"

"Updated board: [(2,3),(3,6),(6,5),(5,2),(2,6),(6,0),(0,0)]"

"Updated board: [(1,2),(2,3),(3,6),(6,5),(5,2),(2,6),(6,0),(0,0)]"

"Updated board: [(1,1),(1,2),(2,3),(3,6),(6,5),(5,2),(2,6),(6,0),(0,0)]"

"Updated board: [(0,1),(1,1),(1,2),(2,3),(3,6),(6,5),(5,2),(2,6),(6,0),(0,0)]"

"Updated board: [(5,0),(0,1),(1,1),(1,2),(2,3),(3,6),(6,5),(5,2),(2,6),(6,0),(0,0)]"

"Board: [(5,0),(0,1),(1,1),(1,2),(2,3),(3,6),(6,5),(5,2),(2,6),(6,0),(0,0)]"

"Updated board: [(5,5),(5,0),(0,1),(1,1),(1,2),(2,3),(3,6),(6,5),(5,2),(2,6),(6,0),(0,0)]"

"Board: [(5,5),(5,0),(0,1),(1,1),(1,2),(2,3),(3,6),(6,5),(5,2),(2,6),(6,0),(0,0)]"

"Updated board: [(5,5),(5,0),(0,1),(1,1),(1,2),(2,3),(3,6),(6,5),(5,2),(2,6),(6,0),(0,0),(0,3)]"

"Updated board: [(5,5),(5,0),(0,1),(1,1),(1,2),(2,3),(3,6),(6,5),(5,2),(2,6),(6,0),(0,0),(0,3),(3,3)]"

(6,2)

# shuffleDoms

Next, I tested shuffleDoms with five different inputs to prove that each seed gave a completely different set of dominoes.

**\*DominoGame>** shuffleDoms 1

[(1,3),(1,1),(0,4),(4,5),(1,6),(6,6),(5,5),(0,6),(4,6),(0,5),(3,4),(4,4),(1,5),(0,1),(3,3),(0,2),(2,3),(1,4),(3,5),(2,4),(2,5),(1,2),(2,2),(0,0),(3,6),(2,6),(0,3),(5,6)]

**\*DominoGame>** shuffleDoms 2

[(3,3),(0,3),(1,4),(2,6),(3,4),(0,1),(0,4),(3,5),(0,6),(2,3),(0,0),(4,6),(4,4),(1,6),(1,2),(4,5),(2,4),(1,3),(2,2),(1,5),(0,2),(0,5),(6,6),(1,1),(2,5),(5,5),(5,6),(3,6)]

**\*DominoGame>** shuffleDoms 3

[(0,3),(4,6),(1,2),(3,3),(2,4),(1,6),(3,5),(1,4),(0,5),(2,5),(0,4),(6,6),(3,4),(0,1),(0,2),(1,5),(1,1),(5,5),(2,6),(0,0),(2,2),(5,6),(4,4),(0,6),(2,3),(1,3),(3,6),(4,5)]

**\*DominoGame>** shuffleDoms 4

[(1,3),(5,6),(3,4),(1,6),(0,6),(0,3),(0,1),(2,6),(3,5),(4,6),(1,4),(1,1),(0,0),(2,4),(2,3),(3,3),(0,2),(0,4),(1,2),(5,5),(1,5),(4,4),(2,5),(4,5),(0,5),(6,6),(2,2),(3,6)]

**\*DominoGame>** shuffleDoms 5

[(2,6),(2,3),(2,4),(0,6),(5,6),(5,5),(1,1),(0,5),(0,3),(1,3),(3,4),(4,5),(0,2),(1,6),(6,6),(1,4),(1,5),(0,4),(3,5),(2,2),(0,1),(4,6),(3,3),(0,0),(4,4),(1,2),(3,6),(2,5)]

# simplePlayer

To test simplePlayer, I gave it two inputs where a domino could be played on the right and the left of the board. I didn’t test simplePlayer with a hand that is knocking as simplePlayer would not be called if the player was knocking.

**\*DominoGame>** simplePlayer [(0,0), (1,1), (2,2)] [(0,1)]

((0,0),L)

**\*DominoGame>** simplePlayer [(0,0), (1,1), (2,2)] [(2,1)]

((1,1),R)