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The GUI is implemented in ChessInterface. ChessInterfaceTest is incomplete. In the constructor we call createGUI, who create the JComponents. In createGUI() we call fillPanel(), who fill the Panel with the JComponent. UpdateLabels() will write text in each JButton of the 8x8 matrix. Calling main will give us the JFrame with the chess game. A normal initialize game can be viewed in Figure1

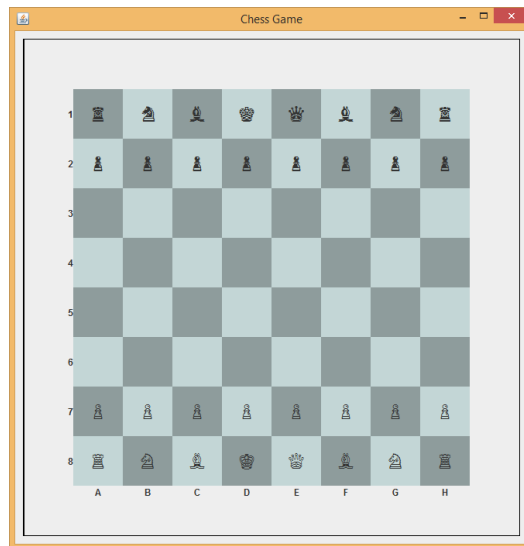


Figure 1

Testing if is correctly updating, we add new Knight(Team.BLACK, new Position(2,2), game.getBoard()). And the JFrame updates the game as expected, As you can see in Figure 2.

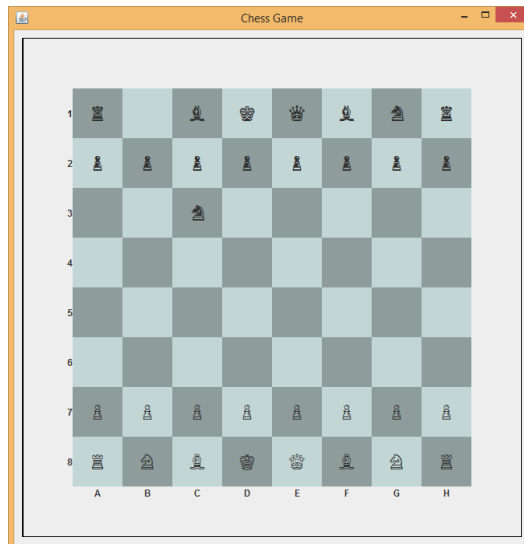


Figure 2

Testing the new Pieces which I invented. I invented DifferentKnight which can walk 2 steps in rows columns and diagonals. Since there is no Unicode for him, I wrote as B. So, replacing the Knight statement to new DifferentKnight(Team.BLACK, new Position(4,4), game.getBoard()). We can see that the board correctly updated in Figure3.

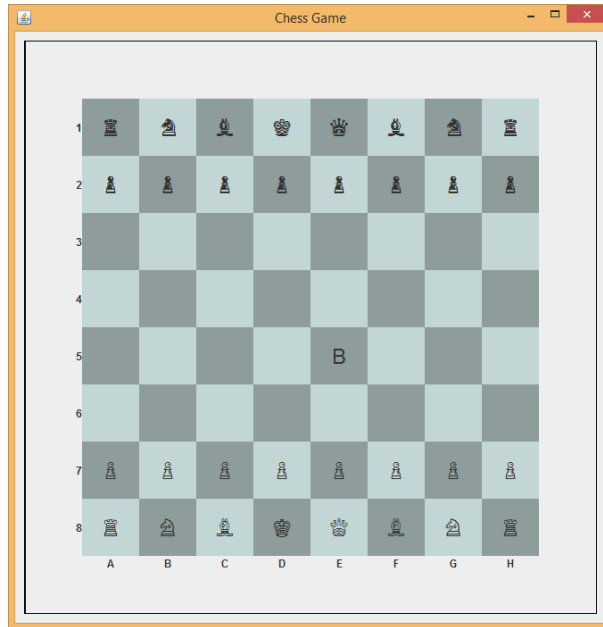


Figure 3

Since the different Knight can walk 2 steps in the diagonal. I simulate him beating one of the White team pawns adding the following statement `game.move(new Position(4,4), new Position(6,6))`. The result is presented in the figure 4.

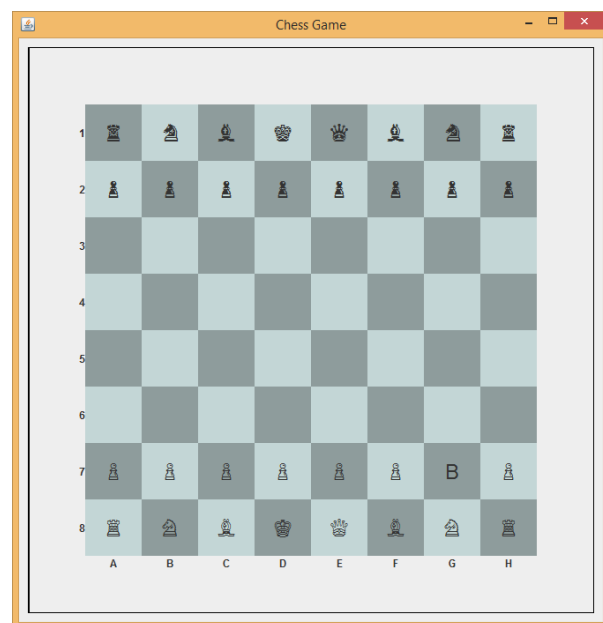


Figure 4

My GUI test Plan was to write some @Test which would pop up some JFrames in some situation, and see if the chess game is in the write condition as expected. Unfortunately, I was not able to make lot of JFrames pop up. So I simulate some cases one by one. And as the figures above present, I've got right answers.