

State

Equivalence Partition

Partition ID	Input Variable	Valid Partition	Invalid Partition
1	check turn	check being equal to a boolean turn must be equal to Piece.Color.WHITE or Piece.Color.BLACK	
2	check turn		check being anything but a boolean turn not having the Piece.Color.BLACK or Piece.Color.WHITE
3		No arguments aren't required in State	

Test Cases

Test ID	Test Inputs	Expected Output	Partition ID Covered
1	check = false turn = Piece.Color.WHITE	Returns the State address	1
2	check = 0 turn = "hello"	Returns a syntax error	2
3		Returns the State address	