Piece

Equivalence Partition

Partition ID	Input Variable	Valid Partition	Invalid Partition
1	this.pieceInstance	Characters that denote color for white and black ("W" and "B" respectively) for the first character and hierarchy pieces King, Queen, knight, Bishop, Rook, and Pawn ("K", "Q", "k", "B", "R", "P" respectively) for the second character.	
2	this.pieceInstance		Only having the first character and not the second. (Ex. "W" instead of "WK")
3	Object piece	(Piece.Type.KING, Piece.Color.WHITE) (Piece.Type.QUEEN, Piece.Color.BLACK) (Piece.Type.KNIGHT.Piece.Color.WHITE) (Piece.Type.BISHOP,Piece.Color.BLACK) (Piece.Type.ROOK,Piece.Color.WHITE) (Piece.Type.PAWN,Piece.Color.BLACK) Anything that is of the type of chess piece in the first argument and anything that is of the color of black or white in the second argument.	
4	Object piece		(PIECE.Type.KING) Anything in the Piece object that lacks a second parameter will return a syntax error.

Test Cases

Test	Test Inputs	Expected Output	Partition

ID			ID Covered
1	this.pieceInstance = new Piece("WK")	Returns WHITE KING	1
2	this.pieceInstance = new Piece("W")	Returns java.lang.ArrayIndexOutOfBoundsException	2
3	Piece piece = new Piece(Piece.Type.KING, Piece.Color.WHITE)	Returns WHITE KING	3
4	Piece piece = new Piece (Piece.Type.KING)	Returns a syntax error	4