

Test Report 2

Test Approach

I reworked the random tester so that it relates to buyCard, and I ensured that it compiles. Now, in addition to testing randomly, it checks to see if buyCard updates the coins, the buys, the supply count, and the discard count properly, and also reports if buyCard checks for buys and player coins before buying.

Bugs Found

My Code (turcottm):

In my own code, I found that my buyCard was not properly checking to see whether or not the player had any coins with which to buy cards. I fixed this by adding the following code to buyCard in dominion.c:

```
if (state->coins < getCost(supplyPos)) {  
    return -1;  
}
```

In addition, I found that my Dominion code does not properly update coins and doesn't check for buys, however I have not fixed these issues as of yet.

gibsonro:

I tested gibsonro's dominion.c and found no bugs.

luisramg:

I tested luisramg's dominion.c and found that the buyCard function doesn't update the player's coins properly.

Coverage

My Code	gibsonro	luisramg
Total Coverage: 24.81%	Total Coverage: 37.56%	Total Coverage: 23.15%

My Code	gibsonro	luisramg
gcov -f dominion.c Function 'compare' Lines executed:100.00% of 6 Function 'supplyCount' Lines executed:100.00% of 2 Function 'fullDeckCount' Lines executed:0.00% of 9 Function 'whoseTurn' Lines executed:100.00% of 2 Function 'handCard' Lines executed:0.00% of 3 Function 'numHandCards' Lines executed:0.00% of 2 Function 'isGameOver' Lines executed:0.00% of 10 Function 'scoreFor' Lines executed:0.00% of 24 Function 'getWinners' Lines executed:0.00% of 24 Function 'getCost' Lines executed:13.33% of 30 Function 'discardCard' Lines executed:0.00% of 13 Function 'gainCard' Lines executed:61.54% of 13 Function 'updateCoins' Lines executed:81.82% of 11	gcov -f dominion.c Function 'compare' Lines executed:100.00% of 6 Function 'supplyCount' Lines executed:100.00% of 2 Function 'fullDeckCount' Lines executed:0.00% of 9 Function 'whoseTurn' Lines executed:100.00% of 2 Function 'handCard' Lines executed:0.00% of 3 Function 'numHandCards' Lines executed:0.00% of 2 Function 'isGameOver' Lines executed:0.00% of 10 Function 'scoreFor' Lines executed:100.00% of 24 Function 'getWinners' Lines executed:0.00% of 24 Function 'getCost' Lines executed:10.00% of 30 Function 'discardCard' Lines executed:92.31% of 13 Function 'gainCard' Lines executed:60.00% of 15 Function 'updateCoins' Lines executed:81.82% of 11	gcov -f dominion.c: Function 'compare' Lines executed:100.00% of 6 Function 'supplyCount' Lines executed:100.00% of 2 Function 'fullDeckCount' Lines executed:0.00% of 9 Function 'whoseTurn' Lines executed:100.00% of 2 Function 'handCard' Lines executed:0.00% of 3 Function 'numHandCards' Lines executed:0.00% of 2 Function 'isGameOver' Lines executed:0.00% of 10 Function 'scoreFor' Lines executed:0.00% of 24 Function 'getWinners' Lines executed:0.00% of 24 Function 'getCost' Lines executed:13.33% of 30 Function 'discardCard' Lines executed:0.00% of 13 Function 'discardDeckCard' Lines executed:0.00% of 11 Function 'gainCard' Lines executed:61.54% of 13

My Code	gibsonro	luisramg
Function 'buyCard' Lines executed:100.00% of 10	Function 'buyCard' Lines executed:72.73% of 44	Function 'updateCoins' Lines executed:81.82% of 11
Function 'shuffle' Lines executed:93.75% of 16	Function 'shuffle' Lines executed:93.75% of 16	Function 'getCardValue' Lines executed:0.00% of 9
Function 'drawCard' Lines executed:100.00% of 23	Function 'drawCard' Lines executed:100.00% of 23	Function 'enter_to_continue' Lines executed:0.00% of 8
Function 'endTurn' Lines executed:0.00% of 20	Function 'endTurn' Lines executed:91.30% of 23	Function 'shuffle' Lines executed:93.75% of 16
Function 'cardEffect' Lines executed:0.00% of 231	Function 'cardEffect' Lines executed:0.00% of 244	Function 'drawCard' Lines executed:100.00% of 23
Function 'playCard' Lines executed:0.00% of 14	Function 'playCard' Lines executed:0.00% of 16	Function 'endTurn' Lines executed:0.00% of 20
Function 'initializeGame' Lines executed:83.61% of 61	Function 'initializeGame' Lines executed:86.49% of 74	Function 'cardEffect' Lines executed:0.00% of 266
File 'dominion.c' Lines executed:24.81% of 524 dominion.c:creating 'dominion.c.gcov'	File 'dominion.c' Lines executed:37.56% of 591 dominion.c:creating 'dominion.c.gcov'	Function 'playCard' Lines executed:0.00% of 14 Function 'initializeGame' Lines executed:83.61% of 61 Function 'cardNumToNameTest' Lines executed:12.07% of 58 Function 'buyCard' Lines executed:100.00% of 26 File 'dominion.c' Lines executed:23.15% of 661 dominion.c:creating 'dominion.c.gcov'