

test

## Class PeashooterTest

java.lang.Object  
test.PeashooterTest

public class **PeashooterTest**  
extends java.lang.Object

The Test Class for the PEASHOOTER (Piece SubClass)

Version:

2.0

Author:

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### Field Summary

Fields	
Modifier and Type	Field and Description
private <b>Piece</b>	<b>peaShooter</b> The PeaShooter Piece Object that is analysed

### Constructor Summary

Constructors	
Constructor and Description	
<b>PeashooterTest()</b>	

### Method Summary

All Methods		Instance Methods	Concrete Methods
Modifier and Type		Method and Description	
void		<b>setUp()</b>	

	Used to initialise and establish the PeaShooter Object that is used for the tests
void	<b>testGetAttack()</b> The Test is used to check the Given Attack Power of the Game Piece
void	<b>testGetCost()</b> The Test is used to check the Specified PeaShooter Piece Cost
void	<b>testGetHealth()</b> The Test is used to check the Game Piece Health value
void	<b>testGetName()</b> The Test is used to check the Name of the SubClass of Piece (PeaShooter)
void	<b>testGetShortName()</b> The Test is used to check the DEFINED SHORT Name of the SubClass of Piece

### Methods inherited from class java.lang.Object

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

### Field Detail

#### peaShooter

private [Piece](#) peaShooter

The PeaShooter Piece Object that is analysed

### Constructor Detail

#### PeashooterTest

public [PeashooterTest](#)()

### Method Detail

#### setUp

public void [setUp](#)()

Used to initialise and establish the PeaShooter Object that is used for the tests

#### **testGetName**

```
public void testGetName()
```

The Test is used to check the Name of the SubClass of Piece (PeaShooter)

#### **testGetShortName**

```
public void testGetShortName()
```

The Test is used to check the DEFINED SHORT Name of the SubClass of Piece

#### **testGetHealth**

```
public void testGetHealth()
```

The Test is used to check the Game Piece Health value

#### **testGetAttack**

```
public void testGetAttack()
```

The Test is used to check the Given Attack Power of the Game Piece

#### **testGetCost**

```
public void testGetCost()
```

The Test is used to check the Specified PeaShooter Piece Cost

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