

CSCI 2110_A1:

Sample tests:

The screenshot shows the IntelliJ IDEA Run console for the 'GameDemo' application. The console output is as follows:

```

"C:\Users\Omar M Mehanny\.jdk\openjdk-20.0.2\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2023.2.1\lib\idea_rt.jar=4115:C:\Program Files\JetBrains\IntelliJ IDEA 2023.2.1\bin" -Dfile.encoding=UTF-8
Enter a command (type help for details):
help
Possible commands are as follows:
create location [fast][flexible]: Creates a new piece.
move location direction [spaces]: Moves a piece.
print: Displays the board.
help: Displays help.
exit: Exits the program.
Enter a command (type help for details):
exit
Done.

Process finished with exit code 0

```

The bottom status bar indicates the current file is 'A1_2110' in the 'src' directory, running the 'main' method of the 'GameDemo' class. The system tray shows the time as 88:45 and the encoding as UTF-8.

The screenshot shows the IntelliJ IDEA Run console for a Java application. The console output is as follows:

```

"C:\Users\Omar M Mehanny\.jdk\openjdk-20.0.2\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2023.2.1\lib\idea_rt.jar=4188:C
Enter a command (type help for details):
create 0 0 fast flexible
Input a name for the new piece:
Jedi
Input a colour for the new piece:
Red
Enter a command (type help for details):
print
JediRedFF  - - - - - - -
- - - - - - -
- - - - - - -
- - - - - - -
- - - - - - -
- - - - - - -
- - - - - - -
- - - - - - -
- - - - - - -
- - - - - - -
Enter a command (type help for details):
|

```

The status bar at the bottom indicates the current file is `A1_2110 > src > GameDemo > main` with encoding `UTF-8`.

```
ace.java Pos.java SlowPiece.java SlowFlexible.java FastPiece.java FastFlexible.java Board.java GameDemo.java x
Run GameDemo x
Enter a command (type help for details):
move 0 0 down 4
Piece at (0,0) moved down by 4 spaces
Enter a command (type help for details):
print
JediRedFF
Enter a command (type help for details):
```

```
Enter a command (type help for details):
create 7 7
Input a name for the new piece:
Clone
Input a colour for the new piece:
Blue
Enter a command (type help for details):
print
JediRedFF
CloneBlueS
Enter a command (type help for details):
```

```
Enter a command (type help for details):
move 7 7 left
Piece at (7,7) moved left by 1 space
Enter a command (type help for details):
prite
Invalid Input
Enter a command (type help for details):
print
JediRedFF
CloneBlueS
Enter a command (type help for details):
```

```
... Enter a command (type help for details):
move 4 4 up
Error: no piece at (4, 4)
Enter a command (type help for details):
create 8 8 fast
Input a name for the new piece:
Name
Input a colour for the new piece:
Grey
Error: Cannot add a piece out of Board - location has to be between 0 and 7 for both x and y
Enter a command (type help for details):
create 6 7 flexible
Input a name for the new piece:
New
Input a colour for the new piece:
Purple
A Piece already exists in that position
Enter a command (type help for details):
```

A1_2110 > src > GameDemo > main 88:45 CRLF UTF-8 4 spaces

```
A1_2110 master
GameDemo
ace.java Pos.java SlowPiece.java SlowFlexible.java FastPiece.java FastFlexible.java Board.java GameDemo.java
Run GameDemo
Enter a command (type help for details):
create 0 0
Input a name for the new piece:
Left
Input a colour for the new piece:
Yellow
Enter a command (type help for details):
print
LeftYellows - - - - -
- - - - -
- - - - -
- - - - -
JediRedFF - - - - -
- - - - -
- - - - -
- - - - -
MiddleYellowS - - - - -
CloneBlueS - - - - -
Enter a command (type help for details):
move 0 0 down 4
Error: Target position is not empty.
Enter a command (type help for details):
move 0 0 down 3
Piece is not flexible - Only flexible pieces can go up or down
```

A1_2110 > src > GameDemo > main 88:45 CRLF UTF-8 4 spaces