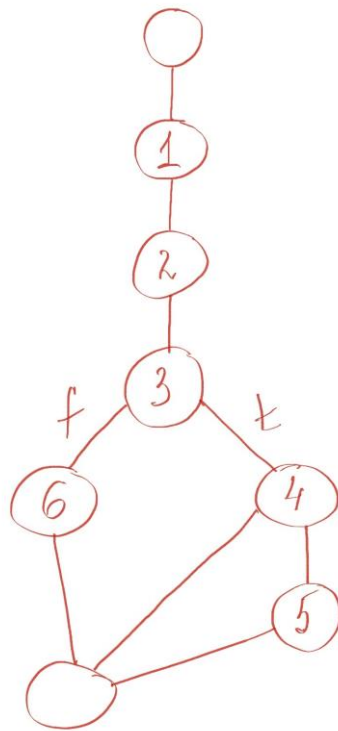


Practica 7

El grafo de posibles caminos del método canMove de la clase Game:

```
168 * @return
169 */
170 public boolean canMove(int startrow, int startcol, int endrow, int endcol) {
171     1 boolean vuelta = false;
172     2 Piece p = this.board.getCell(row:startrow, col:startcol).getPiece();
173
174     if (p != null && p.getType() == 3 this.turn) {
175         4 vuelta = p.canmove(board:this.board, row:endrow, col:endcol);
176     }
177     5 return vuelta; 6
178 }
```



Caja blanca:

El método canMove:

Entrada	Salida
startrow = 6 startcol = 0 endrow = 5 Endcol = 0 this.board = inicial this.turn = White	true
startrow = 7 startcol = 0 endrow = 6 Endcol = 0 this.board = inicial this.turn = White	false
startrow = 2 startcol = 0 endrow = 3 Endcol = 0 this.board = inicial this.turn = White	false
startrow = 1 startcol = 0 endrow = 2 Endcol = 0 this.board = inicial this.turn = White	false
startrow = 6 startcol = 0 endrow = 3 Endcol = 0 this.board = inicial this.turn = White	false

