

Testes - Gestor de Jogo

Test01GetTurno			
Variaveis	Métodos	Esperado	Obtido
Turno = 0	getTurno()	0	0
Turno = 1	getTurno()	1	1

Test02QuemEstaAJogar			
Variaveis	Métodos	Esperado	Obtido
Turno = 0	quemEstaAJogar()	10	10
Turno = 1	quemEstaAJogar()	20	20
Turno = 2	quemEstaAJogar()	10	10

Test03ContaRei			
Variaveis	Métodos	Esperado	Obtido
int numReisPretosEsperados = 0, int numReisPretosAnteriorEsperado = 0	contaRei(10)	numReisPretosEsperados = 1 numReisPretosAnteriorEsperado = 1	numReisPretosEsperados = 1 numReisPretosAnteriorEsperado = 1
numReisPretosEsperados = 1 numReisPretosAnteriorEsperado = 1	contaRei(10)	numReisPretosEsperados = 2 numReisPretosAnteriorEsperado = 2	numReisPretosEsperados = 2 numReisPretosAnteriorEsperado = 2
numReisBrancoEsperados = 0 numReisBrancoAnteriorEsperado = 0	contaRei(20)	numReisBrancoEsperados = 1 numReisBrancoAnteriorEsperado = 1	numReisBrancoEsperados = 1 numReisBrancoAnteriorEsperado = 1
numReisBrancoEsperados = 1 numReisBrancoAnteriorEsperado = 1	contaRei(20)	numReisBrancoEsperados = 2 numReisBrancoAnteriorEsperado = 2	numReisBrancoEsperados = 2 numReisBrancoAnteriorEsperado = 2

tes04ValidarJogada			
Variaveis	Métodos	Esperado	Obtido
jogadasValidasPreta =0, jogadasValidasBranca = 0 turno=0;	validarJogada();	jogadasValidasPreta =1, jogadasValidasBranca = 0 turno=1 equipaQueJogou=10;	jogadasValidasPreta =1, jogadasValidasBranca = 0 turno=1 equipaQueJogou=10;
jogadasValidasPreta =1, jogadasValidasBranca = 0 turno=1	validarJogada();	jogadasValidasPreta =1, jogadasValidasBranca = 1 turno=2 equipaQueJogou=20;	jogadasValidasPreta =1, jogadasValidasBranca = 1 turno=2 equipaQueJogou=20;

test05NaoHouveCaptura			
Variaveis	Métodos	Esperado	Obtido
TurnoSemCapturasAnterior = 0, TurnoSemCapturas= 0; Turno = 0 capturasPreto = 0 capturaBranco = 0	naoHouveCaptura()	TurnoSemCapturasAnterior = 0, TurnoSemCapturas= 0; Turno = 1 capturasPreto = 0 capturaBranco = 0	TurnoSemCapturasAnterior = 0, TurnoSemCapturas= 0; Turno = 1 capturasPreto = 0 capturaBranco = 0
TurnoSemCapturasAnterior = 0, TurnoSemCapturas = 0; Turno = 1 capturasPreto = 0 capturaBranco = 0	naoHouveCaptura()	TurnoSemCapturasAnterior = 0, TurnoSemCapturas = 0; Turno = 2 capturasPreto = 0 capturaBranco = 0	TurnoSemCapturasAnterior = 0, TurnoSemCapturas = 0; Turno = 2 capturasPreto = 0 capturaBranco = 0
TurnoSemCapturasAnterior = 0, TurnoSemCapturas = 0; Turno = 3 capturasPreto = 1 capturaBranco = 0	naoHouveCaptura()	TurnoSemCapturasAnterior = 0, TurnoSemCapturas = 1; Turno = 4 capturasPreto = 1 capturaBranco = 0	TurnoSemCapturasAnterior = 0, TurnoSemCapturas = 1; Turno = 4 capturasPreto = 1 capturaBranco = 0
TurnoSemCapturasAnterior = 0, TurnoSemCapturas = 1; Turno = 4 capturasPreto = 1 capturaBranco = 0	naoHouveCaptura()	TurnoSemCapturasAnterior = 1, TurnoSemCapturas = 2; Turno = 5 capturasPreto = 1 capturaBranco = 0	TurnoSemCapturasAnterior = 1, TurnoSemCapturas = 2; Turno = 5 capturasPreto = 1 capturaBranco = 0

Test06AdicionarCaptura			
Variaveis	Métodos	Esperado	Obtido
Turno = 0; capturasBranco = 0 capturasPreto = 0 numReisBranco = 1 numReisPreto = 0	adicionarCaptura(0)	Turno = 1; capturasBranco = 0 capturasPreto = 1 numReisBranco = 0 numReisPreto = 0	Turno = 1; capturasBranco = 0 capturasPreto = 1 numReisBranco = 0 numReisPreto = 0
Turno = 1; capturasBranco = 0 capturasPreto = 1 numReisBranco = 0 numReisPreto = 0	adicionarCaptura(1)	Turno = 2; capturasBranco = 1 capturasPreto = 1 numReisBranco = 0 numReisPreto = 0	Turno = 2; capturasBranco = 1 capturasPreto = 1 numReisBranco = 0 numReisPreto = 0

Test07InvalidarJogada			
Variaveis	Métodos	Esperado	Obtido
Turno = 0 jogadasInvalidaPreta = 0 jogadasInvalidaBranca = 0	invalidarJogada()	Turno = 0 jogadasInvalidaPreta = 1 jogadasInvalidaBranca = 0	Turno = 0 jogadasInvalidaPreta = 1 jogadasInvalidaBranca = 0
Turno = 0 jogadasInvalidaPreta = 1 jogadasInvalidaBranca = 0	invalidarJogada()	Turno = 0 jogadasInvalidaPreta = 2 jogadasInvalidaBranca = 0	Turno = 0 jogadasInvalidaPreta = 2 jogadasInvalidaBranca = 0
Turno = 1 jogadasInvalidaPreta = 2 jogadasInvalidaBranca = 0	invalidarJogada()	Turno = 1 jogadasInvalidaPreta = 2 jogadasInvalidaBranca = 1	Turno = 1 jogadasInvalidaPreta = 2 jogadasInvalidaBranca = 1

Test08Undo			
Variaveis	Métodos	Esperado	Obtido
Turno = 2 CapturasBranco=1 CapturasPreto=0 JogadasValidasPreto=1 JogadasValidasBranco=1 jogadasInvalidaPreta =0 jogadasInvalidaBranca=1 numReisBranco = 0 numReisPreto = 0	Undo()	Turno = 1 CapturasBranco=0 CapturasPreto=0 JogadasValidasPreto=1 JogadasValidasBranco=0 jogadasInvalidaPreta =0 jogadasInvalidaBranca=1 numReisBranco = 0 numReisPreto = 1	Turno = 1 CapturasBranco=0 CapturasPreto=0 JogadasValidasPreto=1 JogadasValidasBranco=0 jogadasInvalidaPreta =0 jogadasInvalidaBranca=1 numReisBranco = 0 numReisPreto = 1

Test09PossoTerminar			
Variaveis	Metodos	Esperado	Obtido
NumReisPreto = 0 NumReisBranco = 0 turnosSemCaptura = 0	possoTerminar()	true	true
NumReisPreto = 1 NumReisBranco = 1 numeroPecas = 2 turnosSemCaptura = 0	possoTerminar()	true	true
NumReisPreto = 2 NumReisBranco = 1 turnosSemCaptura = 0	possoTerminar()	false	false
NumReisPreto = 1 NumReisBranco = 0 turnosSemCaptura = 0	possoTerminar()	True	true
NumReisPreto = 2 NumReisBranco = 1 turnosSemCaptura = 10	possoTerminar()	True	true

test10GetResultados			
Variaveis	Metodos	Esperado	Obtido
NumReisPreto = 1 NumReisBranco = 1	gestor.getResultado()	[JOGO DE CRAZY CHESS, Resultado: EMPATE, ---, Equipa das Pretas, Capturas: 0, Jogadas válidas: 0, Tentativas inválidas: 0, Equipa das Brancas, Capturas: 0, Jogadas válidas: 0, Tentativas inválidas: 0]	[JOGO DE CRAZY CHESS, Resultado: EMPATE, ---, Equipa das Pretas, Capturas: 0, Jogadas válidas: 0, Tentativas inválidas: 0, Equipa das Brancas, Capturas: 0, Jogadas válidas: 0, Tentativas inválidas: 0]
NumReisPreto = 1 NumReisBranco = 0	gestor.getResultado()	[JOGO DE CRAZY CHESS, Resultado: VENCERAM AS PRETAS, ---, Equipa das Pretas, Capturas: 1, Jogadas válidas: 1, Tentativas inválidas: 0, Equipa das Brancas, Capturas: 0, Jogadas válidas: 0, Tentativas inválidas: 0]	[JOGO DE CRAZY CHESS, Resultado: VENCERAM AS PRETAS, ---, Equipa das Pretas, Capturas: 1, Jogadas válidas: 1, Tentativas inválidas: 0, Equipa das Brancas, Capturas: 0, Jogadas válidas: 0, Tentativas inválidas: 0]
NumReisPreto = 2 NumReisBranco = 1	gestor.getResultado()	[JOGO DE CRAZY CHESS, Resultado: EMPATE, ---, Equipa das Pretas, Capturas: 1, Jogadas válidas: 6, Tentativas inválidas: 0, Equipa das Brancas, Capturas: 0, Jogadas válidas: 5, Tentativas inválidas: 0]	[JOGO DE CRAZY CHESS, Resultado: EMPATE, ---, Equipa das Pretas, Capturas: 1, Jogadas válidas: 6, Tentativas inválidas: 0, Equipa das Brancas, Capturas: 0, Jogadas válidas: 5, Tentativas inválidas: 0]

test11LoadEquipaAJogar			
Variaveis	Metodos	Esperado	Obtido
jogadasValidasPreto = 2 jogadasValidasBranco = 1 turno = 3	loadEquipaAJogar()	Turno = 3	Turno = 3
jogadasValidasPreto = 3 jogadasValidasBranco = 2 turno = 3	loadEquipaAJogar()	Turno = 5	Turno = 5

test12LoadJogadasValidas			
Variaveis	Metodos	Esperado	Obtido
jogadasValidasPreto = 0	loadJogadasValidas(10, 3)	jogadasValidasPreto = 3	jogadasValidasPreto = 3
jogadasValidasBranco= 0	loadJogadasValidas(20, 9)	jogadasValidasBranco = 9	jogadasValidasBranco = 9
jogadasValidasPreto = 3	loadJogadasValidas(10, 0)	jogadasValidasPreto = 0	jogadasValidasPreto = 0
jogadasValidasBranco= 9	loadJogadasValidas(20, 8)	jogadasValidasBranco = 8	jogadasValidasBranco = 8

test13LoadJogadasInvalidas			
Variaveis	Metodos	Esperado	Obtido
jogadasInvalidasPreto = 0	loadJogadasInvalidas(10, 3)	jogadasInvalidasPreto = 3	jogadasInvalidasPreto = 3
jogadasInvalidasBranco= 0	loadJogadasInvalidas (20, 9)	jogadasInvalidasBranco = 9	jogadasInvalidasBranco = 9
jogadasInvalidasPreto = 3	loadJogadasInvalidas (10, 0)	jogadasInvalidasPreto = 0	jogadasInvalidasPreto = 0
jogadasInvalidasBranco = 9	loadJogadasInvalidas (20, 8)	jogadasInvalidasBranco = 8	jogadasInvalidasBranco = 8

test14LoadCapturas			
Variaveis	Metodos	Esperado	Obtido
capturasPreto = 0	loadCapturas(10, 3)	capturasPreto = 3	capturasPreto = 3
capturasBranco= 0	loadCapturas (20, 9)	capturasBranco = 9	capturasBranco = 9
capturasPreto = 3	loadCapturas (10, 0)	capturasPreto = 0	capturasPreto = 0
capturasBranco = 9	loadCapturas (20, 8)	capturasBranco = 8	capturasBranco = 8

Testes - Tabuleiro

test01ExistemCoordenadas			
Variaveis	Metodos	Esperado	Obtido
	existemCoordenadas(0, 0, 2)	true	true
	existemCoordenadas(0, -1, 2)	false	false
	existemCoordenadas(2, 0, 2)	false	false

test02GetTamanho			
Variaveis	Metodos	Esperado	Obtido
tamanho = 4	getTamanho ()	4	4

test03AcrescentaPeca			
Variaveis	Metodos	Esperado	Obtido
Map<Integer, CrazyPiece> pecas vazio	acrescentaPeca(rei) acrescentaPeca(padre) acrescentaPeca(rainha)	Pecas = <1, rei>, <2, rainha>, <3, padre>	Pecas = <1, rei>, <2, rainha>, <3, padre>

test04ColocarNoTabuleiro			
Variaveis	Metodos	Esperado	Obtido
Tabuleiro={ [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0] }	colocarNoTabuleiro(0, 0, 1) colocarNoTabuleiro(1, 3, 3) colocarNoTabuleiro(2, 2, 2)	Tabuleiro={ [1,0,0,0,0,0,0,0], [0,0,0,3,0,0,0,0], [0,0,2,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0] }	Tabuleiro={ [1,0,0,0,0,0,0,0], [0,0,0,3,0,0,0,0], [0,0,2,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0] }

test05GetPecas			
Variaveis	Metodos	Esperado	Obtido
Pecas = (rei, rainha, padre)	getPecas()	(rei, rainha, padre)	(rei, rainha, padre)

test06GetPeca			
Variaveis	Metodos	Esperado	Obtido
Pecas = <1, rei>, <2,rainha>, <3,padre> Tabuleiro = { [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,3,0,0,0,0,0,0], [0,0,0,2,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,1,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0] }	getPecas(6,6)	rei	rei
Pecas = <1, rei>, <2,rainha>, <3,padre> Tabuleiro = { [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,3,0,0,0,0,0,0], [0,0,0,2,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,1,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0] }	getPecas(2,3)	rainha	rainha
Pecas = <1, rei>, <2,rainha>, <3,padre> Tabuleiro = { [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,3,0,0,0,0,0,0], [0,0,0,2,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,1,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0] }	getPecas(1,5)	padre	padre
Pecas = <1, rei>, <2,rainha>, <3,padre> Tabuleiro = { [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,3,0,0,0,0,0,0], [0,0,0,2,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,1,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0] }	getPecas(-1,5)	null	null

Pecas = <1, rei>, <2,rainha>, <3,padre>
Tabuleiro = { [0,0,0,0,0,0,0,0,0,0,0,0],
[0,0,0,0,0,3,0,0,0,0,0,0], [0,0,0,2,0,0,0,0,0,0,0,0],
[0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0],
[0,0,0,0,0,0,1,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0],
[0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0],
[0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0],
[0,0,0,0,0,0,0,0,0,0,0,0] }

getPecas(0,0)

null

null

test07ObterSugestoesJogada			
Variaveis	Metodos	Esperado	Obtido
Pecas = <1, rei> Tabuleiro = { [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,1,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0] }	obterSugestoesJogada(-1,1)	"Pedido inválido"	"Pedido inválido"
Pecas = <1, rei> Tabuleiro = { [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,1,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0] }	obterSugestoesJogada(1,1)	"Pedido inválido"	"Pedido inválido"
Pecas = <1, rei> //rei.idEquipa = 20 //Turno = 0 Tabuleiro = { [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,1,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0] }	obterSugestoesJogada(2,2)	"Pedido inválido"	"Pedido inválido"

test08ProcessaJogada			
Variaveis	Metodos	Esperado	Obtido
Pecas = <1, rei>, <2, rei2>, <3, rei3> //rei.idEquipa = 10, rei2.idEquipa = 20, rei3.idEquipa = 10 Tabuleiro = { [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,1,3,0,0,0,0,0,0,0,0], [0,0,0,2,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0] }	processaJogada(-1,1, 0, 1)	false	false
Pecas = <1, rei>, <2, rei2>, <3, rei3> //rei.idEquipa = 10, rei2.idEquipa = 20, rei3.idEquipa = 10 Tabuleiro = { [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,1,3,0,0,0,0,0,0,0,0], [0,0,0,2,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0] }	processaJogada(0 ,1, -1, 1)	false	false
Pecas = <1, rei>, <2, rei2>, <3, rei3> //rei.idEquipa = 10, rei2.idEquipa = 20, rei3.idEquipa = 10 Tabuleiro = { [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,1,3,0,0,0,0,0,0,0,0], [0,0,0,2,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0] }	processaJogada(3 ,3, 3, 2)	false	false

Pecas = <1, rei>, <2, rei2>, <3, rei3> //rei.idEquipa = 10, rei2.idEquipa = 20, rei3.idEquipa = 10 Tabuleiro = { [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,1,3,0,0,0,0,0,0,0,0], [0,0,0,2,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0] }	processaJogada(1 ,1, 3, 2)	false	false
Pecas = <1, rei>, <2, rei2>, <3, rei3> //rei.idEquipa = 10, rei2.idEquipa = 20, rei3.idEquipa = 10 Tabuleiro = { [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,1,3,0,0,0,0,0,0,0,0], [0,0,0,2,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0] }	processaJogada(2 ,2, 2, 3)	false	false
Pecas = <1, rei>, <2, rei2>, <3, rei3> //rei.idEquipa = 10, rei2.idEquipa = 20, rei3.idEquipa = 10 Tabuleiro = { [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,1,3,0,0,0,0,0,0,0,0], [0,0,0,2,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0,0,0,0,0] }	processaJogada(2 , 2, 1, 1)	True fazerUndo = true tabuleiro[2][2] = 0 tabuleiro[1][1] = 1	True fazerUndo = true tabuleiro[2][2] = 0 tabuleiro[1][1] = 1

Testes - CrazyPiece

test01MoveHorizontal			
Variaveis	Metodos	Esperado	Obtido
	moveHorizontal(1, 1)	true	true
	moveHorizontal(1, 0)	False	false
	moveHorizontal(2, 3)	false	false

test02MoveVertical			
Variaveis	Metodos	Esperado	Obtido
	moveVertical(1, 1)	true	true
	moveVertical (2, 1)	False	false
	moveVertical (1, 3)	false	false

test03MoveDiagonal			
Variaveis	Metodos	Esperado	Obtido
	moveDiagonal(1, 1, 2, 2)	true	true
	moveDiagonal (1, 1, 0, 0)	true	true
	moveDiagonal (2, 3, 1, 4)	true	true
	moveDiagonal (3, 2, 4, 3)	true	true
	moveDiagonal (0, 1, 0, 2)	False	false
	moveDiagonal (0, 1, 1, 1)	False	false
	moveDiagonal (3, 1, 2, 3)	False	false

test04Move			
Variaveis	Metodos	Esperado	Obtido
	move (1, 3, 4, 2)	true	true
	move (1, 3, 1, 3)	false	false
	move (2, 5, 2, 5)	false	false

test05MoveDentroLimite			
Variaveis	Metodos	Esperado	Obtido
	moveDentroLimite (1,1,2,2,1)	true	true
	moveDentroLimite(1,1,0,2,1)	true	true
	moveDentroLimite(3,2,0,5,3)	true	true
	moveDentroLimite(3,2,2,1,3)	True	True
	moveDentroLimite(0,0,3,3,2)	False	false

test06GetPecasNoCaminho			
Variaveis	Metodos	Esperado	Obtido
Tabuleiro{[0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [1,1,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0]} pecas<1, lebre>	getPecasNoCaminho (2,0,2,3, pecas, tabuleiro)	[1 Lebre 2 10 Lebre @ (n/a)]	[1 Lebre 2 10 Lebre @ (n/a)]

Tabuleiro{[0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [1,1,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0]} pecas<1, lebre>	getPecasNoCaminho (2,0,3,1, pecas, tabuleiro)	Lista vazia	Lista vazia
Tabuleiro{[0,0,0,0,0,0,0,0], [0,1,0,0,0,0,0,0], [0,1,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0]} pecas<1, lebre, rei>	getPecasNoCaminho (3,1,0,1, pecas, tabuleiro)	<[1 Rei (infinito) 20 Rei @ (n/a), 2 Lebre 2 10 Lebre @ (n/a)]>	<[1 Rei (infinito) 20 Rei @ (n/a), 2 Lebre 2 10 Lebre @ (n/a)]>
Tabuleiro{[0,0,0,0,0,0,0,0], [0,1,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,1,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0]} pecas<1, lebre, rei>	getPecasNoCaminho (4,4,0,0, pecas, tabuleiro)	<[1 Lebre 2 10 Lebre @ (n/a), 1 Rei (infinito) 20 Rei @ (n/a)]>	<[1 Lebre 2 10 Lebre @ (n/a), 1 Rei (infinito) 20 Rei @ (n/a)]>

test07GetPecasNumRaio			
Variaveis	Metodos	Esperado	Obtido
Tabuleiro{[0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,2,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0]} pecas<2, rei>	getPecasNumRaio (4,4,1, tabuleiro, pecas)	(rei)	(rei)
Tabuleiro{[0,0,2,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0]} pecas<2, rei>	getPecasNumRaio (0, 0, 2, tabuleiro, pecas)	(rei)	(rei)
Tabuleiro{[0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0]} pecas<2, rei>	getPecasNumRaio (4, 4, 2, tabuleiro, pecas)	Lista vazia	Lista vazia
Tabuleiro{[0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,2]} pecas<2, rei>	getPecasNumRaio (7, 0, 3, tabuleiro, pecas)	(rei)	(rei)

Testes – Rei

test01PNGPreta			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	"preto_rei.png"	"preto_rei.png"

test02PNGNula			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	null	null

test03PNGBranca			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	"branco_rei.png"	"branco_rei.png"

test04GetNome			
Variaveis	Metodos	Esperado	Obtido
	getNome()	"Rei"	"Rei"

test05GetValorRelativo			
Variaveis	Metodos	Esperado	Obtido
	getNome()	"(infinito)"	"(infinito)"

test06Sugestoes			
Variaveis	Metodos	Esperado	Obtido
tabuleiro{{0,0,0,0}, {0,1,0,0}, {0,0,0,0}, {0,0,0,0}} pecas<1, rei>	darSugestao(1, 1, pecas, tabuleiroMatrix, 0)	{ "0, 0", "0, 1", "0, 2", "1, 0", "1, 2", "2, 0", "2, 1", "2, 2" }	{ "0, 0", "0, 1", "0, 2", "1, 0", "1, 2", "2, 0", "2, 1", "2, 2" }

Testes – Lebre

test01PNGPreta			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	"preto_lebre.png"	"preto_lebre.png"

test02PNGNula			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	null	null

test03PNGBranca			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	"branco_lebre.png"	"branco_lebre.png"

test04GetNome			
Variaveis	Metodos	Esperado	Obtido
	getNome()	"Lebre"	"Lebre"

test05GetValorRelativo			
Variaveis	Metodos	Esperado	Obtido
	getNome()	"2"	"2"

test06Sugestoes			
Variaveis	Metodos	Esperado	Obtido
tabuleiro{[0,0,0,0], [0,1,0,0], [0,0,0,0], [0,0,0,0]} pecas<1, lebre>	darSugestao(1, 1, pecas, tabuleiroMatrix, 0)	{ "0, 0", "0, 2", "2, 0", "2, 2" }	{ "0, 0", "0, 2", "2, 0", "2, 2" }

test07VerificaMovimentoTurnoErrado			
Variaveis	Metodos	Esperado	Obtido
tabuleiro{[1,0,0,0], [0,0,0,0], [0,0,0,0], [0,0,0,0]} pecas<1, lebre> turno = 1	lebre.verificarSeMove(0,0, 1, 1, pecas, tabuleiroMatrix, 1)	false	false

test08VerificaMovimentoVertical			
Variaveis	Metodos	Esperado	Obtido
tabuleiro{[0,0,0,0], [0,0,0,0], [0,0,1,0], [0,0,0,0]} pecas<1, lebre>	lebre.verificarSeMove(2,2, 3, 1, pecas, tabuleiroMatrix, 0)	false	false

test09VerificaMovimentoHorizontal			
Variaveis	Metodos	Esperado	Obtido
tabuleiro{[0,0,0,0], [0,0,0,0], [0,0,1,0], [0,0,0,0]} pecas<1, lebre>	lebre.verificarSeMove(2,2, 2, 3, pecas, tabuleiroMatrix, 0)	false	false

Test10SetCoordenadas			
Variaveis	Metodos	Esperado	Obtido
coordenadas = (n/a)	setCoordenadas(1,2)	coordenadas = "(1, 2)" coordenadasAnterior = "(n/a)"	coordenadas = "(1, 2)" coordenadasAnterior = "(n/a)"

Test11ResetCoordenadas			
Variaveis	Metodos	Esperado	Obtido
coordenadas = "(1, 2)"	resetCoordenadas()	coordenadas = "(n/a)" coordenadasAnterior = "(1, 2)"	coordenadas = "(n/a)" coordenadasAnterior = "(1, 2)"

Test12Equals			
Variaveis	Metodos	Esperado	Obtido
idLebre1 = 1 idLebre2 = 1	equals (Lebre2)	true	true

Testes – PadreDaVila

test01PNGPreta			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	"preto_padre.png"	"preto_padre.png"

test02PNGNula			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	null	null

test03PNGBranco			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	"branco_padre.png"	"branco_padre.png"

test04Nome			
Variaveis	Metodos	Esperado	Obtido
	getNome()	"Padre da Vila"	"Padre da Vila"

test05ValorRelativo			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	3	3

test06Sugestoes			
Variaveis	Metodos	Esperado	Obtido
tabuleiro{[0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0] [0,0,0,1, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0]}	darSugestao(4, 4, pecas, tabuleiroMatrix, 0)	{"1, 1","1, 7","2, 2","2, 6","3, 3","3, 5","5, 3","5, 5","6, 2","6, 6","7, 1","7, 7"}	{"1, 1","1, 7","2, 2","2, 6","3, 3","3, 5","5, 3","5, 5","6, 2","6, 6","7, 1","7, 7"}
pecas<1, padre>			

Testes – PoneiMagico

test01PNGPreta			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	"preto_ponei.png"	"preto_ponei.png"

test02PNGNula			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	null	null

test03PNGBranca			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	"branco_ponei.png"	"branco_ponei.png"

test04Nome			
Variaveis	Metodos	Esperado	Obtido
	getNome()	"Ponei Mágico "	"Ponei Mágico"

test05ValorRelativo			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	5	5

test06Sugestoes			
Variaveis	Metodos	Esperado	Obtido
tabuleiro{[0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0] [0,0,0,1, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0]} pecas<1, ponei>	darSugestao(4, 4, pecas, tabuleiroMatrix, 0)	{"2, 2", "2, 6", "6,2", "6, 6"}	{"2, 2", "2, 6", "6,2", "6, 6"}

test07SaltarReis			
Variaveis	Metodos	Esperado	Obtido
tabuleiro{[0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,2, 0,0,0,0], [0,0,3,0, 0,0,0,0] [0,0,0,0, 1,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0]} pecas<1, ponei> pecas<2, rei> pecas<3, king>	verificarSeMove(4,4, 2, 2, pecas, tabuleiroMatrix, 0)	false	false
tabuleiro{[0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0] [0,0,2,0, 1,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 3,0,0,0], [0,0,0,0, 0,0,0,0]} pecas<1, ponei> pecas<2, rei> pecas<3, king>	verificarSeMove(4,4, 6, 1, pecas, tabuleiroMatrix, 0)	false	false
tabuleiro{[0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0,3,0,0,0], [0,0,0,0, 0,0,2,0] [0,0,0,0, 1,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0]} pecas<1, ponei> pecas<2, rei> pecas<3, king>	verificarSeMove(4,4, 2, 6, pecas, tabuleiroMatrix, 0)	false	false
tabuleiro{[0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0, 0,0,0,0] [0,0,0,0, 1,0,0,0], [0,0,0,0, 0,0,3,0], [0,0,0,0, 0,2,0,0], [0,0,0,0, 0,0,0,0]} pecas<1, ponei> pecas<2, rei> pecas<3, king>	verificarSeMove(4,4, 6, 6, pecas, tabuleiroMatrix, 0)	false	false

Testes – TorreH

test01PNGPreta			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	"preto_torreH.png"	"preto_torreH.png"

test02PNGNula			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	null	null

test03PNGBranca			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	"branco_torreH.png"	"branco_torreH.png"

test04Nome			
Variaveis	Metodos	Esperado	Obtido
	getNome()	"TorreH"	"TorreH"

test05ValorRelativo			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	3	3

test06Sugestoes			
Variaveis	Metodos	Esperado	Obtido
tabuleiro{[1,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0] [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0] [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0]} pecas<1, torreH>	darSugestao(1, 1, pecas, tabuleiroMatrix, 0)	{"0, 1","2, 1","3, 1","4, 1","5, 1","6, 1","7, 1","8, 1","9, 1","10, 1","11, 1"}	{"0, 1","2, 1","3, 1","4, 1","5, 1","6, 1","7, 1","8, 1","9, 1","10, 1","11, 1"}

Testes – TorreV

test01PNGPreta			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	"preto_torreV.png"	"preto_torreV.png"

test02PNGNula			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	null	null

test03PNGBranca			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	"branco_torreV.png"	"branco_torreV.png"

test04Nome			
Variaveis	Metodos	Esperado	Obtido
	getNome()	"TorreV"	"TorreV"

test05ValorRelativo			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	3	3

test06Sugestoes			
Variaveis	Metodos	Esperado	Obtido
tabuleiro{[1,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0] [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0] [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0], [0,0,0,0, 0,0,0,0, 0,0,0,0]} pecas<1, torreV>	darSugestao(6, 6, pecas, tabuleiroMatrix, 0)	{"1,0","1, 2","1, 3","1, 4","1, 5","1, 6","1, 7","1, 8","1, 9","1, 10","1, 11"}	{"1,0","1, 2","1, 3","1, 4","1, 5","1, 6","1, 7","1, 8","1, 9","1, 10","1, 11"}

Testes – Rainha

test01PNGPreta			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	"preto_rainha.png"	"preto_rainha.png"

test02PNGNula			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	null	null

test03PNGBranca			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	"branco_rainha.png"	"branco_rainha.png"

test04Nome			
Variaveis	Metodos	Esperado	Obtido
	getNome()	"Rainha"	"Rainha"

test05ValorRelativo			
Variaveis	Metodos	Esperado	Obtido
	getImagePNG()	8	8

test08MovimentosImpossiveis			
Variaveis	Metodos	Esperado	Obtido
tabuleiro{[1,2,0,0], [0,0,0,0], [0,0,0,0], [0,0,0,0]} pecas<1, rainha> pecas<2, rei>	verificarSeMove(0,0, 0, 2, pecas, tabuleiroMatrix, 0)	false	false
tabuleiro{[0,0,0,0], [0,1,0,0], [0,0,2,0], [0,0,0,0]} pecas<1, rainha> pecas<2, rei>	verificarSeMove(1,1, 3, 3, pecas, tabuleiroMatrix, 0)	false	false
tabuleiro{[0,1,0,0], [0,0,0,0], [0,2,0,0], [0,0,0,0]} pecas<1, rainha> pecas<2, rei>	verificarSeMove(0,1, 3, 1, pecas, tabuleiroMatrix, 0)	false	false