Testes - Gestor de Jogo

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

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

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| **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 |
| numReisBrancosEsperados = 0  numReisBrancosAnteriorEsperado = 0 | contaRei(20) | numReisBrancosEsperados = 1  numReisBrancosAnteriorEsperado = 1 | numReisBrancosEsperados = 1  numReisBrancosAnteriorEsperado = 1 |
| numReisBrancosEsperados = 1  numReisBrancosAnteriorEsperado = 1 | contaRei(20) | numReisBrancosEsperados = 2  numReisBrancosAnteriorEsperado = 2 | numReisBrancosEsperados = 2  numReisBrancosAnteriorEsperado = 2 |

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| **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; |

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| **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 |

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| **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 |

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| **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 |

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| **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 |

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| **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 |

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| **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] |

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| **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 |

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| **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 |

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| **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 |

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| **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

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

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

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| **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> |

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| **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], [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], [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], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0] } |

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

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| **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 |

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| **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], [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], [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], [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" |

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| **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 |
| 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, 2, 3) | True  fazerUndo = true  tabuleiro[3][3] = 0  tabuleiro[2][3] = 1 | True  fazerUndo = true  tabuleiro[3][3] = 0  tabuleiro[2][3] = 1 |

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| **test09AtualizarAnterior** | | | |
| 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] }  TabuleiroAnterior = { [0,0,0,0,0,0,0,0,0,0,0,0], [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] } | atualizarAnterior () | TabuleiroAnterior = { [0,0,0,0,0,0,0,0,0,0,0,0], [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] } | TabuleiroAnterior = { [0,0,0,0,0,0,0,0,0,0,0,0], [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] } |

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| **test01MoveHorizonal** | | | |
| Variaveis | Metodos | Esperado | Obtido |
|  | moveHorizontal(1, 1) | true | true |
|  | moveHorizontal(1, 0) | False | false |
|  | moveHorizontal(2, 3) | false | false |

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

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| **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 |

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| **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 |

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| **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 |

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| **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)]> |

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| **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) |