

COM2108 Functional Programming Assignment 3

Testing

Function	Test Case	Function Call	Result
findMoves	Test on board that has moves available	findMoves board (where board is an EOBoard that has available moves)	All available moves are listed in an EOBoard list.
	Test on board that has no moves available	findMoves board (where board is an EOBoard that does not have available moves)	[]
	Test on new generated board	findMoves (eODeal 30)	All available moves are listed in an EOBoard list.
	Test on an invalid board	findMoves ([],[],[])	[]
chooseMove	Test on a board that has moves available, and the board's best move is to add a king to free column	chooseMove board	Just "EOBoard"
	Test on a board that has moves available, and the board's best move is to add a card to the reserves	chooseMove board	Just "EOBoard"
	Test on a board that has moves available, and the board's best move is to add card(s) to the foundations	chooseMove board	Just "EOBoard"

	Test on board that has no moves available	chooseMove board	Nothing
	Test on an invalid board	chooseMove ([],[],[])	Nothing
eOGame	Test on a new generated board	eOGame (eODDeal x) (All random seeds tested)	Printed board, score and result of a loss. Issue: No wins found.
	Test on a previously generated board that still has moves available	eOGame board	Printed board, score and result of a loss
	Test on a previously generated board that does not have moves available	eOGame board	Printed board, score and result of a loss
	Test on an invalid board	eOGame ([],[],[])	Error: Infinite recursive loop
eOExpt	Test on range of random seeds	eOExpt x (where x is the seed number)	100 games ran as expected. No change in results from game to game.
	Test on an invalid input	eOExpt ([],[],[])	Input error