

test

Class PieceTest

java.lang.Object
test.PieceTest

public class PieceTest
extends java.lang.Object

The TEST Class for the Piece

Version:
2.0

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Field Summary

Fields	
Modifier and Type	Field and Description
private Piece	testPiece1 The Piece Objects used for the Test Cases
private Piece	testPiece2
private Piece	testPiece3
private Piece	testPiece4

Constructor Summary

Constructors	
Constructor and Description	
PieceTest()	

Method Summary

Modifier and Type	Method and Description
void	setUp() The method is used to establish the Piece Objects that is to be used in the test cases
void	testEquals() The method is used to compare two coordinate objects field by field
void	testGetAttack() The Test is used to check the Getter Method for Attack Feature of the Game Piece
void	testGetCost() The Test is used to check the Getter Method for Cost of the Game Piece
void	testGetHealth() The Test is used to check the Getter Method for Health of the Game Piece
void	testGetName() The Test is used to check the Getter Method for Name of the Game Piece
void	testGetShortName() The Test is used to check the Getter Method for SHORT Name of the Game Piece
void	testSetAttack() The Test is used to check the Setter Method for the Attack Feature of the Game Piece
void	testSetCost() The Test is used to check the Setter Method for the Game Piece Cost
void	testSetHealth() The Test is used to check the Setter Method for the Health of the Game Piece
void	testToString() The Test is used to check the toString() Method and the String Output showing the information of the Game Piece

Methods inherited from class java.lang.Object

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

Field Detail

testPiece1

```
private Piece testPiece1
```

The Piece Objects used for the Test Cases

testPiece2

```
private Piece testPiece2
```

testPiece3

```
private Piece testPiece3
```

testPiece4

```
private Piece testPiece4
```

Constructor Detail

PieceTest

```
public PieceTest()
```

Method Detail

setUp

```
public void setUp()
```

The method is used to establish the Piece Objects that is to be used in the test cases

testGetName

```
public void testGetName()
```

The Test is used to check the Getter Method for Name of the Game Piece

testGetShortName

```
public void testGetShortName()
```

The Test is used to check the Getter Method for SHORT Name of the Game Piece

testGetCost

```
public void testGetCost()
```

The Test is used to check the Getter Method for Cost of the Game Piece

testGetHealth

```
public void testGetHealth()
```

The Test is used to check the Getter Method for Health of the Game Piece

testGetAttack

```
public void testGetAttack()
```

The Test is used to check the Getter Method for Attack Feature of the Game Piece

testSetCost

```
public void testSetCost()
```

The Test is used to check the Setter Method for the Game Piece Cost

testSetHealth

```
public void testSetHealth()
```

The Test is used to check the Setter Method for the Health of the Game Piece

testSetAttack

```
public void testSetAttack()
```

The Test is used to check the Setter Method for the Attack Feature of the Game Piece

testToString

```
public void testToString()
```

The Test is used to check the toString() Method and the String Output showing the information of the Game Piece

testEquals

```
public void testEquals()
```

The method is used to compare two coordinate objects field by field

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