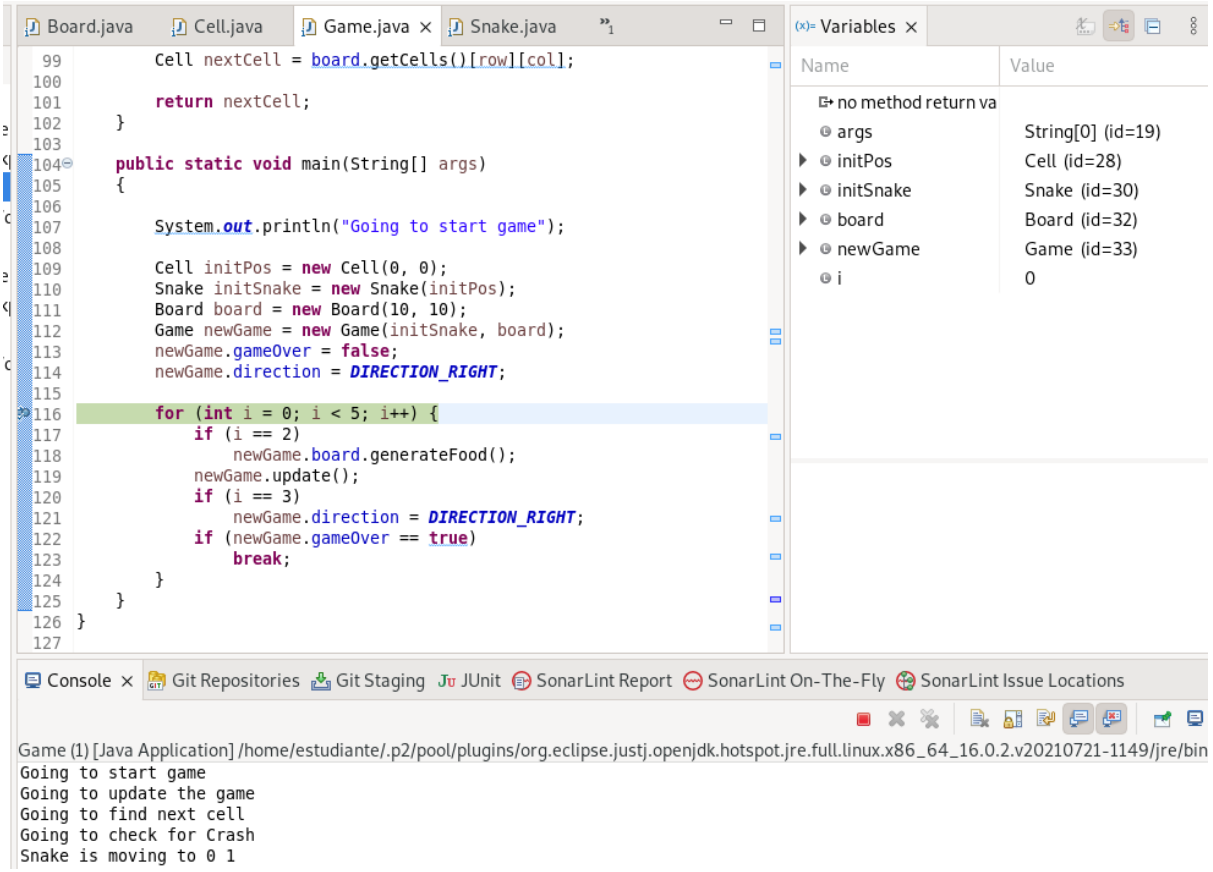
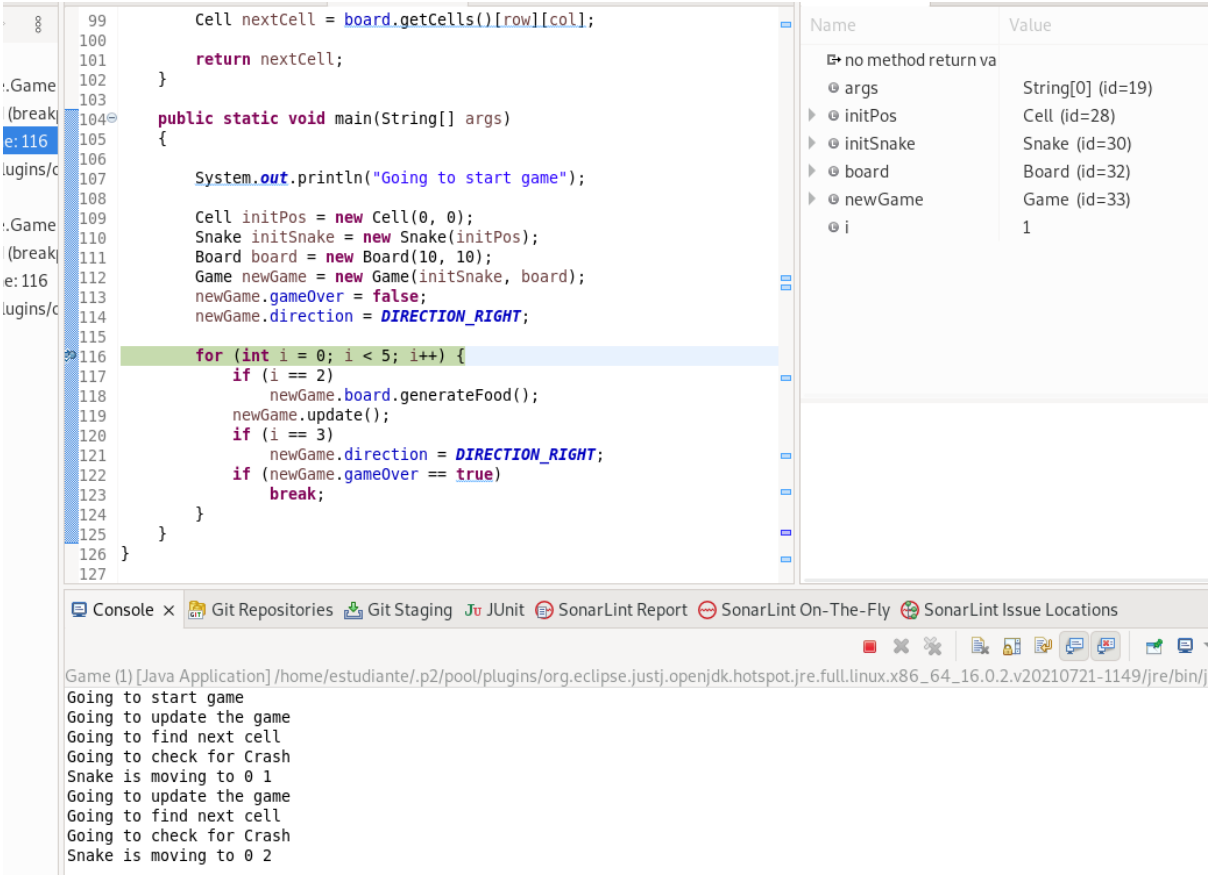
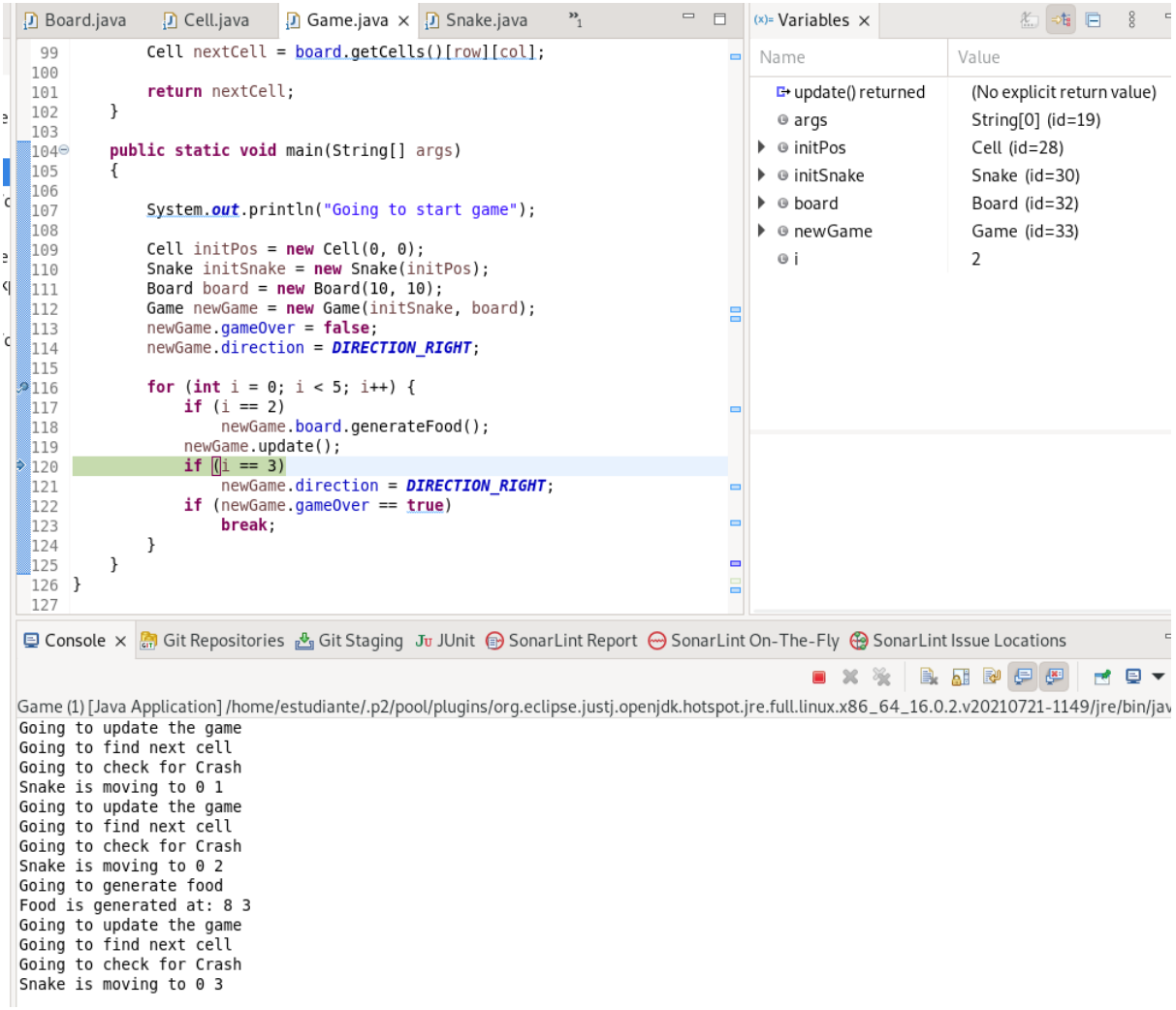
PREGUNTA 1

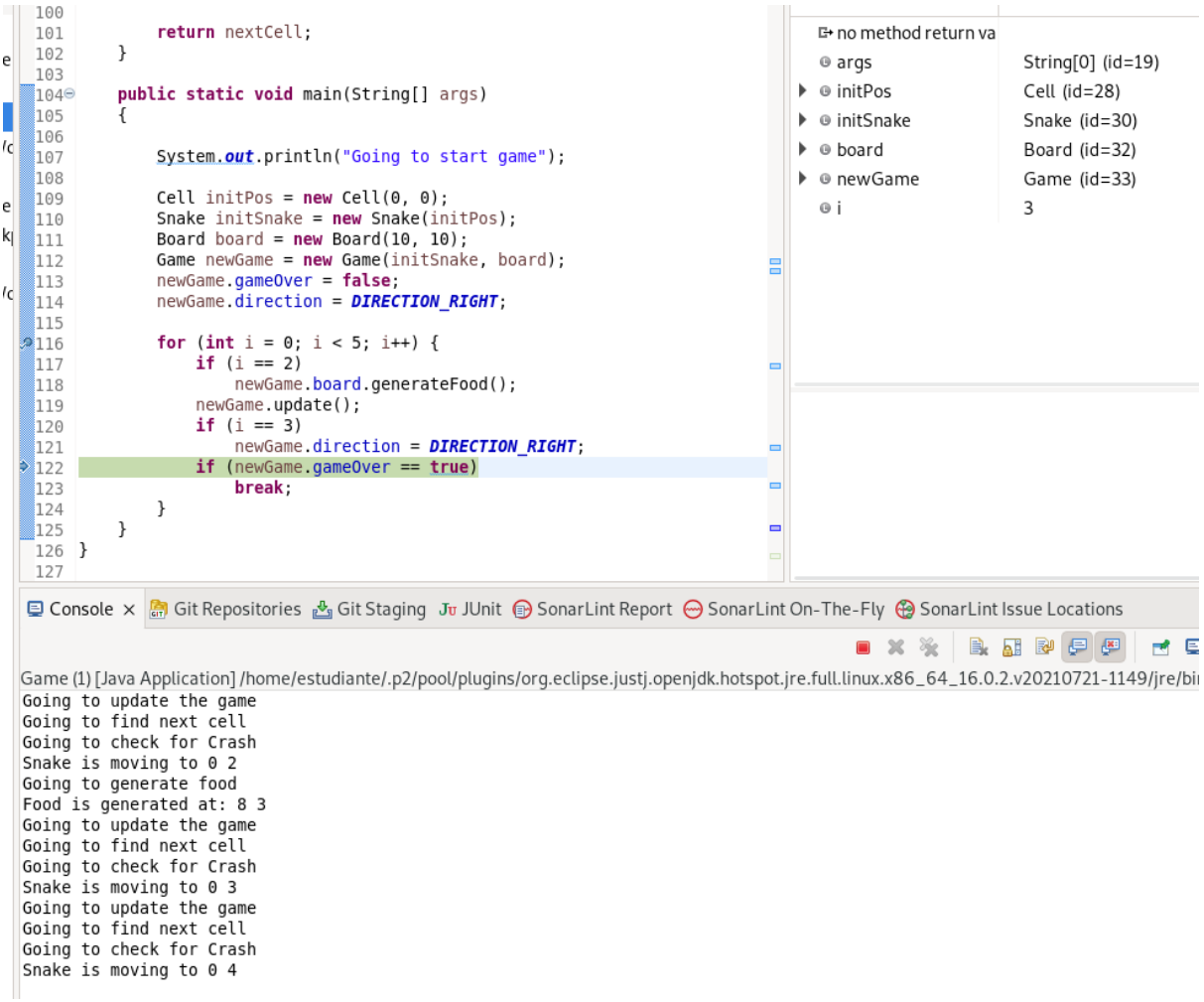

Board.java
Cell.java
Game.java
Snake.java
Variables
Name
Value
no method return va
args
String[0] (id=19)
initPos
Cell (id=28)
initSnake
Snake (id=30)
board
Board (id=32)
newGame
Game (id=33)
i
0
Console
Git Repositories
Git Staging
JUnit
SonarLint Report
SonarLint On-The-Fly
SonarLint Issue Locations
Game (1) [Java Application] /home/estudiante/.p2/pool/plugins/org.eclipse.justj.openjdk.hotspot.jre.full.linux.x86_64_16.0.2.v20210721-1149/jre/bin
Going to start game
Going to update the game
Going to find next cell
Going to check for Crash
Snake is moving to 0 1


Name
Value
no method return va
args
String[0] (id=19)
initPos
Cell (id=28)
initSnake
Snake (id=30)
board
Board (id=32)
newGame
Game (id=33)
i
1
Console
Git Repositories
Git Staging
JUnit
SonarLint Report
SonarLint On-The-Fly
SonarLint Issue Locations
Game (1) [Java Application] /home/estudiante/.p2/pool/plugins/org.eclipse.justj.openjdk.hotspot.jre.full.linux.x86_64_16.0.2.v20210721-1149/jre/bin/j
Going to start game
Going to update the game
Going to find next cell
Going to check for Crash
Snake is moving to 0 1
Going to update the game
Going to find next cell
Going to check for Crash
Snake is moving to 0 2

Si i vale 2 se genera la comida



Si i vale 3 la dirección es a la derecha



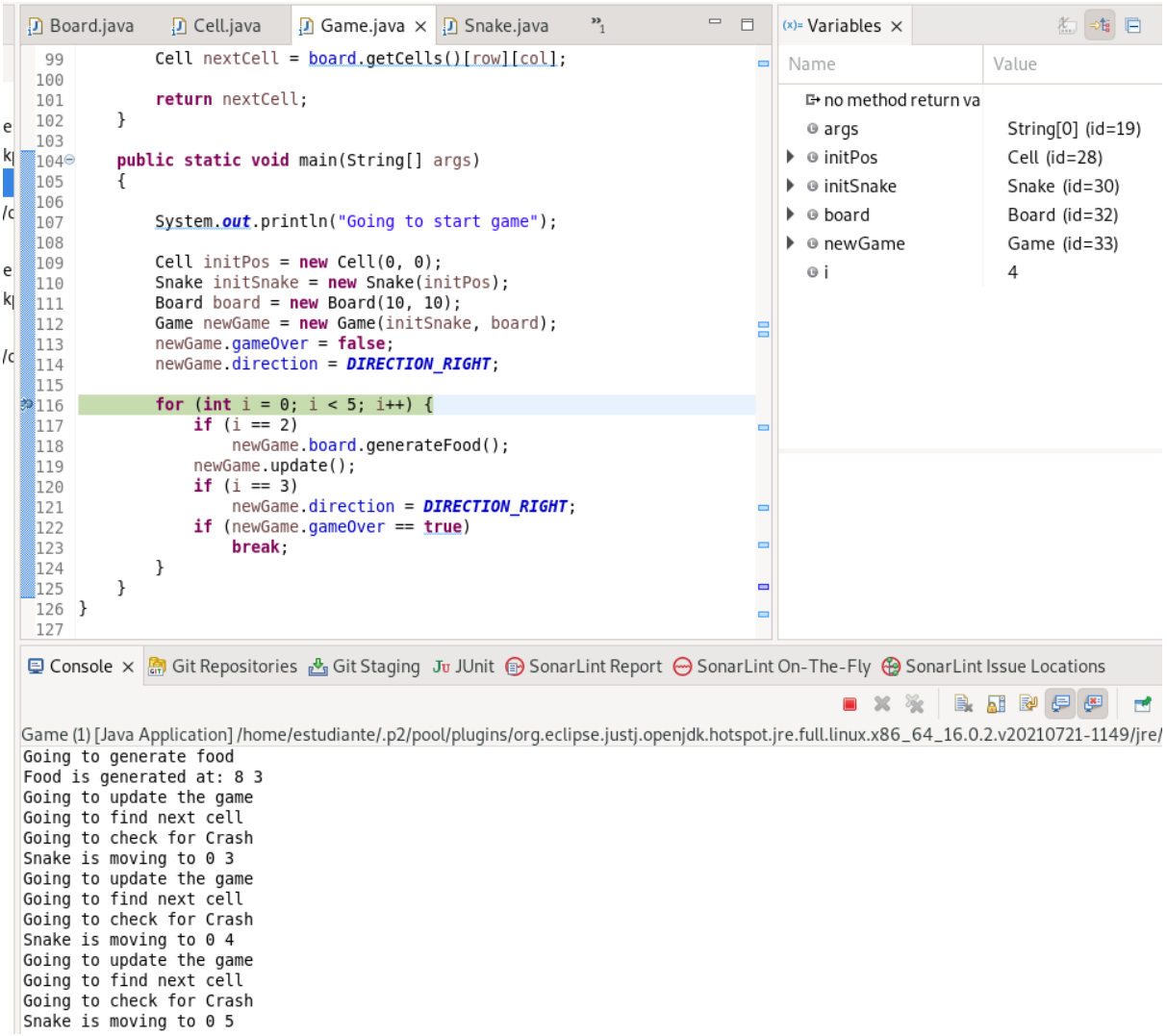
```
100
101         return nextCell;
102     }
103
104     public static void main(String[] args)
105     {
106
107         System.out.println("Going to start game");
108
109         Cell initPos = new Cell(0, 0);
110         Snake initSnake = new Snake(initPos);
111         Board board = new Board(10, 10);
112         Game newGame = new Game(initSnake, board);
113         newGame.gameOver = false;
114         newGame.direction = DIRECTION_RIGHT;
115
116         for (int i = 0; i < 5; i++) {
117             if (i == 2)
118                 newGame.board.generateFood();
119             newGame.update();
120             if (i == 3)
121                 newGame.direction = DIRECTION_RIGHT;
122             if (newGame.gameOver == true)
123                 break;
124         }
125     }
126 }
127
```

```
no method return va
args                String[0] (id=19)
initPos             Cell (id=28)
initSnake           Snake (id=30)
board               Board (id=32)
newGame             Game (id=33)
i                   3
```

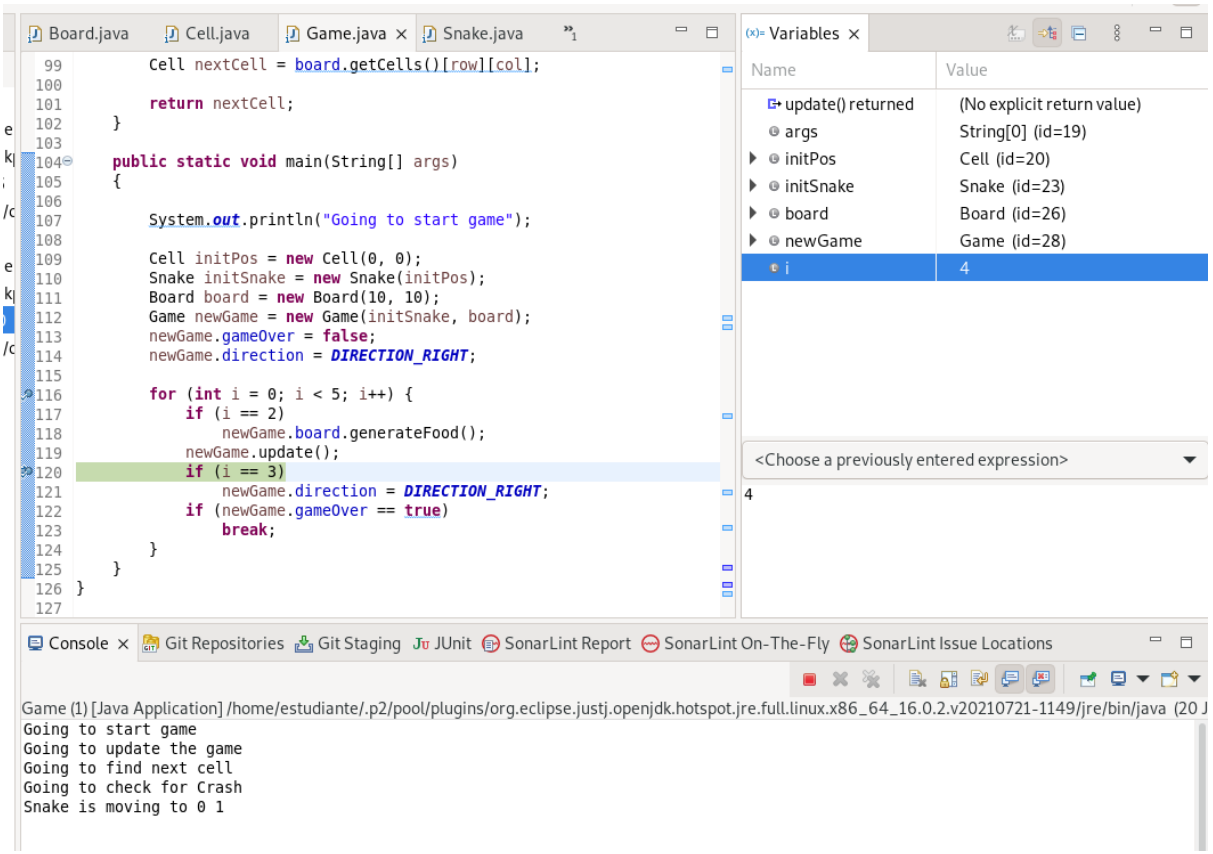
Console × | Git Repositories | Git Staging | JUnit | SonarLint Report | SonarLint On-The-Fly | SonarLint Issue Locations

```
Game (1) [Java Application] /home/estudiante/.p2/pool/plugins/org.eclipse.justj.openjdk.hotspot.jre.full.linux.x86_64_16.0.2.v20210721-1149/jre/bi
Going to update the game
Going to find next cell
Going to check for Crash
Snake is moving to 0 2
Going to generate food
Food is generated at: 8 3
Going to update the game
Going to find next cell
Going to check for Crash
Snake is moving to 0 3
Going to update the game
Going to find next cell
Going to check for Crash
Snake is moving to 0 4
```

Si i vale 4 se sale del bucle



En el menú de variables cambio el valor de i para que sea 4 cuando depuro en la línea 120. Termina y se sale del bucle.



PREGUNTA 3.

ID Caso Prueba	Nombre	Descripción	Precondiciones	Resultado esperado	Resultado obtenido	Comentarios
ID1	Comprobar que se actualiza get.Head	Si es distinto de gameOver y la direccion es distinta de Direction_none	gameOver false direccion distinto a direction_none	snake.getHead	snake.getHead	
ID2	Comprobar que se actualiza gameOver= true	Si es distinto de gameOver y la direccion es distinta de Direction_none , direccion sera direction_none, gameover sera true	gameOver false direccion distinto a direction_none			