

Player Class Test Strategy

Player
name: private String numCoins: private Double numCloaks: private int numJumpBacks: private int
Player(): public Player(String) : public getName(): public String setName(String): public getNumCoins(): public double setNumCoins(double): public void getNumCloaks(): public int setNumCloaks(int): public void getNumJumpBacks(): public int setNumJumpBacks(int): public void bribe(): public boolean displayCoins(): public String chooseDirection(String): public String playerChoice(String): public boolean useJumpBack(): public void useCloak(): public void increaseCloaks(): public void getCoinsBox(): public int

1. Create a Player object with the default constructor.
2. Create a Player object with the non-default constructor.
 - With valid field values
 - With invalid field values
3. Test all get Methods:
 - Test getName
 - Test getNumCoins
 - Test getNumCloaks
 - Test getNumJumpBacks
4. Test all set Methods:
 - Test setName
 - Test with valid field values
 - Test with invalid field values
 - Test setNumCoins
 - Test with valid field values
 - Test with invalid field values
 - Test setNumCloaks
 - Test with valid field values
 - Test with invalid field values
 - Test setNumJumpBacks
 - Test with valid field values
 - Test with invalid field values