



VERSION 1.0

SYST 17796

Deliverable 3



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UML DIAGRAM

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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

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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)

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Display the deck	"Main path"	Test class: TestBlackjackDeckClass 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: Blackjackgame()	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: removePlayer()	Pass (April 19, 2019)
Display details for all remaining players	"Second path"	Test class: TestBlackjackGameClass Method: displayPlayerStatus()	Pass (April 19, 2019)
Give each players their turn to play	"Main path"	Test class: TestBlackjackGameClass Method: playersTakeTurn()	Pass (April 19, 2019)
Make the dealer play	"Main path"	Test class: TestBlackjackGameClass Method: dealerTakesTurn()	Pass (April 19, 2019)
Show when player goes bust	"Second path"	Test class: TestBlackjackGameClass Method: showResults()	Pass (April 19, 2019)
Show when player gets exactly 21	"First path"	Test class: TestBlackjackGameClass Method: showResults()	Pass (April 19, 2019)
Show when player still in game	"Third path"	Test class: TestBlackjackGameClass Method: showResults()	Pass (April 19, 2019)
Dealer wins when getting 21	"Forth path"	Test class: TestBlackjackGameClass Method: declareWinner()	Pass (April 19, 2019)

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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)