|  |  |  |  |
| --- | --- | --- | --- |
| Partition ID | Input variable | Valid partition | Invalid partition |
| 1 StartTest-Main | Key input | {Key Input | Keyinput = x} | {Key Input | Keyinput =/= x} |
| 2 PacmanGame-testActionPerformed | Key Input | {Key Input | Keyinput = e} | {Key Input | Keyinput =/= e} |
| 3 PacmanGame-testaddNotify | start() | start() is true | start() is false |
| 4 PacmanGame-paintComponent | Graphics component | {Graphics | Graphics = g} | {Graphics | Graphics =/= g} |

|  |  |  |  |
| --- | --- | --- | --- |
| Test ID | Test Input | Expect output | Partition ID Covered |
| 1 | Key Input = S | Start() | 1 |
| 2 | Key Input = W | None | 1 |
| 3 | Key Input = E | Repaint() | 2 |
| 4 | start() | initGame() | 3 |
| 5 | Graphics = g | doDrawing(g) | 4 |

//StartTest Main

package pacman;

import java.awt.EventQueue;

import org.junit.After;

import org.junit.Before;

import org.junit.Test;

import static org.junit.Assert.\*;

public class StartTest {

/\*\*

\* Test of main method, of class Start.

\*/

@Test

public void testMain() {

System.out.println("main test is starting");

String[] args = null;

Start.main(args);

EventQueue.invokeLater(() -> {

Start ex = new Start();

ex.setVisible(true);

});

System.out.println("main test is successful");

}

}

//Pacman\_Gmae Test

package pacman;

import java.awt.Color;

import java.awt.Graphics;

import java.awt.event.ActionEvent;

import org.junit.After;

import org.junit.Before;

import org.junit.Test;

import static org.junit.Assert.\*;

/\*\*

\*

\* @author jiayu

\*/

public class Pacman\_GameTest {

/\*\*

\* Test of addNotify method, of class Pacman\_Game.

\*/

@Test

public void testAddNotify() {

System.out.println("addNotify test is starting");

Pacman\_Game instance = new Pacman\_Game();

instance.addNotify();

System.out.println("addNotify is successfull");

}

/\*\*

\* Test of actionPerformed method, of class Pacman\_Game.

\*/

@Test

public void testActionPerformed() {

System.out.println("actionPerformed test is starting");

ActionEvent e = null;

Pacman\_Game instance = new Pacman\_Game();

instance.actionPerformed(e);

System.out.println("actionPerformed is successfull");

}

/\*\*

\* Test of paintComponent method, of class Pacman\_Game.

\*/

@Test

public void paintComponent() {

System.out.println("paintComponent test is starting");

Graphics g = null;

Pacman\_Game instance = new Pacman\_Game();

instance.paintComponent(g);

System.out.println("paintComponent is successfull");

}

}