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Screenshot

## Testing of Game isBoardFull & isColumnFull

**Equivalence Partitioning**

|  |  |
| --- | --- |
| F1 | Invalid Arguments |
| F2 | Empty Board |
| F3 | Column empty |
|  |  |
| F4 | Valid Arguments |
| F5 | One column full |
| F6 | Full Board |

**Test log**

|  |  |  |  |
| --- | --- | --- | --- |
| **testcases** | **Expected** | **Eqivalence Partititoning** | **Result** |
| isBoardFull\_emptyBoard\_returnsFalse | false | F2 | passed |
| isBoardFull\_onlyOneColumnIsFull\_returnsFalse | false | F5 | passed |
| isBoardFull\_BoardIsFull\_returnsTrue | true | F6 | passed |
|  |  |  |  |
| isColumnFull\_invalidArgument\_returnsFalse | false | F1 | passed |
| isColumnFull\_emptyBoard\_returnsFalse | false | F2, F4 | passed |
| isColumnFull\_OnlyArgumentColumnIsFull\_returnsTrue | true | F4, F5 | passed |
| isColumnFull\_OnlyArgumentColumnIsEmpty\_returnsFalse | false | F3, F4 | passed |
| isColumnFull\_BoardIsFull\_returnsTrue | true | F6 | passed |

## Testing of addChip

**Equivalence Partitioning**

|  |  |
| --- | --- |
| C1 | Invalid Argument |
| C2 | Column is full |
|  |  |
| C3 | Valid Argument |
| C4 | Column is empty |
| C5 | Column has space |

**Test log**

|  |  |  |  |
| --- | --- | --- | --- |
| **testcases** | **Expected** | **Eqivalence Partititoning** | **Result** |
| addChip\_InvalidColumnArgument\_returnFalse | false | C1 | passed |
| addChip\_InvalidColorArgument\_returnFalse | false | C1 | passed |
| addChip\_columnIsFull\_returnFalse | false | C2, C3 | passed |
| addChip\_columnIsEmpty\_returnTrue | true | C3, C4 | passed |
| addChip\_columnHasPlace\_returnTrue | true | C3, C5 | passed |