

TCI Group Assignment 2: Test Behaviour Overview

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IDFactory:

Happy path tests:

- GetCardID_Should_Return_CardID_Object_Test;
- GetGamingMachineID_Should_Return_GamingMachineID_Object_Test;
- GetBetID_Should_Return_BetID_Object_Test;
- GetBettingRoundID_Should_Return_GetBettingRoundID_Object_Test;
- GetGameID_Should_Return_GameID_Object_Test;

Negative tests:

- GetID_Should_Raise_Illegal_Argument_Exception_Test;

Casino/ICasino:

Happy path tests:

- Casino_Constructor_Should_Create_Casino_Object_Test;
- Casino_addGame_Should_Create_IGame_Object_And_Add_It_To_HashMap_allGames_Test;
- Casino_GetGame_Should_Return_IGame_Object_Test;
- Casino_addGameMachine_Should_Create_IGameMachine_Object_And_Add_It_To_HashMap_allGameMachines_Test;
- Casino_CheckIfBetsValid_Should_Return_True_Test;
- Casino_AddPlayer_Should_Add_Player_Object_To_List_Players_Test;
- Casino_giveCardToPlayer_Should_Get_Card_From_Cashier_And_Add_It_To_Player_Test;
- Casino_findPlayerFromCard_Should_Return_The_Current_Player_With_That_Card_Test;

Negative tests:

- Casino_addGame_Should_Raise_Illegal_Argument_Exception_Test;
- Casino_addGameMachine_Should_Raise_Illegal_Argument_Exception_Test;
- Casino_GetGame_Should_Raise_Illegal_Argument_Exception_Test;
- Casino_CheckIfBetsValid_Should_Return_False;
- Casino_findPlayerFromCard_Should_Raise_Object_Not_Found_Exception_Test;
- Casino_startNewBettingRound_Should_Raise_Object_Not_Found_Test;

Player:

Happy tests:

- Player_addPlayerCard_Should_Add_PlayerCard_To_The_List_of_playerCards_Test;
- Player_removePlayerCard_Should_Remove_PlayerCard_From_The_List_of_playerCards_Test;

Negative tests:

- Player_betOnMachine_Should_Raise_Object_Not_Found_Tests;
- Player_playOnMachine_Should_Raise_Object_Not_Found_Tests;
- Player_removePlayerCard_Should_Raise_Object_Not_Found_Tests;

PlayerCard:

Happy tests:

- PlayerCard_addBetId_Should_Add_betId_From_a_Bet_To_List_allBetIds_Test;
- PlayerCard_returnBetIdsAndClearCard_Should_Reset_List_allBetIds_Test

GameMachine:

No tests

Game:

Happy tests:

- `Game_startBettingRound_Should_Reset_gameMachineList_Test;`
- `Game_determineWinner_Should_Reset_gameMachineList_And_bettingRound_Test;`
- `Game_isBettingFinished_Should_Return_True;`
- `Game_isBettingFinished_Should_Return_False;`

Negative tests:

- `Game_startBettingRound_Should_Raise_BettingRoundAlreadyStarted_Error_Test;`
- `Game_acceptBet_Should_Raise_NoCurrentBettingRound_Error_Test;`
- `Game_detirmineWinner_Should_Raise_NoCurrentBettingRound_Error_Test;`

GameRule:

Happy tests:

- `GameRule_determineWinner_Should_Return_The_Correct_betResult_Test;`

Negative tests:

- `GameRule_determineWinner_Should_Raise_Index_Out_Of_bounds_Exception_Test;`
- `GameRule_determineWinner_Should_Raise_Empty_List_Exception_Test;`

BettingRound:

Happy tests:

- `BettingRound_placeBet_Should_add_Bet_to_List_allBets_Test;`

Cashier:

Happy test:

- Cashier_distributePlayerCard_Should_Return_IPlayerCard_Object_Test;
- Cashier_resetPlayerCard_Should_Return_MoneyAmount_Object_Test;
- Cashier_placeBet_Should_Return_True_If_Card_Has_Enough_MoneyAmount_Test;
- Cashier_checkIfBetIsValid_Should_Return_True_If_Card_Has_Enough_MoneyAmount_Test;
- Cashier_checkIfBetIsValid_Should_Return_False_If_Card_Doesnt_Have_Enough_MoneyAmount_Test;
- Cashier_placeBet_Should_Return_False_If_Card_Doesnt_Have_Enough_MoneyAmount_Test;

Negative Tests:

- Chashier_addAmount_Should_Raise_IllegalArgumentException_Test;
- Chashier_placeBet_Should_Raise_IllegalArgumentException_Test;
- Chashier_resetPlayerCard_Should_Raise_IllegalArgumentException_Test;
- Chashier_addAmount_Should_Raise_IllegalArgumentException_Test;
- Chashier_checkIfBetIsValid_Should_Raise_IllegalArgumentException_Test;

BankTeller:

Happy tests:

- BankTeller_removePlayerCardMoneyAmount_Should_Change_MoneyAmount_In_moneyPerPlayerCard_Dictionary_And_Return_TRUE_Test;
- BankTeller_checkIfBetIsValid_Should_Return_True_Test;
- BankTeller_resetPlayerCard_Should_Add_moneyAmount_Null_To_The_Card_In_moneyPerPlayerCard_Dictionary_Test
- BankTeller_getEmptyPlayerCard_Should_Return_A_PlayerCard_Object_Test;
- BankTeller_getEmptyPlayerCard_Should_Initialize_PlayerCard_With_MoneyAmount_0_Test;

Negative tests:

- BankTeller_removePlayerCardMoneyAmount_Should_Raise_Illegal_Argument_Error_Test;
- BankTeller_removePlayerCardMoneyAmount_Should_Raise_CardEmptyError_Test;
- BankTeller_getEmptyPlayerCard_Should_Return_NULL_If_No_Empty_Cards_Test;
- BankTeller_removePlayerCardMoneyAmount_Should_NOT_Change_MoneyAmount_In_moneyPerPlayerCard_Dictionary_And_Return_FALSE_Test;
- BankTeller_checkIfBetIsValid_Should_Return_False_Test;