**TESTING RAPOR FOR CHESS PROJECT**

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# SELECTED METHOD

start method selected in main.java file.

->public void start (Stage primaryStage) throws Exception

The selected method call in main method.

# SELECTED METHOD PROPERTIES

In start metod contains all event handlers for graphical user interface which are all event handlers of chess table which are 64 buttons.These buttons changes their css properties for example if we clicked to a button which contains pawn then we clicked to another button which doesn’t contains any piece than pawn making move from first place to second place with changing own css properties.we added menu to graphical user interface so we added this property to start method. In start method we added grid properties which is a property of JavaFx , this property provides us setting layout in every place that want by us. In start method contains the event handler that provides playing chess that changing css properties 64 buttons and another event handler provides restart game which is event handler of restart button and previous game event handler provides that show previous status of the game that is event handler of previous button.

# CONTROL FLOW GRAPH

# FULL STATEMENT COVERAGE PATHS

Grafa bakılarak çıkartılan pathler yazılacak

# INPUTS THAT PROVIDES PATHS

Her path için gerekli inputlar çıkartılacak

# TABLO

Deneyerek elde edilen sonuçlar da buraya eklenecek.

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| Path | Excepted Output | Observed Output | Error |
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Table : Path-Excepted Input-Observed Output-Error