

Brute Force

Equivalence Partition

Partition ID	Input Variable	Valid Partition	Invalid Partition
1	puzzle, n	puzzle = "BR16 WK55 WR60 BK75" (String) n > 0	puzzle = (int, float, double) n <= 0
2	puzzle, n	puzzle = "BR16 WK55 WR60 BK75" (String) n > 0	puzzle = (int, float, double) n <= 0
3	puzzle, n	puzzle = "BR16 WK55 WR60 BK75" (String) n > 0	puzzle = (int, float, double) n <= 0
4	puzzle, n	puzzle = "BR16 WK55 WR60 BK75" (String) n > 0	puzzle = (int, float, double) n <= 0
5	puzzle, n	puzzle = "BR16 WK55 WR60 BK75" (String) n > 0	puzzle = (int, float, double) n <= 0
6	puzzle, n	puzzle = "BR16 WK55 WR60 BK75" (String) n > 0	puzzle = (int, float, double) n <= 0

Test Cases

Test ID	Test Inputs	Expected Output	Partition ID Covered
1	puzzle = "BR16 WK55 WR60 BK75" n = 1	Puzzle is solved, win returns true.	1
2	puzzle = "BQ60 WR21 WP02 BP52 WK72 WQ53 BP73 BR64 BP65 BK75" n = 1	Puzzle is not solved, win returns false.	2
3	String puzzle = "BR16 WK55 WR60 BK75" n = 1	Game winnable in 1 move, win returns true.	3
4	String puzzle = "BQ60 WR21 WP02 BP52 WK72 WQ53 BP73 BR64 BP65 BK75" n = 1	Game not winnable in 1 move, win returns false.	4

5	puzzle = "BR16 WK55 WR60 BK75" n = 1	chooseMove does not return null.	5
6	puzzle = "BQ60 WR21 WP02 BP52 WK72 WQ53 BP73 BR64 BP65 BK75" n = 1	chooseMove returns null.	6