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 = "BQ60 WR21 WP02 BP52 WK72 WQ53 BP73 BR64 BP65 BK75"` `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
7	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 in 1 move, win returns true.	1
2	`puzzle = "BQ60 WR21 WP02 BP52 WK72 WQ53 BP73 BR64 BP65 BK75"` n = 2	Puzzle is solved in 2 moves, win returns true.	2
3	`puzzle = "BQ60 WR21 WP02 BP52 WK72 WQ53 BP73 BR64 BP65 BK75"`	Puzzle is not solved, win returns false.	3

	n = 1		
4	String puzzle = "BR16 WK55 WR60 BK75" n = 1	Game winnable in 1 move, win returns true.	4
5	String puzzle = "BQ60 WR21 WP02 BP52 WK72 WQ53 BP73 BR64 BP65 BK75" n = 1	Game not winnable in 1 move, win returns false.	5
6	puzzle = "BR16 WK55 WR60 BK75" n = 1	chooseMove does not return null.	6
7	puzzle = "BQ60 WR21 WP02 BP52 WK72 WQ53 BP73 BR64 BP65 BK75" n = 1	chooseMove returns null.	7