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| **Class Name** | **Purpose** | **Test Data** | **Expected Result** | **Actual result** |
| Battle | Test the Battle class constructor | Create a new Battle object with valid attacker and defender forces | Verify that a new Battle object is created with the specified attacker and defender forces | As expected |
| Battle | Test the getAttacker() method | Create a new Battle object with valid attacker and defender forces<br>2. Call the getAttacker() method on the Battle object | Verify that the method returns the expected attacker force | As expected |
| Force | Create a new forces object and retrieve its reference code | referenceCode'=  "ABC123", 'size' = 100,  'firepower = 50 | "ABC123\* | As expected |
| Force | Create a new  'Force object with a  'ForceType of  LAND and retrieve its  'ForceType | 'forceType =  "ForceType. LAND\* | getforceType(j°=  "ForceType.LAND\* | As expected |
| SpaceWars | Test if the constructor initializes the SpaceWars object correctly with the provided admiral name. | admiralName =  "Admiral Test” | A SpaceWars object with the admiral name set to "Admiral Test", warChest set to 1000, defeated set to false, and activeStarFleet and uffDock initialized as empty  Array list | As expected |
| SpaceWars | Test if the constructor initializes the  SpaceWars object correctly with the provided admiral name, war chest, and Number of players | admiralName =  "Admiral Test",  warChest = 500,  numPlayers = 2 | A SpaceWars object with the admiral name set to "Admiral Test", warChest set to 500, defeated set to false, activeStarFleet and uffDock initialized as empty  ArrayLists, and numPlayers set to 2. | As expected |