Test Result for Domino (Assignment1)

---------------------------------------------

Test for: goesP

**\*Domino>** goesP (6,3) L [(3,4),(4,5),(5,2)]

True

When the domino cannot be played on the right end

**\*Domino>** goesP (6,3) R [(3,4),(4,5),(5,2)]

False

When the domino can be fin in the left end in reverse position order

**\*Domino>** goesP (3,5) L [(3,4),(4,5),(5,2)]

True

When the domino cannot be put on the right end

**\*Domino>** goesP (3,5) R [(3,4),(4,5),(5,2)]

False

When the domino contains one zero element on left and right end

**\*Domino>** goesP (3,0) R [(3,4),(4,5),(5,2)]

True

**\*Domino>** goesP (3,0) L [(3,4),(4,5),(5,2)]

True

When two elements are zero on left and right end

**\*Domino>** goesP (0,0) R [(3,4),(4,5),(5,2)]

True

**\*Domino>** goesP (0,0) L [(3,4),(4,5),(5,2)]

True

---------------------------------------------

Test for: knockingP

When there is one domino on the hand that can be played on the right end

**\*Domino>** knockingP [(3,4),(4,5),(5,2)] [(4,2),(5,5),(1,6)]

False

When there is one domino on the hand that can be played on the left end

**\*Domino>** knockingP [(2,5),(5,4),(4,3)] [(4,2),(5,5),(1,6)]

False

When there is no domino on the hand that can be played

**\*Domino>** knockingP [(3,4),(4,5),(5,2)] [(4,6),(5,5),(1,6)]

True

When the hand is empty

**\*Domino>** knockingP [(3,4),(4,5),(5,2)] []

True

---------------------------------------------

Test for: playedP

**\*Domino>** playedP (2,3) [(4,3),(3,2),(2,6)]

True

When the domino is already in the board in a right position order

**\*Domino>** playedP (2,3) [(4,2),(2,3),(3,3)]

True

When the domino is not in the board

**\*Domino>** playedP (2,3) [(4,5),(5,6),(6,3)]

False

----------------------------------------------

Test for: possPlay

When there is a domino on the hand that can be played on the left end

**\*Domino>** possPlay [(4,3),(3,2),(2,5)] [(4,0),(3,1),(2,3)]

([(4,0)],[])

When there is a domino that can be played on the right end

**\*Domino>** possPlay [(4,3),(3,2),(2,5)] [(5,0),(3,1),(2,3)]

([],[(5,0)])

When there are two dominoes, one for left side and the other for right side

**\*Domino>** possPlay [(4,3),(3,2),(2,5)] [(5,1),(4,0),(2,3)]

([(4,0)],[(5,1)])

When there are four dominoes, two for the left end and the other two for right end

**\*Domino>** possPlay [(4,3),(3,2),(2,5)] [(5,1),(4,0),(1,4),(5,3)]

([(4,0),(1,4)],[(5,1),(5,3)])

-----------------------------------------------

Test for: playDom

When the domino can be played on the left

**\*Domino>** playDom (4,2) [(2,3),(3,1),(1,3)] L

Just [(4,2),(2,3),(4,1),(5,3)]

When the domino can be put on the left end in a reverse position order

**\*Domino>** playDom (2,4) [(2,3),(3,4),(4,3)] L

Just [(4,2),(2,3),(4,1),(5,3)]

When domino cannot be played on the right end

**\*Domino>** playDom (2,4) [(2,3),(3,1),(1,3)] R

Nothing

When the domino cannot be played on the left end

**\*Domino>** playDom (3,6) [(2,3),(3,1),(1,3)] L

Nothing

When the domino can be played on the right end in a reverse position order

**\*Domino>** playDom (3,6) [(2,4),(4,1),(1,3)] R

Just [(2,3),(4,1),(5,3),(3,6)]

When the domino can be played on the right end in a normal position order

**\*Domino>** playDom (2,5) [(3,3),(3,1),(1,5)] R

Just [(3,3),(3,1),(1,5),(5,2)]

--------------------------------------------------

Test for: scoreboard

When the board can score 1 only by 3s

**\*Domino>** scoreBoard [(2,3),(3,2),(2,1)]

1

When the board can score 2 only by 5s

**\*Domino>** scoreBoard [(1,3),(3,2),(2,4)]

1

When the board can score 2

**\*Domino>** scoreBoard [(6,3),(3,2),(2,4)]

2

When the board can score 3

**\*Domino>** scoreBoard [(6,3),(3,2),(2,3)]

3

When the left end has a domino with same elements

**\*Domino>** scoreBoard [(3,3),(3,2),(2,0)]

2

When there left end has domino with same elements to get maximum score

**\*Domino>** scoreBoard [(5,5),(5,1),(1,5)]

8

When the right end has the domino with same elements

**\*Domino>** scoreBoard [(5,3),(3,5),(5,5)]

8

When there is only one domino

**\*Domino>** scoreBoard [(5,5)]

2

--------------------------------------------------

Test For: scoreN

When there are dominoes on the hand that can be played on the board to score 1

One for the left end, and the other for right end

**\*Domino>** scoreN [(4,3),(3,2),(2,5)] 1 [(4,0),(5,1),(2,3)]

[((4,0),L),((5,1),R)]

There is no dominoes on the hand that can be played

**\*Domino>** scoreN [(4,3),(3,2),(2,5)] 2 [(4,0),(5,1),(2,3)]

[]

There is a domino on the hand that can score 2 on the left end

**\*Domino>** scoreN [(4,3),(3,2),(2,5)] 2 [(4,5),(5,1),(2,3)]

[((4,5),L)]

There is a domino on hand that can score 8 on the left end

**\*Domino>** scoreN [(5,3),(3,2),(2,5)] 8 [(4,5),(5,5),(2,3)]

[((5,5),L)]

There is a domino on hand that can score 3 on the right end

**\*Domino>** scoreN [(6,2),(2,2),(2,4)] 3 [(4,3),(5,5),(2,3)]

[((4,3),R)]