SYST 17796

Deliverable 3

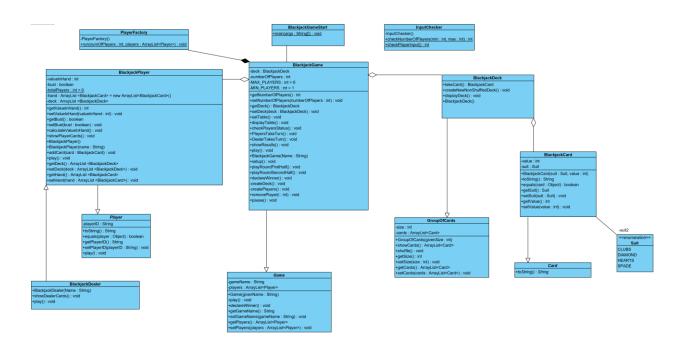
Deliverable 3

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UML DIAGRAM

Deliverable 3



GIT REPOSITORY

Source URL: https://github.com/Danny-

Chaudhry/Deliverable 1/tree/master/src/ca/sheridancollege/project

Testing URL: https://github.com/Danny-

Chaudhry/Deliverable 1/tree/master/test/ca/sheridancollege/project

TEST RESULT REPORT

2

	1		1
REQUIREMENT	USE CASE	TEST METHOD (CLASSNAME.METHODNAME)	STATUS (DATE)
Card instance can be created	"Main path"	Test class: TestBlackjackCardClass Method: BlackjackCard()	Pass (April 19, 2019)
Cards equal method	"Main path"	Test class: TestBlackjackCardClass Method: equals()	Pass (April 19, 2019)
Player instance without name	"Main path"	Test class: TestBlackjackPlayerClass Method: BlackjackPlayer()	Pass (April 19, 2019)
Player instance with name	"Main path"	Test class: TestBlackjackPlayerClass Method: BlackjackPlayer("Name")	Pass (April 19, 2019)
Calculate value in player hand	"Main path"	Test class: TestBlackjackPlayerClass Method: calculateValueInHand()	Pass (April 19, 2019)
Show players hand	"Main path"	Test class: TestBlackjackPlayerClass Method: showPlayerCards()	Pass (April 19, 2019)
Player automatically takes card if less than 16	"First alternative"	Test class: TestBlackjackPlayerClass Method: play ()	Pass (April 19, 2019)
Player 'hit me'	"Third alternative"	Test class: TestBlackjackPlayerClass Method: play()	Pass (April 19, 2019)
Player 'stay'	"Third alternative"	Test class: TestBlackjackPlayerClass Method: play()	Pass (April 19, 2019)
Player 'go bust'	"Forth alternative"	Test class: TestBlackjackPlayerClass Method: play()	Pass (April 19, 2019)
Player 'gets 21'	"Main path"	Test class: TestBlackjackPlayerClass Method: play()	Pass (April 19, 2019)
Dealer instance can be created	"Main path"	Test class: TestBlackjackDealerClass Method: BlackJackDealer("DEALER")	Pass (April 19, 2019)
Showing the dealer's cards	"Third alternative"	Test class: TestBlackjackDealerClass Method: showDealerCards()	Pass (April 19, 2019)
Dealer automatically takes card if less than 16	"Third alternative"	Test class: TestBlackjackDealerClass Method: play()	Pass (April 19, 2019)
Deck instance can be created	"Main path"	Test class: TestBlackjackDeckClass Method: BlackjackDeck()	Pass (April 19, 2019)

Display the deck "Main path" Test class: TestBlackjackDeck(lass Method: displayDeck() Pass (April 19, 2019) Shuffle deck "Main path" Test class: TestBlackjackDeckClass Method: shuffle() Pass (April 19, 2019) Take card from deck "Main path" Test class: TestBlackjackDeckClass Method: takeCard() Pass (April 19, 2019) Game instance can be created "Main path" Test class: TestBlackjackGameClass Method: BlackjackGameClass Method: ceateDeck() Pass (April 19, 2019) Create deck and shuffle it "Main path" Test class: TestBlackjackGameClass Method: ceateDeck() Pass (April 19, 2019) Create a number of players "Main path" Test class: TestBlackjackGameClass Method: createPlayers () Pass (April 19, 2019) Give each player two cards "Main path" Test class: TestBlackjackGameClass Method: setTable () Pass (April 19, 2019) Display everyone's cards "Main path" Test class: TestBlackjackGameClass Method: displayTable () Pass (April 19, 2019) Remove player "Second path" Test class: TestBlackjackGameClass Method: displayPlayerStatus() Pass (April 19, 2019) Display details for all remaining players "Method: displayPlayerStatus() Pass (April 19, 2019) Method: dealerTakesTurn() <th></th> <th></th> <th></th> <th></th>				
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getting 21 2019)	• •	"Third path"	•	
		"Forth path"	•	

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Dealer loses when going bust	"Third path"	Test class: TestBlackjackGameClass Method: declareWinner()	Pass (April 19, 2019)
Player wins when value greater than dealer	"Third path"	Test class: TestBlackjackGameClass Method: declareWinner()	Pass (April 19, 2019)
Dealer wins when value greater than player	"Third path"	Test class: TestBlackjackGameClass Method: declareWinner()	Pass (April 19, 2019)
Draw when both player and dealer have same value	"Third path"	Test class: TestBlackjackGameClass Method: declareWinner()	Pass (April 19, 2019)