

int captureStones(int stoppingPoint)

Test Case	Input	Expected Output/Behavior
1	stoppingPoint = 1	Captures stones from player 2's pit and updates store count for player 1.
2	stoppingPoint = 7	Captures stones from player 1's pit and updates store count for player 2.
3	stoppingPoint = 13	Throws PitNotFoundException for an invalid pit number.
4	stoppingPoint = 0	Throws PitNotFoundException for an invalid pit number.

int distributeStones(int startingPoint)

Test Case	Input	Expected Output/Behavior
1	startingPoint = 1	Distributes stones in a circular manner, ending on a pit in player 1's side.
2	startingPoint = 7	Distributes stones in a circular manner, ending on a pit in player 2's side.
3	startingPoint = 13	Throws PitNotFoundException for an invalid pit number.
4	startingPoint = 0	Throws PitNotFoundException for an invalid pit number.

int getNumStones(int pitNum)

Test Case	Input	Expected Output/Behavior
1	pitNum = 1	Returns the number of stones in pit 1.
2	pitNum = 7	Returns the number of stones in pit 7.
3	pitNum = 13	Throws PitNotFoundException for an invalid pit number.
4	pitNum = 0	Throws PitNotFoundException for an invalid pit number.

boolean isSideEmpty(int pitNum)

Test Case	Input	Expected Output/Behavior
1	pitNum = 1	Returns false if at least one pit in player 1's side has stones.
2	pitNum = 7	Returns false if at least one pit in player 2's side has stones.
3	pitNum = 13	Throws PitNotFoundException for an invalid pit number.
4	pitNum = 0	Throws PitNotFoundException for an invalid pit number.

void resetBoard()

Test Case	Expected Output/Behavior
1	Resets all pits with 4 stones and both stores with 0 stones.

void registerPlayers(Player one, Player two)

Test Case	Input	Expected Output/Behavior
1	player1, player2	Sets up stores for player 1 and player 2, connects players to their respective stores.