PopulateBoard

Equivalence Partition

Partition ID	Input Variable	Valid Partition	Invalid Partition
1	pieceLocations	pieceLocations is a String with a delimiter of spaces separating each pieceInfo. The first character of pieceInfo represents the piece color. pieceInfo[0] = 'W' || 'B'	'a' <= pieceInfo[0] <= 'z'
2	pieceLocations	pieceLocations is a String with a delimiter of spaces separating each pieceInfo. The second character of pieceInfo represents the piece type. pieceInfo[1] = 'K' || 'Q' || 'k' || 'B' || 'R' || 'P'	'a' <= pieceInfo[1] <= 'z' && pieceInfo[1] != 'k'
3	pieceLocations	pieceLocations is a String with a delimiter of spaces separating each pieceInfo. The third character of pieceInfo represents the pieces x-coordinate. 0 <= pieceInfo[2] < 8	pieceInfo[2] >= 8
4	pieceLocations	pieceLocations is a String with a delimiter of spaces separating each pieceInfo. The fourth character of pieceInfo represents the pieces y-coordinate. 0 <= pieceInfo[3] < 8	pieceInfo[2] < 0

Test Cases

Test ID	Test Inputs	Expected Output	Partition ID Covered
1	pieceLocations = "Bk00"	Returns a Piece matrix containing a Black Knight at [0][0] and null values at all other elements.	1, 2, 3, 4
2	pieceLocations = "bk00"	Returns a Piece matrix of all null values.	1

3	pieceLocations = "Bq00"	Returns a Piece matrix of all null values.	2
4	pieceLocations = "Bk90"	Returns a Piece matrix of all null values.	3
5	pieceLocations = "Bk09"	Returns a Piece matrix of all null values.	4