COM2108 Functional Programming Assignment 3

**Testing**

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| 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 (eODeal 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 |
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