

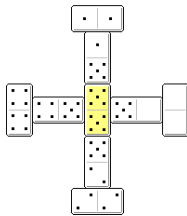
## Dominoes Assignment 1 : Corrections and Clarifications

### *What test results do I hand in?*

You should test all the logically different cases for each function, e.g. for played you need a case where the domino has been played and a case where it hasn't.

### *Can you add more than 1 domino to an end?*

In 5s-and-3s, **no**. In some other domino games you can, e.g. Maltese Cross...



### *What is an End?*

A data Structure which can be L (eft) or R (ight), NOT the domino or the pip value.

### *Do we have to create random hands?*

Not in assignment 1: you only need to define some examples for testing. In assignment 2 you'll program dealing a hand.

### *Do we need to check for invalid inputs to the dominoes functions?*

No

### *Can we use functions which haven't been mentioned in class?*

Yes, but you shouldn't need to do this much, if at all.