OVERVIEW   PACKAGE   CLASS   USE   TREE   DEPRECATED   INDEX   HELP

PREV CLASS   NEXT CLASS   FRAMES   NO FRAMES   ALL CLASSES
SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD

test

Class SquareTest

java.lang.Object
    test.SquareTest

```
public class SquareTest
extends java.lang.Object
```

The Test Class for Square

Version:

2.0

Author:

Muneeb Nasir

Field Summary

Fields

Modifier and Type	Field and Description
private Square	**testSquare1** The Square Objects used for the Test Cases
private Square	**testSquare2**
private Square	**testSquare3**
private Square	**testSquare4**

Constructor Summary

Constructors

Constructor and Description
SquareTest()

Method Summary

All Methods   Instance Methods   Concrete Methods

Modifier and Type	Method and Description
void	**setUp**() The method is used to establish the Square Object that is to be used in the test cases
void	**testAddPiece**() The Test is used to check for the Piece Addition onto the Game Board
void	**testConstructor**() The method is used to test the constructor for the class with the user defined Coordinate and Game Piece of the square
void	**testDefaultConstructor**() The method is used to test the constructor for the class whose parameter is the coordinate of the square on the Game Board
void	**testDeletePiece**() The Test is used to check the Removal of the Game Piece from the current Square.
void	**testEqual**() The Test is used to check the equals() method
void	**testGetColumnNumber**() The Test is used to check the Getter Method for Column Number of the square
void	**testGetCoordinate**() The Test is used to check the Coordinate Getter method for the square object
void	**testGetPiece**() The Test is used to check the Game Piece Getter method for the square object
void	**testGetRowNumber**() The Test is used to check the Getter method for the Row Number of the Square
void	**testIsOccupied**() The Test is used to check the IsOccupied() method which checks the existence of Game Piece object at the specific square coordinates
void	**testSetPiece**() The Test is used to check the Setter method for the piece object located at the square
void	**testSetPosition**() The Test is used to check the Setter method for the position of the square on the Game Board
void	**testToString**() The Test is used to check the String output that contains the information of the square object

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Field Detail

testSquare1

private Square testSquare1

The Square Objects used for the Test Cases

testSquare2

private Square testSquare2

testSquare3

private Square testSquare3

testSquare4

private Square testSquare4

Constructor Detail

SquareTest

public SquareTest()

Method Detail

setUp

public void setUp()

The method is used to establish the Square Object that is to be used in the test cases

testDefaultConstructor

`public void testDefaultConstructor()`

The method is used to test the constructor for the class whose parameter is the coordinate of the square on the Game Board

testConstructor

`public void testConstructor()`

The method is used to test the constructor for the class with the user defined Coordinate and Game Piece of the square

testSetPosition

`public void testSetPosition()`

The Test is used to check the Setter method for the position of the square on the Game Board

testSetPiece

`public void testSetPiece()`

The Test is used to check the Setter method for the piece object located at the square

testGetColumnNumber

`public void testGetColumnNumber()`

The Test is used to check the Getter Method for Column Number of the square

testGetRowNumber

`public void testGetRowNumber()`

The Test is used to check the Getter method for the Row Number of the Square

testGetCoordinate

`public void testGetCoordinate()`

The Test is used to check the Coordinate Getter method for the square object

testGetPiece

`public void testGetPiece()`

The Test is used to check the Game Piece Getter method for the square object

testAddPiece

```
public void testAddPiece()
```

The Test is used to check for the Piece Addition onto the Game Board

testDeletePiece

```
public void testDeletePiece()
```

The Test is used to check the Removal of the Game Piece from the current Square.

testIsOccupied

```
public void testIsOccupied()
```

The Test is used to check the IsOccupied() method which checks the existence of Game Piece object at the specific square coordinates

testToString

```
public void testToString()
```

The Test is used to check the String output that contains the information of the square object

testEqual

```
public void testEqual()
```

The Test is used to check the equals() method

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