**EECS 3311 Lab Test Crib Sheet**

**COMMAND\_MOVEMENTS:**

Execute: Call the specific movement pattern feature

Undo: Recreate the board prior to the last move

Redo: Recreate the last movement pattern

**GAME\_ACCESS:** Implement Singleton Pattern

**HISTORY:** Create an ARRAYED\_LIST of type COMMAND

* store the current index at the start of the loop
* iterate through history
* remove history indices greater than start index

**SOLITAIRE\_USER\_INTERFACE:**

new-game: make game, create history of HISTORY, empty message

move: local COMMAND object, make object, if ? valid then extend

history and execute object, else then output appropriate error message

undo: if valid index & not empty & before is false then undo item and go back

redo: if not at end & not empty, go forward and redo item

* remove operations to right of current cursor
* extend with new command

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**BOARD (CONTRACTS):**

* Current board equals its equivalent template board
* Statuses use old current deep copy
* matches\_slots\_except implies equality with current and other

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**TEST CASES**

* move left on diamond board
* violate from slot valid r/c, middle valid c, to slot valid c, from occupied, middle occupied, to slot unoccupied, success
* violation msg for undo when hisory is empty
* violation msg for undo too many times
* violation msg for redo when hisory is empty
* violation msg for redo too many times

**GAME (CONTRACTS):**

* board equals its equivalent template board
* move uses old deep copy
* is\_over: (not) iterate across rows & columns